

MONSTERS OF FEYLAND 2

THE WELL OF DREAMS



5E

MONSTERS OF FEYLAND 2

THE WELL OF DREAMS

A COLLECTION OF MONSTERS FOR 5TH EDITION

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RETURN TO FEYLAND

IN *MONSTERS OF FEYLAND* WE INTRODUCED YOU to a collection of creatures from an extraordinary world. Now we add much more depth to the wondrous land of the Fey. This campaign book includes additional monsters, detailed maps, and much more.

Feyland is a world where emotions run rampant and nothing is as it seems. One can enter this mysterious land through portals, ponds, mirrors, or cross over through a forest in the World of Myrr. The terrain is a colorful blend of emerald woodlands, misty swamps, fungi forests, soaring peaks, strange settlements, barren canyons, and snowy wastelands. Most of the inhabitants of Feyland are eccentric, whimsical fey creatures. There are two main factions, the good Seelie Court and the evil Unseelie Court. Other fey are known as the wild fey.

Feyland has seven unique regions: Everwood, the Sugarwind Mountains, the Great Tree, Whims Town, the Lush Wild, the Darklands, and the Ivory Tower. Magical energy from the Well of Dreams affects each part of the realm in a different way.

FEY COURTS

King Oberon and Queen Titania rule the Seelie Court which contains the Summer and Spring courts. The Oak Lord is the head of the Summer Court and the Lady of the Swans is the head of the Spring Court. Most of the members of the court are chaotic good in alignment. Other court members include Grandmother Owl, the Lady of Light, and Jaeden Starlight.

The Queen of Darkness rules the Unseelie Court which contains the Autumn and Winter courts. The Skeleton King is the head of the Autumn Court and the Snow Queen is the head of the Winter Court.

Most of the members of the court are chaotic evil in alignment. Other court members include Thelonus Punk, the Punk Scholars, the Witch King, the Witch Queen, Victoria Van Vamp, Strangelove, Count Batty, Harvest Lord, harvest maidens, Corrupted Hatter, Corrupted Orchid, Prince of Twilight, Frost Lord, Ice Prince, and ice princesses.

GAME MASTER ADVICE

Feyland is an extremely unpredictable environment and even the land is alive. Floating islands might suddenly drift past, or rivers might alter their course. Fog might come to life or the wind might strike up a conversation. Then there are the outlandish inhabitants... Even good fey are impulsive at times and all fey are emotional and intense. Fey love to make deals with other creatures, especially newcomers. Beginning on page 152 is an entire section focused on bargaining with fey creatures.

This is not usually a realm where low-level adventurers will fare too well. Explorers will need to be prepared for anything, including an extended stay in Feyland. A group of heroes should be well-equipped with adventuring gear, extra food and water, and useful magic items.

Some fey creatures might be quite helpful and could even save the lives of adventurers. Other inhabitants might kidnap newcomers and force them into eternal service. The most mischievous of faerie creatures could taunt or play tricks on the heroes. A party of explorers can't expect the world to function like their home. Time can bend, seasons never end, left might be right, and up might just be down. The possibilities for adventures in this bizarre land are endless.



The Fortress of Shade

RETURN TO FEYLAND

Daniel Ramirez (Order #39925594)

THE WELL OF DREAMS

Thelonus Punk has discovered the powerful Well of Dreams and corrupted it. The well is the birthplace of Feyland and a source of unlimited power. This ancient well had been watched and carefully controlled for thousands of years. Thelonus and his group of Punk Scholars took control of the Ivory Tower where the Well of Dreams is hidden.

Then the trickster fey unleashed the well's full potential. Ancient boundaries used to be in place to maintain balance in Feyland. The Punks don't care about boundaries and want to destroy all traditions to create a new world. Now some creatures have been overcome by the mysterious magic from the well and turned evil. All of the corrupted creatures have gained new powers and most have joined the dark court.

The Seelie Court is very concerned and has sent a scouting party to learn what is happening. Thelonus' group of Punk Scholars is a shadowy faction from the Unseelie Court. Even the other dark fey in court had no idea about the move to seize the tower and the Academy.

SCARLETT MYRR, THE WIZARD'S DAUGHTER

Scarlett Myrr is the daughter of the legendary wizard Oswald Myrr. She was born after an affair between Oswald and Queen Titania. The young warrior has been chosen to lead a secret mission to investigate the Well of Dreams. Scarlett's stat block is on page 65.

THE SEVEN REGIONS OF FEYLAND

Spring

- Everwood page 10
- The Sugarwind Mountains page 30

Summer

- The Great Tree page 50
- Whims Town page 70
- Lush Wild page 90

Autumn

- The Darklands page 110

Winter

- The Ivory Tower page 130



THE WAR FOR FEYLAND

The final war for Feyland has begun between the rival courts. The Seelie Court is based in the Great Tree near the center of Feyland, while the Unseelie Court is headquartered in the Darklands in the Fortress of Shade.

SEELIE COURT FORCES

- 1,000 summer faeries^{MOF}
- 1,000 spring faeries^{MOF}
- 800 fauns
- 500 centaurs
- 200 fey knights^{MOF}
- 200 fey rangers^{MOF}
- 200 sprite knights^{MOF}
- 100 flying centaurs
- 100 armored centaurs^{MOF}
- 100 centaur mages^{MOF}
- 100 golden knights
- 100 cloud guard
- 100 flutterbies
- 50 glimmerlings
- 50 edge walkers
- 50 steppers
- 10 lunacorns

NOTE: Throughout this volume, a superscript ^{MOF} appearing next to a creature name indicates that its stat block is found in *Monsters of Feyland*.

The Unseelie Court made the first move in the war as the Punks took control of the Ivory Tower. The combined forces of the Punks and the Winter Court now control the entire region. Next, the Unseelie Court attacked the Sugarwind Mountains and have seized much of that area. Eventually the Seelie Court sent flying centaurs and cloud guards to confront the evil in the mountains. Now the good court has sent large contingents of centaurs and fauns into Everwood to bolster their presence there. Both courts have sent out spies across the land.

Some wild fey are taking advantage of the situation. The Frog Witch^{MOF} and the Mountain Lord^{MOF} are attempting to seize territory and power. There is also infighting within the Seelie and Unseelie courts.

UNSEELIE COURT FORCES

- 1,200 goblins
- 1,000 autumn faeries^{MOF}
- 1,000 winter faeries^{MOF}
- 700 huntours^{MOF}
- 500 pirate faeries
- 300 misty mountain hoppers
- 200 skeletons
- 200 gremlins^{MOF}
- 100 jarogs^{MOF}
- 100 flying goblins^{MOF}
- 50 quadraks^{MOF}
- 50 arcane stalkers^{MOF}
- 30 corrupted everflowers
- 30 corrupted centaur mages
- 30 skeletal spiders^{MOF}
- 20 wind maidens
- 20 huntour warlords
- 12 harvest maidens^{MOF}
- 10 black unicorns^{MOF}
- 10 red unicorns^{MOF}
- 10 skeleton warriors^{MOF}



Feyland



Everwood

Sugarwind Mountains

Great Tree

Whims Town

The Darklands

Lush wild

The Ivory Tower

FEYLAND ADVENTURE HOOKS

2d20 Hook

- 2 The heroes must find the Well of Dreams in the Ivory Tower.
- 3 Several cloud castles vanish from Feyland.
- 4 Adventurers must find a prince who is lost in Feyland.
- 5 Devils materialize in a circle of standing stones.
- 6 Drow forces invade Feyland with help from the Unseelie Court.
- 7 Magical darkness suddenly covers all of Feyland.
- 8 An army of constructs attacks the Great Tree.
- 9 Tornado sends creatures to Feyland.
- 10 Young fey begin an uprising to unseat the older fey in both courts.
- 11 Goblin forces from the Unseelie Court have captured new territory.
- 12 Oberon sends a group of heroes on a rescue mission.
- 13 Whims Town is overrun with visitors from the Material Plane.
- 14 Tiny fey grow to ten times their size.
- 15 A queen from the Material Plane becomes engaged to King Oberon.
- 16 A sudden wind storm blows through Feyland and puts everyone to sleep.
- 17 A group of cruel autumn faeries have surrounded a peaceful brownie village.
- 18 Frog knights attack Whims Town and loot the settlement.
- 19 The Elder Tree urges the rival courts to make peace.
- 20 Arcane stalkers begin an organized campaign to kill every spellcaster in Feyland.
- 21 A ship is transported to Feyland during a wild storm.

2d20 Hook

- 22 A meal with magical mushrooms sends the heroes on a wild trip through Feyland.
- 23 A flying ship lands in Whims Town with a dangerous group of pirates.
- 24 A powerful noble has hired the adventuring party to find his son.
- 25 Fey scholars have banished one of their own from the Ivory Tower.
- 26 A mushroom army lays siege to a castle.
- 27 Trees come to life and start gossiping about the local fey.
- 28 A portal to Feyland opens into the Sugarwind Mountains.
- 29 The Great Tree is found to be dying.
- 30 A circle of druids from the Material World crosses over into Feyland.
- 31 Multi-colored rain causes creatures to seek out their hearts' desires.
- 32 A never-ending thunderstorm hits the Sugarwind Mountains.
- 33 The Unseelie Court recruits more and more members from Whims Town.
- 34 Giants begin a campaign to take over Feyland, led by the Mountain Lord.
- 35 A strange carpenter builds a huge wooden boat and urges all the beasts to sail away with him.
- 36 Elementals from the Lazy River begin to attack newcomers to Feyland.
- 37 A powerful king disappears and ends up in Feyland.
- 38 A village in the mountains is destroyed as a floating island comes to life.
- 39 An enormous aberration kidnaps fey and takes them into a massive cavern.
- 40 Magic begins to act unpredictably in Feyland.



EVERWOOD

"We're not in the ordinary world anymore, are we?"

—FAMOUS ELF WIZARD ROLEN XILOSCIENT

FEYLAND BORDERS THE EVERYDAY WORLD AND the forest of Everwood is on the edge. It's possible to pass through the woods on the continent of Naern and enter these woods. Two large water bodies border the forest, the Sea of Endless Stars and the Lost Sea. The large region is mostly filled with oak and spruce trees. Rivers, streams, lakes, and ponds are found throughout the area. This is the original homeland of the elves and some of their ancient ruins are located here.

Recently the high elf Kingdom of Sunh and evil Stonefeet halflings have both sent their forces into Everwood. Their war in the World of Myrr has now spilled over into Feyland.

LOCATIONS

Hills, caves, mountains, ruins, lakes, rivers, streams, ponds, castles, watch towers, wilderness manors, villages, ruins, stone circles, Sea of Endless Stars, Lost Sea



EVERWOOD ENCOUNTERS

| d20 | Encounter | d20 | Encounter |
|-----|------------------------------------|-----|-----------------------------------|
| 1 | treant | 11 | faerie dragon |
| 2 | black unicorn ^{MOF} | 12 | 1d6 fey rangers ^{MOF} |
| 3 | green hag | 13 | satyr |
| 4 | 3 dryads | 14 | royal stag ^{MOF} |
| 5 | 1d10 summer faeries ^{MOF} | 15 | 1d6 sprite knights ^{MOF} |
| 6 | giant owl | 16 | 3 trolls |
| 7 | 1d6 brown bears | 17 | awakened tree |
| 8 | 1d4 giant boars | 18 | 1d6 centaurs |
| 9 | 1d8 sprites | 19 | unicorn |
| 10 | 1d6 elk | 20 | purple dragon ^{MOF} |

EVERWOOD EVENTS

| d12 | Events |
|-----|--------------------------------------|
| 1 | elf soldiers from continent of Naern |
| 2 | brownies search for their queen |
| 3 | fey rangers search ancient ruins |
| 4 | adventurers enter Feyland by mistake |
| 5 | evil halfling rangers from Naern |
| 6 | unicorns gather under full moon |
| 7 | wild fey drag intruders away |
| 8 | dangerous undead haunt elf ruins |
| 9 | centaurs search for Unseelie spies |
| 10 | tree village celebrates new moon |
| 11 | star falls into remote lake |
| 12 | mist spreads through the woods |



EVERWOOD

ATOMIE

LIVING IN TINY HOMES AND HOLLOW TREES IN THE woods are the smallest of fey. Although they're small in stature, atomies can be found in large numbers throughout Everwood. These creatures are the most populous group of wild fey in Feyland.

Ancient Roots. Atomies have lived in Feyland since it came into existence. There is evidence of their presence for thousands of years. The ruins of old atomie villages are scattered across the land.

Wild Fey. These fey don't belong to the Seelie or the Unseelie courts. Many atomies aren't pleased with either court and feel the wild fey are being ignored.

All is not Well. The legendary Well of Dreams is sacred to atomies. It is a source of power that not many fey understand. Atomies are aware something has happened to the well and a scouting party has begun a journey to the Ivory Tower.

ATOMIE

Tiny fey, chaotic neutral

Armor Class 15

Hit Points 7 (3d4)

Speed 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 20 (+5) | 11 (+0) | 10 (+0) | 14 (+2) | 12 (+1) |

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Elvish

Challenge 1/2 (100 XP)

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

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

At will: *Speak with animals*

1/day each: *invisibility*, *misty step*

Natural Camouflage. The atomie has advantage on Stealth (Dexterity) checks to hide in the forest.

ACTIONS

Faerie Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Faerie Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 3 piercing damage.



AWAKENED FLOWER

Medium plant, unaligned

Armor Class 9

Hit Points 13 (3d8)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|---------|---------|---------|--------|
| 5 (-3) | 8 (-1) | 11 (+0) | 11 (+0) | 12 (+1) | 7 (-2) |

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

False Appearance. While the awakened flower remains motionless, it is indistinguishable from any giant flower.

ACTIONS

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

Pollen Cloud (2/Day). The plant exhales a cloud of poisonous pollen and any creature within 30 ft. must make a successful DC 11 Wisdom saving throw or fall asleep for 1d4 minutes. The target awakens if it takes damage or another creature takes an action to wake it.

AWAKENED FLOWER

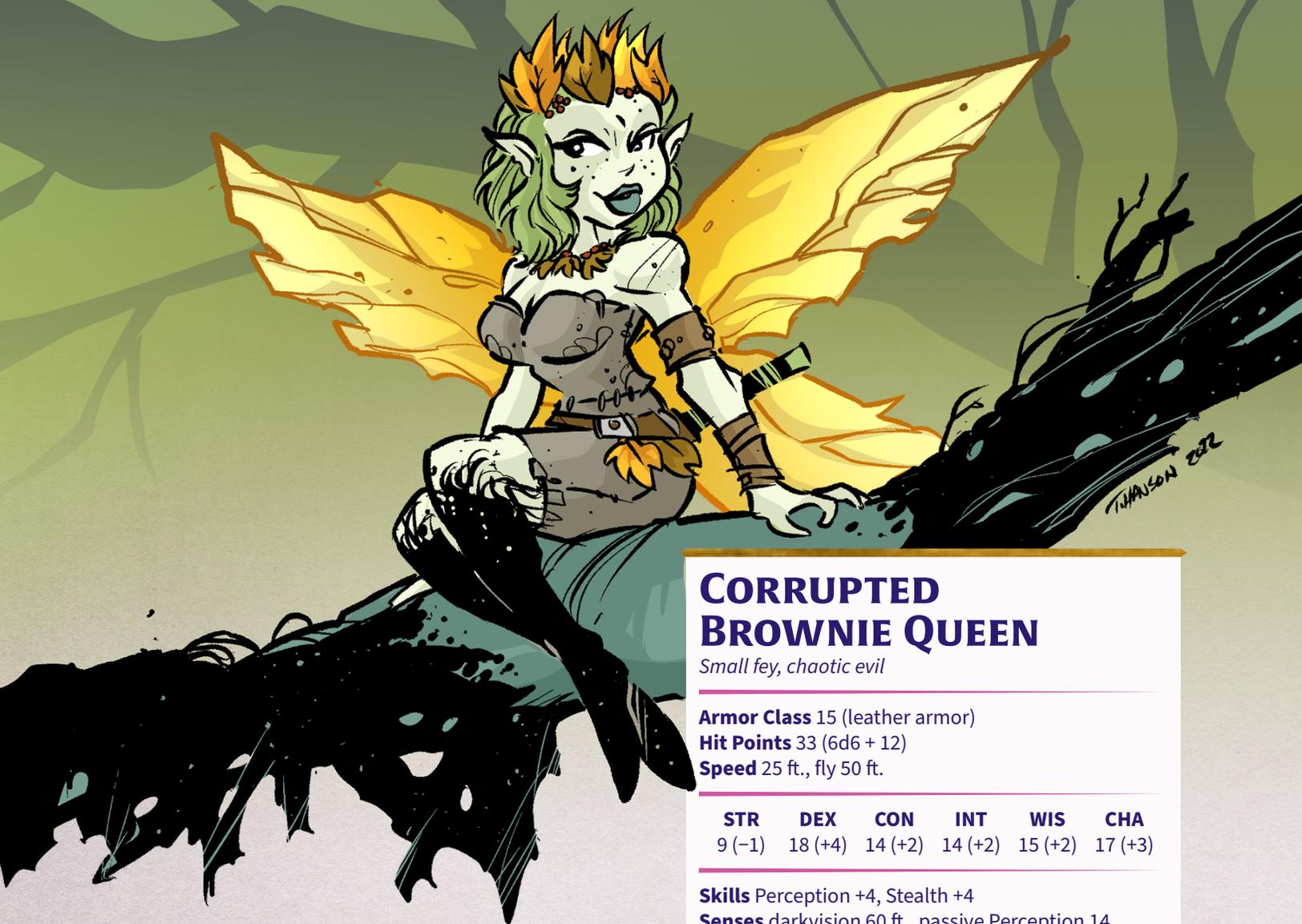
GROWING THROUGHOUT EVERWOOD ARE GIANT, magical flowers. These plants are brightly colored and smell wonderful. Most fey believe spells were used to bring the flowers to life.

Talk Stalk. Awakened flowers are very talkative and they are easy to notice. However, conversations with these plants can drag on for hours. Sometimes they will also break out into song.

Potent Poison. The pollen from awakened flowers has the power to put creatures to sleep. It's not unusual to find beasts and fey sleeping nearby.

Alchemical Additions. Some alchemists will use these plants in their potions. Sleep potions and other concoctions can be created from awakened flowers.





T. J. HANSON 2022

CORRUPTED BROWNIE QUEEN

Small fey, chaotic evil

Armor Class 15 (leather armor)

Hit Points 33 (6d6 + 12)

Speed 25 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 18 (+4) | 14 (+2) | 14 (+2) | 15 (+2) | 17 (+3) |

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

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

Innate Spellcasting. The brownie queen's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *druidcraft*, *thorn whip*

1/day each: *dancing lights*, *darkness*, *invisibility*

ACTIONS

Multiattack. The brownie queen makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Mimic Death. The brownie queen can use a bonus action to collapse on the ground and appear to be dead. A DC 13 Intelligence (Investigation) check will reveal that she is still alive.

CORRUPTED BROWNIE QUEEN

CLIMBING OVER A LOG, NEWCOMERS TO FEYLAND discover a small unconscious faerie. The adventurers take the creature back to their camp and look after her. A few hours later they discover they've been robbed and the faerie is gone.

Manipulative Maiden. The corrupted brownie queen is not what she appears to be. Using her good looks and charm, she takes advantage of whoever she can. She spends much of her time turning other brownies to the dark side.

Shady Lady. This creature likes to venture out at night under the cover of darkness. She will also turn invisible and sneak into strangers' camps.

Hidden Home. The corrupted brownie queen lives in a secret hollow tree in the central part of Everwood. She knows every inch of the forest and will use this to her advantage.



CORRUPTED EVERFLOWER

Medium fey, chaotic evil

Armor Class 16 (studded leather)

Hit Points 58 (9d8 + 18)

Speed 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 18 (+4) | 15 (+2) | 12 (+1) | 14 (+2) | 19 (+4) |

Skills Deception +7, Perception +5, Performance +7, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan, Common

Challenge 5 (1,800 XP)

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

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

Martial Fury. As a bonus action, the everflower can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The everflower makes two attacks.

Eversword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. This sword can also cut through any plants, including those made by magic.

Cloud of Bees (Recharge 2–3). The everflower can summon a swarm of insects (bees) and have them attack or use them to provide cover.

CORRUPTED EVERFLOWER

EVERFLOWERS USED TO BE MEMBERS OF THE SEELIE Court as they are followers of the arch fey Orchid. However, when Orchid (page 115) joined the rival court the everflowers joined her.

On the Edge. Everflowers now live near the northern border of Feyland. They report what they find to the Unseelie Court. Much of the time the dancers put on performances in Everwood or Whims Town. However, these events are just a cover for their covert activities.

Popular Performers. Many other fey enjoy the everflowers' dances and there are hundreds of loyal fans. Most of the rumors about the dancers' questionable activities are ignored.



EDGE WALKER

Large fey, chaotic good

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 16 (+3) | 10 (+0) | 12 (+1) | 14 (+2) |

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

Forest Strider. The edge walker ignores difficult terrain in the forest.

Natural Camouflage. The edge walker has advantage on Dexterity (Stealth) checks to hide in the forest.

ACTIONS

Multiattack. The edge walker makes two melee attacks, only one of which can be a gore attack.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

EDGE WALKER

ONE OF THE GUARDIANS ON THE FEYLAND BORDER IS the edge walker. These creatures patrol the boundaries of Everwood where it meets the continent of Naern and the World of Myrr.

Border Guard. Edge walkers are followers of the good Seelie Court and usually report to fey rangers^{MOF} or faun commanders (page 17). If any creatures cross into Feyland they warn them to act responsibly or return to their world.

Arboreal Ambush. The edge walker can blend into the forest very well. They've lived in the forest all their life and know every inch of the land. Intruders are often surprised by edge walkers before they know they've entered Feyland.



FAUN

Medium fey, chaotic good

Armor Class 14 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 40 ft.

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

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, Elvish

Challenge 1 (200 XP)

Forest Strider. The faun ignores difficult terrain in the forest.

Natural Camouflage. The faun has advantage on Dexterity (Stealth) checks to hide in the forest.

ACTIONS

Multiattack. The faun makes two attacks, only one of which can be a hooves attack.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

FAUN

ONE OF THE MOST COMMON CREATURES IN FEYLAND is the faun. They are half-humanoid, half-goat and often get mistaken for satyrs. Fauns are much more responsible and not as wild as their satyr cousins.

Agile Fey. A whole troop of fauns racing through the woods is a sight to behold. These creatures are quick and nimble and can cover a great deal of territory in a short period of time.

Good Citizens. The horned faun is an honorable creature. They see the good in others and want to make Feyland a better place for everyone.

Seelie Soldiers. Fauns make up the bulk of the ground troops in the Seelie army. They are loyal to the king and queen and work well in large groups.



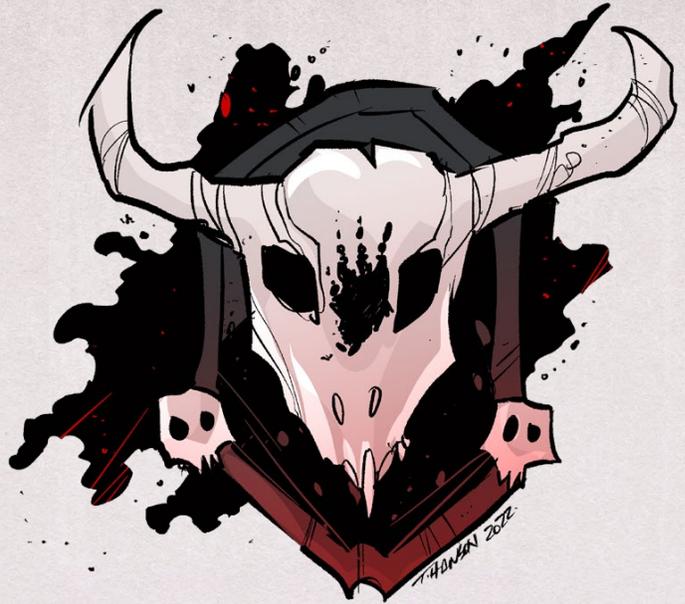
THE GENERAL

THE GENERAL IS THE LEADER OF AN EVIL ARMY OF Stonefeet halflings from the continent of Naern. He has crossed over into Feyland to learn about the history of their arch enemy, the high elves.

Fiendish Halfling. Grim halfling scouts (page 19) have discovered the ancient ruins of the elves. The devil-worshipping general is interested in discovering what he can about his enemies.

War Footing. The high elf kingdom of Suhm has been surprised by the halflings' attacks on their territory. The General is planning to return to Naern shortly and continue the war.

Grim Guard. A dozen evil halfling monks serve as bodyguards for the General. They are known as the Stonefists. Two halfling wizards are also part of his entourage.



THE GENERAL

Small humanoid (halfling), lawful evil

Armor Class 17 (studded leather)

Hit Points 90 (12d6 + 48)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 18 (+4) | 19 (+4) | 17 (+3) | 20 (+5) |

Skills Insight +6, Intimidation +8, Perception +6, Persuasion +8, Stealth +8, Survival +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 16

Languages Halfling, Sylvan, Elvish, Infernal

Challenge 7 (2,900 XP)

Brave. The General has advantage on saving throws against being frightened.

Devil's Sight. Magical darkness doesn't impede his darkvision.

Halfling's Nimbleness. The General can move through the space of any creature that is larger.

Lucky. The General can reroll any 1s once on attack rolls, checks, or saving throws.

ACTIONS

Multiattack. The General makes two attacks.

Hellblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) fire damage. The target must also succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GRIM HALFLING SCOUT

Small humanoid (halfling), lawful evil

Armor Class 15 (studded leather)

Hit Points 33 (6d6 + 12)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 14 (+2) | 18 (+4) | 12 (+1) | 12 (+1) |

Skills Perception +3, Stealth +5, Survival +3

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Halfling, Elvish, Infernal

Challenge 1 (200 XP)

Brave. The scout has advantage on saving throws against being frightened.

Devil's Sight. Magical darkness doesn't impede the scout's darkvision.

Halfling's Nimbleness. The scout can move through the space of any creature that is larger.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Lucky. The scout can reroll any 1s once on attack rolls, checks, or saving throws.

ACTIONS

Multiattack. The scout makes two attacks.

Infernal Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) fire damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 1 poison damage.

GRIM HALFLING SCOUT

A QUARTET OF HALFLINGS HIDE BEHIND A LARGE TREE and watch a couple of mounted elves. The small scouts aim their bows and unleash four poisoned arrows towards the riders.

On the Borderlands. Leading the grim halflings' assault on the Kingdom of Suhn are these halfling scouts. The Stonefeet have crossed into Feyland to learn more about their elf enemies.

Fiendish Plot. Devils who lured the General into an evil contract are tracking the halflings' movements. The small folk have no idea that the fiends are using them for their own purposes.

Jarog Rider. Most of these scouts ride jarogs^{MOF}, a breed of aggressive war dog.



THANKS 2022

LUNACORN

DEEP INSIDE EVERWOOD, A BEAUTIFUL LIGHT SHINES in the dark. The most powerful of all the unicorns in Feyland lives here. A golden lunacorn with a stunning rainbow horn helps guard the entrances to Feyland.

Force for Good. Lunacorns are in the service of the Seelie Court and fight all forms of evil. Dark fey usually retreat if they know these formidable unicorns are on their way.

Holding Court. Several lunacorns are based at the Great Tree, the home of the Seelie Court. They often accompany Queen Titania and serve as one of the many layers of protection surrounding her.

Stoic Sentinels. With the war underway, many lunacorns have been tasked with eliminating evil thresholders.^{MOF} The dark fey who guard a number of portals are being picked off one by one. Taking their places are lunacorns who decide who enters or leaves Feyland.

LUNACORN

Large fey, chaotic good

Armor Class 15

Hit Points 127 (15d10 + 45)

Speed 50 ft.

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

Skills Perception +9

Damage Immunities poison, radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Sylvan, Elvish, telepathy 120 ft.

Challenge 10 (5,900 XP)

Charge. If the lunacorn 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 2d10 piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

At will: *dancing lights*, *detect evil/good*, *druidcraft*, *pass without trace*

3/day each: *entangle*, *goodberry*, *moonbeam* (4th level)

1/day each: *calm emotions*, *dispel evil/good*, *grasping vine*, *heroes' feast*, *silence*, *wall of thorns*

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

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

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

ACTIONS

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

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 5 (1d10) radiant damage.

Healing Touch (4/Day). The lunacorn touches another creature with its horn. The target magically regains 14 (2d10 + 3) hit points. In addition, the touch removes all diseases and neutralizes all poisons affecting the target.

Teleport (2/Day). The lunacorn magically teleports itself and up to five willing creatures it can see within 20 feet of it, along with any equipment they are wearing or carrying, to a location the lunacorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

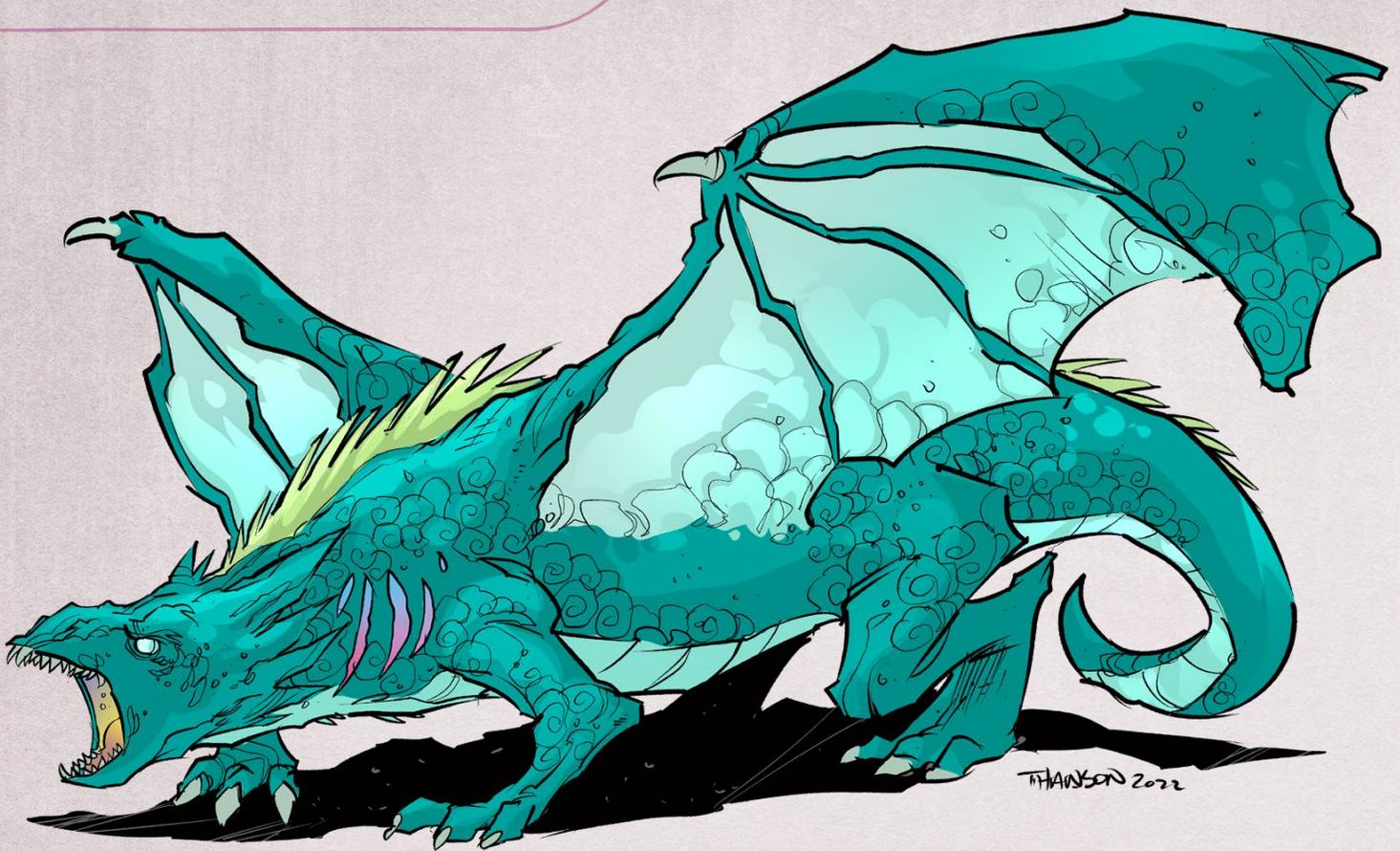
The lunacorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lunacorn regains spent legendary actions at the start of its turn.

Hooves. The lunacorn makes one attack with its hooves.

Golden Shield (Costs 2 Actions). The lunacorn creates a magical golden shield around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the lunacorn's next turn.

Heal Self (Cost 3 Actions). The lunacorn magically regains 14 (2d10 + 3) hit points.





NEVER DRAGON

AN ADVENTURING PARTY REACHES A PEACEFUL clearing deep in Everwood. They've tracked a turquoise dragon and have it in their sights. Suddenly the dragon disappears into thin air.

Shifty Character. These monsters are always on the move. Their ability to move in and out of Feyland enables them to outsmart many opponents.

Mind Games. Never dragons are highly intelligent and devise complicated strategies to steal treasure and gain power. They even study tactics they read about in ancient texts.

Never Lairs. Most never dragons live in expansive caves deep inside Everwood. Their sparkling treasure hoards are the only source of light in these cavernous lairs.

NEVER DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 40 ft., fly 90 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 16 (+3) | 16 (+3) | 18 (+4) | 13 (+1) | 16 (+3) |

Skills Deception +7, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Sylvan, Elvish

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Never There. The dragon can cast the *blink* spell twice a day.

ACTIONS

Multiattack. The never dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Breath Attack (Recharge 5–6). The dragon exhales multi-colored gas in a 60-foot-cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

NIXIE

LIVING IN PONDS, RIVERS, AND LAKES ARE THE unpredictable nixies. They don't want anyone venturing into their part of the woods. Whether they simply ward off an intruder or lure them to their death is uncertain.

Nature Lover. These creatures are deeply connected to the forest and will do anything to protect it. They blend into the surroundings and seem to vanish into the wilds.

Free to Act. Nixies are wild fey and not a part of either the Seelie or Unseelie courts. They are worried about the war and will try to sabotage both courts' plans.

Love at First Sight. Some nixies fall in love with a creature that trespasses in their forest. The attractive fey will do anything to persuade the newcomer to stay with them forever.



NIXIE

Small fey, chaotic neutral

Armor Class 14

Hit Points 27 (5d6 + 10)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 14 (+2) | 12 (+1) | 14 (+2) | 17 (+3) |

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

Amphibious. The nixie can breathe air and water.

Innate Spellcasting. The nixie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

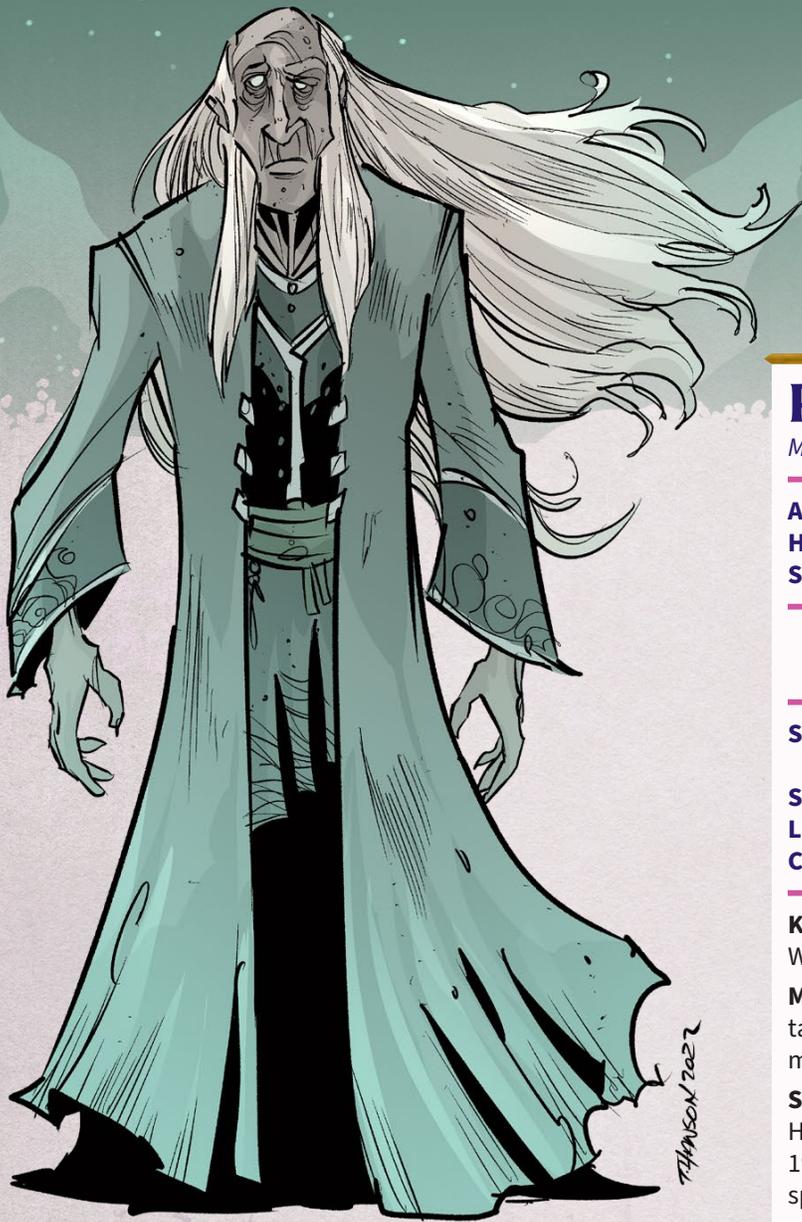
At will: *druidcraft*

2/day each: *charm person*, *entangle*, *thorn whip*

Natural Camouflage. The nixie has advantage on Dexterity (Stealth) checks to hide in the forest.

ACTIONS

Unarmed Attack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and if the target is Medium or smaller it is grappled (escape DC 11). A creature grappled underwater will begin to drown.



PHINEAS GLOOM

A DARK FIGURE WANDERS THROUGH THE ANCIENT ruins of the elves. He waves his hand and rubble is cleared from the entrance to an old tomb. Speaking in a long-lost tongue he uses arcane magic to unlock the forgotten building.

Fey Necromancer. Phineas Gloom is the most powerful necromancer in all of Feyland. He has been sent by the Unseelie Court to disrupt the Seelie Court's activities in Everwood.

Ruined Soul. Eternally depressed, this necromancer is a pathetic creature. His pessimistic nature can get the better of him.

Unseemly Unseelie. Phineas is one of the Skeleton King's favorite minions from the Autumn Court. The gloomy spellcaster plans to use his time in Everwood to gather undead for the arch fey's army.

PHINEAS GLOOM

Medium fey, chaotic evil

Armor Class 13 (16 with *mage armor*)

Hit Points 114 (12d8 + 60)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 16 (+3) | 20 (+5) | 24 (+7) | 17 (+3) | 19 (+4) |

Skills Arcana +11, Deception +8, Perception +7, Stealth +7

Senses darkvision 90 ft., passive Perception 17

Languages Sylvan, Elvish, Ancient Elvish

Challenge 10 (5,900 XP)

Keen Hearing. Phineas Gloom has advantage on Wisdom (Perception) checks that rely on hearing.

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

Spellcasting. Phineas Gloom is a 15th-level wizard. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *minor illusion*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *silent image*

2nd level (3 slots): *darkness*, *ray of enfeeblement*, *see invisibility*

3rd level (3 slots): *animate dead*, *speak with dead*, *vampiric touch*

4th level (3 slots): *blight*, *dimension door*, *hallucinatory terrain*

5th level (2 slots): *animate objects*, *scrying*

6th level (1 slot): *create undead*

Sunlight Sensitivity. While in sunlight, Phineas Gloom has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Gloom Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 17 (5d6) necrotic damage.



ROOT OF ALL EVIL

LIVING UNDERNEATH EVERWOOD IS A HORRIFYING monster. The Root of All Evil is one of the most powerful creatures in the land of the Fey. This plant can take on entire armies by itself.

Underground World. The monster has made a series of tunnels underneath the forest that lead to a massive cavern. This is its hidden, labyrinthine lair.

Abandonment Issues. The fey in Everwood make sure to stay away from the plant's territory. This part of the woods is considered cursed.

Survival Game. The Root of All Evil is omnivorous, living on anything it can find in Everwood: bears, deer, and elk, as well as many kinds of plants.



ROOT OF ALL EVIL

Huge plant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 12 (+1) | 21 (+5) | 18 (+4) | 20 (+5) | 18 (+4) |

Skills Perception +10

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 19

Languages Primordial

Challenge 15 (13,000 XP)

Siege Monster. The Root of All Evil deals double damage to objects and structures.

Tunneler. The Root of All Evil can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The Root of All Evil makes six root attacks and one bite attack.

Root Attack. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

STANDING STONE

SCATTERED ACROSS FEYLAND ARE NUMEROUS ANCIENT standing stones. Most of them can be found near the elf ruins in Everwood.

Ancient Guardian. These stones are actually elementals that were created when Feyland came to life thousands of years ago. They were fashioned to guard the world from intruders.

Alignment Matters. Standing stones used to be chaotic good and keep out evil creatures. They are able to magically scan creatures and read their alignment.

Stonewalled. However, since the Well of Dreams has been corrupted some stones have other alignments, even evil ones. This has caused all kinds of chaos as the stones have begun to attack many of the inhabitants of Everwood.

FEY ITEMS: BAG OF TREATS

Wondrous item, uncommon

This bright red bag is made of simple cloth. You can use an action to reach inside and retrieve delicious desserts for 1d8 humanoids. Once the bag is used, it doesn't function again until the next dawn. The bag weighs 1 pound.

STANDING STONE

Large elemental, any alignment

Armor Class 16 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 16 (+3) | 1 (-5) | 16 (+3) | 1 (-5) | 12 (+1) | 1 (-5) |

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 90 ft., passive Perception 13

Languages Primordial, Ancient Elvish

Challenge 3 (700 XP)

Alignment Rune. Each standing stone has alignment runes. If a creature that's not in alignment with it comes within 30 ft., the runes will light up. It will then move closer and attack the creature.

False Appearance. While the standing stone remains motionless it resembles a normal standing stone.

ACTIONS

Rune Blast. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) force damage.



THANKON
2022

TWISTED ELVEN GHOST

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 16 (+3) | 12 (+1) | 12 (+1) | 18 (+4) |

Skills Perception +4, Stealth +6

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Elvish, Ancient Elvish

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is in Feyland, and vice versa.

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

ACTIONS

Necrotic Blast. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from Feyland, or vice versa. It is visible in Feyland while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d6 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

TWISTED ELVEN GHOST

MOST ELF ANCESTORS CROSSED OVER FROM FEYLAND into the continent of Naern thousands of years ago. However, some were left behind. Upon their deaths, a group of them cursed the elves who had left them behind. These are the callous twisted elven ghosts.

Eternal Anger. These creatures have never let go of the anger that surfaced so long ago. They hate all elves and will do anything to destroy them.

Halfling Allies. The halfling general has reached out to the elven ghosts and they are meeting to discuss further plans. He has led a group of the Stonefeet halflings deep into the Everwood to negotiate with the undead elves.

Undead Nature. A twisted elf ghost doesn't require air, food, drink, or sleep.





WHISPERER

THE ELITE FORCE OF HIGH ELF RANGERS IN MYRR and Naern are known as the Whisperers. They have crossed over into Feyland hunting for the Stonefeet halflings and their infamous leader, the General.

Silent Partners. These elves are known for their stealth. They seem to move through the land with surprising grace. Whisperers get their names from this ability to move quietly and quickly.

Resourceful Rangers. These rangers never give up and usually find a way to complete their covert missions. They are highly skilled and train for years before joining the ranks of the most famous rangers in the World of Myrr.

Unicorn Riders. Most Whisperers use unicorns as their mounts.

WHISPERER

Medium humanoid (high elf), chaotic good

Armor Class 17 (+1 studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Athletics +7, Perception +8, Stealth +7, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

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

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

At will: *dancing lights*, *water breathing*

2/day each: *cure wounds*, *darkness*, *faerie fire*, *fog cloud*, *pass without trace*

1/day each: *dispel magic*, *locate creature*, *see invisibility*, *silence*

Land's Stride. Moving through nonmagical difficult terrain costs it no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, it has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

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

Vanish. The Whisperer can use the Hide action as a bonus action on its turn. Also, it can't be tracked by nonmagical means, unless it chooses to leave a trail.

ACTIONS

Multiattack. The Whisperer makes three attacks.

Whisper Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. This weapon makes no sound.

Whisper Bow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. This weapon and its arrows make no sound.



WHITE STAG

FEYLAND ISN'T JUST FULL OF TRICKSTERS AND SHADY characters. There are also creatures filled with deep wisdom. White stags are such creatures. These majestic fey walk the land bringing hope to all.

Pure Goodness. These fey are so full of goodness and wisdom that they radiate a white light. Good fey feel a sense of peace when they gaze upon a white stag, while evil fey can barely stand being near the holy beings.

Seelie Souls. These creatures are part of the Seelie Court and work closely with centaurs and the high elves from the Kingdom of Sunn.

Stag Party. White stags are led by the powerful Royal Stag.^{MOF} A group of white stags always accompanies their fearless leader.

WHITE STAG

Large fey, neutral good

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 16 (+3) | 16 (+3) | 10 (+0) | 15 (+2) | 10 (+0) |

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 3 (700 XP)

Charge. If the white stag moves at least 20 feet straight toward a target and then hits them with a ram attack on the same turn, the target takes an

extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Forest Stride. The white stag ignores all difficult terrain within a forest.

Illumination. The white stag sheds bright light in a 20-foot radius and dim light for an additional 10 feet.

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

ACTIONS

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Healing Touch (2/Day). The white stag touches another creature. The target magically regains 9 (2d8) hit points and is healed of any disease or poison.



SUGARWIND MOUNTAINS

“Islands drift around valleys like thoughts that drift through the mind”

—OSWALD MYRR

LOCATED IN NORTHEASTERN FEYLAND IS A spectacular region. The Sugarwind Mountains are unlike anything found in the ordinary world. Nestled among the colorful mountains are numerous floating islands. Rope bridges are plentiful and waterfalls careen down into the void. Strange winds carry delicious sweet smells from peak to peak. A number of statuesque castles sit peacefully amongst thick mist.

The Mountain Lord rules all giants from his mountain lair found here. A massive complex of caverns is the home of the giants. However, like the rest of Feyland, turmoil has reached this region. The evil Academy has spread its influence here, with the Duchess of Dreams leading shadowy forces. A climatic war between the Seelie and Unseelie Courts has begun.

TERRAIN

Mountains, floating islands, valleys, cliffs, canyons, crevasses, mountain passes, meadows, caves, rivers, lakes, waterfalls, Sea of Endless Stars

LANDMARKS

Castles, keeps, standing stones, riftgates, wilderness manors, rope bridges, watch towers



SUGARWIND MOUNTAINS ENCOUNTERS

| d20 | Encounter | d20 | Encounter |
|-----|-----------------------------------|-----|--------------------------------------|
| 1 | dream dragon ^{MOF} | 11 | 1d20 spring faeries ^{MOF} |
| 2 | storm giant | 12 | 7 sylphs ^{MOF} |
| 3 | 1d4 rock giants ^{MOF} | 13 | 1d4 shadows |
| 4 | 3 earth elementals | 14 | 3 ogres |
| 5 | 1d4 chimeras | 15 | 1d20 shadow birds ^{MOF} |
| 6 | mist giant ^{MOF} | 16 | 2 air elementals |
| 7 | 1d4 flying goblins ^{MOF} | 17 | 3 goblins on quadraks ^{MOF} |
| 8 | 1d20 stirges | 18 | roc |
| 9 | troll | 19 | 1d4 cloud giants |
| 10 | pegasus | 20 | purple dragon ^{MOF} |

SUGARWIND MOUNTAINS EVENTS

| d12 | Events |
|-----|-------------------------------------|
| 1 | dark fey rob noble's keep |
| 2 | heavy fog obscures the area |
| 3 | floating castle flies by |
| 4 | goblins flying an airship |
| 5 | high elf patrol on pegasi |
| 6 | double rainbow appears |
| 7 | fireball destroys watch tower |
| 8 | giants hurl rocks |
| 9 | fierce battle on a rope bridge |
| 10 | massive storm shakes region |
| 11 | arch fey floats by on cloud |
| 12 | flying carriages pulled by griffons |



SUGARWIND MOUNTAINS

CLOUD GUARD

THE SEELIE COURT USES CLOUD GUARDS TO PROTECT this region. These mounted warriors are garrisoned in a couple of mountain keeps. They are famous for their bold nature and magical light swords.

Air Cavalry. Cloud guards usually patrol the mountain region on hippogriffs. Their faithful mounts are stabled in the cloud guards' keeps.

Highly Trained. From a young age, these fey are trained in melee and ranged combat. They are exceptional warriors and can even handle multiple opponents.

Centaur Rivals. Even though cloud guards often work with flying centaurs, there is a rivalry. Both groups are jockeying to be the lead force in the Seelie Court's war with the Unseelie Court.



CLOUD GUARD

Medium fey, chaotic good

Armor Class 17 (*sky armor*)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 17 (+3) | 14 (+2) | 16 (+3) | 16 (+3) |

Skills Acrobatics +6, Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan, Elvish

Challenge 4 (1,100 XP)

Brave. The cloud guard has advantage on saving throws against being frightened.

Innate Spellcasting. The cloud guard's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At Will: *spare the dying*

3/day each: *cure wounds*, *feather fall*

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

ACTIONS

Multiattack. The cloud guard makes two attacks.

Light Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) radiant damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Parry. The cloud guard adds 2 to its AC against one melee attack that would hit it. To do so, the cloud guard must see the attacker and be wielding a melee weapon.

FLORA OF FEYLAND: STARFLOWER

A bright, white star-shaped flower that grows on floating islands. Upon eating this flower, you gain a flying speed of 60 feet for ten minutes.



DUCHESS OF DREAMS

THE DUCHESS HAS BEEN CORRUPTED AND HAS JOINED the Academy as a scholar. She has no qualifications or expertise to be an academic, but that doesn't matter in the current climate. Her husband shares a home with her at the heart of the region. Their mighty castle dwarfs most other structures in the area.

Waging War. This cold, cruel fey has been tasked to lead the Academy's forces in the mountains. The duchess has evil giants, misty mountain hoppers, wind maidens, and other minions at her command.

Sleep Tight. Entering the dreams of other beings is her expertise. She will mine dreams to find ways to manipulate others. For years she has gathered information from her enemies.

Unhappily Ever After. The duchess' marriage to Duke Cloudmuddle is a disaster. He has just realized that she had him under a spell and he is beginning to get his bearings. She knows that her days of dealing with a fool are over.

DUCHESS OF DREAMS

Medium fey, chaotic evil

Armor Class 19 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 18 (+4) | 18 (+4) | 19 (+4) | 19 (+4) |

Saving Throws Con +8, Wis +8, Cha +8

Skills Deception +8, Perception +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 18

Languages Sylvan, Elvish

Challenge 12 (8,400 XP)

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

At will: *dancing lights*, *detect magic*, *message*

3/day each: *blight*, *counterspell*, *detect thoughts*, *dimension door*, *see invisibility*

2/day each: *crown of madness*, *dominate person*, *fear*, *passwall*, *suggestion*

1/day each: *dream*, *mass suggestion*, *unseen servant*

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

Regeneration. The duchess regains 10 hit points at the start of each turn if she has at least 1 hit point.

ACTIONS

Dreamland Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and has a 10% chance of knocking the target unconscious.

Nightmare Breath (Recharge 2-3). The duchess exhales a black cloud in a 90-foot cone. Any creatures in that area must make a successful DC 16 Wisdom saving throw or enter into a hallucinatory terrain created by the duchess. The area is filled with dark creatures from the target's dreams. The target is incapacitated and can repeat its saving throw at the end of each of its turns.

DUKE CLOUDMUDDLE

THE CORRUPTION OF FEYLAND HAPPENED QUICKLY because of naïve individuals like the duke. He lives with his wife in a spectacular abode in the Sugarwind Mountains. However, he has been trapped there by a powerful enchantment.

Lost Boy. For years the loyal duke worshipped the duchess and didn't see her dark side. Over time he lost himself in one of her nightmares. Without telling him, the duchess used his hookah to drug him.

Handy Hookah. He has his precious hookah with him at all times. Now that he knows it was bewitched, he has put it back in working order.

Clear Eyes. The duke is finally beginning to see what has been right in front of his eyes. His wife is an evil manipulator and he has been a fool.



DUKE CLOUDMUDDLE

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 16 (+3) | 16 (+3) | 20 (+5) | 18 (+4) | 9 (-1) | 18 (+4) |

Saving Throws Con +9, Int +8, Cha +8

Skills History +8, Performance +8

Senses darkvision 60 ft., passive Perception 9

Languages Sylvan, Elvish

Challenge 9 (5,000 XP)

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

At will: druidcraft, faerie fire

3/day each: counterspell, dispel magic, fog cloud, gaseous form, misty step, stinking cloud

1/day each: cloudkill, conjure fey, unseen servant

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

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

ACTIONS

Multiattack. The duke makes two melee attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) radiant damage.

Hookah Palooka (Recharge 5–6). The duke exhales a magical smoke ring at one creature within 60 ft. of him. He sends out one of the following rings.

Red Smoke Ring. The target must make a DC 16 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much on a successful one.

Blue Smoke. The target must make a DC 16 Dexterity saving throw, taking 24 (7d6) lightning damage on a failed save, or half as much on a successful one.

Green Smoke. The target must make a DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Black Smoke. The target must make a DC 16 Constitution saving throw, taking 24 (7d6) acid damage on a failed save, or half as much on a successful one.

FATHER FOG

FOG POURS OUT FROM ATOP A MOUNTAIN. IT DOESN'T seem to stop and a couple of faeries stop to watch. Inside the huge cloud of fog is a mysterious spellcaster named Father Fog.

Shady Character. He wanders the Sugarwind Mountains and uses his magic to break into castles and wilderness manors. The old fey robs other creatures by hiding in his large fog cloud.

Ruined Home. This spellcaster makes his home in an old ruined castle. The building is located on one of the many floating islands in the Sugarwind Mountains.

Like a Bird. Father Fog isn't a winged creature but he can still fly by using magic. It's a spectacular sight to see the wizened fey flying through the air with his dark cloak blowing in the wind.

FATHER FOG

Medium fey, chaotic evil

Armor Class 13 (16 with *mage armor*)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Skills Perception +7, Stealth +6

Senses darkvision 90 ft., passive Perception 17

Languages Sylvan

Challenge 7 (2,900 XP)

Clear Vision. Father Fog can see clearly in foggy or misty conditions.

Innate Spellcasting. Father Fog's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *dancing lights*, *fire bolt*, *shocking grasp*
3/day each: *chain lightning*, *feather fall*, *fly*, *gust of wind*, *mage armor*, *misty step*, *thunderwave*
1/day each: *lightning bolt*, *wind wall*

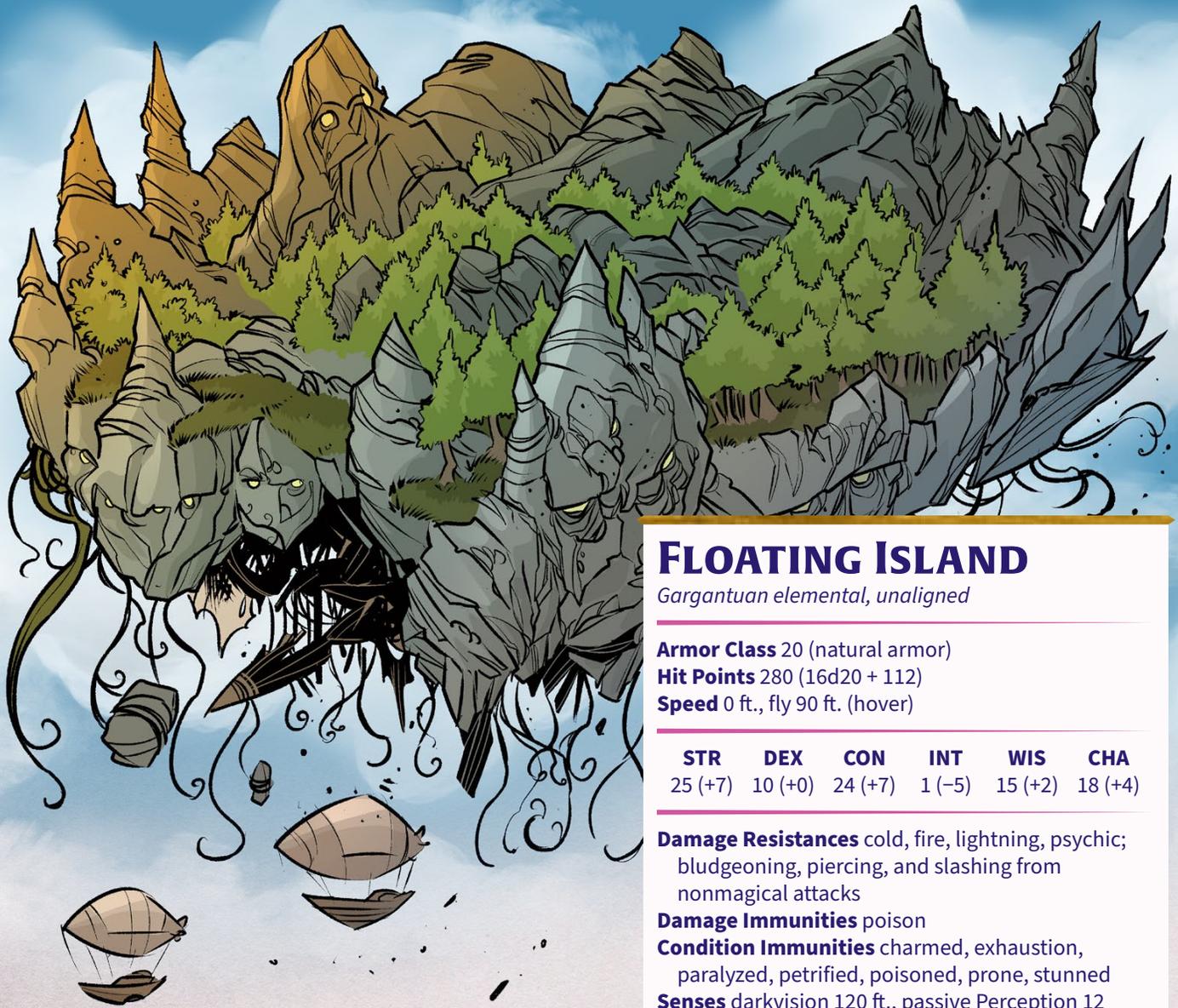
Spider Climb. Father Fog can climb difficult surfaces, including upside down on rock faces, without needing to make an ability check.

ACTIONS

Lightning Rod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 17 (5d6) lightning damage.

Breathe Fog. Father Fog can use a bonus action to exhale a cloud of fog in a 120-foot cone. The area is heavily obscured.





FLOATING ISLAND

WITHOUT WARNING A HEAVY BOULDER IS TOSSED AT A flying goblin. The floating island nearby has suddenly come to life. Several of these islands in the Sugarwind Mountains are actually elementals. It's almost impossible to tell which is a living creature and which is simply a floating landmass.

Living Landscape. These monsters are usually very still but can awaken at any moment. Like other parts of Feyland, this region is an unpredictable environment.

Hidden Hosts. Some fey build castles or other structures on these islands, not knowing they are living creatures. In some parts of the Sugarwind Mountains, entire villages have been constructed on these elementals.

Moving Along. At times, a floating island will simply float away into another region. Some of the elementals have floated right through Riftgates into other worlds.

FLOATING ISLAND

Gargantuan elemental, unaligned

Armor Class 20 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 0 ft., fly 90 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 10 (+0) | 24 (+7) | 1 (-5) | 15 (+2) | 18 (+4) |

Damage Resistances cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 12

Languages Primordial

Challenge 17 (18,000 XP)

False Appearance. The floating island is indistinguishable from a regular floating island.

Magic Weapons. The floating island's weapon attacks are magical.

Siege Monster. The floating island deals double damage to objects and structures.

ACTIONS

Multiattack. The floating island makes three attacks: one of which can be a rock attack.

Vine Strike. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage and the target is grappled (escape DC 21). Until the grapple ends, the target is restrained and has disadvantage on Strength saving throws, and the floating island can't use the same vine on another target.

Throw Rock. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.



FLYING CENTAUR

Large fey, chaotic good

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 50 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 17 (+3) | 10 (+0) | 14 (+2) | 11 (+0) |

Skills Acrobatics +7, Athletics +7, Perception +5, Stealth +7, Survival +5

Senses passive Perception 15

Languages Elvish, Sylvan

Challenge 5 (1,800 XP)

Archer's Eye (3/Day). As a bonus action, the flying centaur can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Charge. If the flying centaur moves at least 30 feet straight toward a target and then hits it with a longsword attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

Flyby. The flying centaur doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The flying centaur makes two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

FLYING CENTAUR

NUMEROUS ARROWS SPLIT THE AIR AND RACE TOWARDS a cloud giant. The massive monster is balanced perilously on a rope bridge as the projectiles hit its chest. Then the attackers, a group of flying centaurs, soar upwards and unleash a second barrage of arrows.

Airborne Cavalry. These winged fey make up the bulk of the air force for the Seelie Court. A number of them are stationed at the Great Tree, the home of the good fey.

Deadly Archers. Skilled at using bows, the flying centaurs can be a formidable force in large numbers. When they team up against an enemy, they are very difficult to handle.

Secluded Stables. Although they can be found throughout Feyland, these creatures are based in mountain stables. The Seelie Court has cloud guards protecting these remote outposts.

SUGARWIND MOUNTAINS

GALE SNAIL

Large fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 10 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 15 (+2) | 17 (+3) | 9 (-1) | 14 (+2) | 7 (-2) |

Skills Perception +4

Damage Resistances poison

Damage Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Eyestalk Ray. *Ranged Weapon Attack:* +5 to hit, range 30/80 ft., one target. *Hit:* 9 (2d8) fire damage.

Eject Slime. The gale snail spits slime in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Shell Defense. The gale snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

GALE SNAIL

LIGHTNING FLASHES THROUGH THE AIR AND THUNDER soon follows. Illuminated in the midst of the storm is a large flying snail. It blasts fire rays from its eye stalks and then spits slime at a couple of flying centaurs.

Great Gastropod. Even in Feyland, this creature draws a lot of attention. Their slime is prized by fey alchemists as it is a powerful acid. Some of the members of the Unselie Court use it on their arrows.

Sky Life. Gale snails spend most of their time hunting for food in the skies. They usually eat birds and other smaller flying creatures.

Island Locals. The odd creatures grow up on the isolated flying islands and aren't usually found in other parts of Feyland. Alchemists from other parts of the world will explore the mountains looking for the valuable snails.



MIST WALKER

A PARTY OF ADVENTURERS FLIES THROUGH THE mountains on an ancient gold dragon. They spot a lanky creature standing on a low cloud. The newcomers can't believe their eyes.

Walking on Air. Believe it or not mist walkers appear to be walking on air. When they're first taught to use their powers, they never thought they could feel so free.



Mind the Gap. With their ability to move through the air, these fey find the Sugarwind Mountains a perfect place to call home. Some live with other dark fey in small settlements, others live in hidden caves.

Blown Away. In addition to several spells, mist walkers also use a blow gun. Their darts are quite unusual and have a number of different effects.

MIST WALKER

Medium fey, chaotic evil

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 15 (+2) | 16 (+3) | 12 (+1) | 12 (+1) |

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 5 (1,800 XP)

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

At will: *dancing lights*, *detect magic*

3/day each: *faerie fire*, *fog cloud*, *magic missile*

2/day each: *gust of wind*, *invisibility*, *misty step*

1/day each: *lightning bolt*

Mist Walk. The mist walker can use a bonus action to create mist just in front of them as they walk. It can walk on mist, fog, and clouds. In addition, when the mist walker casts *misty step*, it can step to a misty platform.

ACTIONS

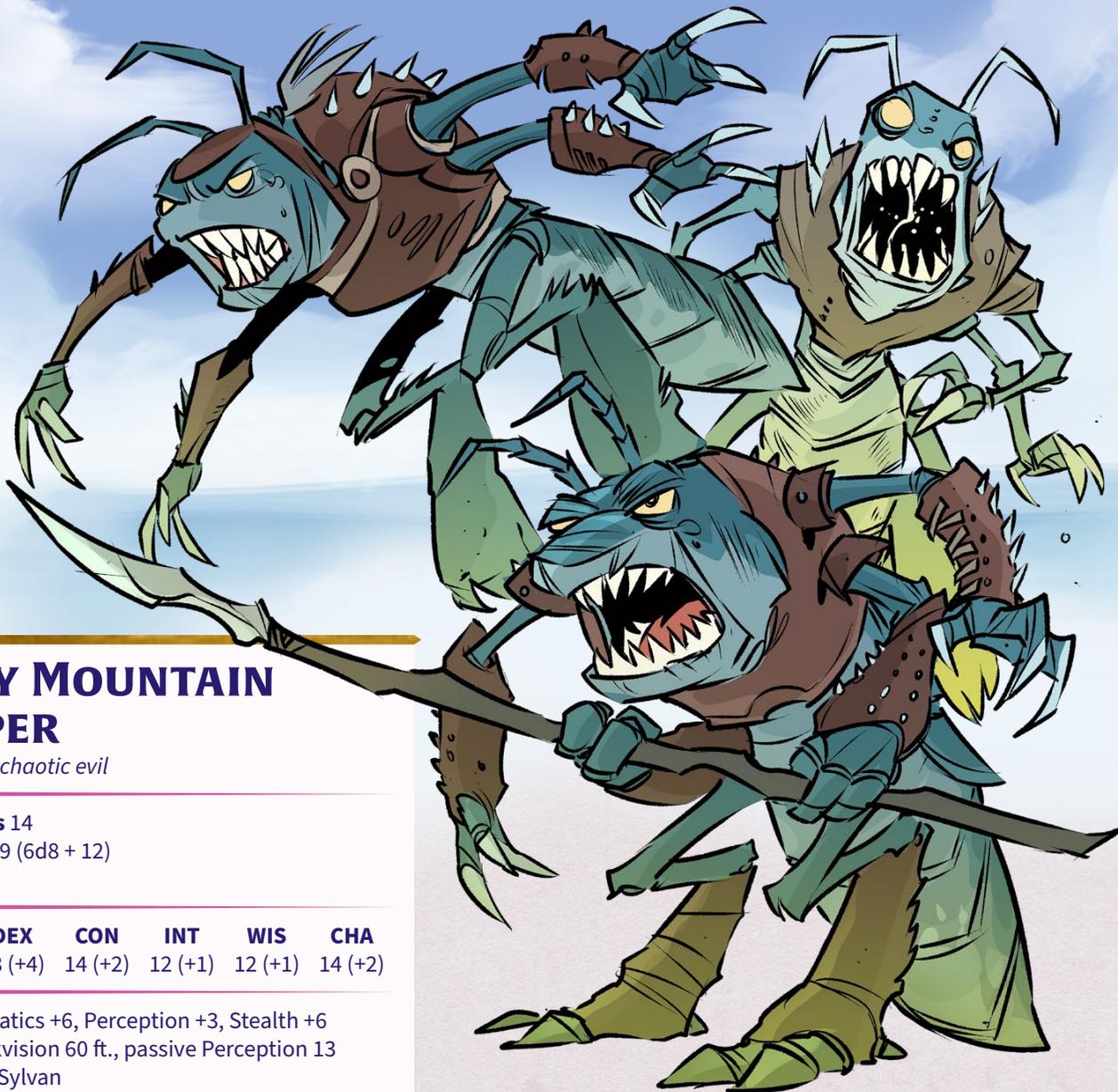
Blowgun. *Ranged Weapon Attack:* +7 to hit, range 30/100 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus one of the following effects:

Poison Dart. The target must make a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

Sleep Dart. The target must make a DC 14 Constitution saving throw or fall unconscious.

Fear Dart. The target must make a DC 14 Wisdom saving throw or become frightened until the end of their next turn.

Paralysis Dart. The target must make a DC 14 Constitution saving throw or become paralyzed until the end of their next turn.



MISTY MOUNTAIN HOPPER

Medium fey, chaotic evil

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 14 (+2) | 12 (+1) | 12 (+1) | 14 (+2) |

Skills Acrobatics +6, Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 3 (700 XP)

Extraordinary Leap. The distance of the misty mountain hopper's long jump is tripled; every foot of its walking speed that it spends on the jump allows it to move 3 feet.

ACTIONS

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Fiddle Legs. The misty mountain hopper rubs its legs together to create a fiddle-like sound. Any creature within 30 ft. must make a successful DC 12 Wisdom saving throw or be charmed until the end of their next turn.

REACTIONS

Uncanny Dodge. The misty mountain hopper halves the damage that it takes from an attack that hits it. The misty mountain hopper must be able to see the attacker.

MISTY MOUNTAIN HOPPER

A TROOP OF INSECT-LIKE CREATURES JUMP IN UNISON across the gap between two floating islands. Misty mountain hoppers are able to traverse the extreme environment with ease.

New Recruits. They have recently joined the evil Academy faction of the Unseelie Court. A large number of them are under the command of the Duchess of Dreams.

Spring in Their Step. The misty mountain hoppers know the area like the back of their appendages. They can act as very useful guides in the dynamic environment.

Fey Fiddler. These fey also make music by rubbing their long legs together. The sound is almost identical to a fiddle and can charm those who hear it. As a troop of them move around they often compose songs.

PIRATE FAERIE

A MINISCULE SAILING SHIP FLIES THROUGH THE clouds amongst the Sugarwind Mountains. On board are thirty tiny pirate faeries, troublemakers from the Unselie Court.

Beautiful Buccaneers. Pirate faeries are very attractive scoundrels who seek to fill their lairs with treasure. They are notorious for their bold and brash attitudes.

Cunning Captain. Their captain is a male pirate faerie named Thad. He is well-liked by the hundreds of pirate faeries in Feyland.

Treasure Island. Hidden on a distant island is the clandestine lair of these pirates. Several flying ships are based here, far away from most fey. The treasure hoard in their castle is gigantic.



PIRATE FAERIE

Tiny fey, chaotic evil

Armor Class 15

Hit Points 21 (6d4 + 6)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 20 (+5) | 12 (+1) | 14 (+2) | 15 (+2) | 17 (+3) |

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 2 (450 XP)

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

Innate Spellcasting. The pirate faerie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *druidcraft*

2/day each: *faerie fire*, *knock*

ACTIONS

Faerie Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

Pirate Dust (2/Day). The pirate faerie can toss magical dust at a creature within 15 ft. The creature must make a successful DC 13 Constitution saving throw or fall under the effects of a sleep spell for 1d4 minutes.

REACTIONS

Uncanny Dodge. The pirate faerie halves the damage it takes from an attack that hits it. The pirate faerie must be able to see the attacker.





RAINBOW SERPENT

BATHING IN THE SUN ON A FAR-FLUNG MOUNTAIN peak is a spectacular sight. The extraordinary scales of this dragon can be seen miles away. The rainbow serpent announces its presence one way or another. They use violence to get their way and attempt to bully any and all other creatures.

RAINBOW SERPENT

Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 0 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 21 (+5) | 20 (+5) | 12 (+1) | 17 (+3) | 20 (+5) |

Skills Acrobatics +9, Perception +7, Stealth +9

Damage Immunities thunder, lightning, radiant

Senses darkvision 120 ft., passive Perception 17

Languages Draconic, Sylvan

Challenge 10 (5,900 XP)

Flyby. The rainbow serpent doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Rainbow Connection. The rainbow serpent creates a rainbow when it awakens.

ACTIONS

Multiattack. The rainbow serpent makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Rainbow Strike (Recharge 5–6). The rainbow serpent sends out blinding rainbows in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw or take 27 (6d8) radiant damage and suffer the blinded condition until the end of its next turn, half damage on a successful save.

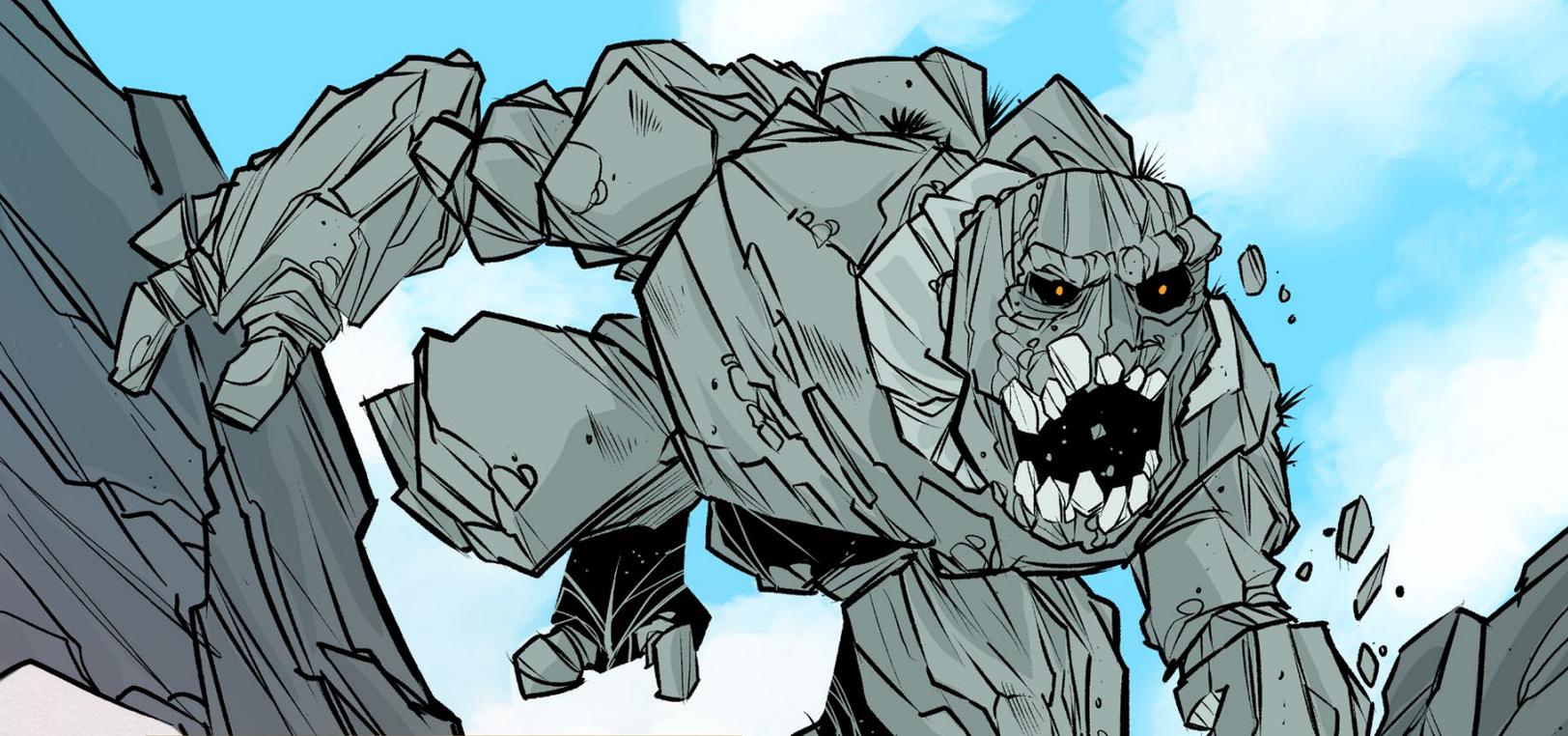
REACTIONS

Twist and Turn. The rainbow serpent adds 2 to its AC as it suddenly twists and turns away from an attack.

Rainbow's End. These dragons create rainbows when they awaken. Those who live in the mountains know that the beautiful arcs mean danger. Rainbows will always appear near the creatures' lairs.

Slippery Serpent. Even though they are quite large, these monsters are very agile. Rainbow serpents can turn quickly and avoid many attacks.

Magnificent Mounts. A few dark fey use rainbow serpents as mounts. The dragons will bond with other evil creatures and stay in their service for years.



ROCK LEAPER

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 16 (+3) | 18 (+4) | 9 (-1) | 11 (+0) | 5 (-3) |

Skills Perception +2, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 4 (1,100 XP)

Extraordinary Leap. The distance of the rock leaper's long jump is tripled; every foot of its walking speed that it spends on the jump allows it to move 3 feet.

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

Stone Camouflage. The rock leaper has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The rock leaper can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

ROCK LEAPER

A BULKY ROCK CREATURE JUMPS UP FROM ONE floating island to another. However, some of the dirt is loose and begins to give way. Using its powerful legs, the rock leaper is able to hang on the edge and clamber up onto the surface.

Rocky Mountain High. These elementals are made from the same rock found in the mountains of Feyland. They are difficult to find in the rocky terrain as they are so well camouflaged.

Local Knowledge. Having spent their entire lives here, the monsters know the terrain extremely well. They use this knowledge to travel around the area and in dealing with any intruders.



SCHOLAR OF SPRING

CALM AND POLITE, THIS SCHOLAR IS KNOWN TO BE extremely charming. However, under the surface she is a seductive trickster. The Spring Scholar makes her home in the mountains when she's not at the Academy.

Academic Mouthpiece. Of the four lead scholars, the Spring Scholar is the most diplomatic. However, she is a ruthless individual who simply craves power.

Big Plans. The scholar is under orders to meet with the Duchess of Dreams and help coordinate the Academy's next move. However, she doesn't think much of the haughty duchess.

Mountain Home. The scholar has recently returned from the Academy and made many changes to her mountain castle. A large contingent of flying goblins has arrived to bolster the forces of the Unseelie Court.

SCHOLAR OF SPRING

Medium fey, chaotic evil

Armor Class 14 (17 with mage armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 18 (+4) | 24 (+7) | 14 (+2) | 18 (+4) |

Saving Throws Dex +8, Con +8, Int +11

Skills Arcana +11, Deception +8, History +11, Perception +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish, Draconic, Giant

Challenge 10 (5,900 XP)

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

At will: *locate object*, *detect thoughts*, *tongues*
 3/day each: *faerie fire*, *hypnotic pattern*, *legend lore*,
plant growth, *silence*, *speak with plants*, *zone of truth*

1/day each: *enthrall*, *mage armor*, *modify memory*,
suggestion

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

Regeneration. The scholar regains 10 hit points at the start of each turn if she has at least 1 hit point.

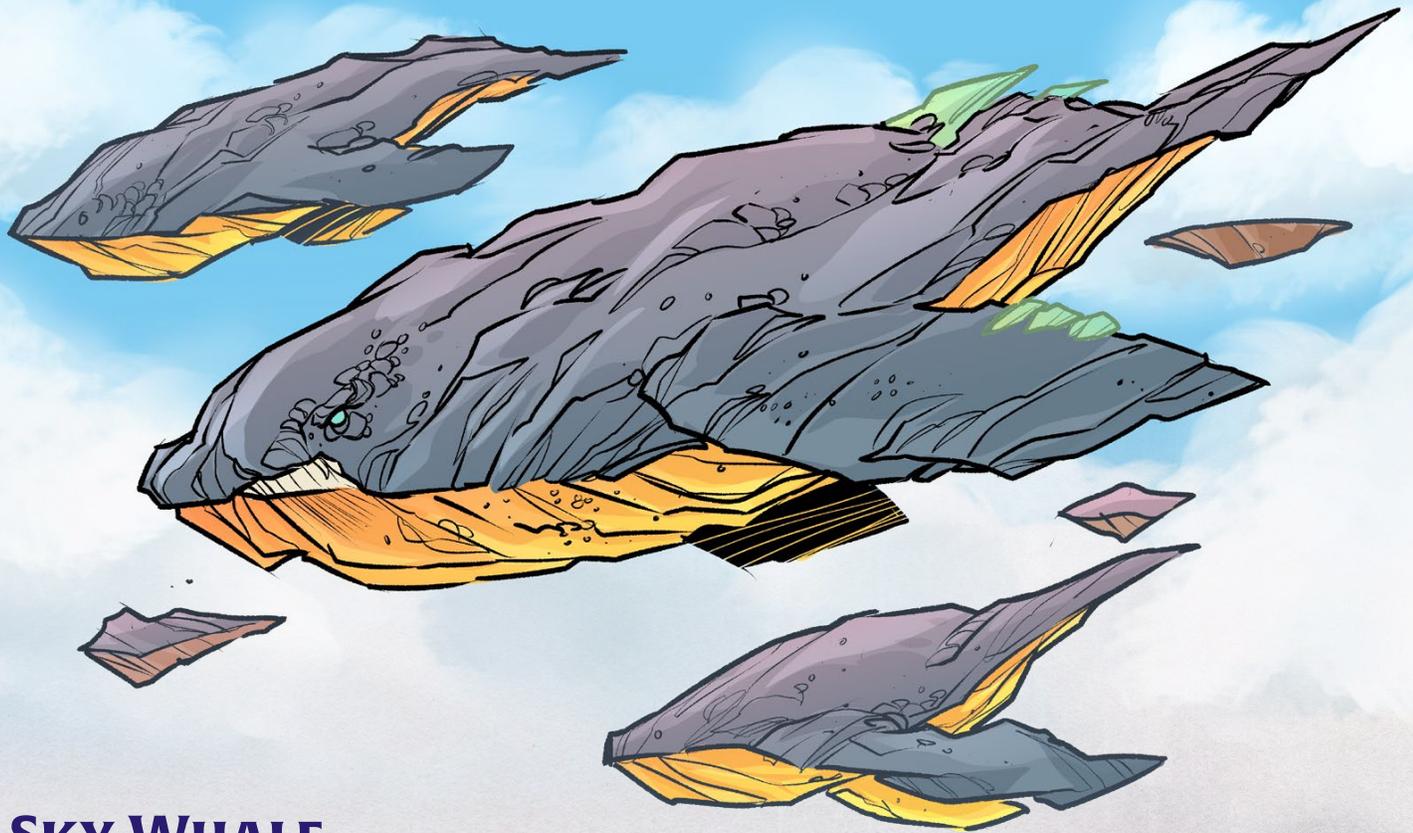
Shadow Stealth. While in dim light or darkness, the scholar can take the Hide action as a bonus action.

ACTIONS

Multiattack. The scholar makes two melee attacks.

Mighty Quill. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Gaze of Judgement (Recharge 2–3). The scholar can use a bonus action to target one creature within 30 feet of her. If the target can see the scholar, the target must succeed on a DC 16 Wisdom saving throw or become paralyzed until the start of the scholar's next turn. If the target makes a successful saving throw, they are immune to the scholar's gaze of judgement for the next 24 hours.



SKY WHALE

FLOATING THROUGH THE MISTY MOUNTAINS OF Feyland are gigantic whales. Their deafening thunder calls can be heard for miles around. Sky whales are wild fey and aren't members of the Seelie or Unseelie courts.

Cloud Creatures. These fey feel at home amongst towering mountains and low clouds. Sky whales are quite courageous and won't back down in any confrontation.

Mobile Mount. These enormous creatures serve as mounts for some fey. They'll even agree to be pack animals if the deal is right.

Interior Life. If a creature is swallowed by these behemoths, it isn't necessarily the end of the line. Once inside the belly of whale, creatures can still survive.

SKY WHALE

Huge fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 162 (12d12 + 84)

Speed 0 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 10 (+0) | 24 (+7) | 12 (+1) | 20 (+5) | 18 (+4) |

Skills Perception +9

Damage Immunities lightning, thunder

Condition Immunities charmed, prone

Senses darkvision 120 ft., passive Perception 19

Languages Sylvan

Challenge 10 (5,900 XP)

Brave. The sky whale has advantage on saving throws against being frightened.

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

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the sky whale. A swallowed creature has total cover against attacks and other effects outside the sky whale. The target can breathe inside but is blinded and restrained. If the sky whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement.

Thunder Shout (Recharges 5–6). The sky whale shouts and a wave of thunder is sent out in a 90-foot cone. Each creature in that area must make a DC 18 Constitution saving throw or take 40 (9d8) thunder damage on a failed save, half damage on a successful one.



SUGAR DRAGON

AN ENORMOUS PINK CREATURE EMERGES FROM THE clouds. It flaps its huge wings and dives into a huge waterfall. The legendary sugar dragons often lair in hidden caves behind these walls of water.

Pleasure Seeker. Known for their sweet smell, they are extremely gregarious. Sugar dragons usually have many allies in the region, including a number of dark fey.

Dragon Delights. They are quite playful and enjoy themselves to the fullest. However, they won't hesitate to use violence to get what they want. Their treasure hoards are usually filled with colorful gemstones and any items with unusual tastes or smells.

Soft Spoken. Sugar dragons have syrupy, gentle voices. There is something very unsettling about their patient, soft speech.

SUGAR DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 90 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 12 (+1) | 21 (+5) | 18 (+4) | 20 (+5) | 18 (+4) |

Saving Throws Str +12, Con +10, Wis +10, Cha +9

Skills Deception +9, Insight +10, Perception +10, Persuasion +9, Stealth +6

Damage Immunities cold, poison, lightning, thunder

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Sylvan

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 4 (1d8) sugar damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Breath Weapon (Recharge 4–6). The dragon exhales a cloud of euphoria gas in a 90-foot cone. Each

creature in that area must succeed on a DC 18 Constitution saving throw or for 1 minute, the target can't take reactions and must roll a d12 at the start of each of its turns to determine its behavior during the turn.

d12 Behavior

- 1–3 The target takes no action or bonus action and uses all of its movement to move in a random direction.
- 4–6 The target doesn't move, and the only thing it can do on its turn is make a DC 17 Wisdom saving throw, ending the effect on itself on a success.
- 7–9 The target is enraged and attacks the closest creature, other than the dragon.
- 10–12 The target begins to hallucinate and see creatures and objects that aren't there. They are incapacitated until they make a successful DC 17 Wisdom saving throw at the end of their turn.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sugar Cloud (Costs 2 Actions). The dragon creates a white sugar cloud, which is the equivalent of the *fog cloud* spell.



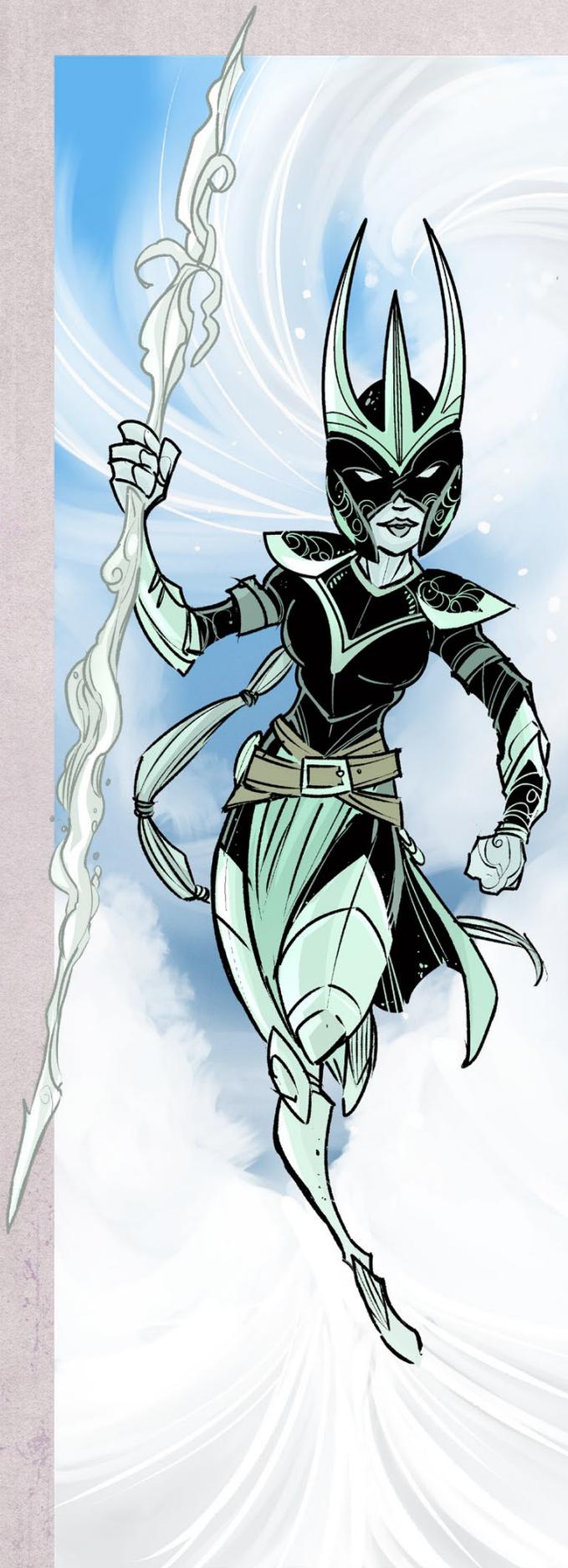
WIND MAIDEN

A DEAFENING CALL FROM A ROC ECHOES THROUGH the mountains. High in the clouds, a beautiful winged fey is battling the enormous bird. The wind maiden forms a javelin out of the wind and launches it at the roc. Badly injured, the gigantic creature retreats to a distant peak.

Winged Warrior. The evil Academy has sent these nasty fey to help gain air superiority in the Sugarwind Mountains. They have been tasked to eliminate any creature that doesn't fall in line.

Cleansing Quest. There are a number of wind maidens based in a wilderness manor controlled by the Academy. It is located on one of the many floating islands in the region.

Big Problems. Wind maidens are having challenges trying to convince the giants to join their cause. The Mountain Lord and his minions aren't enamored with the Academy.



WIND MAIDEN

Medium fey, chaotic evil

Armor Class 17 (*sky armor*)

Hit Points 102 (12d8 + 48)

Speed 30 ft., fly 90 ft.

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

Skills Acrobatic +8, Perception +7, Stealth +8

Damage Resistances lightning, thunder

Senses darkvision 90 ft., passive Perception 17

Languages Sylvan, Elvish, Draconic, Giant

Challenge 8 (3,900 XP)

Brave. The wind maiden has advantage on saving throws against being frightened.

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

At will: *detect magic*, *shocking grasp*

3/day each: *chain lightning*, *gust of wind*

1/day each: *wind wall*

ACTIONS

Multiattack. The wind maiden makes two attacks.

Wind Weapons. *Melee or Ranged Weapon Attack:* +7 to hit/+8 for ranged weapon, one target. *Hit:* 18/19 (4d6 +4 for melee weapon/+5 for ranged weapon) variable damage. The wind maiden coalesces wind into any kind of melee or ranged weapon. The weapon is magical and disappears after the attack.



WOBBLE GOBBLE

Tiny fey, chaotic evil

Armor Class 15

Hit Points 9 (2d4 + 4)

Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 5 (-3) | 20 (+5) | 15 (+2) | 7 (-2) | 12 (+1) | 4 (-3) |

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/2 (100 XP)

Gobble Rock. The wobble gobble can eat through solid rock at the rate of 5 square feet a round.

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

Spider Climb. The wobble gobble can climb sheer surfaces, including upside down on sheer rock faces, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage.

WOBBLE GOBBLE

SUDDENLY PART OF A FLOATING ISLAND GIVES WAY and large pieces of rock plummet downwards. Up above several small creatures continue to eat their way through solid rock. Wobble gobblers cause a great deal of damage as they move through the world.

Big Mouth. These little monsters have an insatiable appetite and have altered the shape of the mountains. They can even destroy floating islands, disable rope bridges, and cause rockslides.

Home Wreckers. Shocked by the damage caused by these creatures, the Seelie Court has sent fey rangers to hunt them down. Many of the tiny fey have been eliminated but their numbers are huge.



THE GREAT TREE

“Warmth from this tree glows inside the heart of every fey that remembers love.”

—QUEEN TITANIA

NEAR THE CENTER OF FEYLAND IS A MASSIVE tree, the largest in the land. This is the Great Tree, home of the good Seelie Court and the king and queen. Some call it the Mother Tree, Tree Castle, or the Green Castle. It is also the headquarters for the Summer Court and the proud Oak Lord.

The powerful Seelie Court army is based here, and this is where many fey find sanctuary in times of danger. At night the tree is extraordinarily beautiful with lanterns and magical trees shining in the darkness. With the might of the Seelie army present, it is one of the most peaceful regions in all of Feyland.

GREAT TREE ENCOUNTERS

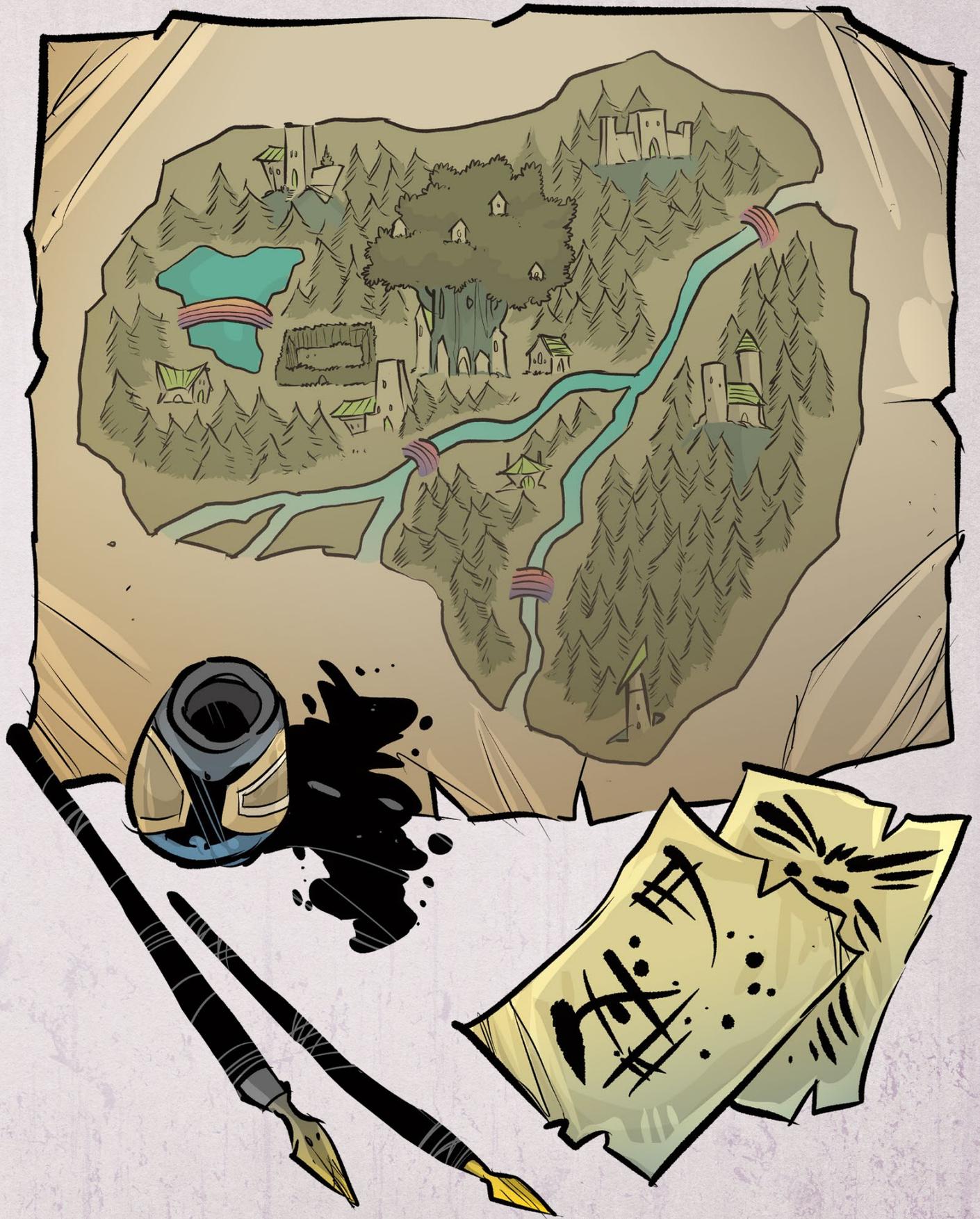
d12 Encounter

- 1 King Oberon^{MOF}
- 2 Oak Lord^{MOF}
- 3 1d6 sprite knights^{MOF}
- 4 4 fey knights^{MOF}
- 5 1d10 brownies^{MOF}
- 6 1d12 summer faeries^{MOF}
- 7 giant butterfly^{MOF}
- 8 fey ranger^{MOF}
- 9 1d4 treants
- 10 1d4 fey nobles^{MOF}
- 11 1d20 spring faeries^{MOF}
- 12 Queen Titania^{MOF}

GREAT TREE EVENTS

d20 Event

- 1 Seelie Court in session
- 2 wedding ceremony
- 3 wind storm causes chaos
- 4 visitors arrive in a moonbeam
- 5 the king mentors young male fey
- 6 Seelie army assembles
- 7 group meditation under the stars
- 8 swarms of bees arrive
- 9 a mysterious spy is captured
- 10 fire breaks out in the Great Tree
- 11 centaurs fight off a huntaur attack
- 12 unicorn riders begin famous race
- 13 fey princess slays a dragon
- 14 elegant ball is well attended
- 15 fey with magical hair is locked away
- 16 ancient magical pond judges beauty
- 17 rabbit hole leads to another world
- 18 Great Tree's treasure vault is robbed
- 19 arch fey is poisoned
- 20 poorly-written play ignores lore



ELVEN CAT

PROWLING AROUND THE POLISHED WOODEN HALLS of the Great Tree is a winged cat. Its colorful wings shine in the warm sunlight.

Winged Wonders. Many fey believe elven cats and flutterbies (page 54) are the most splendid creatures in all of Feyland. The patterns on both creatures' wings are extraordinary.

Magnificent Mounts. There are some very small fey that will ride elven cats. Atomies and brownies and other faeries enjoy these trips. It's not uncommon to see the tiny fey riding the flying cats around the Great Tree.

MOLLYCAT VARIANT

A chaotic good version of the elven cat with a CR of 1. A mollycat always has a tri-color coat. It can cast the *cure wounds* spell three times a day. Mollycats enjoy their meals a bit too much and are usually quite rotund. They are also known to be quick-tempered and rather lazy.

ELVEN CAT

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 14 (4d6)

Speed 30 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 11 (+0) | 12 (+1) | 14 (+2) | 11 (+0) |

Skills Perception +4, Survival +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Elvish

Challenge 1/2 (100 XP)

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

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

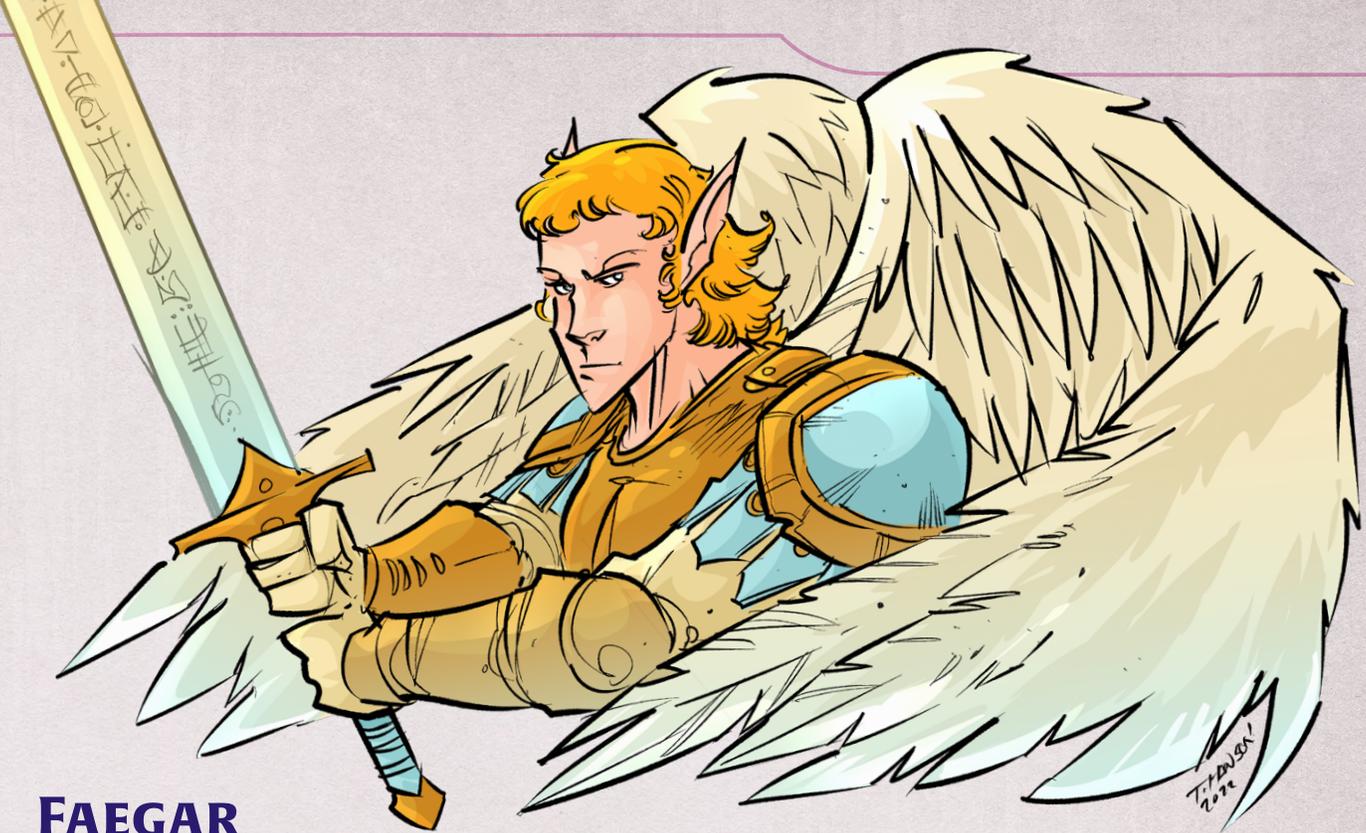
At will: *dancing lights*

2/day each: *animal friendship*, *invisibility*

ACTIONS

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





FAEGAR

NOT ALL THE SEELIE COURT AGREE ON THEIR STANCE regarding the Unseelie Court. Faegar has a very different point of view from most. He stands in opposition to the Lady of the Light (page 62) and Grandmother Owl (page 58).

Court Hawk. Faegar is pleased war has finally broken out and the fate of Feyland will be decided. He is very involved in the military planning with the Oak Lord^{MOF}.

Bold and the Beautiful. The handsome winged fey believes in taking swift action. He doesn't appreciate the patient approach of most of the Seelie Court's leadership. However, the Oak Lord sees eye-to-eye with him.

Love Interest. Faegar has fallen in love with Victoria Van Vamp (page 68). She barely acknowledges him, but he would do anything for her.

FAEGAR

Medium fey, chaotic good

Armor Class 20 (enchanted plate)

Hit Points 189 (18d8 + 108)

Speed 35 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 22 (+6) | 22 (+6) | 16 (+3) | 19 (+4) | 19 (+4) |

Saving Throws Dex +11, Con +11, Cha +9

Skills Acrobatics +11, Athletics +12, Intimidation +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Sylvan, Elvish

Challenge 14 (11,500 XP)

Brave. Faegar has advantage on saving throws against spells and other magical effects.

Dive Attack. If Faegar is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Enchanted Plate. Enchanted plate is weightless.

Flyby. Faegar doesn't provoke an opportunity attack when he flies out of an enemy's reach.

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

Magic Weapons. Faegar's weapon attacks are magical.

ACTIONS

Multiattack. Faegar makes three melee attacks.

+3 Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 7 (2d6) radiant damage.

+3 Longbow. *Ranged Weapon Attack:* +14 to hit, range 150/600 ft., one target. *Hit:* 13 (1d8 + 9) piercing damage plus 7 (2d6) radiant damage.

REACTIONS

Parry. Faegar adds 2 to his AC against one melee attack that would hit him. To do so, Faegar must see the attacker and be wielding a melee weapon.

FLUTTERBY

AN ADVENTURING PARTY CATCHES A GLIMPSE OF A large butterfly-like creature racing through the trees. They pursue the flutterby to see where it goes. It flies higher and higher and heads towards the largest tree they've ever seen.

Wondrous Wings. The beauty of the flutterby is breathtaking. Many fey are enthralled by the creature's spectacular wings.

Sky Riders. A number of the Seelie Court use the flutterbies as mounts. Golden knights are known to have many of the flying fey in their service. Flutterbies aren't just beautiful, they can also blast rays from their antennae.

FLORA OF FEYLAND: SADIEBERRY

A rainbow-colored berry. When you consume this berry, you can walk on water for 1d10 minutes.

FLUTTERBY

Large fey, chaotic good

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., fly 90 ft.

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

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

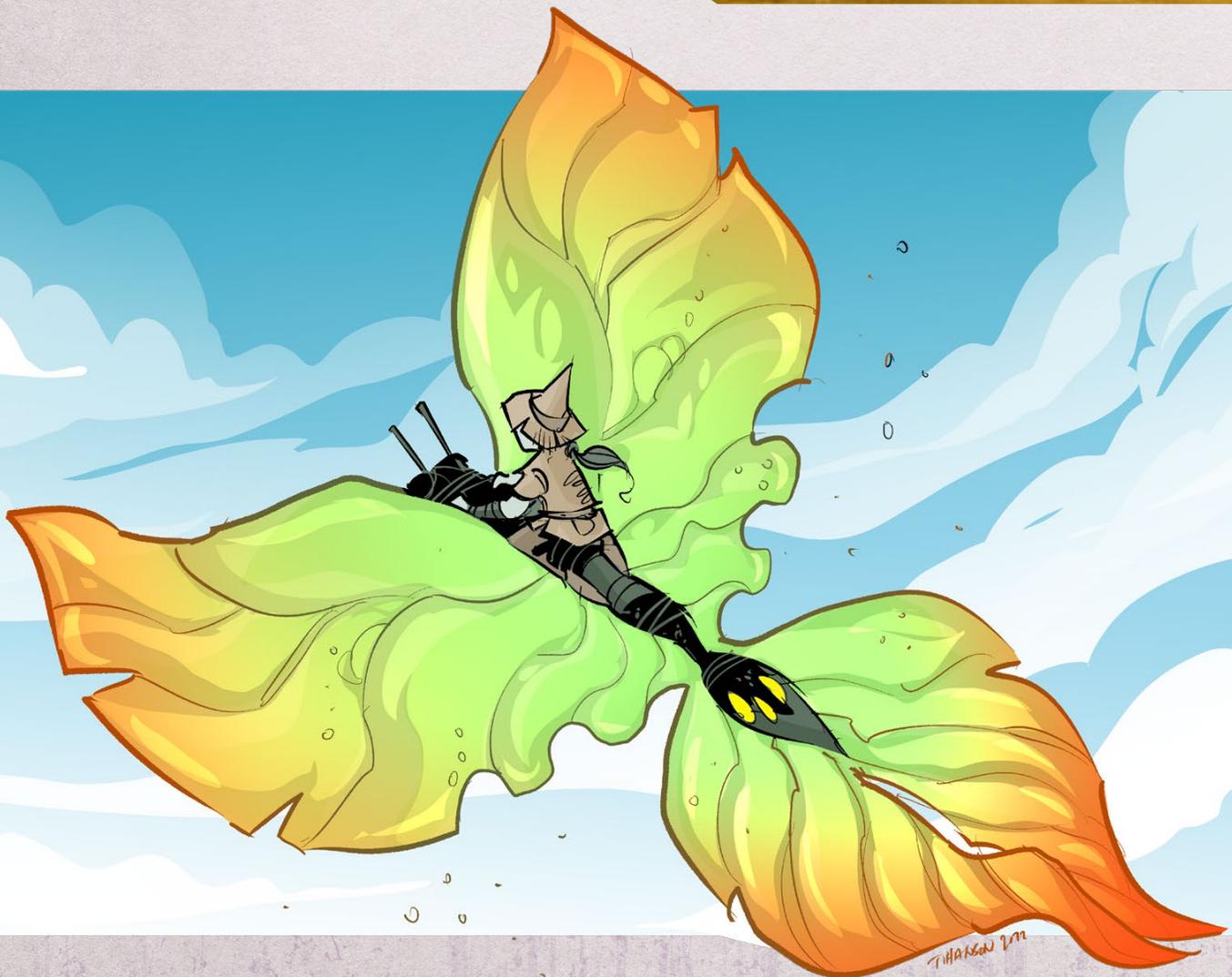
Languages Sylvan

Challenge 2 (450 XP)

Flyby. The flutterby doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Radiant Blast. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) radiant damage.



GIANT HUMMINGBIRD

SEVERAL WINTER FAERIES STALK A GIANT HUMMINGBIRD. They expect the beast will be an easy target. Just then the bright, green creature sprays them with acidic nectar. The evil faeries scream and take to the sky.

Blurred Beast. Among the fastest creatures in the land is the stunning giant hummingbird. Most fey just see a blur as the beast races past. Some tiny fey will ride on the friendly beasts.

Generous Gardeners. Giant hummingbirds spend much of their time tending to the splendid gardens that surround the Great Tree. It's their favorite place in all of Feyland.

GIANT HUMMINGBIRD

Medium beast, neutral good

Armor Class 16

Hit Points 22 (4d8 + 4)

Speed 25 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|--------|
| 3 (-4) | 23 (+6) | 13 (+1) | 10 (+0) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Blurred Movement. Attack rolls against the giant hummingbird have disadvantage unless it is incapacitated or restrained.

Evasion. If the giant hummingbird 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

Spray Nectar. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 acid damage.





GLIMMERLING

THE PUREST OF THE FEY ARE THE GLIMMERLINGS. They are so powerful that their bodies are filled with radiant light. When they arrive on the scene, good fey are inspired and uplifted.

Tree Guard. Many of the glimmerlings remain at the Great Tree to protect the home of the Seelie Court. They usually patrol the interior areas of the beloved tree.

Night Shift. These extraordinary creatures don't sleep and watch over the Seelie headquarters through the night. Their glowing light illuminates the halls and staircases of the Great Tree.

Deep Connection. Glimmerlings are deeply connected to the healing trees (page 60) that grow around the region. Some fey believe the glowing beings were created by the astonishing plants.

GLIMMERLING

Large fey, chaotic good

Armor Class 18 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 18 (+4) | 16 (+3) | 18 (+4) | 15 (+2) |

Skills Perception +6

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 4 (1,100 XP)

Illumination. The glimmerling sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Radiant Aura. Any good-aligned creatures within 30 feet of the glimmerling have advantage on their saving throws.

ACTIONS

Multiattack. The glimmerling makes two melee attacks.

Radiant Blast. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage.

Healing Touch (4/Day). The glimmerling touches another creature. The target magically regains 13 (3d8) hit points and is healed of any disease or poison.

GOLDEN KNIGHT

THE ELITE KNIGHTS OF FEYLAND ARE GOLDEN knights. They usually protect the highest-ranking members of the Seelie Court. It is easy to identify them by their astonishing golden armor.

Legendary Loyalty. These knights will sacrifice themselves to protect those around them. They are the epitome of bravery and loyalty.

Home Tree. Most of the knights are based at the Great Tree with the regular fey knights^{MOF}. However, some of these knights are sent around Feyland to help the court on other missions.

Flutterby Mounts. The majority of golden knights ride flutterbies as their mounts.

GOLDEN KNIGHT

Medium fey, chaotic good

Armor Class 22 (enchanted plate, shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 18 (+4) | 18 (+4) | 18 (+4) |

Skills Athletics +7, Intimidation +7, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

Brave. The golden knight has advantage on saving throws against being frightened.

Enchanted Plate. Enchanted plate armor is weightless.

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

At will: *dancing lights*, *detect magic*

3/day each: *bless*, *cure wounds*, *faerie fire*

1/day each: *zone of truth*

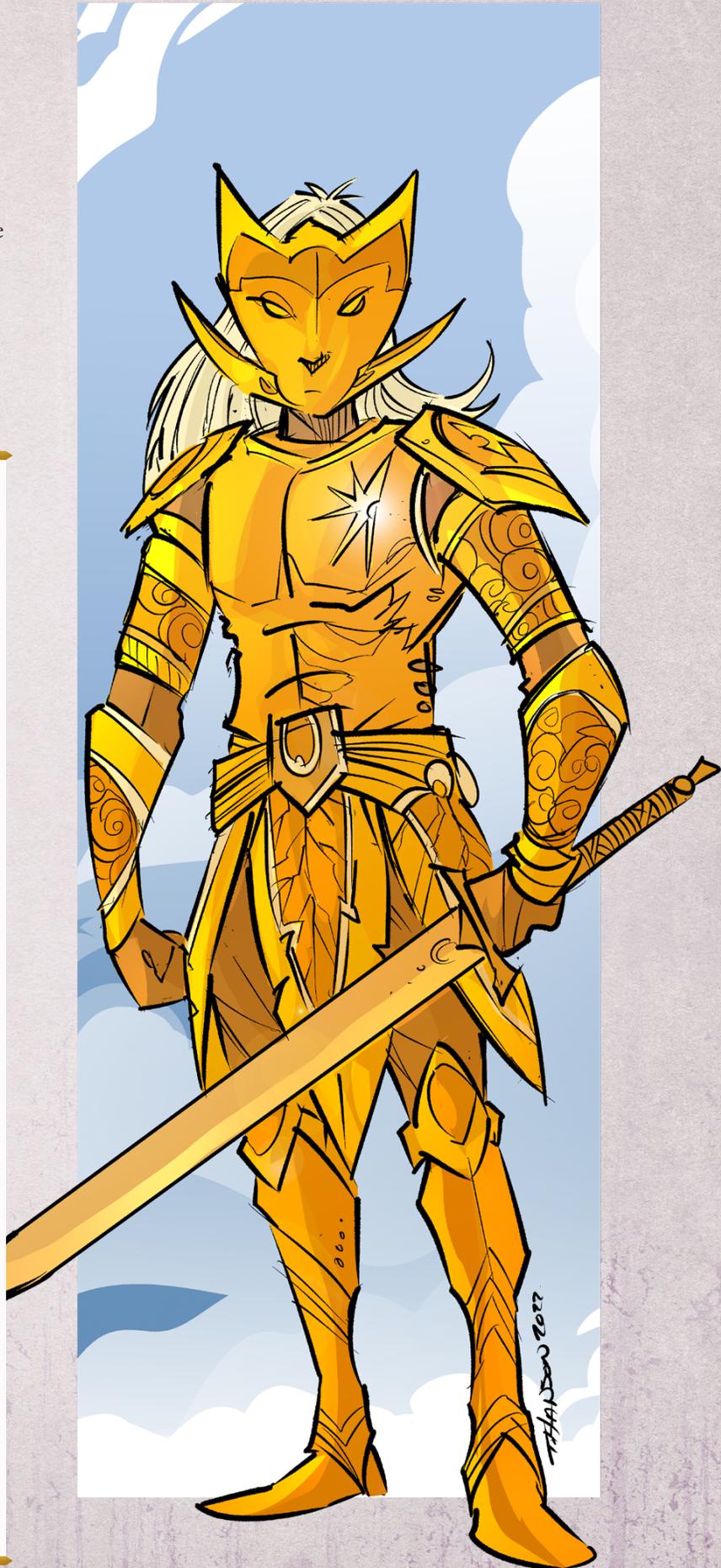
Magic Resistance. The golden knight has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The golden knight makes two attacks.

+3 Golden Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 4 (1d8) radiant damage.

+3 Golden Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 4 (1d8) radiant damage.



GRANDMOTHER OWL

SEATED BESIDE THE KING AND QUEEN IS A MASSIVE owl. She spends most of her time listening and watching the proceedings. Grandmother Owl is part of the leadership of the good fey court.

Ancient Wisdom. She is the embodiment of unconditional love. Her warmth invigorates every creature she meets. This astonishing being doesn't judge others, she even has time to listen to members of the Unseelie Court.

Nesting Place. Grandmother Owl is almost always in the throne room. Although she does head out late at night to fly around the region.

Early Bird. This fey was there when Feyland was born from the Well of Dreams. She remembers everything that has happened since. No other fey has the deep knowledge that she does.

GRANDMOTHER OWL

Large fey, neutral good

Armor Class 16 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 25 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|----------|---------|
| 22 (+6) | 16 (+3) | 22 (+6) | 22 (+6) | 30 (+10) | 25 (+7) |

Saving Throws Con +12, Wis +16, Cha +13

Skills History +12, Insight +16, Nature +12, Perception +16

Senses darkvision 60 ft., passive Perception 26

Languages Common, Sylvan, Elvish

Challenge 20 (25,000 XP)

Flyby. Grandmother Owl doesn't provoke opportunity attacks when she flies out of an enemy's reach.

Innate Spellcasting. Grandmother Owl's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *dancing lights, druidcraft, spare the dying, thorn whip*

3/day each: *charm person, counterspell, dimension door, dispel magic, gust of wind, hold person, invisibility, polymorph, spike growth, speak with animals*

2/day each: *hallucinatory terrain, plane shift, scrying, thunderwave*

Keen Hearing and Sight. Grandmother Owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

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

Magic Weapons. Grandmother Owl's weapon attacks are magical.

ACTIONS

Multiattack. Grandmother Owl makes three melee attacks.

Talons. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

LEGENDARY ACTIONS

Grandmother Owl 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. She regains spent legendary actions at the start of her turn.

Cast Cantrip. Grandmother Owl casts one of her at-will spells.

Fey Step (Costs 2 Actions). She can teleport up to 60 feet to an unoccupied space she can see.

Stardust (Costs 2 Actions). Grandmother Owl flaps her wings and a cloud of stardust spreads out in a 30-foot-radius centered on her. Each creature in that area must make a DC 18 Constitution saving throw or fall asleep for 1d10 minutes. The target awakens if it takes damage or another creature uses an action to wake it. Constructs and undead are unaffected by this feature.





HEALING TREE

GROWING ALL AROUND THE GREAT TREE ARE THESE lovely plants. They are the children of the mother tree and will do anything to protect her. Their warm, golden light seems almost otherworldly.

Light the Way. These trees help illuminate the Seelie Court's home during the night. One of the most beautiful sights in all of Feyland are these glowing trees surrounding the central tree in the dark.

Healing the World. Incredibly, these trees have the ability to heal. Their radiant energy can mend wounds and help keep the community safe.

HEALING TREE

Huge plant, neutral good

Armor Class 15 (natural armor)

Hit Points 108 (8d12 + 56)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 10 (+0) | 24 (+7) | 12 (+1) | 20 (+5) | 18 (+4) |

Skills Perception +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 17

Languages Sylvan

Challenge 4 (1,100 XP)

Illumination. The healing tree sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

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

ACTIONS

Multiattack. The healing tree makes two attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 3 (1d6) radiant damage.

Healing Touch (3/Day). The healing tree touches a creature. The target magically regains 14 (4d4 + 4) hit points.

JAEDEN STARLIGHT

Medium fey, chaotic good

Armor Class 15 (18 with *mage armor*)

Hit Points 152 (16d8 + 80)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 20 (+5) | 20 (+5) | 20 (+5) | 24 (+7) | 24 (+7) |

Saving Throws Con +10, Int +10, Wis +12, Cha +12

Skills Arcana +10, History +10, Insight +12, Perception +12, Performance +12

Senses darkvision 60 ft., passive Perception 22

Languages Common, Sylvan, Elvish, Goblin

Challenge 14 (11,500 XP)

Innate Spellcasting. Jaeden's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *dancing lights*, *druidcraft*, *locate object*, *ray of frost*, *tongues*

3/day each: *counterspell*, *dispel magic*, *lightning bolt*, *mage armor*, *misty step*, *silence*, *speak with animals*

1/day each: *enthrall*, *hypnotic pattern*, *modify memory*, *suggestion*

Labyrinthine Recall. Jaeden can perfectly recall any path he has travelled.

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

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

ACTIONS

Multiattack. Jaeden makes three melee attacks.

Starlight Cane. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Summon Beasts (2/Day). Jaeden can use a bonus action to summon 1d8 beasts (CR 2 or less) in 1d4 rounds. The beasts obey his commands.

REACTIONS

Uncanny Dodge. Jaeden halves the damage that he takes from an attack that hits him. He must be able to see the attacker.



JAEDEN STARLIGHT

CALM AND POLITE, THIS GENTLEMAN IS ONE OF THE arch fey in the Seelie Court. His expertise is with visitors to Feyland. If they are good-aligned, he will go out of his way to protect them.

Father Figure. He is the embodiment of trust and integrity. Any good-aligned creatures will feel drawn to the attractive, tall fey.

Noble Soul. Jaeden has no agenda. He has purged his ego from his soul. This arch fey would sacrifice himself to protect a good-aligned creature.

Beast Master. He is deeply connected to the beasts that live in Feyland. Jaeden can even summon them to his side.



LADY OF THE LIGHT

A GRACEFUL FEY CLIMBS ONE OF THE MANY STAIRCASES in the Great Tree. Her stunning white dress trails behind her as she leads a dozen golden knights up into the heart of the tree.

Pure Power. The lady is made of pure power, the same energy that is in the Well of Dreams. Being in her presence feels like being in the warmth of the sun.

Court Advisor. King Oberon and Queen Titania are known to lead the Seelie Court. However, the Lady of the Light has a strong influence on them. She is their mentor and trusted counsel.

Good Instincts. She doesn't question her instincts as she is fully aware of who and what she is. The lady is a close ally of Grandmother Owl. They see eye-to-eye on almost everything.

LADY OF THE LIGHT

Medium fey, neutral good

Armor Class 17

Hit Points 195 (17d8 + 119)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|----------|----------|
| 16 (+3) | 24 (+7) | 24 (+7) | 24 (+7) | 30 (+10) | 30 (+10) |

Saving Throws Int +13, Wis +16, Cha +16

Skills Arcana +13, History +13, Insight +16, Perception +16, Persuasion +16

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, psychic

Senses darkvision 120 ft., passive Perception 26

Languages All

Challenge 19 (22,000 XP)

Inscrutable. The lady is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain the lady's intentions or sincerity have disadvantage.

Innate Spellcasting. The lady's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *druidcraft, fire bolt, guidance, locate object, spare the dying, thorn whip*

3/day each: *banishment, charm person, cure wounds, dispel magic, entangle, faerie fire, goodberry, hypnotic pattern, legend lore, moonbeam, silence, zone of truth*

1/day each: *forcecage, heal, mass cure wounds, modify memory, plane shift, scrying, suggestion, water walk*

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

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

Magical Weapons. The lady's weapon attacks are magical.

Regeneration. The lady regains 10 hit points at the start of each of her turns if she has at least 1 hit point.

ACTIONS

Multiattack. The lady makes two melee attacks.

Staff of the Stars. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 31 (9d6) radiant damage.

Gaze of Truth. The lady can use a bonus action on her turn to target one creature within 30 feet of her. If the target can see the lady, it must succeed on a DC 24 Wisdom saving throw or become paralyzed until the start of the lady's next turn. If the target makes a successful saving throw, they are immune to the gaze for the next hour.

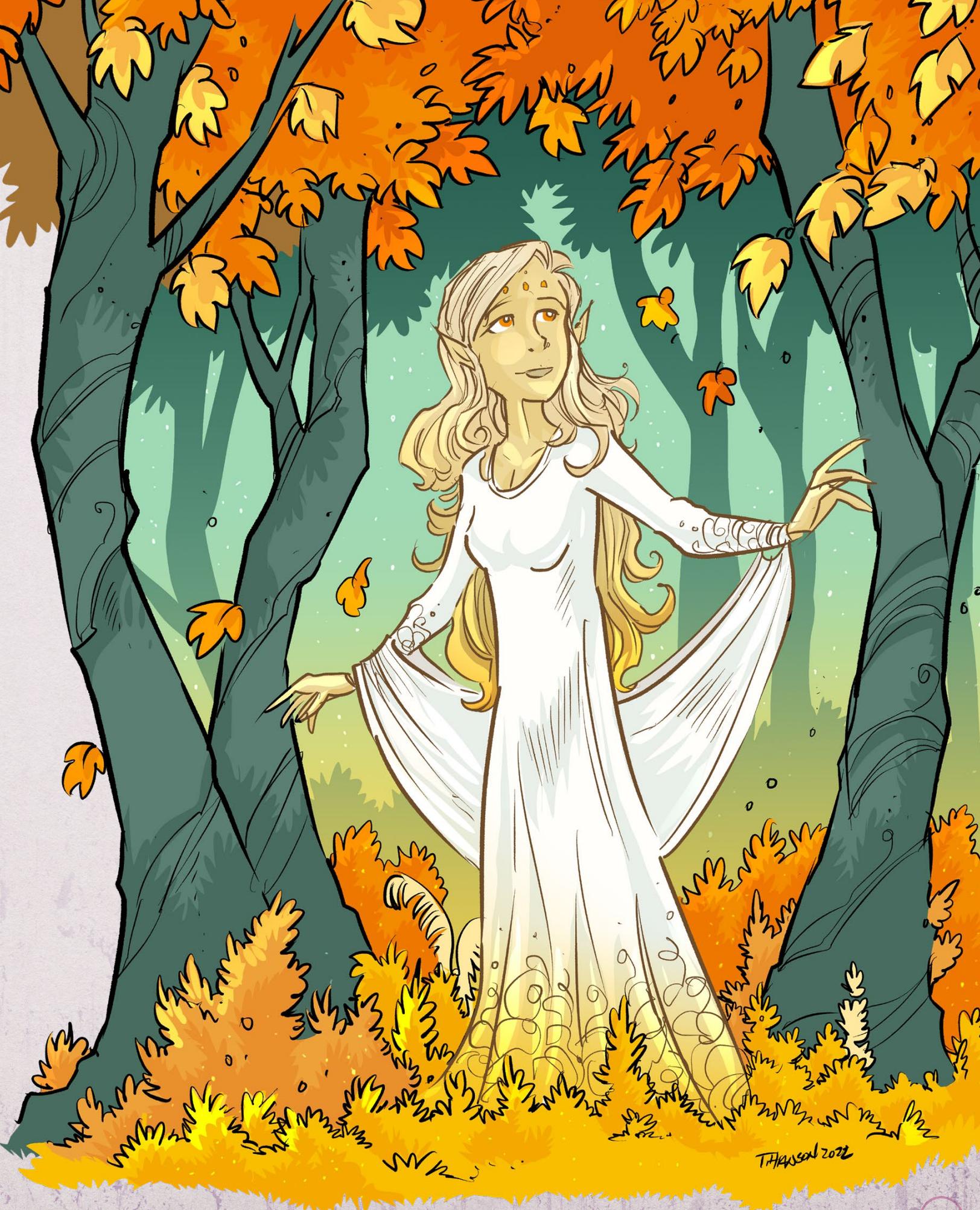
LEGENDARY ACTIONS

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

Cast Cantrip. The lady casts one of her at-will spells.

Teleport (Costs 2 Actions). The lady magically teleports along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Cast a Spell (Costs 3 Actions). The lady casts a spell from her innate spellcasting list, using a spell slot as normal.



THE GREAT TREE



LOST MAIDEN

LOST MAIDENS ARE YOUNG WOMEN WHO FOUND their way to Feyland by accident. Now they're trying to find their way home.

Court Protection. If the Seelie Court finds one of these lost souls, the good fey offer their protection. Jaeden Starlight will take charge of helping the person return home.

Capable Heroine. Lost maidens are not to be underestimated; they can look after themselves quite well. They are intelligent, skilled and rather brave. However, many of the female fey are jealous of all the attention the newcomers receive.

Long Journey. Returning to the Material Plane is not a simple undertaking. There are Riftgates and many kinds of portals that lead back. However, finding these can be an adventure in itself. Unless they are dealing with Jaeden, a lost maiden might also have to offer something in return for a pathway home.

LOST MAIDEN

Medium humanoid (human), chaotic good

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 18 (+4) | 12 (+1) | 16 (+3) | 14 (+2) | 22 (+6) |

Skills Insight +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Brave. The lost maiden has advantage on saving throws against being frightened.

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

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

Sneak Attack (1/Turn). The lost maiden deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lost maiden that isn't incapacitated and the lost maiden doesn't have disadvantage on the attack roll.

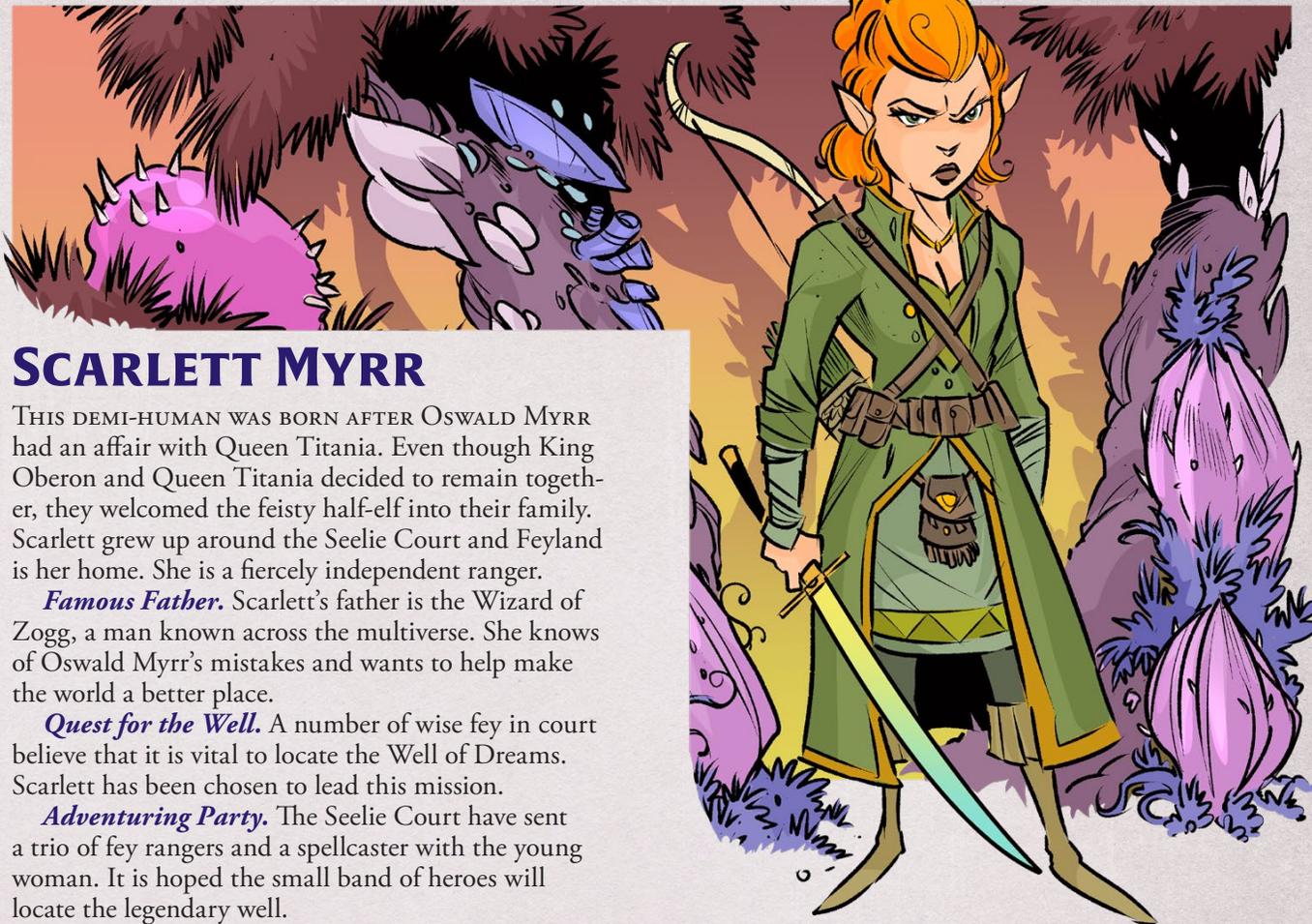
ACTIONS

Multiattack. The lost maiden makes two melee attacks.

+3 Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage.

REACTIONS

Uncanny Dodge. The lost maiden halves the damage that she takes from an attack that hits her. The lost maiden must be able to see the attacker.



SCARLETT MYRR

THIS DEMI-HUMAN WAS BORN AFTER OSWALD MYRR had an affair with Queen Titania. Even though King Oberon and Queen Titania decided to remain together, they welcomed the feisty half-elf into their family. Scarlett grew up around the Seelie Court and Feyland is her home. She is a fiercely independent ranger.

Famous Father. Scarlett's father is the Wizard of Zogg, a man known across the multiverse. She knows of Oswald Myrr's mistakes and wants to help make the world a better place.

Quest for the Well. A number of wise fey in court believe that it is vital to locate the Well of Dreams. Scarlett has been chosen to lead this mission.

Adventuring Party. The Seelie Court have sent a trio of fey rangers and a spellcaster with the young woman. It is hoped the small band of heroes will locate the legendary well.

SCARLETT MYRR

Medium humanoid (half-elf), chaotic good

Armor Class 17 (+1 leather armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 20 (+5) | 18 (+4) | 14 (+2) | 18 (+4) | 20 (+5) |

Saving Throws Con +8, Wis +8, Cha +9

Skills Insight +8, Perception +8, Stealth +9, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan, Elvish

Challenge 9 (5,000 XP)

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

Land's Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, she also has advantage on saving throws

against plants that are magically created or manipulated to impede movement.

Spellcasting. Scarlett is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following ranger spells:

1st level (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *pass without trace*

3rd level (3 slots): *conjure barrage*, *speak with plants*, *water breathing*

4th level (1 slot): *conjure woodland beings*

Vanish. Scarlett can use the Hide action as a bonus action on her turn. Also, she can't be tracked by nonmagical means, unless she chooses to leave a trail.

ACTIONS

Multiattack. Scarlett makes two attacks.

Sword of Myrr. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) slashing damage plus 5 (1d10) radiant damage.

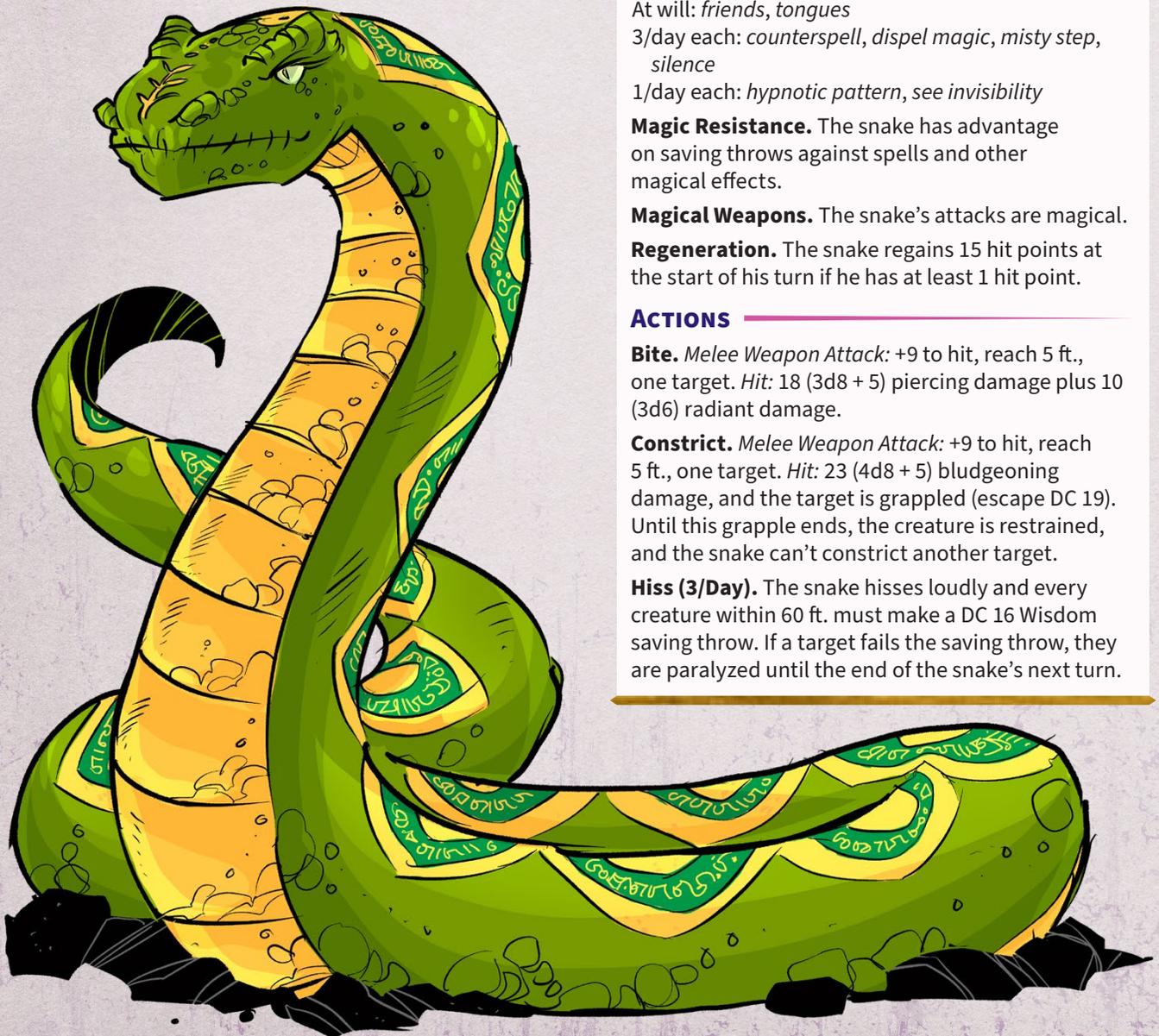
+2 Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

SNAKE OF LIFE

AN IMMENSE GREEN SNAKE SLITHERS DOWN ONE OF the corridors in the Great Tree. Some newcomers to the court watch in terror. Then King Oberon arrives and greets the snake warmly and reassures his guests.

Elder Emissary. The Elder Tree has two emissaries it sends around Feyland, the Snake of Life and the Neverever Beast (page 102). Both creatures bring his message of peace and offer counsel for other fey.

Powerful Message. When the snake speaks, everyone listens to every word he says. The creature radiates power and is a force of nature. It will bring up any concerns from the Elder Tree.



SNAKE OF LIFE

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., swim 30 ft.

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

Skills insight +10, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Common, Sylvan, Elvish

Challenge 10 (5,900 XP)

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

At will: *friends, tongues*

3/day each: *counterspell, dispel magic, misty step, silence*

1/day each: *hypnotic pattern, see invisibility*

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

Magical Weapons. The snake's attacks are magical.

Regeneration. The snake regains 15 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (3d6) radiant damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Hiss (3/Day). The snake hisses loudly and every creature within 60 ft. must make a DC 16 Wisdom saving throw. If a target fails the saving throw, they are paralyzed until the end of the snake's next turn.

STEPPER

Medium fey, chaotic good

Armor Class 15 (18 with *mage armor*)

Hit Points 75 (10d8 + 30)

Speed 35 ft.

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

Skills Acrobatics +8, Insight +6, Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 6 (2,300 XP)

Assassinate. During its first turn, the stepper has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the stepper scores against a surprised creature is a critical hit.

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

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

At will: *locate object*, *mage armor*, *message*
2/day each: *detect thoughts*, *fog cloud*, *teleport*

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

ACTIONS

Multiattack. The stepper makes three attacks.

+3 Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

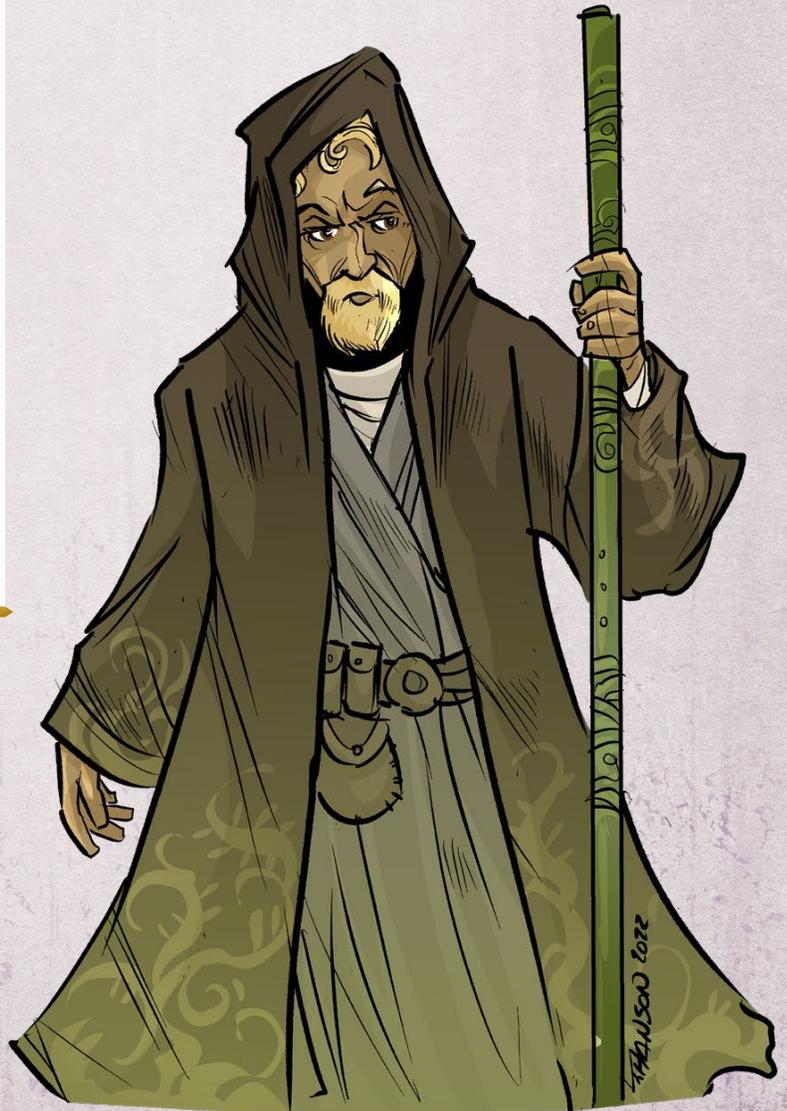
STEPPER

A GROUP OF COWARDLY GOBLINS ARE MAKING THEIR way towards the Great Tree. Without warning, a cloaked figure appears out of thin air. Before they have a chance to reach for their swords, the attacker unleashes a quarterstaff. Spinning around, its cloak fluttering in the breeze, the stranger drops the goblins to the ground.

Long Arm of the Court. Steppers allow the Seelie Court to reach into the most remote parts of Feyland. They are skilled enough to deal with almost anything.

Shock and Awe. These fey act quickly and decisively. Steppers teleport to their destination and get to work immediately. They are supremely confident and don't second guess themselves.

True Leaders. Steppers are based at the Great Tree and rank higher than many of the other fey in the court. They set an example for others and are highly respected by the king and queen.



VICTORIA VAN VAMP

VICTORIA IS LEADING A DOUBLE LIFE. SHE APPEARS TO be a beautiful, charming member of the Seelie Court. In truth she is a cunning spy working for the Unseelie Court. She is not actually from Feyland and is related to the sinister Count Batty who lives in the Darklands.

Narcissistic Nightmare. The attractive fey has become obsessed with her beauty and has lost her way. Victoria carries a small mirror and constantly checks her appearance. She received a lot of attention when she was young and it has gone to her pretty head.



VICTORIA VAN VAMP

Medium humanoid (half-elf), neutral evil

Armor Class 15 (18 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|----------|
| 10 (+0) | 20 (+5) | 15 (+2) | 18 (+4) | 16 (+3) | 30 (+10) |

Saving Throws Int +8, Wis +7, Cha +14

Skills Deception +14, Perception +7, Persuasion +14

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan, Elvish

Challenge 12 (8,400 XP)

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

Spellcasting. Victoria is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *fire bolt*, *message*

1st level (4 slots): *charm person*, *mage armor*, *magic missile*, *sleep*

2nd level (3 slots): *hold person*, *invisibility*, *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *banishment*, *blight*, *dimension door*

5th level (2 slots): *dominate person*, *modify memory*

ACTIONS

Intoxicating Touch. Victoria touches a willing creature or a creature charmed by her. The creature must make a successful DC 22 Wisdom saving throw or follow Victoria's orders. Each time Victoria or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until Victoria dies, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Hypnotic Gaze. As an action, she can choose one creature that she can see within 30 feet of her. If the target can see or hear her, it must succeed on a Wisdom saving throw against DC 22 or be charmed by her until the end of her next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

WILD CORGI

ATOMIES AND MANY FAERIES OFTEN LIKE TO USE wild corgis as mounts. These fey dogs are larger than their adorable cousins who live in the ordinary world.

Court Favorites. Many fey in the Great Tree find the wild corgis to be delightful. Queen Titania has half a dozen of them in her quarters.

Mischievous Monsters. However, there is another side to these charming corgis. They are greedy and independent. Wild corgis get into all sorts of trouble in the Great Tree.

FLORA OF FEYLAND: HYSTRANGER

Blue and green flower. These talking flowers strike up conversations with newcomers to Feyland. They offer vague, but sometimes helpful advice. Hystrangers need a great deal more water than most plants.

WILD CORGI

Small beast, chaotic neutral

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 12 (+1) | 12 (+1) | 12 (+1) | 12 (+1) |

Skills Perception +3, Persuasion +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Natural Charm (2/Day). The wild corgi can look into the eyes of a creature within 15 feet and cast the charm person spell (DC 11).





WHIMS TOWN

"You can't be serious?!"

"No, the name's not Sirius, I'm Gene the Genie. You must be new here."

—GENE THE GENIE

THIS IS THE STRANGEST DEN OF CREATURES ONE might come across in the multiverse. Whims Town is a colorful settlement that sits on the edge of the Lush Wild. It is built on wooden platforms high above the Lazy River and surrounding area. A massive open market dominates Whims Town. Unusual shops selling anything one can imagine are plentiful. There are also taverns, inns, and many other establishments. Rope bridges link different parts of the settlement and lead into the wilderness.

Fey from all over Feyland come through this town. Spies from both courts are always active here and conflicts between factions sometimes break out. Some fey travel in and out of Whims Town by boat on the Lazy River.

LOCATIONS

Market, taverns, inns, stores, homes, docks, rope bridges, watch towers, town hall, manors, blacksmith, stables, boatwright, Lazy River

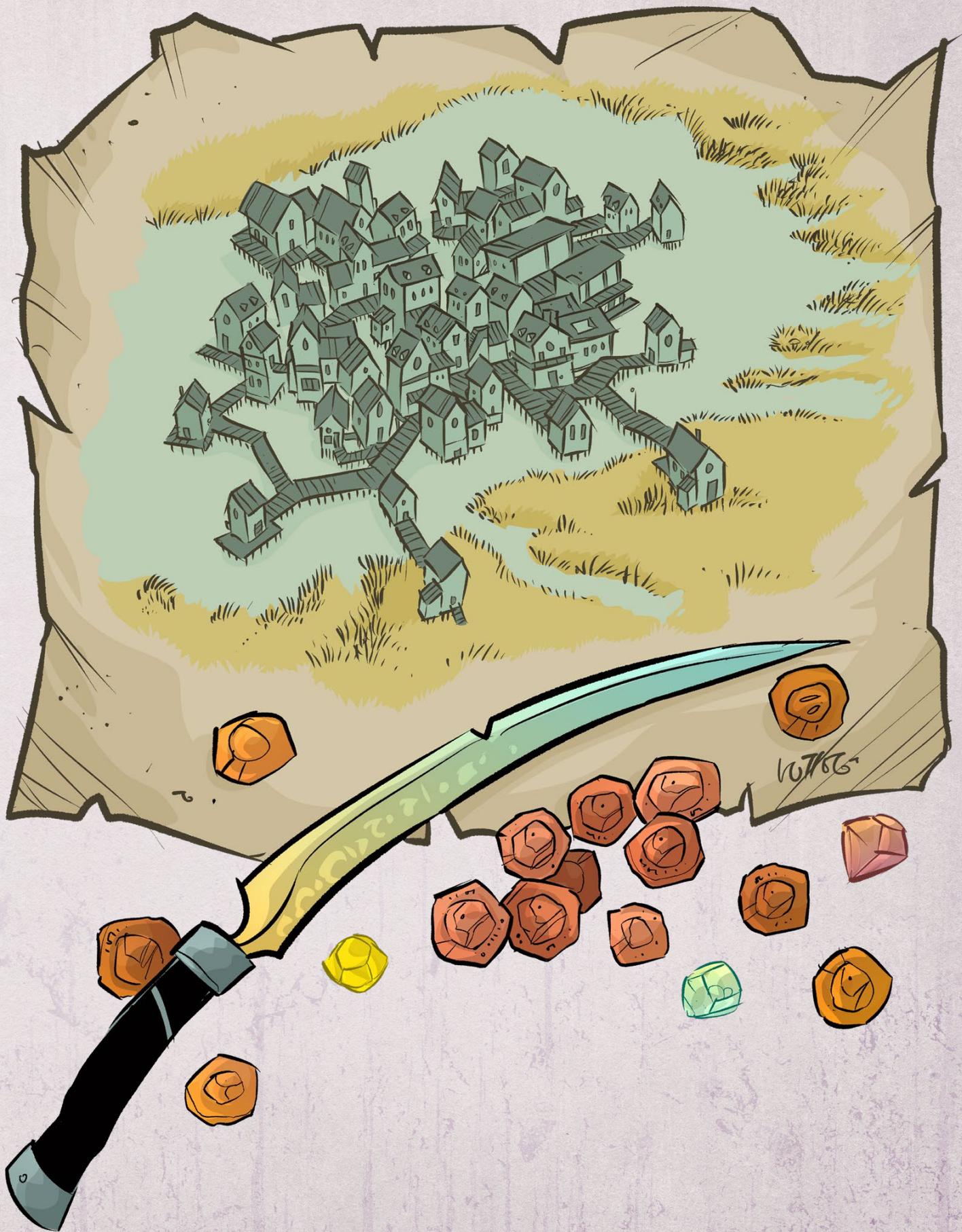


WHIMS TOWN ENCOUNTERS

| d20 | Encounter | d20 | Encounter |
|-----|---------------------------------|-----|-----------------------------------|
| 1 | sandman ^{MOF} | 11 | 1d6 summer faeries ^{MOF} |
| 2 | 1d8 gremlins ^{MOF} | 12 | arcane stalker ^{MOF} |
| 3 | 1d4 swan maidens ^{MOF} | 13 | 1d8 brownies ^{MOF} |
| 4 | night hound ^{MOF} | 14 | 1d4 fey knights ^{MOF} |
| 5 | changeling ^{MOF} | 15 | green hag |
| 6 | werefox ^{MOF} | 16 | 1d6 haters ^{MOF} |
| 7 | 1d4 fey nobles ^{MOF} | 17 | ghost |
| 8 | satyr | 18 | wererabbit ^{MOF} |
| 9 | centaur | 19 | witch ^{MOF} |
| 10 | fey-touched ^{MOF} | 20 | night hag |

WHIMS TOWN EVENTS

| d12 | Events |
|-----|--------------------------------------|
| 1 | troop of frog footmen search area |
| 2 | heavy fog obscures the area |
| 3 | blacksmith chases faeries |
| 4 | two witches haggle at a stall |
| 5 | white wererabbit delivers message |
| 6 | dancing everflowers entertain |
| 7 | thief escapes on a rope bridge |
| 8 | inn is engulfed in raging fire |
| 9 | troll climbs out of the river |
| 10 | barmaids toss goblin out onto street |
| 11 | fey noble kidnapped late at night |
| 12 | drunk adventurers cause a scene |



WHIMS TOWN

BAKER FAERIE

HARD AT WORK IN THE WHIMS TOWN BAKERIES ARE skilled faeries. They never seem to stop baking and the kitchens are filled with them.

Salty Mouths. Baker faeries are known to be the most foul-mouthed faeries in Feyland. They've made up an entirely new vocabulary that most fey would rather never hear.

Popular Pastries. Their baking skills are the best in the land and their treats are highly sought after. Most baker faeries can make a lot of gold in Whims Town.

Eyes and Ears. In addition to baking delicious delights, these evil creatures also work for the Unseelie Court. Baker faeries spy on the inhabitants of the rowdy settlement and report to the dark court.

FEY ITEMS: NEVER CLOAK

Wondrous item, very rare

A golden hooded cloak. You can use a bonus action to put the cloak's hood up to activate it. While activated you can cast the misty step spell three times a day.

BAKER FAERIE

Tiny fey, chaotic evil

Armor Class 14

Hit Points 10 (4d4)

Speed 20 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 18 (+4) | 11 (+0) | 11 (+0) | 14 (+2) | 12 (+1) |

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Elvish

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The baker faerie makes two attacks.

Small Pot. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Throw Cupcake. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one target. *Hit:* 4 bludgeoning damage plus 1 sugar damage.





T. Johnson 2022

BELLA ROSE

BELLA ROSE IS CONVINCED SHE'S THE most beautiful barmaid in all of Feyland. She is Shady Slim's (page 86) favored companion. Bella arrived in Feyland a year ago from the World of Myrr and decided to stay.

Femme Fatale. She often plays the victim and complains endlessly. In truth, the young half-elf is more than capable. She craves power and believes her relationship with Shady Slim will prove beneficial.

Terrible Temptress. Bella is greedy and incredibly vain. She wouldn't think twice about betraying Slim either. The half-elf is eager to visit the Fortress of Shade in the Darklands and meet more members of the evil court.

BELLA ROSE

Medium humanoid (half-elf), chaotic evil

Armor Class 17 (+1 leather armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 20 (+5) | 18 (+4) | 12 (+1) | 11 (+0) | 22 (+6) |

Skills Deception +9, Intimidation +9, Persuasion +9

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan, Elvish

Challenge 6 (2,300 XP)

Aura of Beauty. Bella Rose has advantage on Charisma checks and saving throws against any humanoid within 30 ft.

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

Fey Ancestry. Bella Rose has advantage on saving throws against being charmed, and magic can't put her to sleep.

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

ACTIONS

Multiattack. Bella Rose makes three melee attacks.

Sword of Thorns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 10 (3d6) poison damage.

Enthral (3/day). Bella Rose can use an action to enthrall a chosen target within 30 ft. The target must make a successful DC 17 Wisdom saving throw or become charmed for 1 minute. If the charmed target takes any damage, the effect ends. The target can repeat the saving throw at the end of each of their turns. If a target succeeds on their saving throw, they are immune to the effect for the next hour.

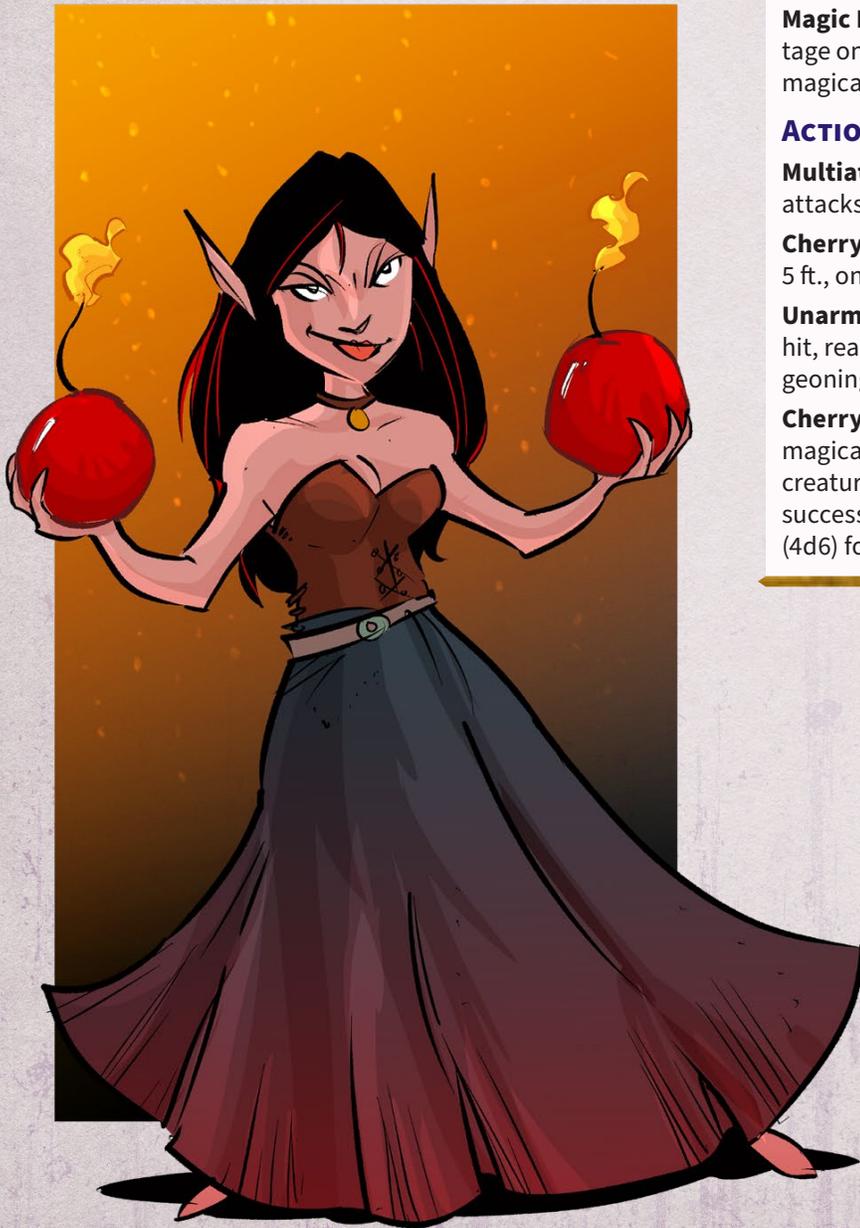
CHERRY BOMB

AN EXPLOSION GOES OFF AND CHERRY JUICE COVERS the face of a badly injured customer. The last barmaid anyone should upset is Cherry Bomb. She doesn't put up with any kind of abuse from her customers.

Groovy Gal. Even though her reputation precedes her, she gets along with most of the inhabitants of Whims Town. The locals like the fact she speaks her mind and takes care of business.

Bombastic Fantastic. Shady Slim is in love with Cherry Bomb and constantly asks her to join his gang. He visits the Marshmellow Mushroom tavern on a daily basis.

Vacation Plans. The sassy barmaid met Count Batty (page 116) when he was in town recently. Cherry has made plans to travel to the Darklands and visit the charming fey.



CHERRY BOMB

Medium fey, chaotic neutral

Armor Class 15

Hit Points 45 (7d8 + 14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 20 (+5) | 14 (+2) | 14 (+2) | 10 (+0) | 20 (+5) |

Skills Intimidation +7, Perception +2, Persuasion +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. Cherry Bomb makes three melee attacks, one of which can be a kiss.

Cherry Kiss. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) poison damage.

Unarmed Attack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Cherry Bomb (3/day). Cherry Bomb can create a magical explosive cherry to throw up to 30 ft. Any creatures within 10 feet of the blast must make a successful DC 15 Dexterity saving throw or take 14 (4d6) force damage.

COBWEB KELLY

Medium fey, neutral evil

Armor Class 18 (spider armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 14 (+2) | 12 (+1) | 11 (+0) | 18 (+4) |

Skills Intimidation +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

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

Shapechange. Cobweb Kelly can use a bonus action to turn into a giant spider. While in that form she has the statistics of the spider. If she is killed, she reverts back to her fey form with her full hit points. Any equipment she is wearing or carrying is transformed with her.

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

ACTIONS

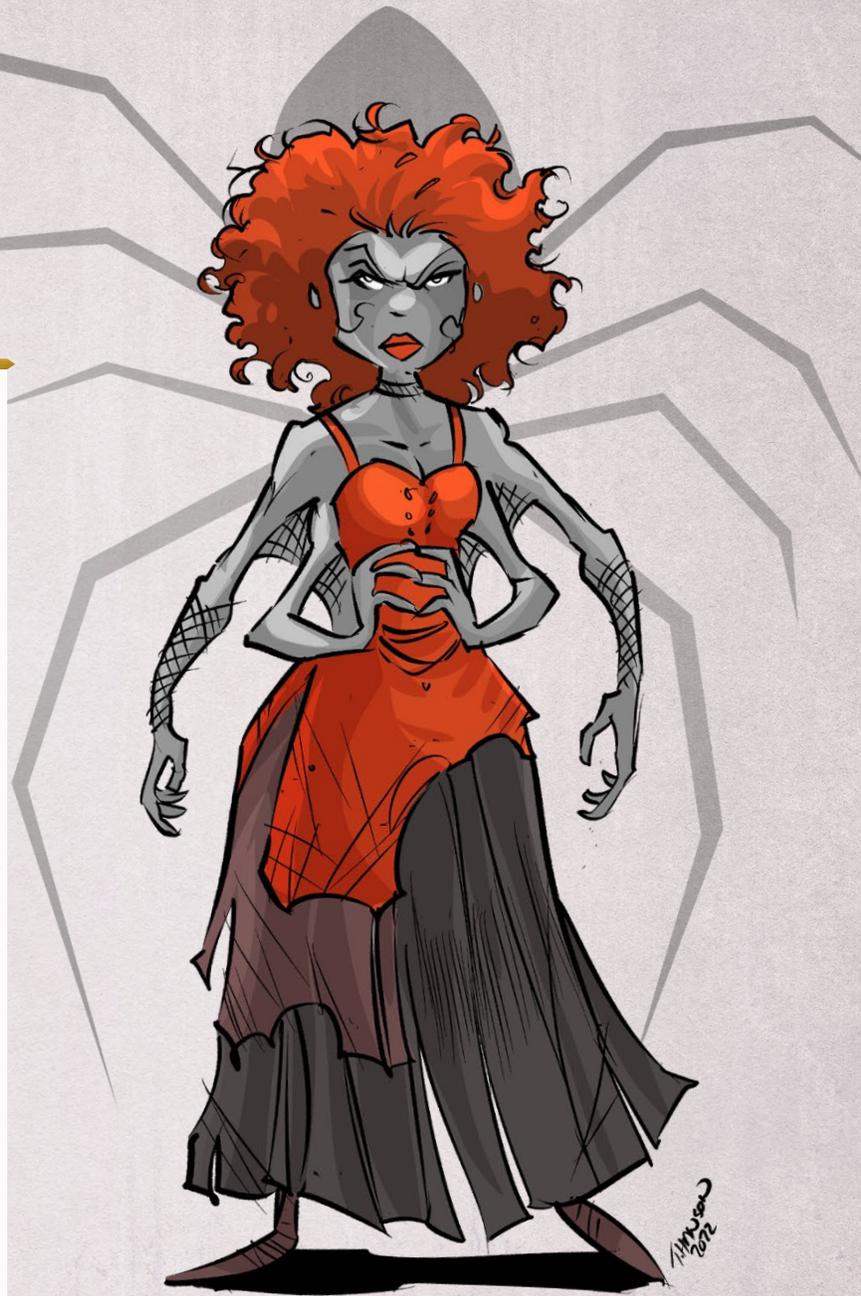
Multiattack. Cobweb Kelly makes two melee attacks.

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

Web. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5; vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

REACTIONS

Parry. Cobweb Kelly spins a web and adds 2 to her AC against one melee attack that would hit her.



COBWEB KELLY

THE CHIEF HENCHMAN OF SHADY SLIM IS COBWEB Kelly. This spider-like fey is feared by the local inhabitants of Whims Town. Once a week a victim is discovered wrapped in a spider web under the docks.

Jealous Zealot. Cobweb Kelly is very jealous of Bella Rose and secretly adores the local gangster. She has plotted to get rid of the half-elf newcomer and have Shady Slim to herself.

Troubled Tavern. The Dark Tails tavern is usually a chaotic place. However, Cobweb Kelly enjoys it and calls the place home.

Lake Lures. She often takes a boat out and explores the nearby Lazy River. The adventurous fey goes fishing by attaching lures to her spider thread.





CORRUPTED HATTER

ONE OF THE MOST FAMOUS INDIVIDUALS IN ALL OF Feyland is the Hatter. The strange character seems to have lost his mind and marches to his own drummer. He has been corrupted and has joined the Unseelie Court.

Mad World. Feyland has been turned upside down by the power unleashed from the Well of Dreams. The Hatter is reveling in the chaos and his new powers. Stunned at the sudden change, the Seelie Court is trying to figure out how to deal with this eccentric fellow.

Weaponized Wag. The dark court knows that unleashing the Hatter will result in pandemonium. He is on the loose, and nobody really knows what he'll do next.

Party People. The Hatter is holding wild tea parties all over the land of the Fey. He uses the parties to corrupt other fey and bolster the power of the Unseelie Court.

CORRUPTED HATTER

Medium fey, chaotic evil

Armor Class 17 (ring of protection)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 22 (+6) | 16 (+3) | 20 (+5) | 20 (+5) | 22 (+6) |

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

Skills Deception +11, Perception +10, Performance +11, Persuasion +11

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan, Elvish, Common

Challenge 13 (10,000 XP)

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

Innate Spellcasting. The Hatter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The Hatter can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand*, *prestidigitation*
 3/day each: *charm person*, *counterspell*, *dispel magic*,
invisibility, *misty step*, *suggestion*, *wall of thorns*
 1/day each: *dimension door*, *dominate person*, *eyebite*,
modify memory, *seeming*, *suggestion*

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

ACTIONS

Multiattack. The Hatter makes two attacks with his hats.

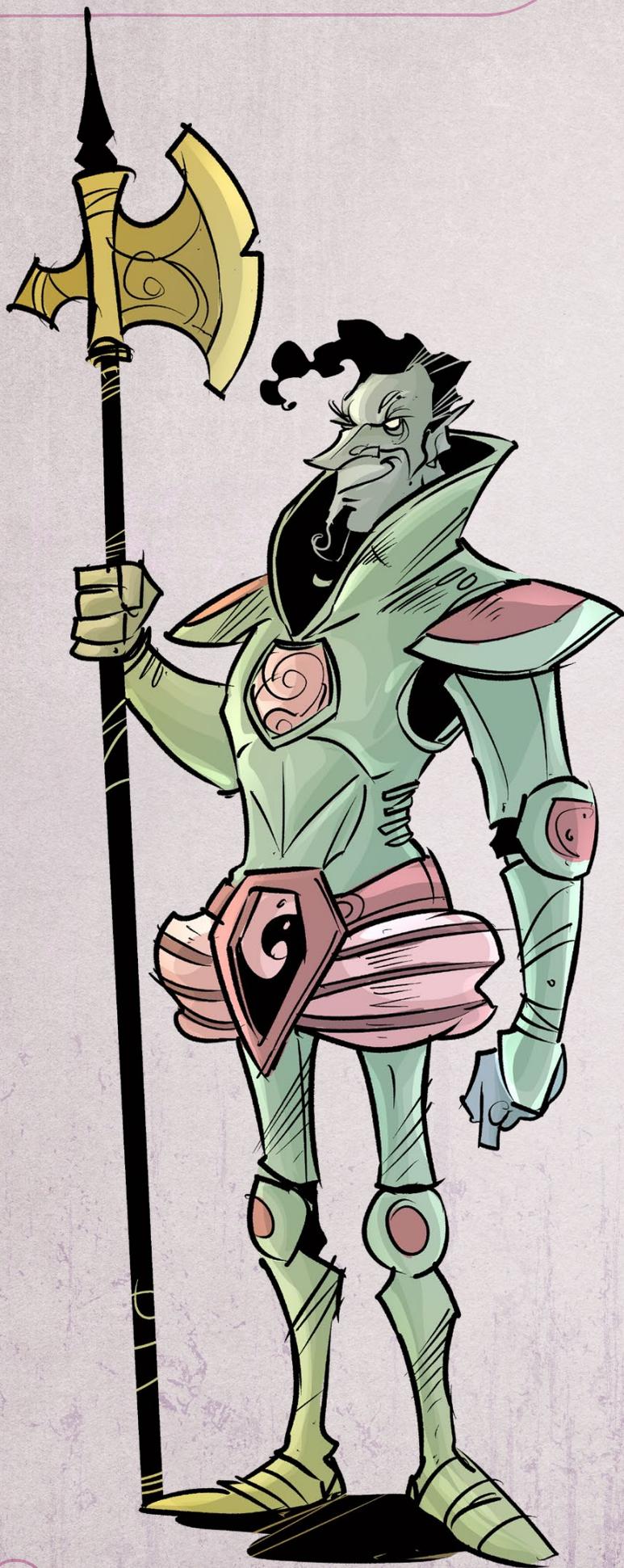
Throw Hat. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. On a hit the hat lands on the target's head. Each type of hat has different effects. The hatter has two of each hat in his bag.

Hat of Anxiety. The targeted creature must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns.

Hat of Depression. The targeted creature must succeed on a DC 18 Wisdom saving throw or become incapacitated for 1 minute. The target can repeat the saving throw at the end of each of their turns.

Hat of Outrage. The targeted creature must succeed on a DC 18 Wisdom saving throw or spend their turn being paralyzed and screaming out nonsense words at everyone. The target can repeat the saving throw at the end of each of their turns.

Hat of Confusion. The targeted creature must succeed on a DC 18 Wisdom saving throw or use all of its movement to move in a random direction. The target can repeat the saving throw at the end of each of their turns.



EDGELORD

THIS OUTRAGEOUS CREATURE IS ONE OF THE LOWEST forms of life in Feyland. A nihilist who attempts to shock and offend. Most edgelords make their home in Whims Town, however some have travelled to the ordinary world.

Attention Seeker. Edgelords will do anything to be in the spotlight. They don't care about anyone else and will even use violence.

Inside Joke. None of the inhabitants of Whims Town take these fey seriously. They are considered unworthy of the attention they crave.

New Audience. A few edgelords have discovered Riftgates that can transport them to the Material Plane. They are eager to find creatures that are unaware of their schemes.

EDGELORD

Medium fey, chaotic evil

Armor Class 20 (+2 plate)

Hit Points 126 (12d8 + 72)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 22 (+6) | 16 (+3) | 22 (+6) | 18 (+4) | 9 (-1) | 20 (+5) |

Skills Deception +9, Persuasion +9

Senses darkvision 60 ft., passive Perception 9

Languages Common, Sylvan

Challenge 9 (5,000 XP)

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

At will: *friends*, *vicious mockery*

3/day each: *charm person*, *dissonant whispers*

1/day each: *enthrall*, *suggestion*

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

ACTIONS

Multiattack. The edgelord makes two melee attacks.

Halberd. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Shock (3/Day). The edgelord can attempt to shock any creatures that can understand it within 30 feet. Any creature within that area must make a successful DC 17 Wisdom saving throw or take 17 (5d6) psychic damage.

GENE THE GENIE

THIS BIZARRE CREATURE IS ONE OF A KIND. GENE travels all over Feyland but makes his home in Whims Town. He was one of the first creatures affected by the corruption of the Well of Dreams. Gene believes every fey should follow their most base desires. He's hard not to notice as he screams and bawls constantly.

Reptilian Smile. His sly, creepy smile makes most fey feel very uncomfortable. He won't admit it, but he considers himself to be superior to others.

Simple Minds. The genie views fey and humanoids as simpletons. He thinks that most of them are barely intelligent enough to make their way home each night.

Many Tastes. Gene will eat almost anything and fey often bring him strange meals. His diet includes peculiar fungi found in the Lush Wild.

GENE THE GENIE

Large elemental, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 40 ft., fly 90 ft.

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

Saving Throws Dex +8, Wis +9, Cha +10

Skills Perception +9

Damage Immunities acid, cold, lightning, thunder

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Sylvan, Primordial

Challenge 13 (10,000 XP)

Brave. Gene has advantage on saving throws against being frightened.

Elemental Demise. If Gene dies, his body disintegrates into a warm breeze, leaving behind any equipment he was wearing or carrying.

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

At will: *detect evil and good*, *detect magic*, *thunderwave*

3/day each: *enlarge/reduce*, *passwall*, *tongues*, *wind walk*

1/day each: *conjure elemental* (air or water elemental only), *control water*, *gaseous form*, *plane shift*

ACTIONS

Multiattack. Gene makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Wind Blast. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 30 (7d6 + 6) force damage.

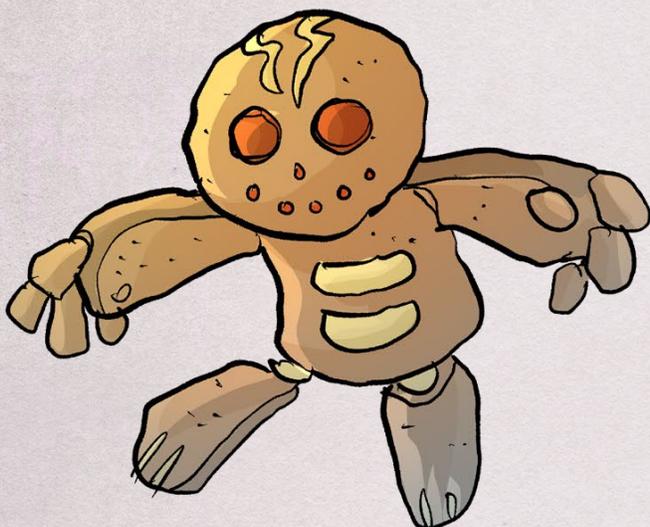


GINGERBREAD MAN

A TINY FEY JUMPS FROM STALL TO STALL IN THE Whims Town market. The smell of gingerbread is in the air as he passes. “Look!” shouts a young fey, “it’s a gingerbread man! Get him!” Moments later, a crowd stampedes through the market pursuing the creature.

Fast As You Can. Gingerbread men are extremely quick and agile tricksters. They cause mayhem wherever they go.

Fey Baking. These creatures are brought to life by baker faeries. However, the gingerbread men hate faeries because of this. They don’t ever want to discuss how they were made.



GINGERBREAD MAN

Tiny fey, chaotic neutral

Armor Class 16

Hit Points 10 (4d4)

Speed 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 23 (+6) | 10 (+0) | 12 (+1) | 12 (+1) | 14 (+2) |

Skills Acrobatics +8, Perception +3, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Evasion. If the gingerbread man 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.

Pull Itself Together. The gingerbread man can use a bonus action to reattach parts of its body.

ACTIONS

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

Snap. The gingerbread man snaps its fingers and a loud, booming sound is sent out. Any creatures in a 30-foot cone must make a DC 16 Dexterity saving throw or take 7 (2d6) force damage.

JIM JAM

JIM JAM IS THE BEST-KNOWN BARKEEP IN WHIMS Town. This pudgy dwarf is on good terms with many of the locals and regular visitors. He keeps his eyes and ears open and passes on information to the gangster Shady Slim (page 86).

Bearded Barkeep. The dwarf works at the popular Marshmellow Mushroom tavern. He is good friends with Cherry Bomb and Cobweb Kelly.

Self-Centered Storyteller. Many of the locals in Whims Town enjoy listening to Jim Jam's colorful tales. He's got a big head from all of the attention and has become rather arrogant.

History Buff. Jim Jam loves to boast about his knowledge of the history of Feyland. Although most of what he has learned is from poorly written, biased tomes.



JIM JAM

Medium humanoid (dwarf), neutral evil

Armor Class 12 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 15 (+2) | 10 (+0) | 14 (+2) | 16 (+3) | 9 (-1) | 16 (+3) |

Skills History +5, Perception +1, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Sylvan

Challenge 3 (700 XP)

Dwarven Resilience. Jim Jam has advantage on saving throws against poison.

Raven Companion. Jim Jam has a big pet raven named Ego. The dwarf uses him to send messages.

ACTIONS

Multiattack. Jim Jam makes two melee attacks.

+2 Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Drone (3/Day). Jim Jam can use an action to begin to drone on and on about a specific topic. All creatures within 30 ft. must make a successful DC 13 Wisdom saving throw or fall asleep for 1d4 minutes. If the target takes any damage, the effect ends. Another creature can use an action to wake the sleeping target.

ORION

IF AN EVIL FEY NEEDS TO FIND SOMEONE IN FEYLAND, Orion is the first to be notified. He is the most famous bounty hunter in Whims Town.

Hardened Hunter. Orion has been tracking creatures down for many, many years. He has many contacts around Whims Town and in the Unseelie Court. Most of the local inhabitants will help Orion out of fear.

Focused Fey. The bounty hunter is a very serious individual and hunts down his targets quickly. He is a determined, disciplined warrior.

Hidden Lair. A number of buildings are hidden underneath Whims Town. This is where Orion makes his home. A group of nefarious bounty hunters lives with the well-known fey.



ORION

Medium fey, lawful evil

Armor Class 18 (+2 studded leather)

Hit Points 85 (10d8 + 40)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 19 (+4) | 16 (+3) | 17 (+3) | 12 (+1) |

Skills Athletics +7, Investigation +6, Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Brave. Orion has advantage on saving throws against being frightened.

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

Land's Stride. Moving through nonmagical difficult terrain costs him no extra movement. He can also pass through nonmagical plants without being slowed down by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, he has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

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

ACTIONS

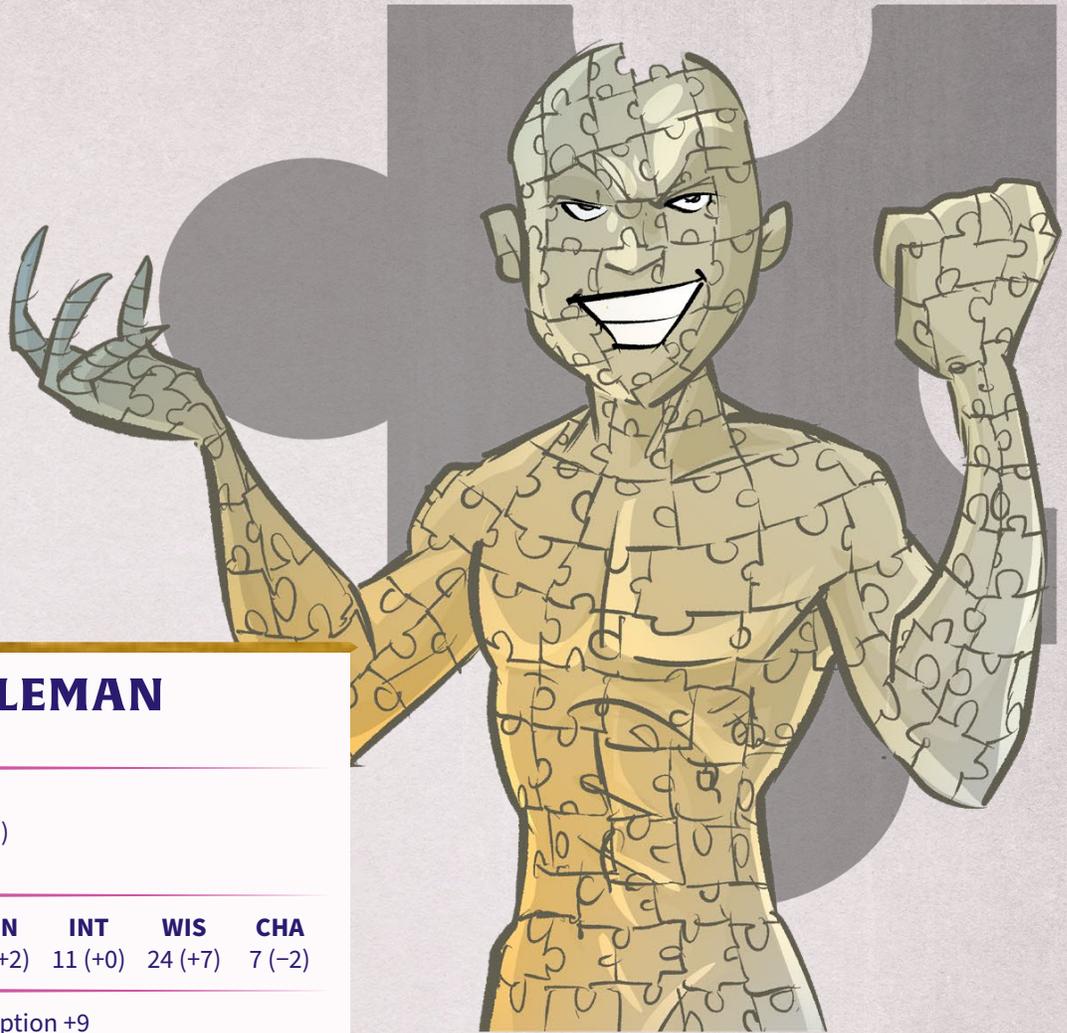
Multiattack. Orion makes two melee attacks.

+2 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

+2 Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

REACTIONS

Parry. Orion adds 2 to his AC against one melee attack that would hit him. He must see the attacker and be wielding a melee weapon.



THE PUZZLEMAN

Medium fey, neutral

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 14 (+2) | 18 (+4) | 14 (+2) | 11 (+0) | 24 (+7) | 7 (-2) |

Skills Insight +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Sylvan

Challenge 4 (1,100 XP)

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

Shapechange. The Puzzlemán can use a bonus action to polymorph into a Large or smaller object, or return to his true fey form. His statistics are the same in any form and anything he is wearing or carrying is transformed. If he dies, he reverts to his true fey form.

ACTIONS

Multiattack. The Puzzlemán makes two melee attacks.

Puzzle Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

REACTIONS

Fall to Pieces. The Puzzlemán can fall to pieces momentarily and add 4 to his AC. Then he reforms back into himself.

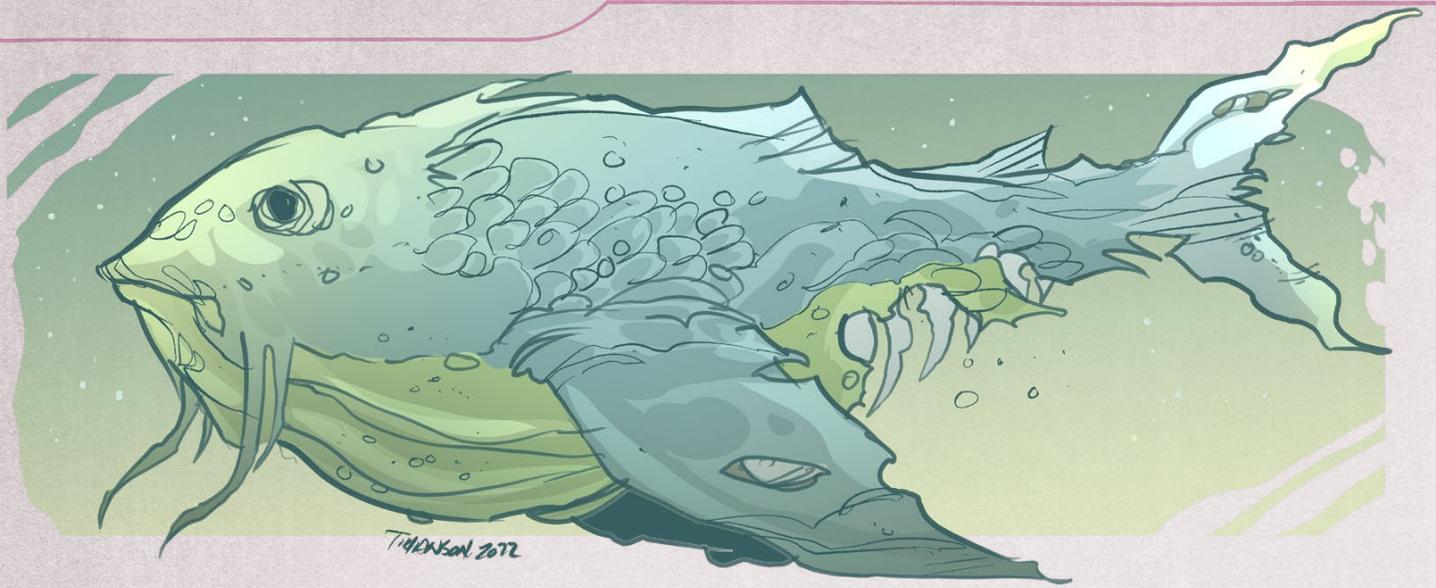
THE PUZZLEMAN

THE PUZZLEMAN IS AN ENIGMA WRAPPED IN A riddle. He meanders around Whims Town, observing daily life. Most of the inhabitants of the busy settlement leave him alone.

Unique Fey. In a land of strange creatures, the Puzzlemán is one of the most curious. Few of the fey in Whims Town know anything about him.

In Plain Sight. Using his remarkable ability to turn into objects, Puzzlemán can hide almost anywhere. He likes to travel around town and watch all the action. To protect himself he can rearrange pieces of himself to dodge attacks. He can also slam pieces of his body into other creatures.

Piece of Mind. Most inhabitants say the real puzzle is what is going on in the fey's mind. What they don't understand is that his mind is completely empty. Puzzlemán is fully present in the moment and has no agenda at all.



SELF-DOUBT TROUT

THE DOUBT TROUT IS ONE OF THE ODDEST CREATURES in this realm. However, this undead monster is even more unusual. The self-doubt trout is created by a necromancer who finds a dead doubt trout.

Inside Job. The main goal of the self-doubt trout is to possess a creature and fill them with doubt. This occurs much like a ghost possessing a living being.

Blame Game. Some fey blame the elves for bringing these creatures to Feyland. They often refer to them as the elf doubt trout. This isn't true of course, it's because of necromancers like Phineas Gloom.

Undead Nature. A self-doubt trout doesn't require air, food, drink, or sleep.

SELF-DOUBT TROUT

Tiny undead, chaotic evil

Armor Class 15

Hit Points 15 (6d4)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 1 (-5) | 20 (+5) | 10 (+0) | 7 (-2) | 12 (+1) | 16 (+3) |

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing not made with silvered weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 3 (700 XP)

Ethereal Sight. The self-doubt trout can see 60 feet into the Ethereal Plane when it is in Feyland, and vice versa.

Incorporeal Movement. The self-doubt trout can move through other creatures and objects as if they were difficult terrain. It takes 2 (1d4) damage if it ends its turn inside an object.

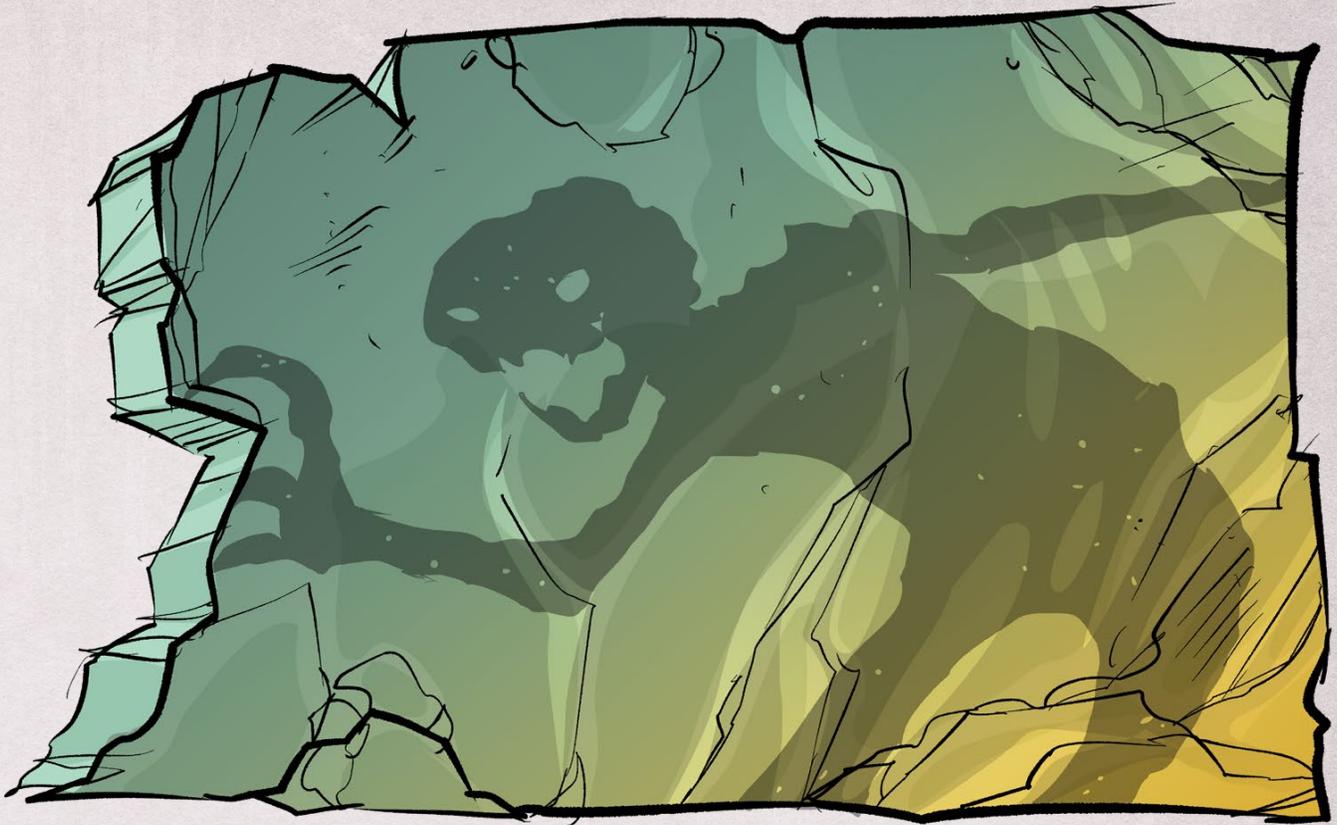
Sunlight Sensitivity. While in sunlight, the self-doubt trout has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Withering Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage.

Etherealness. The self-doubt trout enters the Ethereal Plane from Feyland, or vice versa. It is visible in Feyland while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Self-Doubt Possession (Recharge 2-3). One humanoid that the self-doubt trout can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the trout; the trout then disappears, and the target is wracked by doubt for 1d4 minutes. The target makes all attack rolls, saving throws, and ability checks at disadvantage. The self-doubt trout can't be targeted by any attack, spell, or other effect, except ones that turn undead. The possession ends after that period of doubt or the trout is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the self-doubt trout reappears in an unoccupied space within 5 feet of the body. The target is immune to the trout's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



SHADOW MAN

WHEN A HUMAN DIES IN THIS STRANGE LAND HE can be raised as an undead creature by a necromancer. A number of these monsters wander Whims Town in the form of shadow men. At times it seems as if shadows are acting independently in the settlement, but it's actually these monsters moving about.

Unfinished Business. These undead confront visitors to Feyland and bring them all kinds of grief. They are jealous of anyone who is still alive and has the ability to return home. The foul monsters will harass any newcomers to Whims Town.

Undead Nature. A shadow man doesn't require air, food, drink, or sleep.

SHADOW MAN

Medium undead, neutral evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 16 (+3) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Perception +2, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow man can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the shadow man has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Drain Abilities. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage and one of the target's ability scores is reduced by 1d4. The target dies if this reduces any ability score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow man rises from the corpse one hour later.

SHADY SLIM

SHADY SLIM IS THE MOST NOTORIOUS GANGSTER IN Whims Town. For all intents and purposes, he is in charge of the settlement. He is calm, patient, and vicious. Slim is currently romantically involved with Bella Rose and his chief henchman is Cobweb Kelly.

Gangly Gangster. This tall fey stands out in a crowd, and that is saying a lot in Feyland. His odd hat can be seen from far away and his silhouette is rather unique.



Power Broker. Slim owns most of the taverns, inns, and shops in Whims Town. He will deal with any competition swiftly and in a brutal fashion.

Enchanted Manor. The foul gangster lives in a magical manor on the edge of town. Only he and his minions can gain access by an enchanted statue that stands on the grounds.

SHADY SLIM

Medium fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 18 (+4) | 15 (+2) | 17 (+3) | 21 (+5) |

Saving Throws Con +8, Wis +7, Cha +9

Skills Deception +9, Intimidation +9, Perception +7, Persuasion +9

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan, Elvish

Challenge 12 (8,400 XP)

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

At will: *locate object*, *detect thoughts*, *tongues*

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

faerie fire, *fear*, *mage armor*, *misty step*, *shield*

1/day each: *dominate person*, *legend lore*, *locate*

creature, *modify memory*, *suggestion*, *wall of force*

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

Shadow Stealth. While in dim light or darkness, Shady Slim can take the Hide action as a bonus action.

ACTIONS

Multiattack. Shady Slim makes three melee attacks.

+3 Whims Whip. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Force Gaze (Recharge 6). Shady Slim can use an action on his turn to target one creature within 90 feet of him. If the target can see Shady Slim, the target must succeed on a DC 17 Wisdom saving throw or take 17 (5d6) force damage. If the target makes a successful saving throw, they are immune to Slim's gaze for 24 hours.



SYLVAN SPY

SYLVAN SPIES USUALLY WORK FOR THE SEELIE OR Unseelie courts. Although some are in the service of wild fey like the Frog Witch (page 92) or the Mountain Lord^{MOF}. At times they gather information, other times they are simply assassins.

Arcane Rogue. Sylvan spies use a number of spells to fulfill their missions. They often use the *disguise self* spell when they go undercover.

Cunning Chameleons. These fey know Feyland well and can adapt to whatever region they find themselves in. They often have intricate backstories and some of their stories are even true.

Perpetual Pandemonium. Even if sylvan spies are in the service of one of the courts, they will sometimes act independently. A few of the spies are double agents, playing off both the Seelie and Unseelie factions.

SYLVAN SPY

Medium fey, any alignment

Armor Class 17 (+1 leather armor)

Hit Points 60 (8d8 + 24)

Speed 35 ft.

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

Skills Deception +7, Perception +6, Persuasion +7, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 6 (2,300 XP)

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

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

At will: *dancing lights*, *message*, *minor illusion*
 3/day each: *charm person*, *disguise self*, *knock*,
spider climb
 1/day each: *fog cloud*, *silence*

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

Sneak Attack. Once per turn, the sylvan spy deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sylvan spy that isn't incapacitated and the sylvan spy doesn't have disadvantage on the attack roll.

ACTIONS

+3 Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) piercing damage plus 10 (3d6) poison damage.

REACTIONS

Uncanny Dodge. The sylvan spy halves the damage that it takes from an attack that hits it. The spy must be able to see the attacker.

THE TOYMAKER

ONE OF THE MOST CREATIVE CREATURES IN ALL OF Feyland is the Toymaker. His colorful workshop is located near the center of Whims Town. Many fey children grow up with his creations.

Gaming the System. The Toymaker is interested in spreading his toys around Feyland to gather information for the Unseelie Court. His constructs collect information on those who play with them.

Playing Around. He loves to experiment and is constantly building new toy constructs. Loud noises and strange smells emanate from his busy workshop.



THE TOYMAKER

Medium fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 18 (+4) | 18 (+4) | 18 (+4) | 12 (+1) | 12 (+1) |

Skills Arcana +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 7 (2,900 XP)

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

At will: *locate object, mending*

2/day each: *enlarge/reduce, invisibility, mage armor, unseen servant*

1/day each: *animate objects, fabricate, polymorph*

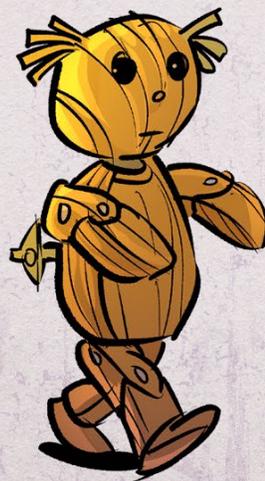
Magic Resistance. The Toymaker has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Toymaker makes two melee attacks.

+3 Light Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Explosive Doll. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 17 (3d8 + 4) force damage.



ZOOMER

A BLURRY CREATURE RACES THROUGH WHIMS TOWN near the docks. Heads turn as the spritely fey moves like the wind. Zoomers are one of the messengers used by the inhabitants of Feyland.

Express Delivery. Zoomers are incredibly fast and most creatures simply see a blur when they pass them. Their lives are shorter than most fey and they plan to make the most of their time.

Independent Actors. These wild fey are free and don't belong to either court. They have no interest in the war that has broken out.

Moving On. Zoomers can live almost anywhere and are found throughout Feyland. Some live in trees, some in hollow logs, others will even hide in castles or manors.

ZOOMER

Tiny fey, chaotic neutral

Armor Class 16

Hit Points 14 (4d4 + 4)

Speed 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 4 (-3) | 23 (+6) | 12 (+1) | 12 (+1) | 14 (+2) | 12 (+1) |

Skills Perception +4, Sleight of Hand +8, Stealth +8

Senses darkvision 90 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 1 (200 XP)

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

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

At will: *druidcraft*, *mending*

1/day each: *animal friendship*, *locate object*

Zoom. The zoomer can't provoke opportunity attacks as it moves too quickly.

ACTIONS

Multiattack. The zoomer makes three attacks.

Sling. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.





LUSH WILD

"If you think the rest of Feyland is crazy, wait until you see the Lush Wild..."

—THE FROG WITCH

SOUTH OF WHIMS TOWN IS A LARGE AREA known as the Lush Wild. It is a sizeable swamp and takes up most of the region. Green, orange, and pink colors dominate the beautiful, mysterious setting. Large multi-colored mushrooms are found throughout this territory. The Lazy River also flows through much of the Lush Wild. A number of the fey travel on this river to Whims Town or the nearby Lost Sea. This is the wildest part of Feyland. Each moment in the swamp can bring a new surprise with it.

Much of the region is controlled by the notorious Frog Witch. She has ambitious plans and wants all of Feyland for herself. Her frog minions have begun building an underwater town in the swamp.

LOCATIONS

Swamp, bog, river, waterfalls, underwater town, ruins, standing stones, wilderness manors, castles, Lazy River



LUSH WILD ENCOUNTERS

| d20 | Encounter | d20 | Encounter |
|-----|--------------------------------------|-----|----------------------------------|
| 1 | dream dragon ^{MOF} | 11 | 1d6 doubt trout ^{MOF} |
| 2 | the Toadman ^{MOF} | 12 | 1d4 giant toads |
| 3 | green unicorn ^{MOF} | 13 | boggart ^{MOF} |
| 4 | river troll ^{MOF} | 14 | forget frog ^{MOF} |
| 5 | 3 ogres | 15 | 1d12 shadow birds ^{MOF} |
| 6 | mist giant ^{MOF} | 16 | giant tortoise ^{MOF} |
| 7 | 1d6 giant dragonflies ^{MOF} | 17 | jabberwock ^{MOF} |
| 8 | 1d12 summer faeries ^{MOF} | 18 | 2 mist giants ^{MOF} |
| 9 | giant crocodile | 19 | 3 green hags |
| 10 | fey caterpillar ^{MOF} | 20 | purple dragon ^{MOF} |

LUSH WILD EVENTS

| d12 | Events |
|-----|-------------------------------------|
| 1 | Frog Witch parades her frog troops |
| 2 | giant crocodile swallows boat |
| 3 | large swarm of talking insects |
| 4 | wild party boat full of fey nobles |
| 5 | frog soldiers transport supplies |
| 6 | huge mushrooms are whispering |
| 7 | ancient magic item is unearthed |
| 8 | strange glowing spores fill the air |
| 9 | intense thunderstorm arrives |
| 10 | fey scouts search ancient ruins |
| 11 | mist covers entire region |
| 12 | fey spies hide in swamp |



CORRUPTED FROG WITCH

LIVING IN THE LUSH WILD IS THE HORRID FROG Witch. She has recently been corrupted by the Well of Dreams. If those in Feyland thought she was a menace before, they haven't seen anything yet.

Big Ambitions. The patient Frog Witch used to be content ruling from her swamp in the Lush Wild. She has her eyes on a much larger prize now, believing she can use the war for her advantage and usurp the Unseelie Court. The cunning hag is now expanding her swamp and building an underwater town.

Leap Ahead. She has gained more power from the magical well and rivals the arch fey in her new form. The slimy villain has learned new spells and has enhanced her dangerous staff.

Swamp World. Not only does the notorious henchman known as the Toadman serve the witch, but many others have joined her cause. Giant frogs, giant toads, river trolls, strange fish, and many other creatures have rallied around her.



CORRUPTED FROG WITCH

Medium fey, chaotic evil

Armor Class 19 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 21 (+5) | 23 (+6) | 20 (+5) | 24 (+7) | 18 (+4) |

Saving Throws Dex +11, Wis +13, Cha +10

Skills Deception +10, Perception +13, Stealth +11

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 23

Languages Sylvan, Common, Primordial

Challenge 17 (18,000 XP)

Amphibious. The Frog Witch can breathe air and water.

Extraordinary Leap. The distance of her long jump is tripled; every foot of her walking speed that she spends on the jump allows her to move 3 feet.

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

At will: *druidcraft*, *faerie fire*, *thorn whip*

3/day each: *animal messenger*, *counterspell*, *dispel magic*, *entangle*, *fog cloud*, *pass without trace*, *speak with plants*, *spike growth*

1/day each: *blight*, *confusion*, *control water*, *control weather*, *dimension door*, *insect plague*, *tree stride*

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

Magic Weapons. The Frog Witch's attacks are magical.

Speak with Frogs and Toads. The Frog Witch can communicate with frogs and toads as if they shared a language.

ACTIONS

Multiattack. The Frog Witch makes two attacks.

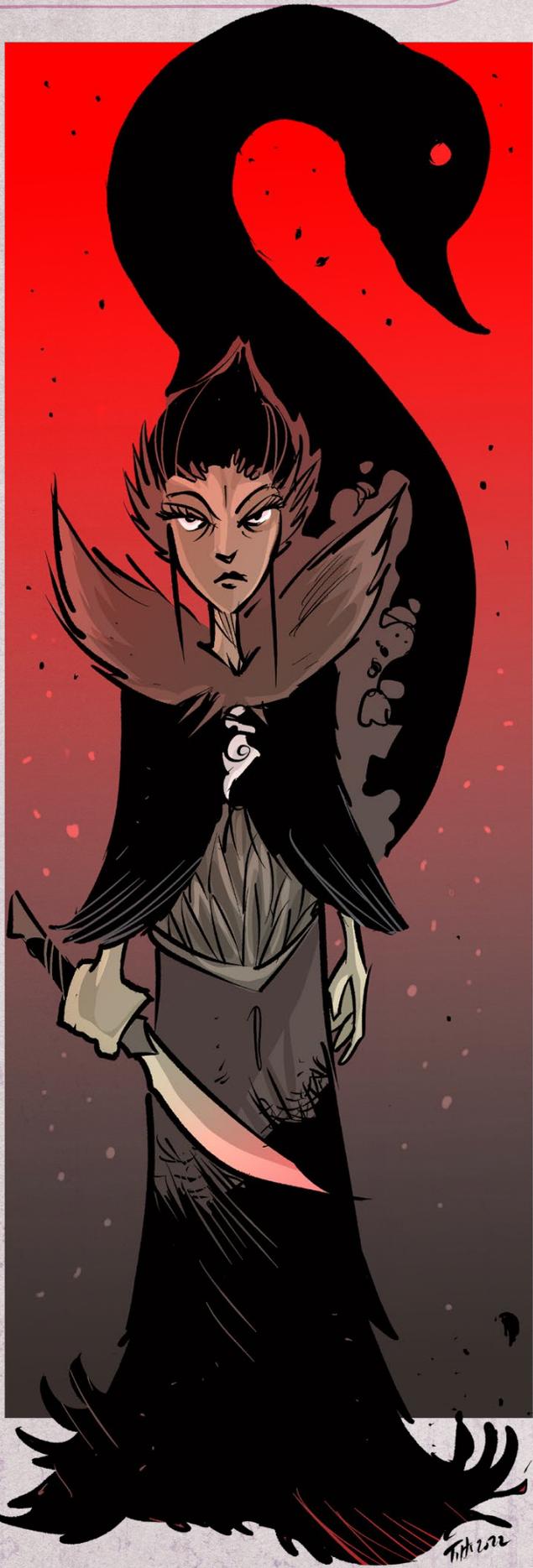
Grim Swamp Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 14 (2d8 + 5) bludgeoning damage. It is also the equivalent of a broom of flying. If the staff is lost or destroyed, the Frog Witch must take 1d6 days to craft another.

Tongue of the Toad. *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 14 (2d8 + 5) piercing damage and the target must make a DC 18 Constitution saving throw and take 24 (7d6) poison damage on a failed save, half as much damage on a successful one.

Croak (Recharge 5–6). The Frog Witch lets out a thunderous croak in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw or take 42 (12d6) thunder damage on a failed save, half as much damage on a successful one. Any creatures in this area must also make a successful DC 16 Strength saving throw or be knocked prone.



THANON 2022



CORRUPTED SWAN MAIDEN

THE SWAN MAIDENS HAVE ALSO BEEN CORRUPTED BY the Well of Dreams. These evil fey have joined the Unseelie Court. Although the Lady of the Swans remains with the Seelie Court, they have swapped sides.

Always Angry. Usually peaceful, these corrupted fey are now part of the war for Feyland. They are hostile and aggressive, nothing like their former selves.

Future is Female. These fey dislike male creatures of any kind and will attack them on sight.

Swan Mount. Corrupted swan maidens ride giant swans^{MOF} as their mounts.

CORRUPTED SWAN MAIDEN

Small fey, chaotic evil

Armor Class 14

Hit Points 36 (8d6 + 8)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 18 (+4) | 12 (+1) | 10 (+0) | 12 (+1) | 16 (+3) |

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 3 (700 XP)

Amphibious. The swan maiden can breathe air and water.

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

Shapechange. As an action, the swan maiden can shapechange into a giant swan^{MOF}, or back into its true form. The statistics remain the same for the maiden in either form. Whatever it is wearing or carrying is transformed. If the swan maiden dies, it reverts to its true form.

ACTIONS

Multiattack. The swan maiden makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Eye Rays (Recharge 2–3). The swan maiden shoots fire out of their eyes in a 30-foot cone. Any creatures in that area must make a DC 14 Dexterity saving throw or take 13 (2d8 + 4) fire damage.

DARKSHROOM

WALKING THROUGH THE LUSH WILD ONE MUST BE prepared for the landscape to come to life. Hidden amongst the many giant mushrooms are darkshrooms. Some creatures wander into a large group of these plants and are never seen again.

Mighty Mushroom. These foul fungi will attack anything that gets close enough. They feed on those creatures that stray into the deepest part of the Lush Wild.

Waiting Game. Ambushing their victims can take time. However, the darkshrooms are patient and will wait motionless for hours.

DARKSHROOM

Large plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 14 (+2) | 2 (-4) | 11 (+0) | 4 (-3) |

Damage Resistances cold

Damage Immunities charmed, exhaustion, paralyzed, petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

False Appearance. While the darkshroom remains motionless, it is indistinguishable from a normal giant mushroom.

Swamp Camouflage. The darkshroom has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The darkshroom makes three fist attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Acidic Spores (Recharge 2-3). A 30-foot-radius cloud of toxic spores extends out from the darkshroom. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or take 14 (4d6) acid damage.



FROG DRAGON

THE FROG WITCH RIDES THROUGH THE SWAMP ON her giant frog mount. Her entourage stops to watch a frog dragon fly overhead. Then the strange winged monster dives into the murky waters of the Lazy River.

Water World. This bizarre dragon often swims through the Lush Wild hunting for food. It can dive down and spend hours below the surface eating fish and plants.

Social Distancing. Using their breath weapon from afar is a favorite tactic of the frog dragon. It will begin with this attack and then move in to use its jaws and tail.

Dragon's Lair. The frog dragon lives in a large dam-like structure it creates by using plants, mud, and anything else it can find.

FROG DRAGON

Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft., swim 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 12 (+1) | 20 (+5) | 9 (-1) | 12 (+1) | 9 (-1) |

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Sylvan

Challenge 8 (3,900 XP)

Amphibious. The frog dragon can breathe air and water.

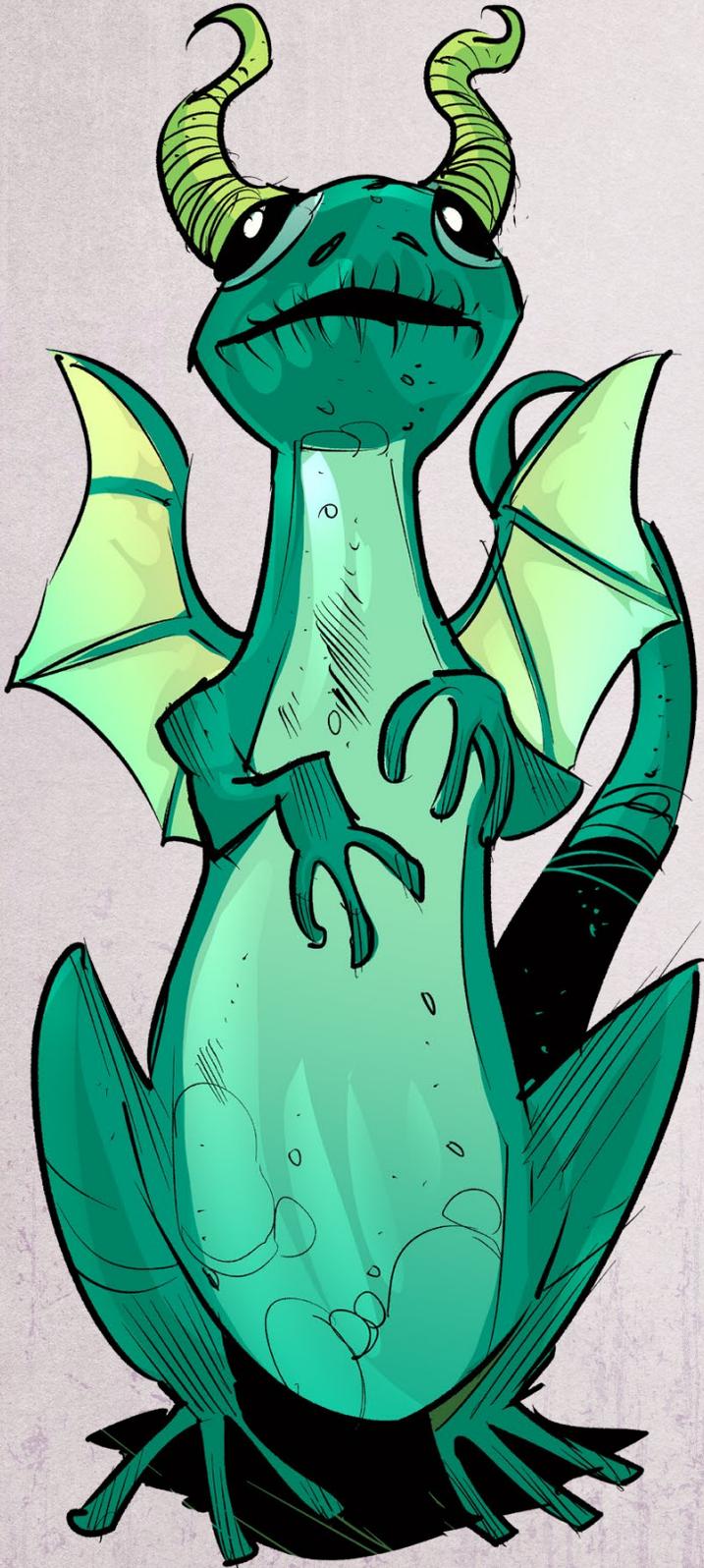
ACTIONS

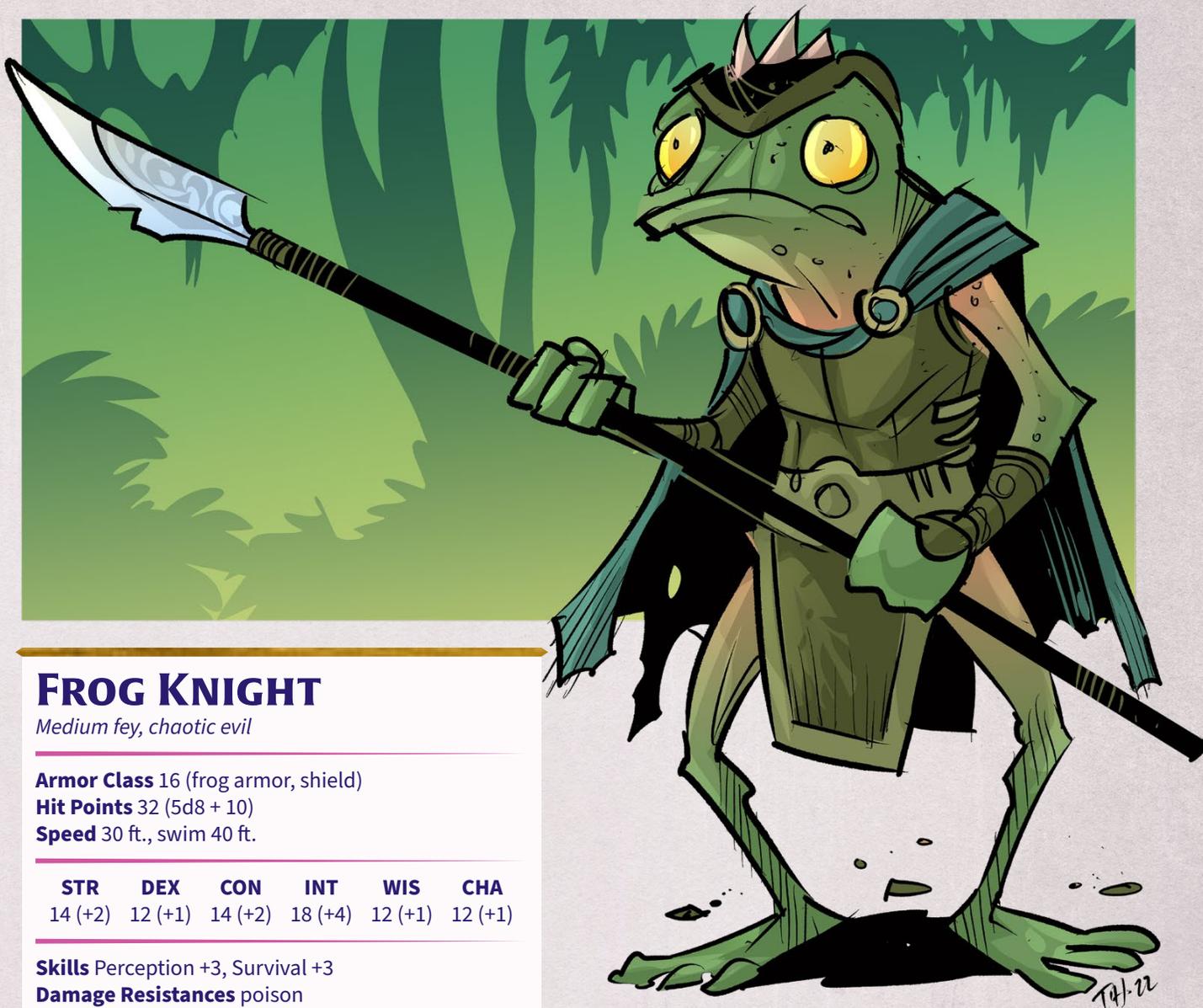
Multiattack. The frog dragon makes two attacks; one with its jaws and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Tail. *Ranged Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Breath Weapon (Recharge 5–6). The frog dragon breathes poisonous gas and croaks in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 21 (6d6) force damage plus 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.





FROG KNIGHT

Medium fey, chaotic evil

Armor Class 16 (frog armor, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 12 (+1) | 14 (+2) | 18 (+4) | 12 (+1) | 12 (+1) |

Skills Perception +3, Survival +3

Damage Resistances poison

Damage Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Amphibious. The frog knight can breathe air and water.

Pack Tactics. The frog knight has advantage on attack rolls against a creature if at least one of the frog knight's allies is within 5 feet of that creature and the ally isn't incapacitated.

Standing Leap. The frog knight'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 frog knight makes two attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) or 5 (1d6 + 2) piercing damage.

FROG KNIGHT

THE REGULAR TROOPS IN THE FROG WITCH'S NEWLY created army are the frog knights. They guard the borders of the Lush Wild and patrol throughout the region.

Horrid Horde. These creatures will attempt to overwhelm opponents with much larger numbers. They don't usually travel in groups of less than half a dozen.

Construction Work. Recently a number of the frog knights have been enlisted by the witch to help create an underwater town. There has been some grumbling from the frogs who don't feel it should be their job.

Swamp Sprawl. As the Frog Witch builds her underwater town, she is using frog knights to move out the local populace. Many fey in the Lush Wild are upset with the witch and are ripe for a rebellion.

GINGER SNAP

TRAVELLING THROUGH FEYLAND ARE A NUMBER OF brave adventurers. One of the most famous is Ginger Snap. She is enjoying her time in the whimsical realm and has adjusted rather quickly.

Gorgeous Guide. To make some gold, the warrior will guide visitors through the unpredictable landscape of the land of the Fey. She knows the lay of the land well, especially the Lush Wild.

Myrrly Visiting. She is planning to explore every part of Feyland and learn what she can. The inquisitive young woman plans to return home to the World of Myrr one day.

Sweet Ride. Ginger Snap has a loyal unicorn named Legend that she uses as a mount.

GINGER SNAP

Medium humanoid (human), chaotic good

Armor Class 19 (magical bikini armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 17 (+3) | 18 (+4) | 15 (+2) | 16 (+3) | 20 (+5) |

Skills Athletics +7, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 7 (2,900 XP)

Brave. Ginger Snap has advantage on saving throws against being frightened.

Land's Stride. Moving through nonmagical difficult terrain costs her no extra movement. She can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spikes, or a similar hazard. In addition, she has advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Vanish. Ginger Snap can use the Hide action as a bonus action on her turn. Also, she can't be tracked by nonmagical means, unless she chooses to leave a trail.

ACTIONS

Multiattack. Ginger Snap makes two attacks.

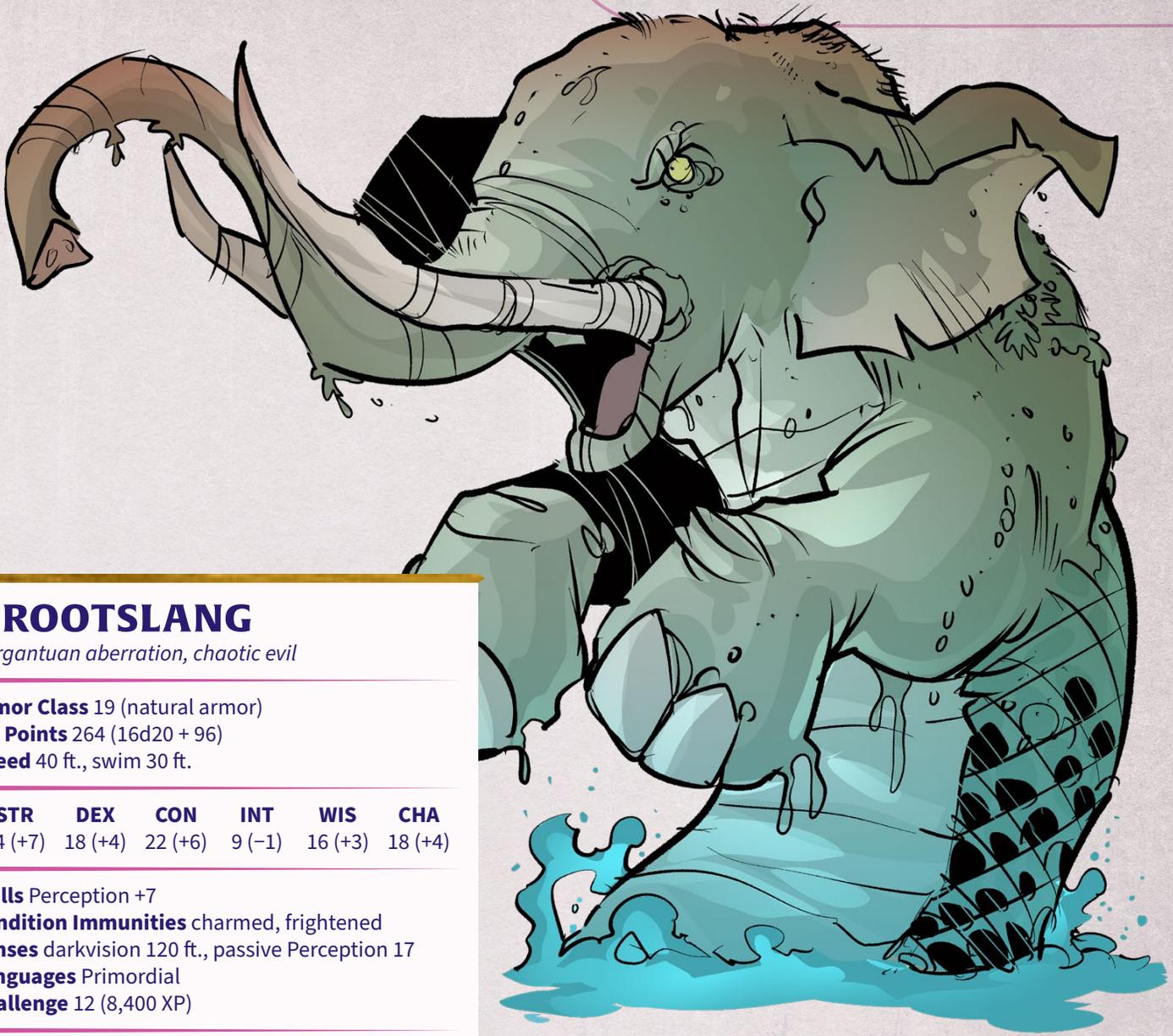
+2 Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

REACTIONS

Giant Killer. When a Large or bigger creature within 5 feet of Ginger Snap hits or misses her with an attack, she can use her reaction to attack that creature immediately after its attack, provided that she can see the creature.





GROOTSLANG

Gargantuan aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 40 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 24 (+7) | 18 (+4) | 22 (+6) | 9 (-1) | 16 (+3) | 18 (+4) |

Skills Perception +7

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Primordial

Challenge 12 (8,400 XP)

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

Regeneration. The Grootslang regains 10 hit points on each of its turns as long as it has 1 hit point.

Siege Monster. The Grootslang deals double damage to objects and structures.

ACTIONS

Multiattack. The Grootslang makes three melee attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Trumpet Blast (Recharge 4–6). The Grootslang blasts a thunderous noise from its trunk in a 90-foot cone. Each creature in the area must make a DC 17 Constitution saving throw or take 45 (10d8) thunder damage, half damage on a success.

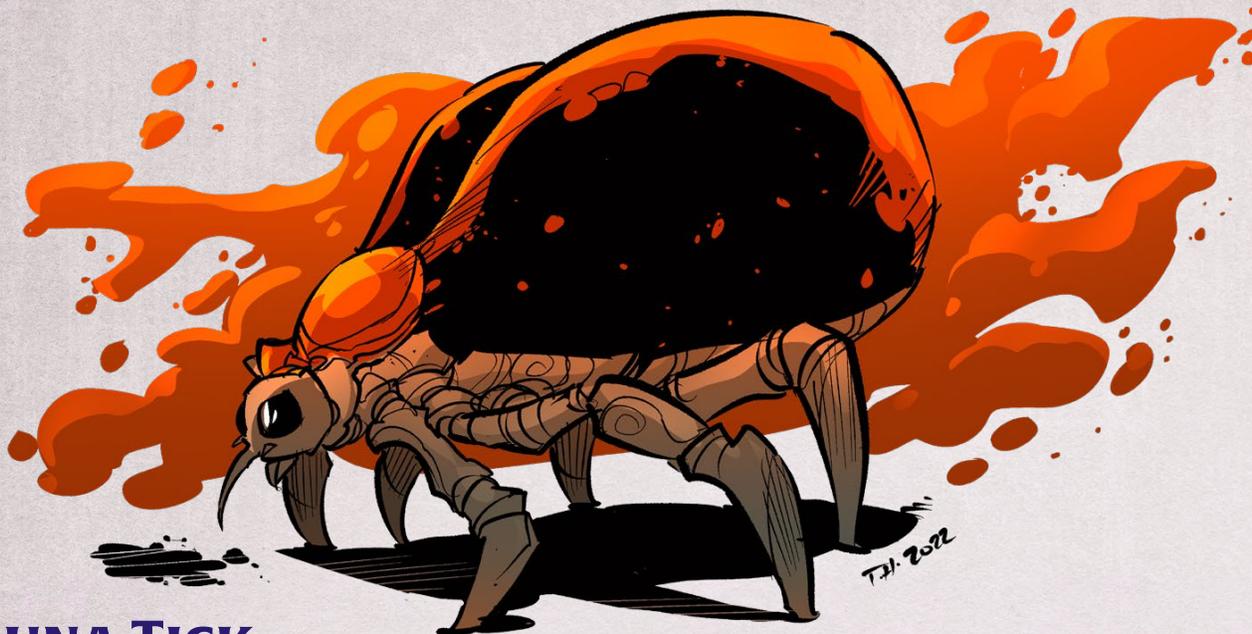
GROOTSLANG

A PATROL OF FROG KNIGHTS MAKES ITS WAY THROUGH the Lush Wild. They're exhausted from their regular duties and working on the underwater town construction site. A gigantic creature suddenly rises out of the swamp and blasts its trumpet. The frogs are blown backwards by the Grootslang, flying onto some nearby giant lily pads.

The Elephant in the Swamp. The fey who live in the swamp don't even like to discuss this monster. They prefer not to mention it and stay far away. It's a well-known saying in Feyland, "Don't mention the elephant in the swamp".

Marsh Monster. Some fey believe that the Grootslang is an alien from another plane. There is a strong likelihood it came through a Riftgate.

Stone Sanctuary. The lair of the Grootslang is near an ancient circle of standing stones. No beasts live within miles of the monster's home.



LUNA TICK

THIS TINY FLYING CREATURE CAN CAUSE BIG PROBLEMS in the Lush Wild. Luna ticks are found throughout the humid, swampy region. They are even found as far as Whims Town.

Bothersome Bug. These fey might be small but they pack a big punch. Luna ticks can even kill much larger creatures.

Blood Sucker. The horrible bugs drain blood from their victims. This can be a lethal attack for an unlucky visitor to the Lush Wild.

Patio Lanterns. Many fey trap luna ticks in containers and use them as a light source. Their golden light is the first warning sign that the pesky monsters are present.

LUNA TICK

Tiny fey, chaotic evil

Armor Class 15

Hit Points 10 (4d4)

Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 4 (-3) | 20 (+5) | 10 (+0) | 9 (-1) | 10 (+0) | 4 (-3) |

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 1 (200 XP)

Illumination. The luna tick sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

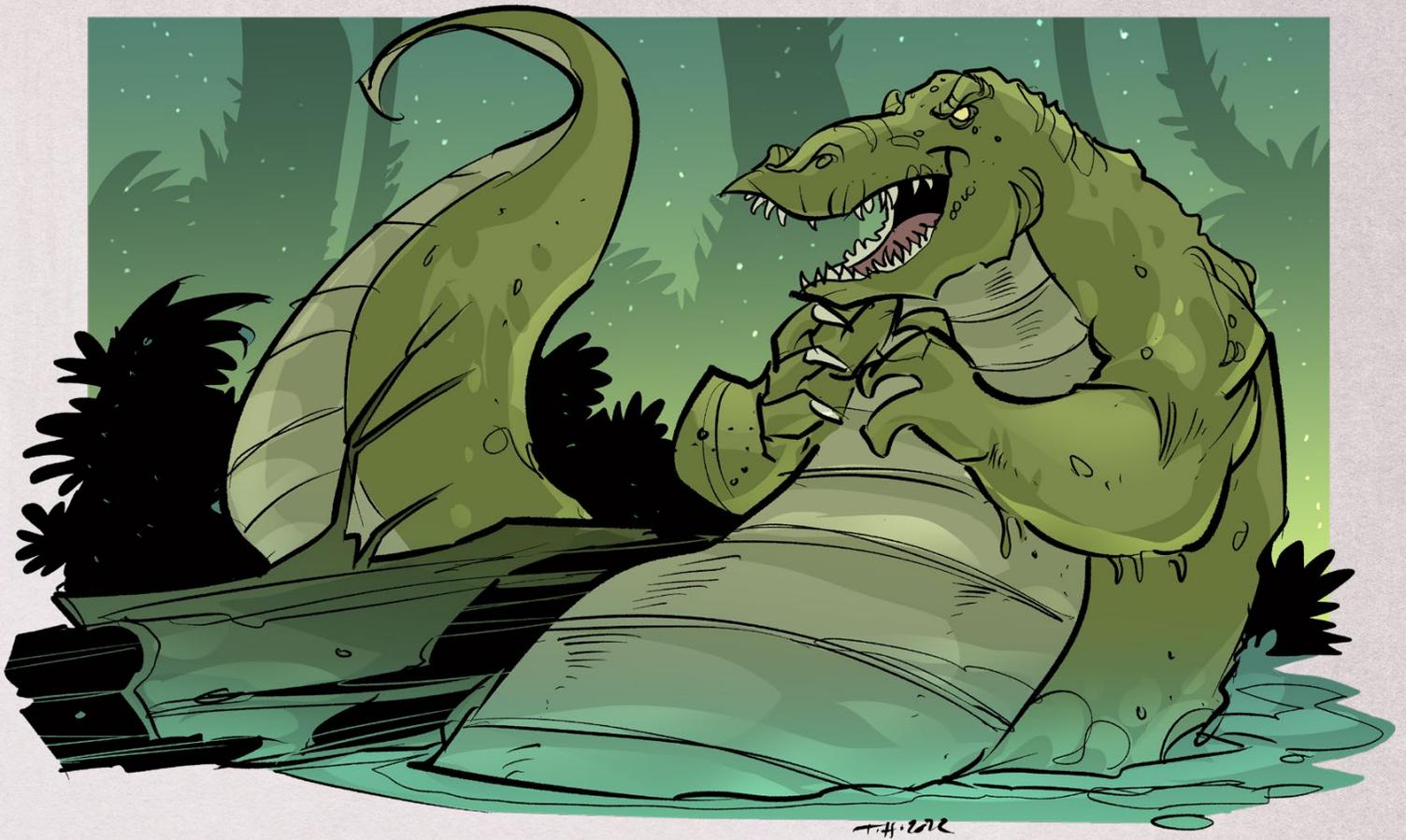
Blood Drain. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 1 piercing damage and the luna tick attaches itself to the target. While attached, the luna tick doesn't attack. Instead, at the start of each of the luna tick's turns, the target loses 2 (1d4) hit points due to blood loss. The luna tick can detach itself by spending 5 feet of its movement. It does so after it drains 12 hit points of blood from the target,

or the target dies. A creature, including the target, can use its action to detach the luna tick.

Moonshine. The luna tick can use an action to glow even brighter from its thorax while in darkness. The light is as bright as the moon and any creature within 20 feet must make a successful DC 11 Wisdom saving throw. If the save is successful, the creature is immune to the effect for 24 hours. If the save is unsuccessful, roll 1d8 and the following effect occurs for 1 turn:

d8 Effect

- 1 The creature rants incoherently, incapable of normal speech or spellcasting
- 2 The creature attacks the nearest target
- 3 The creature is frightened
- 4 The creature can't stop crying and is incapacitated
- 5 The creature begins to hallucinate and is incapacitated
- 6 The creature stares into space and is incapacitated
- 7 The creature can't stop laughing and is incapacitated
- 8 The creature is stunned



MOCKODILE

A GROUP OF HEROES CAUTIOUSLY MAKES ITS WAY down the Lazy River. Suddenly laughter echoes across the murky water. The last thing the adventurers ever see are large eyes piercing the surface of the river.

Troublesome Terrain. Mockodiles are cruel, cunning creatures that like to surprise their victims. The Lush Wild gives them ample opportunity to do just that.

Horrid Hunter. Their powerful jaws can do a lot of damage and many creatures simply flee when the monsters arrive on the scene. The fey crocodiles are lethal killing machines.

Loquacious Lizard. Mockodiles enjoy teasing and toying with their victims. They use colorful language and will even recite poems or riddles.

MOCKODILE

Huge fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 25 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 11 (+0) | 16 (+3) | 11 (+0) | 12 (+1) | 16 (+3) |

Skills Perception +4, Stealth +3, Performance +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Hold Breath. The mockodile can hold its breath for 1 hour.

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

Swamp Camouflage. The mockodile has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The mockodile can make three attacks: one with its bite or tail and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 5) bludgeoning damage.

Mock (Recharge 2–3). The mockodile can use an action to cast *vicious mockery* (5th level, DC 14).

NEVEREVER BEAST

ONE OF THE OLDEST CREATURES IN FEYLAND IS THE Neverever Beast. Like the Snake of Life, it is closely allied with the Elder Tree. Some say it was created from the Well of Dreams when the world came to life.

Monstrous Messenger. Like the Snake of Life, the Neverever Beast acts on behalf of the Elder Tree and spreads its message of peace. The Neverever Beast is currently watching the activities of the Frog Witch.

Massive Statement. This sizeable creature is an intimidating presence and can take on either fey army singlehandedly. It prefers to act as a deterrent, but it will show its ferocious side if necessary.



NEVEREVER BEAST

Gargantuan fey, neutral

Armor Class 20 (natural armor)

Hit Points 369 (18d20 + 180)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|----------|--------|---------|---------|
| 24 (+7) | 20 (+5) | 30 (+10) | 7 (-2) | 18 (+4) | 18 (+4) |

Skills Perception +9

Senses darkvision 120 ft., passive Perception 19

Languages Sylvan

Challenge 16 (15,000 XP)

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

Regeneration. The Neverever Beast regains 10 hit points at the start of each turn if it has at least 1 hit point.

Siege Monster. The Neverever Beast deals double damage to objects and structures.

ACTIONS

Multiattack. The Neverever Beast makes three melee attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Great Growl (Recharge 5–6). The Neverever Beast growls loudly in a 120-foot cone. Each creature in that area must make a DC 23 Constitution saving throw or take 45 (10d8) radiant damage.

PUSSYWILLOW

ONE OF THE WILD FEY LIVING IN THE LUSH WILD IS Pussywillow. She is a nasty piece of business and has no interest in having any intruders enter the swamp.

Witch Faction. Pussywillow is one of the Frog Witch's henchmen and will deal with any trespassers harshly. She lives in a giant pink mushroom near the witch's underwater town.

Quick Work. This fey is extremely aggressive and won't waste any time negotiating. Pussywillow's actions speak loudly, and she is an extremely confident individual.

PUSSYWILLOW

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 19 (+4) | 14 (+2) | 13 (+1) | 14 (+2) | 17 (+3) |

Skills Acrobatics +6, Athletics +7, Perception +4

Senses darkvision 90 ft., passive Perception 14

Languages Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. Pussywillow's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *dancing lights*, *faerie fire*, *thorn whip*

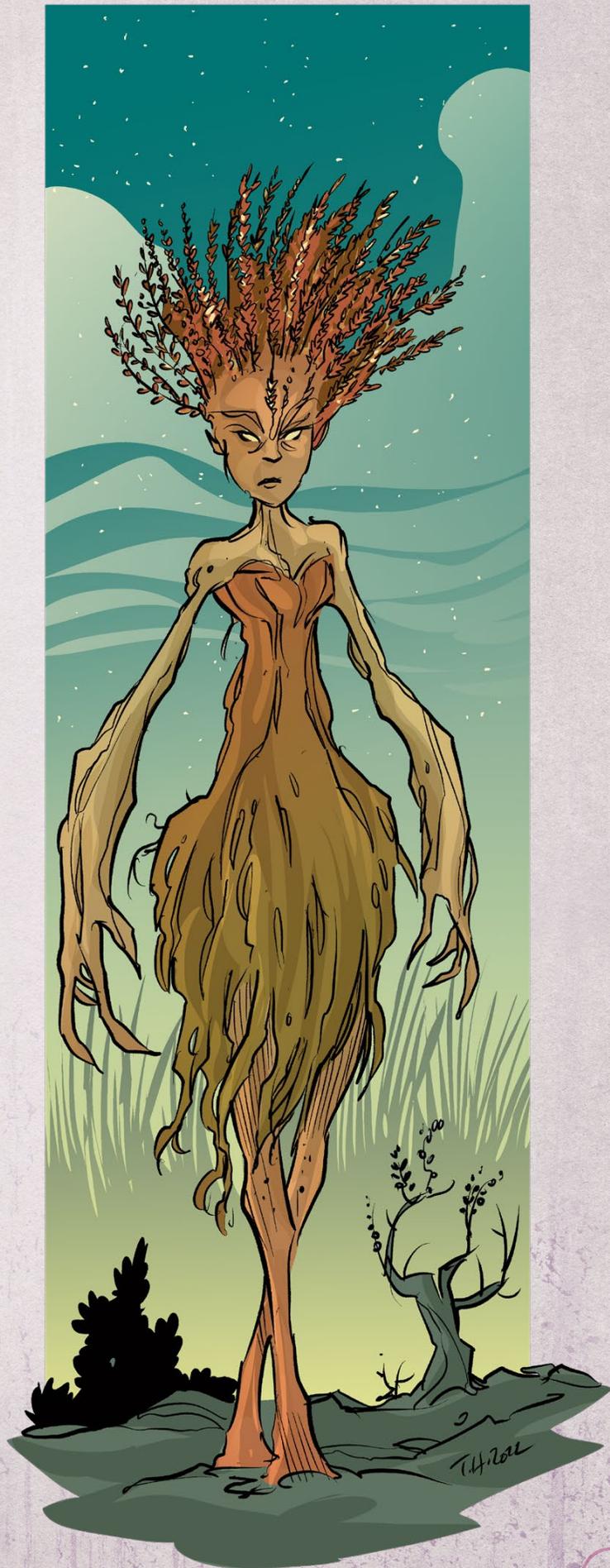
1/day each: *fog cloud*, *insect plague*, *spike growth*

ACTIONS

Multiattack. Pussywillow makes two attacks, one of which can be a crushing hug.

Unarmed Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Crushing Hug. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Medium or smaller creature. Until the grapple ends, the target takes 8 (1d6 + 5) bludgeoning damage at the start of each of Pussywillow's turns. Pussywillow can't make attacks while grappling a creature in this way.



RIVERDANCER

RIVERDANCERS LIVE IN AND AROUND THE LAZY River. They are fey who spend much of their time dancing on water. Unlike most creatures they can actually walk on water.

Graceful Gang. The evil riverdancers appear to be quite lovely and elegant on the surface. In truth they are cruel killers.

Curtain Call. Many fey know that seeing the dance of the riverdancers might be the last thing they do. Other fey will avoid these thugs if they can.

Agents of the Court. Although they were wild fey, they've been corrupted by the Well of Dreams and joined the Unseelie Court. They act as spies and report back to Whims Town to contacts within the dark court.

FEY ITEMS: BUTTERFLY FAN

Wondrous item, rare

This stylish blue fan is decorated with painted pink butterflies. You can use an action to conjure a swarm of pink butterflies in a 60-foot radius centered on yourself for one minute. The area is heavily obscured, and you can use a bonus action to take the Dash action. Once used, the fan doesn't function again until the next dawn.

RIVERDANCER

Medium fey, chaotic evil

Armor Class 15

Hit Points 37 (5d8 + 15)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 16 (+3) | 11 (+0) | 14 (+2) | 16 (+3) |

Skills Acrobatics +7, Athletics +5, Perception +4, Performance +5, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 2 (450 XP)

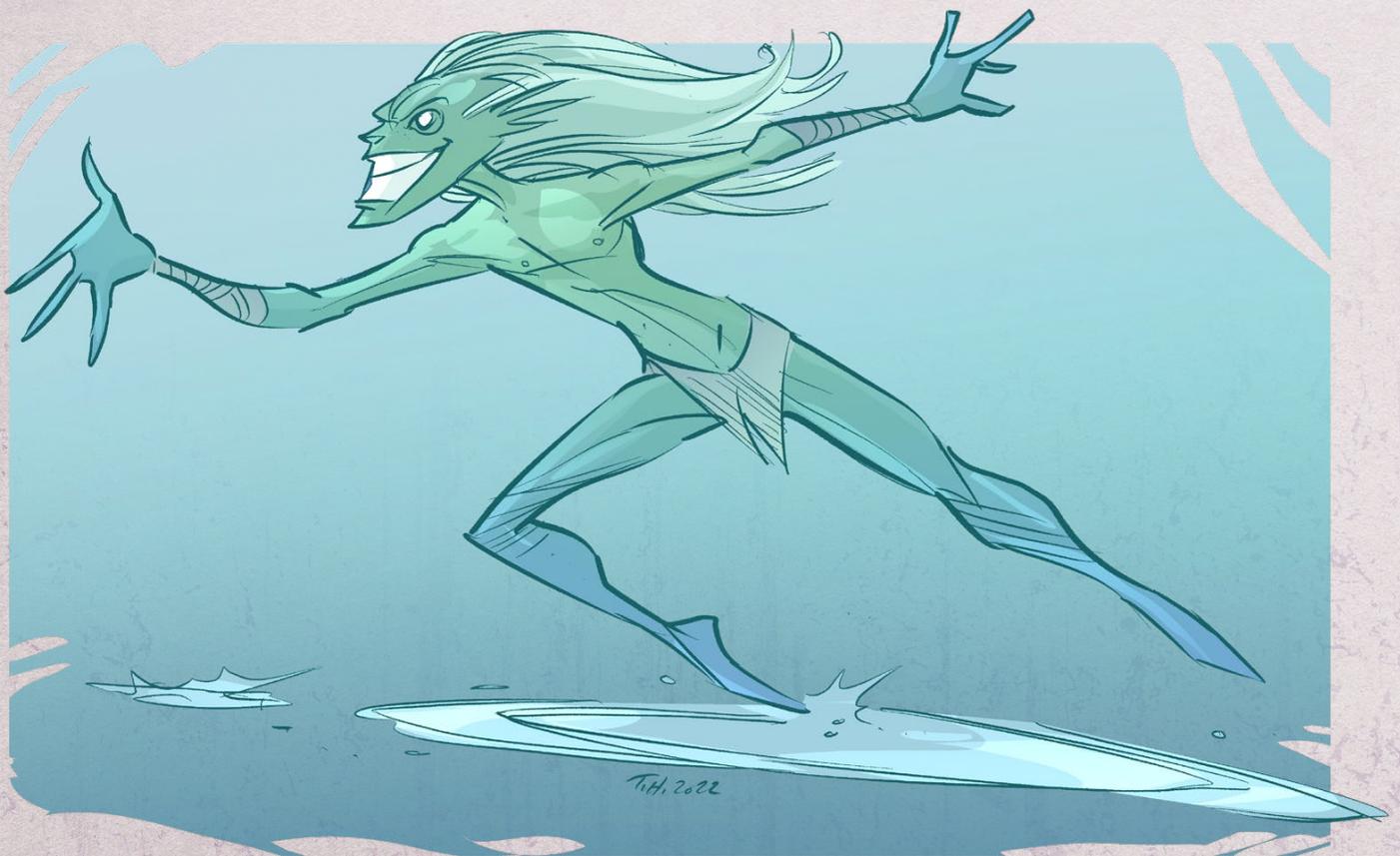
Pack Tactics. The riverdancer has advantage on an attack roll against a creature if at least one of the riverdancer's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Walk. The riverdancer can walk on water.

ACTIONS

Multiattack. The riverdancer makes two attacks.

Unarmed Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus the target is grappled (escape DC 15) and will begin to drown.



SCHOLAR OF SUMMER

THIS EVIL SCHOLAR HAS BEEN SENT TO THE LUSH Wild to negotiate with the Frog Witch. The Academy and Unseelie Court want to bring the witch into the fold. They are willing to offer her almost anything she wants.

Fiery Fellow. This fey is an intense, hot-headed creature. He is extremely loyal and would do anything for the Academy and the Unseelie Court.

Temper Tantrums. The Scholar of Summer is renowned for his epic tantrums. Paint will peel from the walls of castles when he starts shouting and raving like a lunatic. More than any of the other scholars at the Academy he encourages his students to listen to their feelings and act on them.

Swamp Ruins. While this fey is in the Lush Wild, he and his minions are camping in a desolate ruin. None of them are pleased to be in the region but they'll do what they can for their cause.

SCHOLAR OF SUMMER

Medium fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 18 (+4) | 24 (+7) | 14 (+2) | 18 (+4) |

Saving Throws Con +8, Int +11, Cha +8

Skills Arcana +11, Deception +8, History +11, Perception +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish, Draconic, Giant

Challenge 12 (8,400 XP)

Innate Spellcasting. The scholar's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He can cast the following spells, requiring no components:

At will: *locate object*, *mage armor*, *tongues*
3/day each: *burning hands*, *faerie fire*, *fireball*, *legend lore*, *scorching ray*, *silence*, *wall of fire*, *zone of truth*
1/day each: *enthrall*, *modify memory*, *suggestion*, *sunbeam*

ACTIONS

Multiattack. The scholar makes two melee attacks.

Sunflower Sword. *Ranged Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 3 (1d6) fire damage.

Fiery Gaze. The scholar can use an action to target one creature within 30 feet of him. If the target can see the scholar, the target must succeed on a DC 16 Wisdom saving throw or become paralyzed until the start of the scholar's next turn. If the target makes a successful saving throw, they are immune to the scholar's fiery gaze for 24 hours.



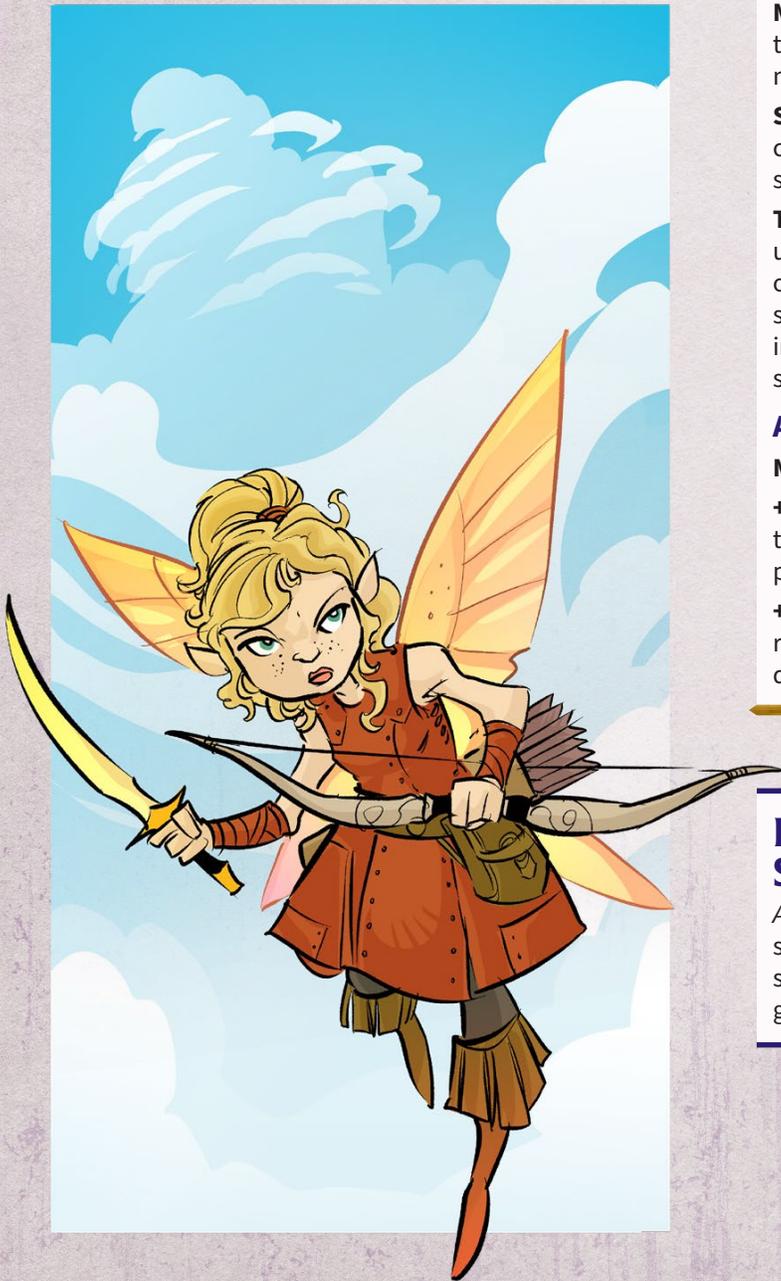
SCOUT FAERIE

TO DEAL WITH THE GROWING THREAT OF THE FROG Witch, the Seelie Court has dispatched scout faeries to the Lush Wild. These tiny fey are monitoring the witch's activities and report back to the Great Tree.

Surprising Strength. Scout faeries are often overlooked due to their size. However, this is a mistake; the small fey are more than capable. Unlike most fey they are rather serious and extremely focused.

Practical Magic. Agile and fast, these faeries are built to get in and out of enemy territory. They are also quite resourceful and can live almost anywhere.

Beast Buddies. Scout faeries get along with beasts and enjoy their company. These fey will enlist the help of many kinds of creatures from the wilderness.



SCOUT FAERIE

Tiny fey, chaotic good

Armor Class 16 (leather armor)

Hit Points 27 (6d4 + 12)

Speed 20 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 14 (+2) | 16 (+3) | 18 (+4) | 18 (+4) |

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 2 (450 XP)

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

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

Tree Stride. Once on its turn, the scout faerie can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the tree, appearing in an unoccupied space within 5 feet of the second tree.

ACTIONS

Multiattack. The scout faerie makes two attacks.

+1 Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 3 (1d6) poison damage.

FLORA OF FEYLAND: SWEETBLOSSOM

A pink and yellow heart-shaped flower. After you smell this flower, you make any Charisma checks or saving throws with advantage for 1 minute. You can gain this benefit only once per day.

SWAMP PERSON

Medium undead, chaotic evil

Armor Class 13

Hit Points 22 (3d8 + 9)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 16 (+3) | 16 (+3) | 7 (-2) | 10 (+0) | 5 (-3) |

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages they knew in life

Challenge 1 (200 XP)

Swamp Camouflage. The swamp person has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Spit Mud. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

SWAMP PERSON

LIVING IN THE SWAMPY LUSH WILD IS A HORRID group of undead. Humanoid creatures that got lost and died in this region are reanimated by necromancers like Phineas Gloom.

Muddy Waters. These swamp people live in the muddy, murky areas of the Lush Wild. Hundreds of them can be found throughout the swamp.

Dirty Work. Lurking in the gloomy terrain of this region, the swamp people will ambush their victims. As they're not living creatures, they can hide underwater or in the mud indefinitely.

Undead Nature. A swamp person doesn't require air, food, drink, or sleep.



TERRIBLE TOAD

THE BRUTES OF THE FROG WITCH'S ARMY ARE THE sizeable terrible toads. They are the biggest, meanest creatures in her swamp army. Terrible toads enjoy bullying the other creatures in the Lush Wild.

Martial Artists. Heavily built and skilled in hand-to-hand combat, these toads don't usually need weapons. Some locals have named them the Frog Monks.

Toadly Committed. Terrible toads are fanatically loyal to the Frog Witch and will fight to the death. A number of them serve as bodyguards for their fearless leader.



TERRIBLE TOAD

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 14 (+2) | 15 (+2) | 18 (+4) | 12 (+1) |

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan

Challenge 4 (1,100 XP)

Amphibious. The terrible toad can breathe air and water.

ACTIONS

Multiattack. The terrible toad makes three melee attacks.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Croak (2/Day). The terrible toad croaks loudly in a 30-foot cone. Any creature in that area must make a DC 14 Dexterity saving throw or take 9 (2d8) thunder damage.



WHIRLYBIRD

HUNTING THE SKIES ABOVE THE SWAMP REGION IS A dangerous winged creature. The large whirlybird will swoop down and attack its prey without hesitation. They surprise most victims with their whirlwind ability and then move in for the kill.

Open Skies. These creatures like to take over an area and then hunt for days. There aren't many threats to the whirlybirds, except for a rare dragon or two.

Avian Appetite. The whirlwind effect of these fey can actually change the landscape. It's not hard to find evidence of one of their attacks.

WHIRLYBIRD

Large monstrosity, chaotic evil

Armor Class 15

Hit Points 76 (8d10 + 32)

Speed 30 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 18 (+4) | 12 (+2) | 14 (+2) | 11 (+0) |

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Flyby. The whirlybird doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight. The whirlybird has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Whirlwind (Recharge 2–3). Each creature in the whirlybird's space must make a DC 13 Strength saving throw. On a failure a target takes 16 (3d8 + 3) bludgeoning damage and is flung up to 20 feet away from the whirlybird in a random direction and knocked prone. If a thrown target strikes an object, such as a rock or a wall, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

THE DARKLANDS

"Where shadows lie, and lies are born"

—KING OBERON

HIDDEN AWAY ON THE FAR EASTERN SIDE OF Feyland is the Darklands. Autumn is eternal in this barren region. Forbidding, dim canyons stretch out for miles. The land is mostly in darkness and the sky is painted in an eerie orange light. No plants grow here, and beasts are rare. Enormous, violent storms arrive without a moment's notice. Forsaken ghost towns seem to appear out of thin air. The largest of these is the spooky Lost Town.

The Darklands is home to the evil Unseelie Court. The court's headquarters is the immense flying Fortress of Shade. At times the fortress lands and rests on the ground. Also found in the Darklands is the ominous Castle of Bones, the home of the Autumn Court and the Skeleton King.

LOCATIONS

Canyons, cliffs, crevasses, hills, caves, geysers, hot springs, ghost towns, castles, watch towers, the Castle of Bones, the Fortress of Shade

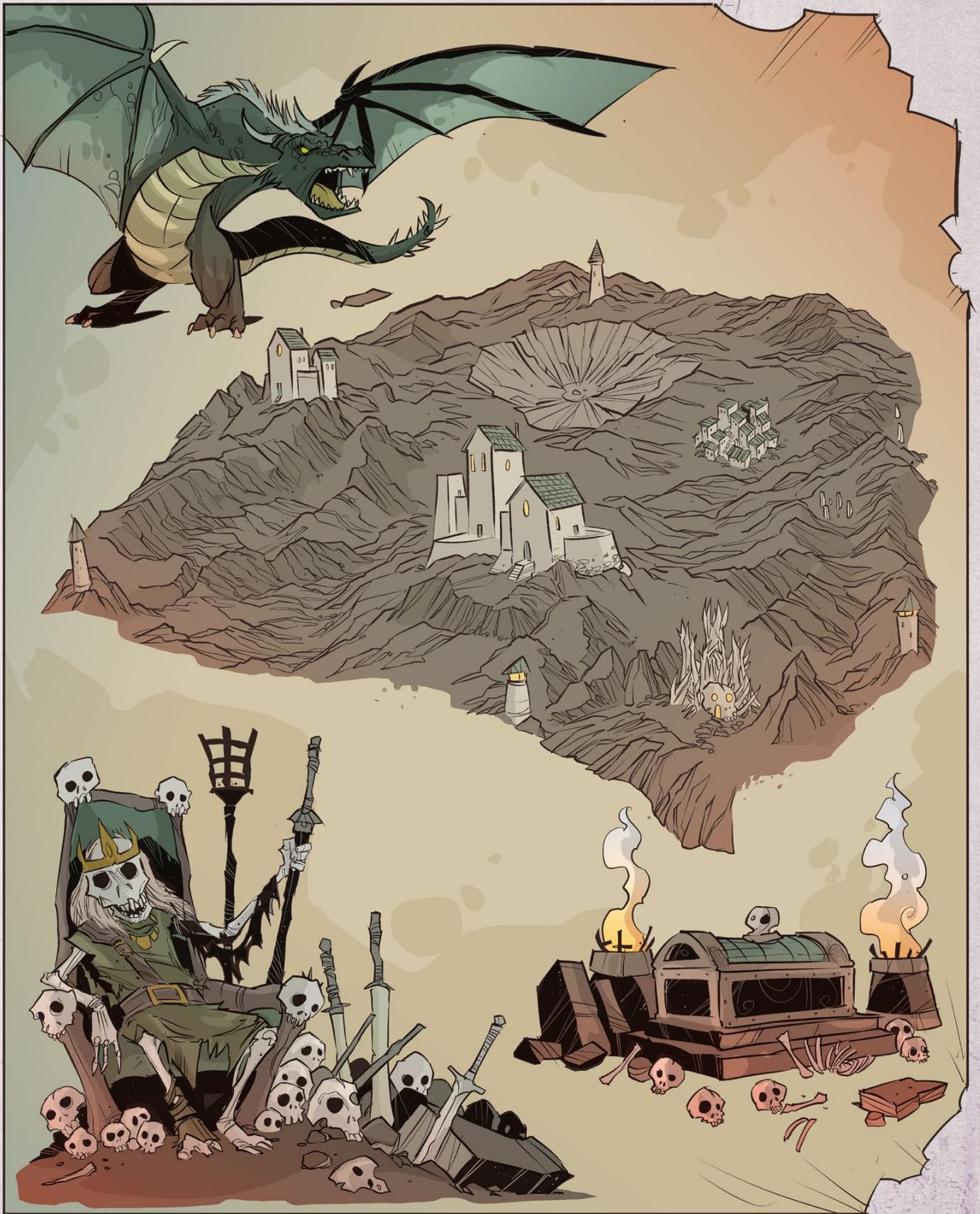


DARKLANDS ENCOUNTERS

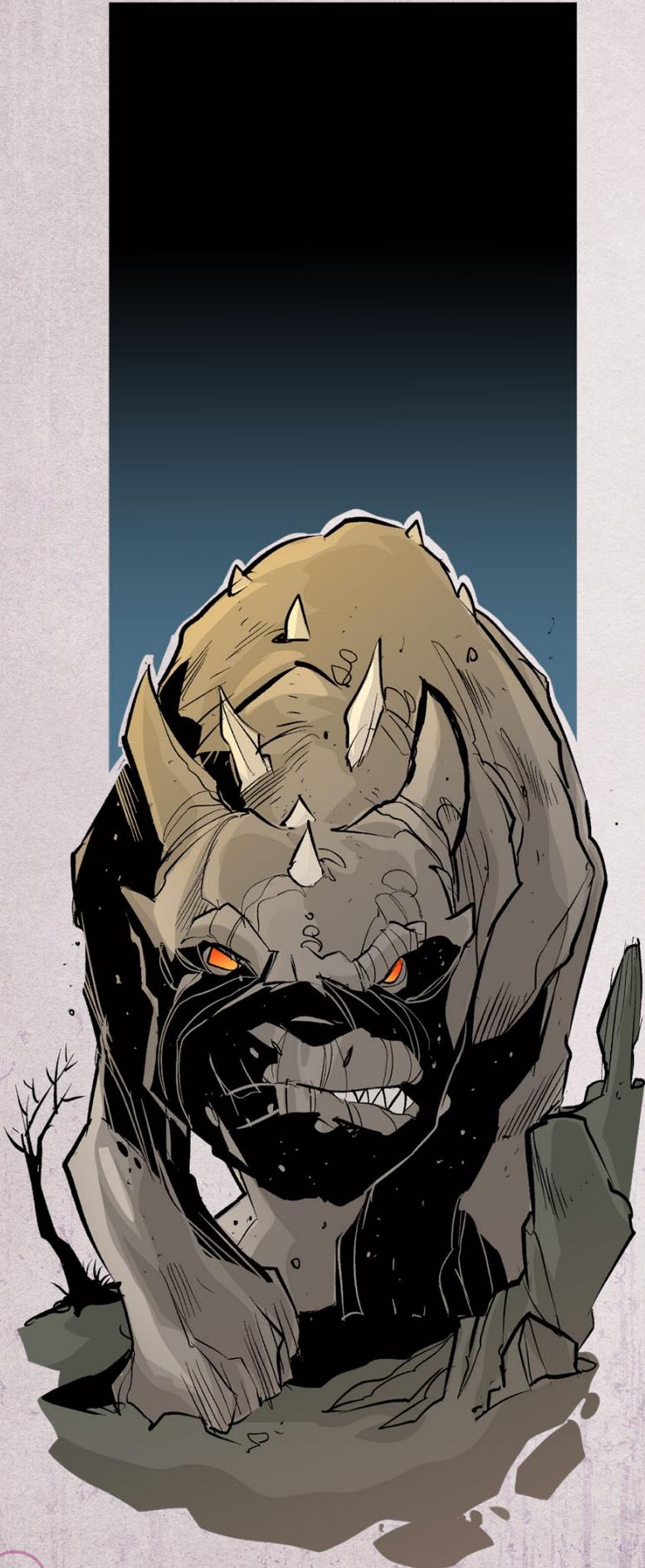
| d20 | Encounter | d20 | Encounter |
|-----|------------------------------------|-----|---|
| 1 | Queen of Darkness ^{MOF} | 11 | 1d4 skeletal spiders ^{MOF} and skeletons |
| 2 | 3 earth elementals | 12 | 3 shadows |
| 3 | red unicorn ^{MOF} | 13 | 2 skeleton warriors ^{MOF} |
| 4 | wight | 14 | 1d20 shadow birds ^{MOF} |
| 5 | 1d8 hunttaurs ^{MOF} | 15 | witch ^{MOF} |
| 6 | giant constrictor snake | 16 | will-o'-wisp |
| 7 | 1d8 haters ^{MOF} | 17 | harvest maiden ^{MOF} |
| 8 | 1d4 swarms of bats | 18 | Skeleton King ^{MOF} |
| 9 | 1d10 autumn faeries ^{MOF} | 19 | mist phantom ^{MOF} |
| 10 | 1d6 smoke mephits | 20 | Witch King ^{MOF} |

DARKLANDS EVENTS

| d12 | Events |
|-----|--------------------------------------|
| 1 | hunttaur stampede |
| 2 | dust storm covers the region |
| 3 | shadows act independently |
| 4 | evil fey rob convoy of wagons |
| 5 | enormous storms surround fortress |
| 6 | cackling witches race on broomsticks |
| 7 | heavy winds and lightning |
| 8 | flock of pumpkin bats in the sky |
| 9 | geyser erupts high into the air |
| 10 | spellcasters duel in ghost town |
| 11 | fey race nightmares through canyons |
| 12 | orange rain obscures the land |



THE DARKLANDS



BOUNDER

BOUNDERS RACE AROUND THE DARKLANDS AS IF they will never run out of energy. These strange horned monsters resemble giant dogs. They usually leave a trail of destruction behind them.

Hound Dogs. Constantly on the move, bounders use their powerful sense of smell to track down prey. They are good hunters and often find creatures that have strayed into the Darklands by accident.

Team Players. Although they are chaotic in nature, these monsters will take orders from creatures they fear. Bounders obey any of the high-ranking members of the Unseelie Court.

BOUNDER

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 12 (+1) | 14 (+2) | 7 (-2) | 12 (+1) | 3 (-5) |

Skills Perception +4

Senses darkvision 90 ft., passive Perception 14

Languages understands Sylvan but can't speak

Challenge 5 (1,800 XP)

Brave. The bounder has advantage on saving throws against being frightened.

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

Pounce. If the bounder moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the bounder can make one attack against it as a bonus action.

ACTIONS

Multiattack. The bounder makes three attacks, one of which can be a bite or ram attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

CANYON CRAWLER

EARTHQUAKES ARE NOT UNHEARD OF IN THE DARKLANDS. The reason for this dangerous seismic activity is the movement of canyon crawlers. These strange giant worms burrow underneath the region and cause all sorts of problems. Some ghost towns have had sink holes swallow up entire buildings.

Hidden Realm. Below the surface of Feyland is a bizarre world filled with life. Canyon crawlers like to feast on the creatures that live there.

Surface World. Although they spend much of their time underground, these monstrosities will also smash through earth and attack victims above ground.

CANYON CRAWLER

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 11 (+0) | 22 (+6) | 8 (-1) | 14 (+2) | 1 (-5) |

Skills Perception +6

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP)

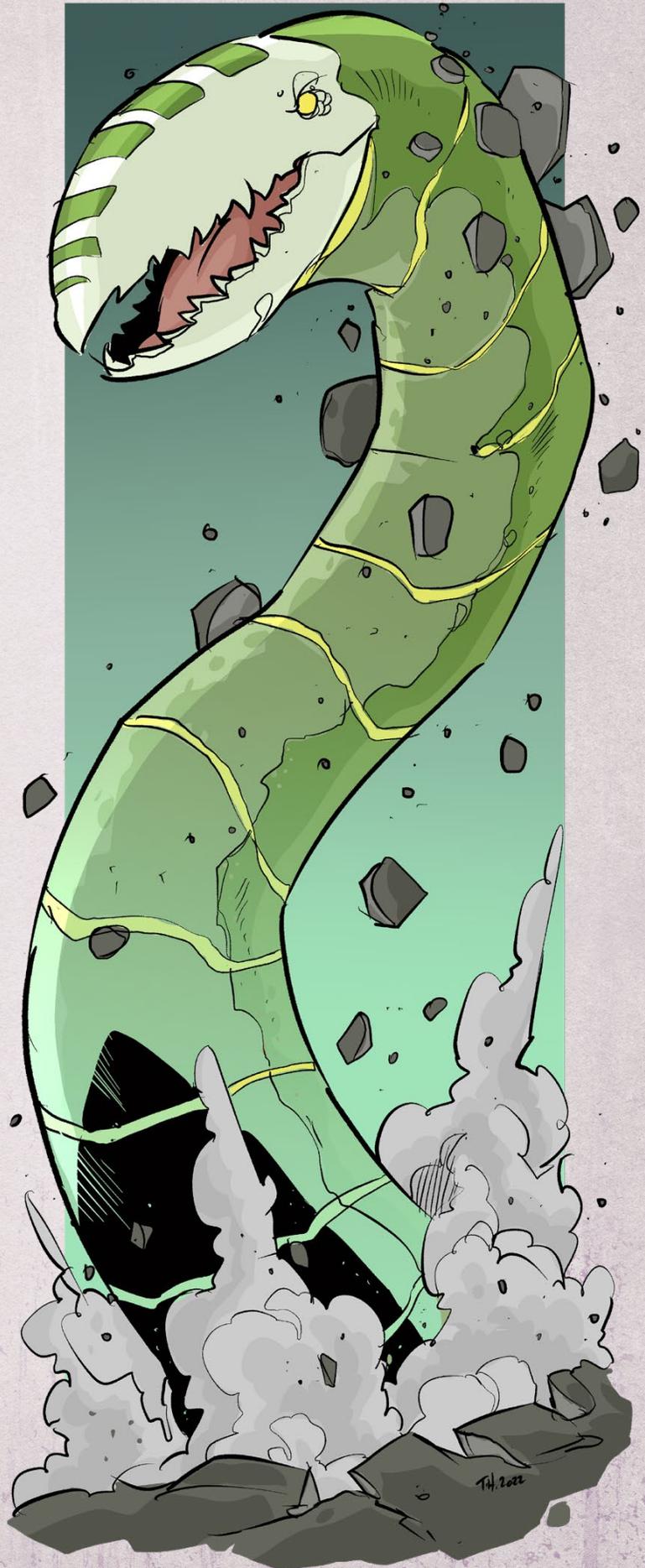
Tunneler. The canyon crawler can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

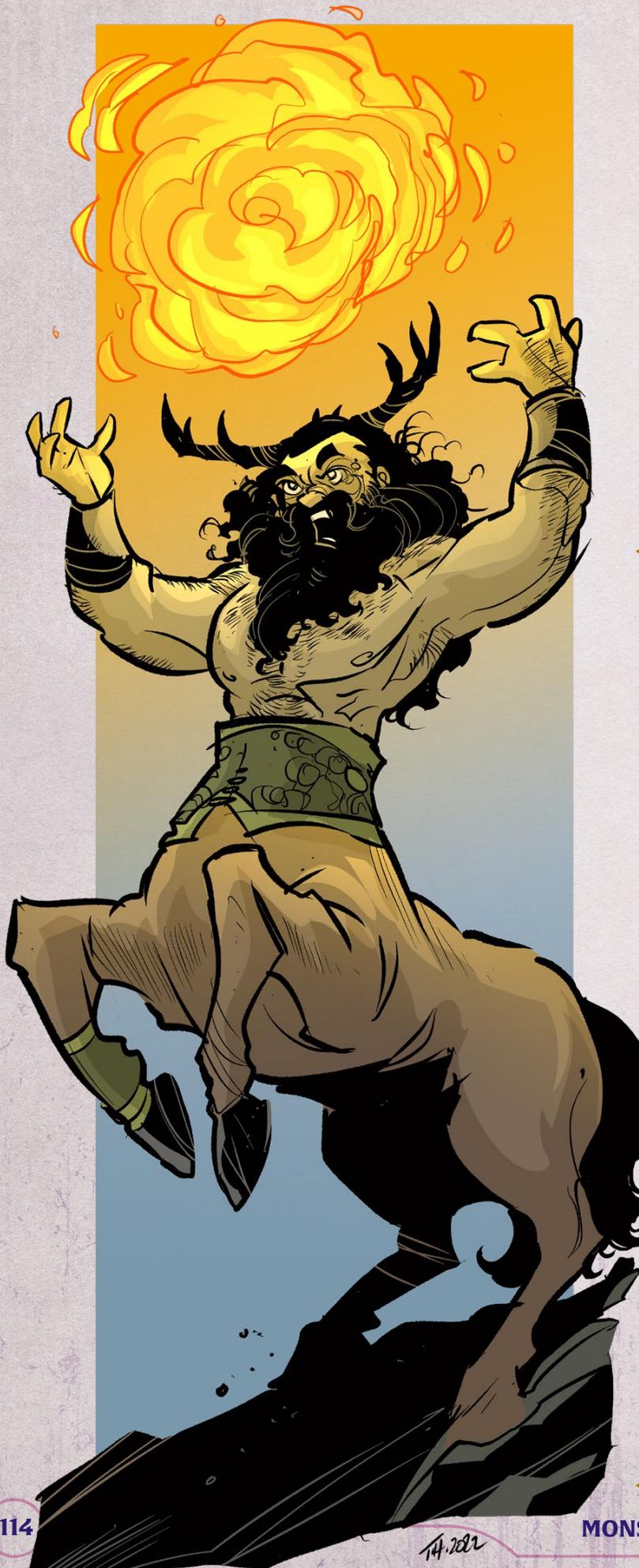
ACTIONS

Multiattack. The canyon crawler makes two attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the canyon crawler can't constrict another target.





CORRUPTED CENTAUR MAGE

CENTAUR MAGES WERE ALSO CORRUPTED BY THE Well of Dreams. Many of them have turned to the dark side and joined the Unseelie Court. A number of the spellcasters are now based in the Darklands.

Huntaur Victory. For years the huntaurs have fought the centaurs and they are pleased that these spellcasters have joined their ranks. The centaur cousins see this as a victory in their ongoing conflict. The huntaurs are training the centaur rebels and enjoy ordering them around.

Forest Campaign. Huntaur warlords (page 122) are currently preparing to send the centaur mages to Everwood. The dark court believe the mages will be useful in the woods and surprise the Seelie forces.

CORRUPTED CENTAUR MAGE

Large fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 15 (+2) | 18 (+4) | 13 (+1) | 15 (+2) |

Skills Arcana +7, Deception +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Elvish

Challenge 6 (2,300 XP)

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

At will: *blade ward*, *fire bolt*, *shocking grasp*

3/day each: *blur*, *charm person*, *hold person*,
scorching ray, *sleep*, *thunderwave*

1/day each: *blink*, *counterspell*, *fear*, *mage armor*

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

ACTIONS

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

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) necrotic damage.

CORRUPTED ORCHID

AFTER TOYING WITH THE IDEA OF CHANGING SIDES, Orchid has finally done it. The arch fey left the Seelie Court and joined the rival court when the Well of Dreams was corrupted. She was overcome by dark magic and made the dramatic change.

Ultimate Betrayal. Orchid left her past behind her for what she sees as a more exciting life. The young fey was bored at court in the Great Tree. She had always admired the Unseelie Court and is very pleased with her decision. Her loyal everflower dancers have made the switch as well.

Hard Feelings. The arch fey's former companions were stunned and can't believe she's turned to the dark side. The Seelie Court is determined to punish her for betraying them.

Counted Out. Recently Orchid has been charmed by the creepy Count Batty (page 116). She lives with the vampire in one of the towers in the Fortress of Shade.



T. HANSEN
2022

CORRUPTED ORCHID

Medium fey, chaotic evil

Armor Class 19 (+2 leather armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 22 (+6) | 18 (+4) | 18 (+4) | 14 (+2) | 20 (+5) |

Saving Throws Dex +11, Int +9, Cha +10

Skills Acrobatics +11, Athletics +9, Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan, Elvish

Challenge 15 (13,000 XP)

Fey Step (Recharge 4–6). As a bonus action, Orchid can teleport up to 30 feet to an unoccupied space she can see.

Innate Spellcasting. Orchid's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with

spell attacks). She can innately cast the following spells, requiring no components:

At will: *dancing lights*, *detect magic*, *faerie fire*

3/day each: *banishment*, *blur*, *charm person*,
counterspell, *darkness*, *dispel magic*, *fear*

1/day each: *dimension door*, *dominate person*, *fireball*

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

Magic Weapons. Orchid's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, Orchid can take the Hide action as a bonus action.

ACTIONS

Multiattack. Orchid makes three attacks with her sword.

Honey Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. Her sword drips with honey and some of it sticks to a creature she hits. If she is successful with a hit, she has advantage on all further sword attacks against that target.

COUNT BATTY

AS A BRAVE PALADIN APPROACHES THE FORTRESS OF Shade, he notices something odd. There is a humanoid creature climbing up one of the stone walls like a spider.

Charming Count. This is the callous Count Batty, a vampire who joined the Unseelie Court after arriving from the World of Myrr. In the eyes of some female fey, he is a charming character.

Fresh Flower. Recently the undead monster has ensnared the arch fey Orchid and helped her defect to the dark court. He plans to turn her into a vampire spawn and gather an undead army.

Undead Nature. The count doesn't require air, food, drink, or sleep.

COUNT BATTY

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 16 (+3) | 15 (+2) | 19 (+4) | 17 (+3) | 18 (+4) |

Saving Throws Dex +7, Wis +7, Cha +8

Skills Insight +7, Perception +7, Stealth +7

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan

Challenge 10 (5,900 XP)

Regeneration. Count Batty regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spellcasting. Count Batty is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can cast the following spells:

Cantrips (at will): *chill touch*, *mage hand*, *poison spray*, *prestidigitation*

1st level (4 slots): *comprehend languages*, *fog cloud*, *ray of sickness*, *sleep*

2nd level (3 slots): *detect thoughts*, *gust of wind*, *mirror image*

3rd level (3 slots): *animate dead*, *bestow curse*, *nondetection*

4th level (1 slot): *blight*, *confusion*, *greater invisibility*

5th level (1 slot): *animate objects*, *dominate person*

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

Sunlight Hypersensitivity. Count Batty takes 20 radiant damage when he starts his turn in sunlight. While in the sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the count regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the count's control.

Charm. Count Batty targets one humanoid he can see within 30 feet. If the target can hear him, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed. The charmed target regards the count as a trusted friend to be heeded and protected. Each time the count or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 12 hours or until the count is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.





DARK WYVERN

Huge undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 24 (+7) | 9 (-1) | 20 (+5) | 1 (-5) | 8 (-1) | 3 (-4) |

Skills Perception +3

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 10 (5,900 XP)

Sunlight Sensitivity. While in direct sunlight, the dark wyvern has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Defiance. The dark wyvern has advantage on effects that turn undead.

ACTIONS

Multiattack. The dark wyvern makes three melee attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target is grappled (escape DC 19).

Claws. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Stinger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 24 (7d6) necrotic damage.

DARK WYVERN

WHEN THE FORTRESS OF SHADE IS AIRBORNE, DARK wyverns become very important to the Unseelie Court. Many evil fey use the undead creatures to fly back and forth to the headquarters of the diabolical court.

Scary Stinger. Most wyverns have lethal stingers and the dark wyvern's is even more dangerous. Along with quadraks^{MOF} and flying goblins^{MOF} they make up most the Unseelie Court's air forces.

Wicked Games. The sight of these black wyverns circling the orange skies of the Darklands is unsettling. These creatures aren't bothered by the lightning and dust storms.

Undead Nature. The dark wyvern doesn't require air, food, drink, or sleep.

GIANT PUMPKIN

Huge aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 24 (+7) | 7 (-2) | 22 (+6) | 5 (-3) | 14 (+2) | 3 (-5) |

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Illumination. The giant pumpkin sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

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

Siege Monster. The giant pumpkin deals double damage to objects and structures.

Sunlight Sensitivity. While in direct sunlight, the giant pumpkin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The giant pumpkin makes four attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) piercing damage and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks from outside the giant pumpkin, and it takes 17 (5d6) acid damage at the start of each of the giant pumpkin's turns. If the giant pumpkin dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Squash. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

GIANT PUMPKIN

A GROUP OF BRAVE HEROES ARE SEARCHING THE Darklands for a lost companion. Then the ground begins to shake, and a massive creature can be seen on the horizon. Without warning, a giant pumpkin heads towards the rescuers.

Monstrous Experiment. The aberration is the result of a terrifying experiment by the Queen of Darkness^{MOF}. She wants to create an army of gigantic monsters.

Root of the Problem. This horror is one of the most powerful brutes of the dark court. It can squash almost anything with its powerful legs and can swallow creatures whole.

Shadowy Land. Giant pumpkins enjoy the dark, grim region and won't venture far from the Darklands. The queen has attempted to get them to attack other parts of Feyland.



GIANT SCARECROW

AN ENORMOUS SCARECROW WANDERS ACROSS THE Darklands under a full moon. Then it spies a group of centaurs intruders. It opens up its grotesque mouth and screams. It's the last thing the centaurs ever hear.

Queen's Construct. The Queen of Darkness^{MOF} personally created these constructs. She has even enchanted the monsters with her terrifying scream.

Dark Guardians. Giant scarecrows are scattered around the spooky region. They serve as guardians for the Unseelie Court, warding off any intruders.

Constructed Nature. A giant scarecrow doesn't require air, food, drink, or sleep.



GIANT SCARECROW

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 22 (+6) | 9 (-1) | 18 (+4) | 10 (+0) | 10 (+0) | 14 (+2) |

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 90 ft., passive Perception 10

Languages understands Sylvan but can't speak

Challenge 9 (5,000 XP)

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

Siege Monster. The giant scarecrow deals double damage to objects and structures.

Sunlight Sensitivity. While in direct sunlight, the giant scarecrow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The giant scarecrow makes two melee attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a short or long rest.

Scream of the Queen (3/Day). The giant scarecrow screams like the Queen of Darkness. This scream has no effect on constructs and undead. All other creatures within 90 ft. that hear it must make a DC 16 Wisdom saving throw or be frightened 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.

HARVEST LORD

THE ARROGANT HARVEST LORD IS IN THE SERVICE OF the Skeleton King^{MOF}. He helps marshal the numerous undead forces of the Unseelie Court.

Bone Home. This high-ranking arch fey lives in the ominous Castle of Bones. He has several skeleton warrior^{MOF} bodyguards.

Rotten Roots. The Harvest Lord usually sends the harvest maidens^{MOF} into other parts of Feyland. His loyal consorts must complete their missions to return to the Castle of Bones.

Wyvern Rider. He usually rides a dark wyvern when he travels long distances.

HARVEST LORD

Medium fey, chaotic evil

Armor Class 15 (18 with *mage armor*)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +8, Cha +9

Skills Deception +9, Intimidation +9, Perception +8, Persuasion +9

Senses darkvision 60 ft., passive Perception 18

Languages Sylvan

Challenge 10 (5,900 XP)

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

At will: *dancing lights, fire bolt, message*

3/day each: *burning hands, fireball, hypnotic pattern, mage armor, scorching ray, wall of fire*

1/day each: *delayed blast fireball, dimension door, invisibility*

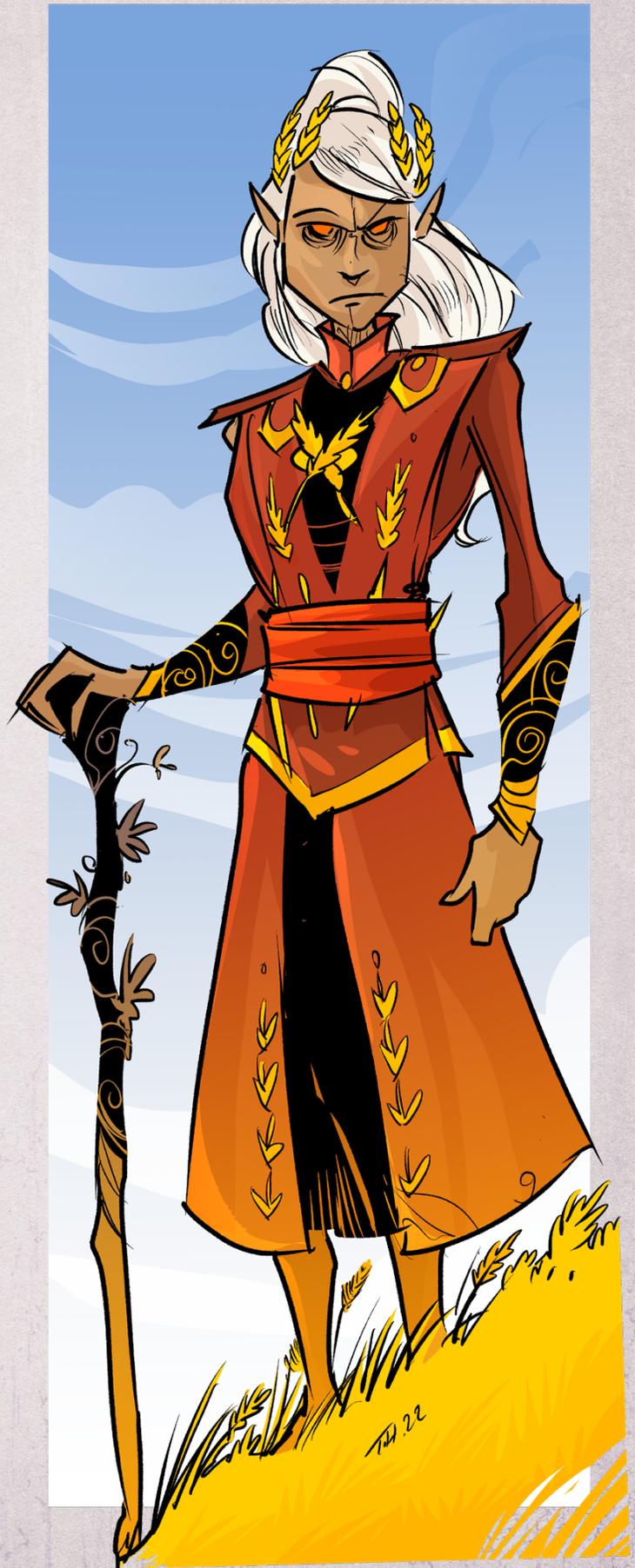
Magic Resistance. The Harvest Lord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Harvest Lord makes three attacks.

Unarmed Attack. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Breathe Smoke (Recharge 5–6). The Harvest Lord exhales smoke in a 60-foot cone. Any creatures within that area must make a DC 14 Constitution saving throw or take 31 (7d8) fire damage, half damage on a success.





HUNTAUR WARLORD

LEADING THE CONTINGENTS OF HUNTAURS FOR THE Unselie Court are huntair warlords. They are the largest, most fierce of the huntairs in the evil court. These cousins of the centaurs are feared throughout Feyland.

Dark Warrior. Huntair warlords spend much of their time training huntair troops in the Darklands. They lead complicated, grueling war games.

Ground Forces. All the huntairs in the Darklands can only access the Fortress of Shade when it lands on the ground. Unless they're already inside, the stronghold is unreachable when it's airborne.

HUNTAUR WARLORD

Large fey, chaotic evil

Armor Class 14

Hit Points 85 (10d10 + 30)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 18 (+4) | 16 (+3) | 12 (+1) | 15 (+2) | 16 (+3) |

Skills Athletics +8, Intimidation +6, Survival +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

Brave. The huntair warlord has advantage on saving throws against being frightened.

Charge. If the huntair warlord moves at least 30 feet straight toward a target then hits it with a longsword attack on the same turn, the target takes an extra 5 (1d10) damage.

ACTIONS

Multiattack. The huntair warlord makes three attacks; one with its hooves and two with its sword or bow.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Parry. The huntair adds 2 to its AC against one melee attack that would hit it. To do so, the huntair must see the attacker and be wielding a melee weapon.

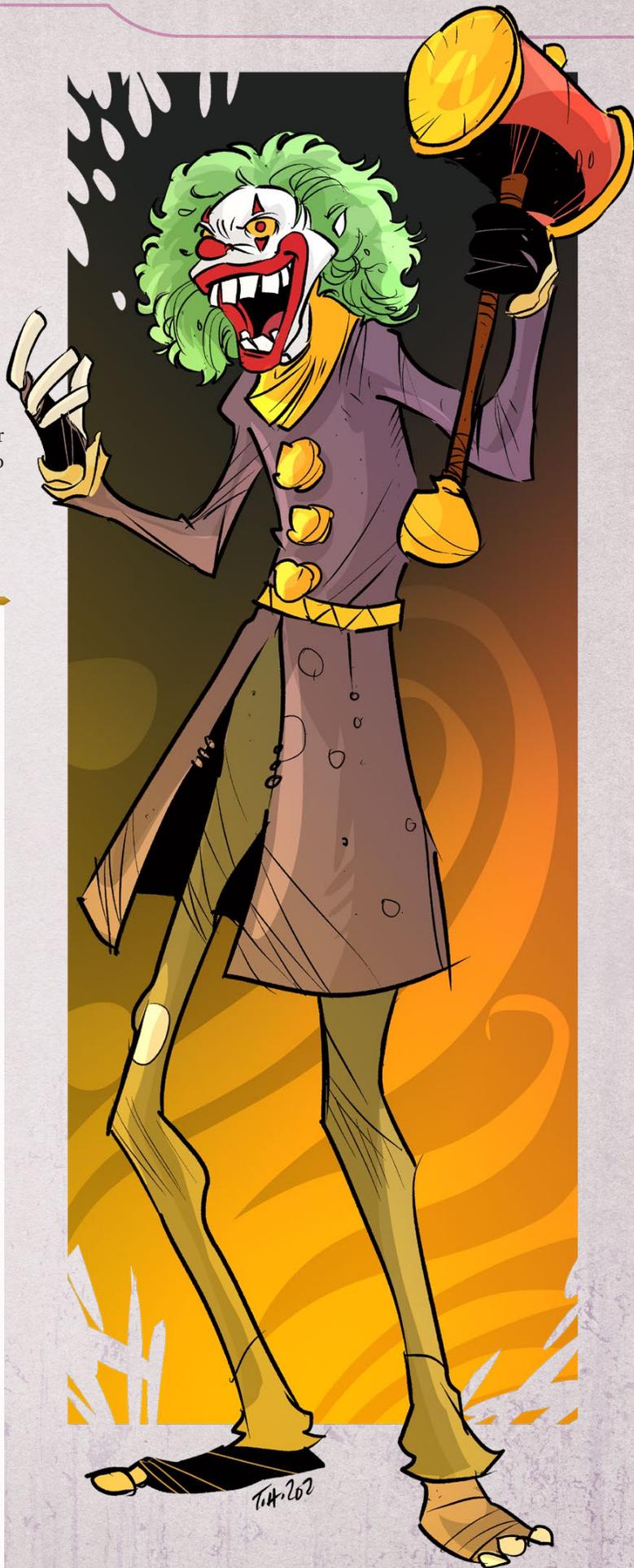
LONG LEGS

AN ABSURD CLOWN IS THE STRANGEST MONSTER IN the Darklands. Long Legs is an unusual fey and the colorful fellow stands out in the barren wasteland.

Dark Humor. This evil clown wanders the Darklands and toys with any creature he encounters. Long Legs loves to play cruel jokes and torture weaker creatures.

Court Jester. The Queen of Darkness enjoys his twisted sense of humor and treats the fey as if he is her court jester. Long Legs is often invited by the queen to entertain in the Fortress of Shade.

Hut Life. His home is a lopsided hut in an isolated canyon. It appears to be a regular-sized building, but it's very spacious inside.



LONG LEGS

Large fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 12 (+1) | 20 (+5) | 12 (+1) | 18 (+4) | 19 (+4) |

Skills Perception +8, Performance +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan, Elvish

Challenge 9 (5,000 XP)

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

At will: *minor illusion*, *vicious mockery*

2/day each: *crown of madness*, *dissonant whispers*,
fog cloud, *silence*, *stinking cloud*

1/day each: *cloud of daggers*, *feign death*

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

ACTIONS

Multiattack. Long Legs makes two melee attacks.

Giant Mallet. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Exploding Balloons. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 28 (5d8 + 6) force damage.

PUMPKIN BAT

Small fey, chaotic evil

Armor Class 14

Hit Points 22 (4d6 + 8)

Speed 10 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 18 (+4) | 14 (+2) | 5 (-3) | 12 (+1) | 7 (-2) |

Damage Resistances poison

Damage Immunities fire, poisoned

Senses blindsight 60 ft., passive Perception 11

Languages Sylvan

Challenge 1 (200 XP)

Echolocation. The pumpkin bat can't use its echolocation while deafened.

Flyby. The pumpkin bat doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Illumination. The pumpkin bat sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

ACTIONS

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

Breath Fire (Recharge 2–3). The pumpkin bat exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, half as much damage on a successful one.

PUMPKIN BAT

THE DARKLANDS ARE HOME TO THE UNSEELIE Court and the Fortress of Shade. Pumpkin bats are plentiful in the skies of this desolate land. These unique creatures live in a region of Feyland where autumn never ends.

Surreal Sight. Flying through the air, this creature lights up everything around it. Some fey find the spectacle of dozens of these monsters rather beautiful.

Fiery Fey. The pumpkin bat's breath packs a punch. If a group of the creatures are attacking, the sky can appear to be on fire.

Interior Lighting. Some evil fey capture these creatures and hang them up as a light source. The Unseelie Court's Fortress of Shade is filled with pumpkin bats.



SCHOLAR OF AUTUMN

Medium fey, chaotic evil

Armor Class 15 (18 with *mage armor*)

Hit Points 127 (15d8 + 60)

Speed 35 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 20 (+5) | 18 (+4) | 24 (+7) | 14 (+2) | 18 (+4) |

Saving Throws Int +12, Wis +7, Cha +9

Skills Arcana +12, Deception +9, History +12, Perception +7, Persuasion +9

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan, Elvish, Draconic, Giant

Challenge 13 (10,000 XP)

Innate Spellcasting. The scholar's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). She can cast the following spells, requiring no components:

At will: *fire bolt*, *locate object*, *mage armor*, *tongues*

3/day each: *dimension door*, *faerie fire*, *fireball*,
hypnotic pattern, *legend lore*, *silence*, *zone of truth*,
wall of fire

1/day each: *enthrall*, *modify memory*, *suggestion*

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

Regeneration. The scholar regains 10 hit points at the start of each of her turns as long as she has 1 hit point.

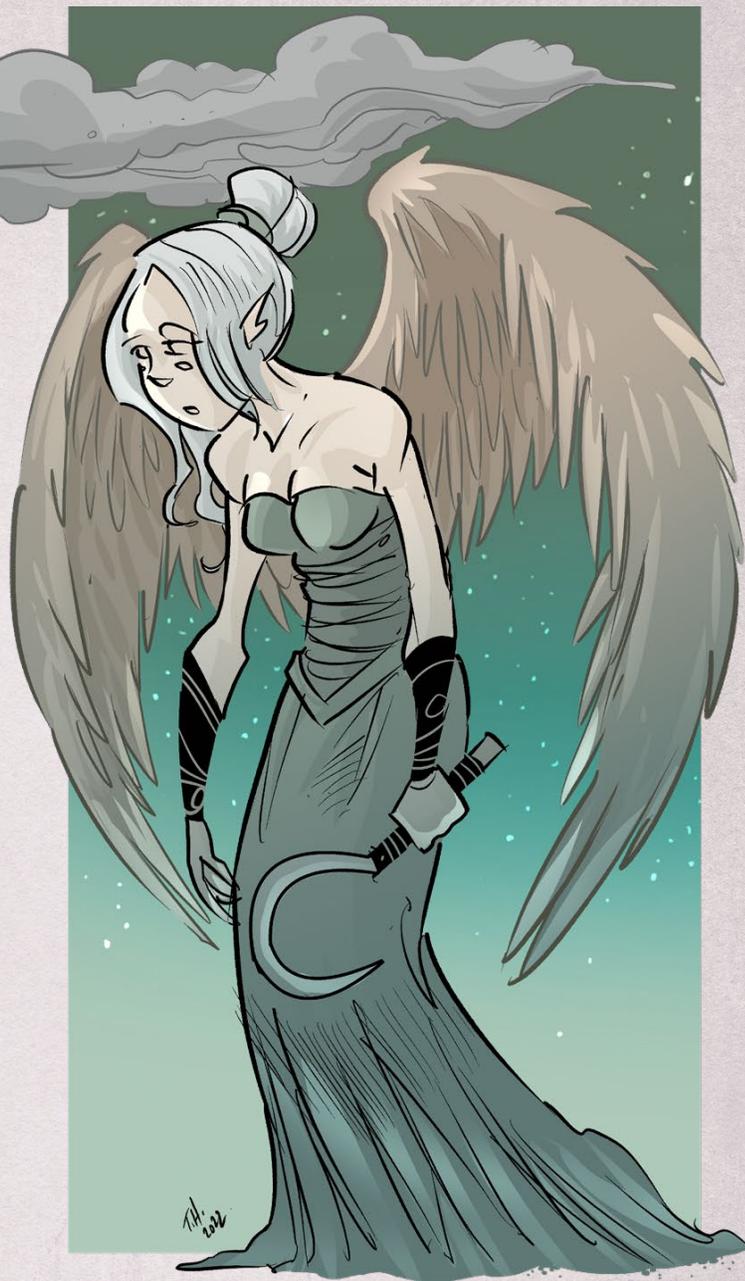
Shadow Stealth. While in dim light or darkness, the scholar can take the Hide action as a bonus action.

ACTIONS

Multiattack. The scholar makes two attacks.

Harvest Sickle. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 10 (3d6) poison damage.

Flaming Pumpkin. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.



SCHOLAR OF AUTUMN

THE SCHOLAR OF AUTUMN IS A RATHER MOODY, melancholy individual. She is the most unpredictable of the four seasonal scholars from the Academy.

Melancholy Megalomaniac. Eternally sad, this brooding sage has a cloud of negativity hanging over her at all times. There is an actual gloomy, gray cloud hovering above her.

Sad State of Affairs. The scholar is never satisfied. She's always criticizing something and plotting to rise in the ranks of the Unseelie Court.

Mischievous Madame. The Scholar of Autumn would love to take over leadership of the Autumn Court herself. She constantly undermines the powerful Skeleton King.



STRANGELOVE

STRANGELOVE IS AN EVIL ILLUSIONIST WHO USUALLY accompanies the Queen of Darkness. The one-eyed creature even scares the members of the Unseelie Court. He enjoys his solitude in the dungeons of the Fortress of Shade.

Dungeon Denizen. The catacombs beneath the immense fortress appear to go on for miles. Some fey believe the dungeons rival the size of the Frozen Labyrinth that surrounds the Ivory Tower. This is the hidden lair of Strangelove, the place where he conducts experiments.

Time and Space. Strangelove is obsessed with the nature of reality. He experiments daily, sometimes all night as well.

Myrr Fan. This spellcasting fey idolizes the human wizard Oswald Myrr. Strangelove has learned much about the famous mage's work and is particularly interested in using Riftgates to travel the multiverse.

STRANGELOVE

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 18 (+4) | 20 (+5) | 22 (+6) | 20 (+5) | 7 (-2) |

Skills Arcana +10, Perception +9

Senses darkvision 90 ft., passive Perception 19

Languages Common, Sylvan, Elvish

Challenge 11 (7,200 XP)

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

At will: *dancing lights, fire bolt, minor illusion*

3/day each: *blur, color spray, dimension door, disguise self, hallucinatory terrain, lightning bolt, silent image*

1/day each: *creation, greater invisibility, plane shift*

Shadow Stealth. While in dim light or darkness, Strangelove can take the Hide action as a bonus action.

ACTIONS

+3 Quarterstaff. *Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Eye Ray (Recharge 5–6). Strangelove targets one creature within 60 ft. of him. If the target can see him, the target must succeed on a DC 18 Wisdom saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

TRICK AND TREAT

TRICK AND TREAT SPENDS MOST OF ITS TIME IN THE Fortress of Shade. It likes to practice its tricks on the lowly minions of the evil court. Most creatures in the fortress aren't fans of this eccentric fey.

Court Favorite. However, the Queen of Darkness thinks Trick and Treat is funny. She lets the monster torment her minions and laughs off any complaints.

TRICK AND TREAT

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 18 (+4) | 12 (+1) | 18 (+4) | 18 (+4) |

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

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

Shadow Stealth. While in dim light or darkness, Trick and Treat can take the Hide action as a bonus action.

Sunlight Sensitivity. While in direct sunlight, Trick and Treat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Trick and Treat makes two melee attacks.

Candy Corn Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) sugar damage.

Trick. Trick and Treat can use an action on its turn to target one creature within 30 feet of it. If the target can see Trick and Treat, the target must succeed on a DC 16 Wisdom saving throw or fall under the effects of the confusion spell.

Treat. Trick and Treat can use an action on its turn to target one creature within 30 feet of it. If the target can see Trick and Treat, the target must succeed on a DC 16 Wisdom saving throw or become overwhelmed with euphoria. The target is effectively stunned until the end of its next turn.

Out of this World. The queen will even send Trick and Treat to the ordinary world. She laughs hysterically for hours when her minions retell the horrifying tales of the fey's journeys.

Homeland Insecurity. Trick and Treat also ventures into other parts of Feyland to scare and intimidate other fey. The Seelie Court has a bounty out on the horrible monster.



WITCH QUEEN

THE MOST DANGEROUS OF ALL THE WITCHES AND hags in Feyland is the Witch Queen. She is a close advisor of the Queen of Darkness and lives in the Fortress of Shade.

Dark Coven. This witch leads a coven of four that reside in the flying stronghold. Other fey aren't fond of hearing these witches cackling as they ride their broomsticks through the many canyons.

Witch Rival. The Witch Queen is not a fan of the Witch King^{MOF}. She is jealous that the Queen of Darkness has appointed him as her chief henchman.

Two Worlds. Tiring of life in Feyland, the witch often travels to the ordinary world. Once there she gathers potion ingredients that she can't find back in the land of the Fey.

WITCH QUEEN

Medium fey, chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d8 + 112)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 21 (+5) | 25 (+7) | 25 (+7) | 21 (+5) | 21 (+5) |

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

Skills Deception +11, Insight +11, Perception +11, Persuasion +11, Stealth +11

Senses darkvision 60 ft., passive Perception 21

Languages Common, Sylvan, Abyssal, Infernal, Primordial

Challenge 18 (20,000 XP)

Ambusher. In the first round of combat, the Witch Queen has advantage on attack rolls against any creature she surprises.

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

Spellcasting. The Witch Queen is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). She can cast the following spells, requiring no components:

Cantrips (at will): *acid splash*, *fire bolt*, *poison spray*, *prestidigitation*, *ray of frost*

1st level (4 slots): *charm person*, *disguise self*, *hex*, *witch bolt*

2nd level (3 slots): *darkness*, *detect thoughts*, *misty step*, *suggestion*

3rd level (3 slots): *bestow curse*, *counterspell*, *fear*, *haste*, *lightning bolt*

4th level (3 slots): *blight*, *greater invisibility*, *polymorph*

5th level (3 slots): *conjure elemental*, *dominate person*, *scrying*

6th level (2 slots): *circle of death*, *disintegrate*

7th level (2 slots): *finger of death*, *forcecage*

8th level (1 slot): *control weather*

9th level (1 slot): *power word kill*

ACTIONS

Multiattack. The Witch Queen makes two melee attacks.

Grim Broomstick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. It also functions as a magical broomstick of flying.

LEGENDARY ACTIONS

The Witch 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 Witch Queen regains spent legendary actions at the start of her turn.

Cast Cantrip. The Witch Queen casts a cantrip.

Move. The Witch Queen moves without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). The Witch Queen casts one spell from her Spellcasting trait.





THE IVORY TOWER

“We have a duty to spread the truth across the multiverse. Anyone who doesn’t accept the truth will be silenced.”

—HEAD CHANCELLOR OF THE ACADEMY

SOUTH OF THE DARKLANDS LIES THE MOST remote region of Feyland, the Ivory Tower. A massive tower looms over the Frozen Labyrinth and icy wasteland. Mists drift in and out of the area, cloaking everything on the ground in an endless cold. This is the home of the Academy, scholars who teach about the ancient knowledge of Feyland. The sinister Winter Court is based in the formidable Ice Palace near the labyrinth.

The Unseelie Court and Winter Court have taken over the Academy. At the heart of the Ivory Tower is the Well of Dreams. It had been protected for thousands of years by experienced scholars. But Thelonius Punk and his faction have opened up the well and corrupted the land.

LOCATIONS

Hills, Frozen Labyrinth, Ice Palace, cliffs, crevasses, ice caves, Lost Sea, castles, wilderness manors, the Ivory Tower

IVORY TOWER EVENTS

d12 Events

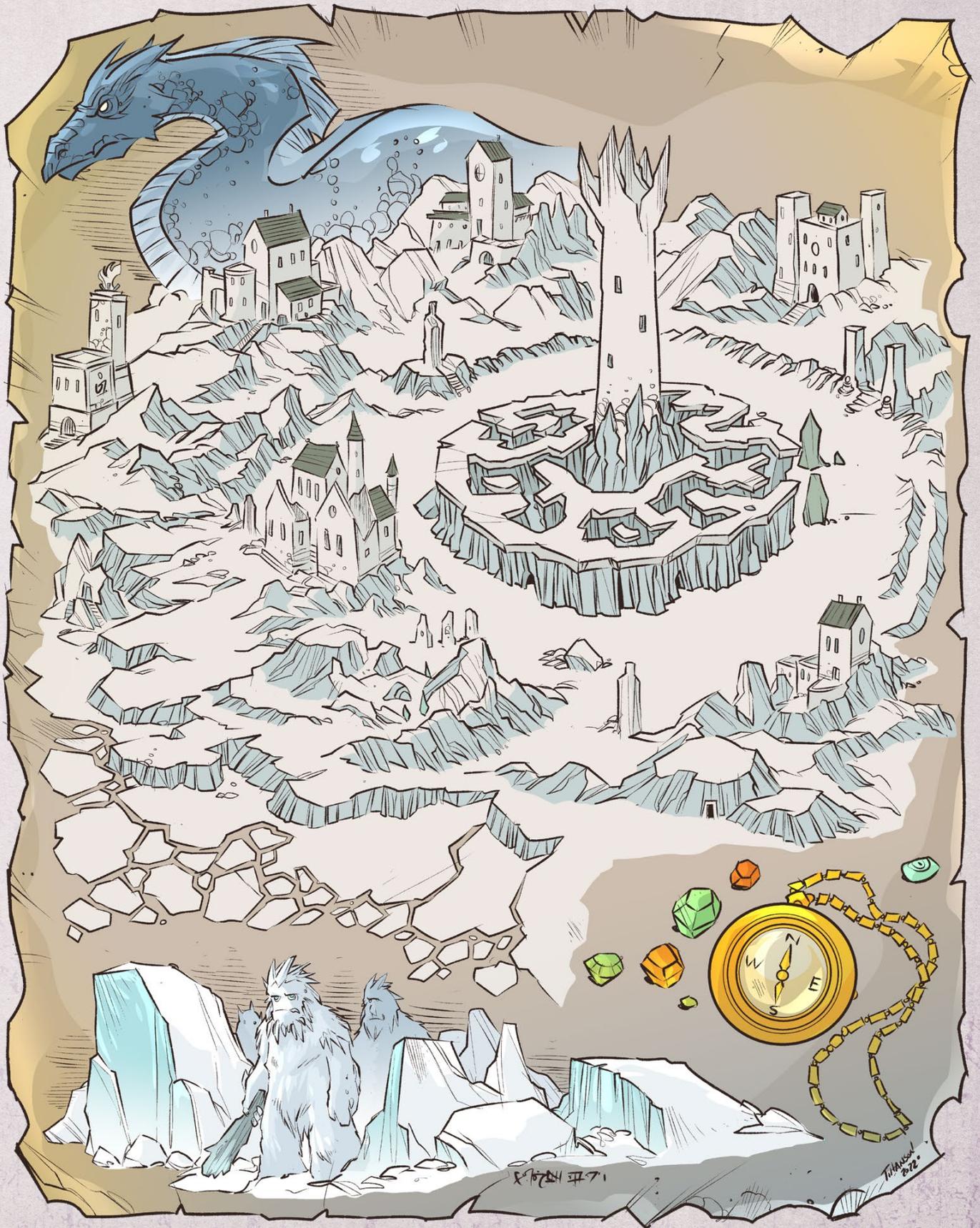
- 1 Snow Queen^{MOF}
- 2 1d4 frost giants
- 3 1d8 shadow birds^{MOF}
- 4 2 air elementals
- 5 1d10 winter faeries^{MOF}
- 6 1d4 winter wolves
- 7 1d8 ice mephits
- 8 1d4 trolls
- 9 ice princess^{MOF}
- 10 1d10 polar bears
- 11 Frost Lord^{MOF}
- 12 ancient white dragon

IVORY TOWER ENCOUNTERS

d20 Encounter

- 1 heavy snowfall
- 2 creature falls from the Ivory Tower
- 3 fighting breaks out in the labyrinth
- 4 ship hits iceberg and sinks
- 5 skyballers battle ice wings
- 6 giant yetis chase intruders
- 7 explosion in the Ivory Tower
- 8 fey entourage navigates the labyrinth
- 9 ice ships race across the frozen sea
- 10 students get lost in labyrinth
- 11 intense blizzard
- 12 a castle sinks below the ice
- 13 visiting scholar is attacked
- 14 polar bears pull fey noble’s sleigh
- 15 Ivory Tower under siege by snowmen
- 16 scholar speaks up for free speech
- 17 troops disembark from Seelie ship
- 18 students riot to silence scholar
- 19 spies caught in Ivory Tower
- 20 visiting writer pens two fey books





THE IVORY TOWER



BOOKWORM

HIDDEN IN THE MANY LIBRARIES IN THE IVORY Tower are tiny worm-like fey. They live wherever books are found in large quantities. Bookworms are very hard to find and are often overlooked by the inhabitants of the crowded tower.

Hungry for Knowledge. These little creatures consume books and gain the knowledge and arcane power contained within. This is how they gained their ability to cast spells.

Sinister Spellcaster. The bookworm can cast spells three times a day. They love to use these spells to cause chaos in the tower.

Librarian Allies. Many of the librarians in the Academy are aware of the bookworms. Some try to rid the tower of the bothersome fey, but most actually help the tiny monsters.

BOOKWORM

Tiny fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 17 (7d4)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|--------|
| 1 (-5) | 18 (+4) | 10 (+0) | 20 (+5) | 12 (+1) | 3 (-4) |

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages All

Challenge 3 (700 XP)

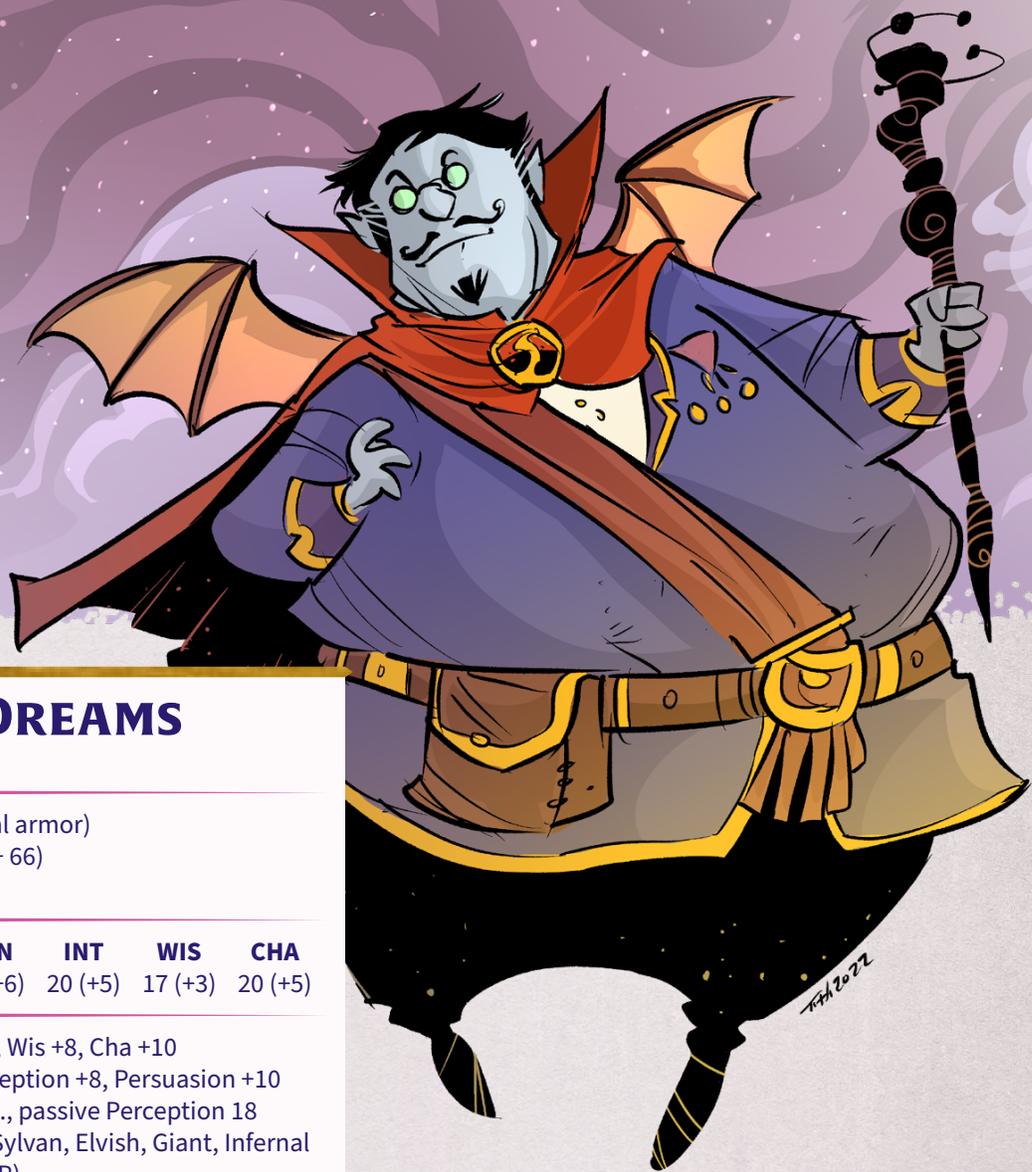
Innate Spellcasting. The bookworm's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast any three spells of 2nd level or lower each day, requiring no components.

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

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 10 (3d6) poison damage.

Eat Book. The bookworm can consume any kind of book within 1d4 minutes.



DEAN OF DREAMS

Large fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 30 ft., fly 90 ft.

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

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

Skills History +10, Perception +8, Persuasion +10

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan, Elvish, Giant, Infernal

Challenge 13 (10,000 XP)

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

At will: *detect evil/good, detect magic, illusory script, thunderwave, vicious mockery*

3/day each: *legend lore, lightning bolt, misty step, passwall, tongues, wall of force, wind walk*

1/day each: *counterspell, dispel magic, dream, feather fall, gaseous form, plane shift, mass suggestion, unseen servant*

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

ACTIONS

Multiattack. The Dean of Dreams makes two melee attacks.

Scepter of Dreams. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) necrotic damage.

DEAN OF DREAMS

WHILE THE CHANCELLOR IS THE HIGHEST-RANKING scholar in the Academy, the Dean of Dreams deals with the day-to-day affairs. He is rather uptight and expects much from the other scholars.

Lost in Thought. The dean is supposed to be running the Academy but is often lost in his own thoughts. His high expectations for others don't line up with those for himself.

Reach for the Top. Ultimately the Dean of Dreams wants the chancellor's position. He doesn't care about the students in the Academy but tries to keep the scholars happy.

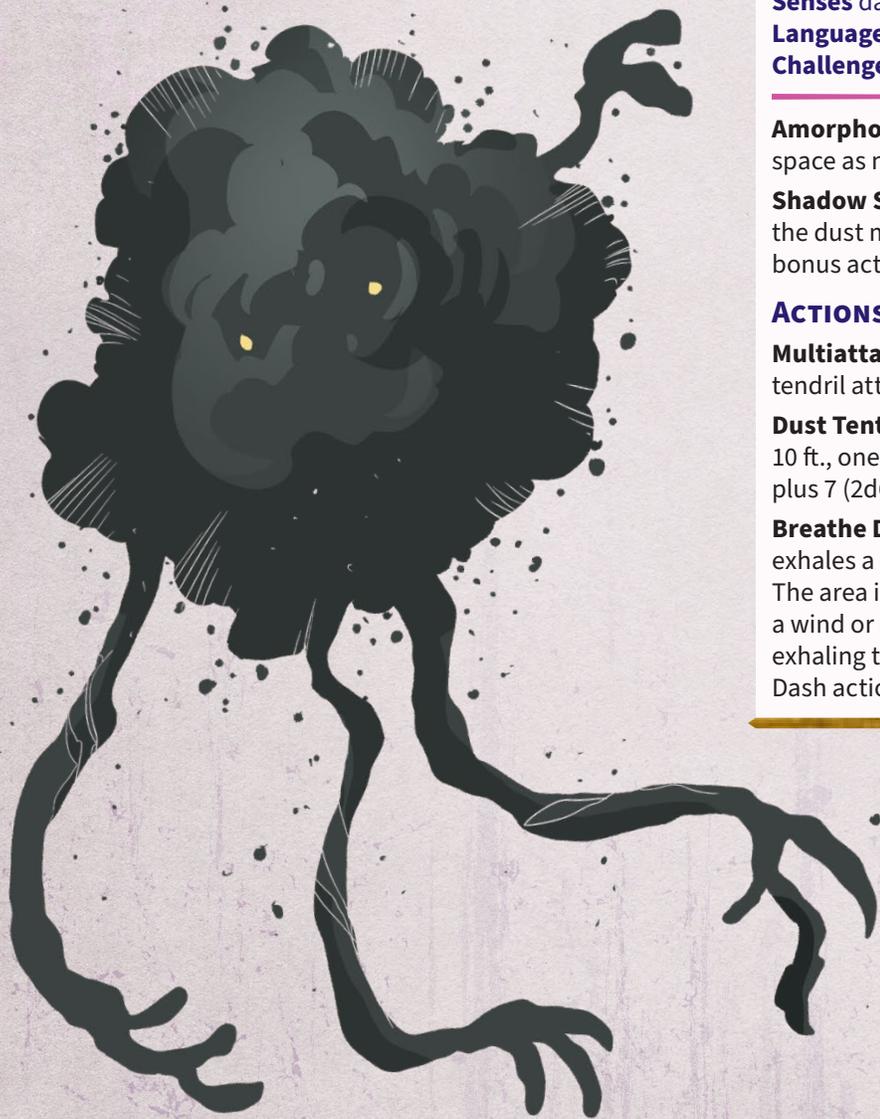
Academic Entourage. A couple of the Punk Scholars (page 144) and several of the Faultless (page 135) are usually at the Dean's side as he goes about his day. His chamber is located near the entrance to the Ivory Tower.

DUST MONSTER

AFTER SOME AREAS OF THE IVORY TOWER HAD BEEN abandoned for many years, the Unseelie Court re-opened them. One of the first things to be discovered inside were strange dust monsters.

Unknown Origin. Nobody knows where, or how dust monsters came into being. Although some scholars theorize the creatures must come from the years of toxic dust that has built up in the tower.

Punk Plans. Now that the Punks are taking a leading role in the Unseelie Court, they don't mind these creatures wandering the halls of the Academy. The fact that the monsters might attack students or faculty doesn't seem to bother the new administration.



DUST MONSTER

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 19 (+4) | 20 (+5) | 18 (+4) | 12 (+1) | 14 (+2) | 7 (-2) |

Skills Perception +6

Damage Resistances cold, fire, lightning

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

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

Shadow Stealth. While in dim light or darkness, the dust monster can take the Hide action as a bonus action.

ACTIONS

Multiattack. The dust monster makes four tentril attacks.

Dust Tentril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Breathe Dust (Recharge 5–6). The dust monster exhales a dust cloud in a 20-foot radius around it. The area is heavily obscured for 1 minute, although a wind or magical wind can disperse the dust. After exhaling the dust, the dust monster can use the Dash action as a bonus action.

THE FAULTLESS

Medium fey, neutral evil

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 11 (+0) | 14 (+2) | 10 (+0) | 12 (+1) | 7 (-2) | 15 (+2) |

Skills Deception +4, Intimidation +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Sylvan

Challenge 2 (450 XP)

Blind Devotion. The Faultless have advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Faultless make two attacks.

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Virtue Signal (3/day). The Faultless can spend an action and brag about their virtues. They have advantage on their attacks, but disadvantage on all other rolls until the end of their next turn.

THE FAULTLESS

STUDENTS AT THE ACADEMY ARE KNOWN AS THE Faultless. They have come to the Ivory Tower to learn from experienced scholars. However, the Academy has a new agenda that trumps any learning.

Entitled Expectations. The Faultless have grown up being told they can be whatever that want and have whatever they want. They expect to be pampered and protected like very young fey.

Fanatical Feelings. Scholars at the Academy teach the Faultless to be led by their feelings. Their natural instincts are not to be trusted. As a result, these students are hypersensitive and extremely immature.

Power Play. The Faultless have been brainwashed to believe that everyone must agree with their beliefs. They are convinced they are always in the right and anyone who doesn't agree is worthless.





FROST MINOTAUR

PROTECTING THE IVORY TOWER AND PATROLLING THE Frozen Labyrinth are frost minotaurs. These heavily armed monstrosities can deal with most intruders quite easily.

Icy Beginnings. Frost minotaurs were brought to Feyland by ice demons. Some fey say they've seen demons wandering the maze at night.

Single-Minded. These monstrosities are warriors who simply smash their opponents. They only know one way to deal with their problems.

Loyal Guard. The horned horrors are loyal to the Unseelie Court and will do whatever they're asked to. They are also used as bodyguards by some of the scholars in the tower.

FROST MINOTAUR

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 12 (+1) | 18 (+4) | 10 (+0) | 17 (+3) | 9 (-1) |

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan

Challenge 5 (1,800 XP)

Charge. If the frost minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The frost minotaur can perfectly recall any path it has traveled.

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

Wintery Movement. The frost minotaur can travel through icy and snowy terrain with no penalty for difficult terrain.

ACTIONS

Multiattack. The frost minotaur makes two melee attacks.

Frozen Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 5) slashing damage plus 4 (1d8) cold damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and 3 (1d6) cold damage.

Breath Weapon (Recharge 2-3). The frost minotaur exhales an icy breath in a 30-foot cone. Any creatures in that area must make a DC 15 Constitution saving throw or take 17 (5d6) cold damage.

GIANT YETI

A FEW OF THE STUDENTS FROM THE IVORY TOWER decide to explore the surrounding wilderness. Suddenly a couple of giant snow creatures emerge from a snowy pass. The frightened students drop their books and race back towards the tower.

Campus Bullies. Giant yetis are mean, thug-gish monsters that roam the area surrounding the Frozen Labyrinth. They like to bully any creatures they encounter.

Winter Court. The ugly louts live in spacious ice caves near the Ice Palace and are part of the Winter Court. They aren't fond of their arch fey leaders but obey out of fear.

Matter over Mind. While much of the Unsellic Court in this region is made up of scholars, the yetis provide the muscle. They're jealous of the wealthy, pretentious students who attend the Academy.

GIANT YETI

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 26 (+8) | 12 (+1) | 22 (+6) | 7 (-2) | 12 (+1) | 12 (+1) |

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 9 (5,000 XP)

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

Snow Camouflage. The giant yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Wintery Movement. The giant yeti can travel through icy and snowy terrain with no penalty for difficult terrain.

ACTIONS

Multiattack. The giant yeti makes two melee attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 3 (1d6) cold damage.

Ice Club. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage plus 10 (3d6) cold damage.





HEAD CHANCELLOR OF THE ACADEMY

SEATED IN THE HIGHEST CHAMBER OF THE IVORY Tower is the Head Chancellor. He is the leader of the Academy, now heavily under the influence of Thelonus Punk (page 149). The chancellor exploits his position for his own gain and couldn't care less what the scholars and students do.

Big Fey on Campus. This fey is one of the largest creatures in the tower. The hallways and chambers are all constructed so creatures the size of the chancellor can move around easily.

TR
2022

Secret Plots. The Academy has been shaken recently. First Thelonus and his faction seized the Ivory Tower and academic institution within. Now sinister plots seem to lurk around every corner.

Evil Escorts. A quartet of frozen minotaurs guard the chancellor as he travels around the tower. He also has an adult white dragon named Emeritus that he uses to fly around Feyland.

HEAD CHANCELLOR OF THE ACADEMY

Large fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 24 (+7) | 18 (+4) | 20 (+5) |

Saving Throws Int +12, Wis +9, Cha +10

Skills Arcana +12, Deception +10, Intimidation +10, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Sylvan, Elvish, Draconic, Giant

Challenge 16 (15,000 XP)

Academic Aura. Any creature within 40 ft. of the chancellor has their Intelligence raised by 2 points and their Wisdom lowered by 4 points.

Innate Spellcasting. The chancellor's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At will: *detect magic*, *detect thoughts*, *locate object*, *tongues*

3/day each: *banishment*, *dimension door*, *hypnotic pattern*, *legend lore*, *magic missile*, *silence*, *suggestion*, *zone of truth*

2/day each: *enthrall*, *mage armor*, *mass suggestion*, *modify memory*

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

Regeneration. The chancellor regains 10 hit points at the start of his turn if he has at least 1 hit point.

ACTIONS

Multiattack. The chancellor makes two melee attacks.

Rod of Righteousness. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 27 (6d8) force damage.



ICE PRINCE

THE ICE PRINCE IS ONE OF THE YOUNGEST MEMBERS of the Winter Court. He lives in the elegant Ice Palace with his aunt, also known as the Snow Queen.

Labyrinthian Lurker. This spoiled prince loves to fly through the frozen maze that surrounds the Ivory Tower. He is often accompanied by ice wings (page 140) for his protection.

New Ally. The young fey royal recently found an ally in the Scholar of Winter (page 146). They are hatching a secret plot to overthrow Thelonus Punk and his rebel faction.

Palace Life. A lazy individual, the prince enjoys his luxurious life in the palace. Many nervous servants cater to his every need.

ICE PRINCE

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 14 (+2) | 16 (+3) | 18 (+4) | 15 (+2) | 20 (+5) |

Skills Intimidation +9, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan, Elvish

Challenge 10 (5,900 XP)

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

At will: *chill touch* (5th level), *ray of frost* (5th level)
3/day each: *bestow curse*, *dispel magic*, *magic missile*, *misty step*

1/day each: *cone of cold*, *gust of wind*, *ice storm*, *invisibility*

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

Wintery Movement. The Ice Prince can travel through icy and snowy terrain with no penalty for difficult terrain.

ACTIONS

Multiattack. The Ice Prince makes two attacks.

Ice Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 10 (3d6) cold damage.

ICE WING

PATROLLING THE SKIES AROUND THE IVORY TOWER are hideous bird-like creatures called ice wings. They are cruel and crafty.

Cold Customer. Ice wings are just as brutal as the frost minotaurs who also patrol the region. The winged fey enjoy snatching creatures from the labyrinth and dropping them in the nearby Lost Sea.

Rough Rivals. Down on the ground, the minotaurs aren't fond of the ice wings. Fights often break out when the two groups meet. A few frost minotaurs have even been thrown off the tower by ice wings.

Frozen Statues. When the flying fey aren't on patrol, they perch on the Ivory Tower. The designers of the soaring structure built it to match the ice wings' features.



ICE WING

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 20 (+5) | 14 (+2) | 14 (+2) | 10 (+0) |

Skills Perception +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 5 (1,800 XP)

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

Regeneration. The ice wing regains 10 hit points at the start of its turn if it has at least 1 hit point.

Snow Camouflage. The ice wing has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The ice wing makes three melee attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the ice wing can only grapple one target at a time.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

KEEPER OF THE TOMES

Medium fey, chaotic evil

Armor Class 14 (17 with *mage armor*)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 12 (+1) | 18 (+4) | 18 (+4) | 22 (+6) | 17 (+3) | 9 (-1) |

Saving Throws Int +11, Wis +8

Skills Arcana +11, History +11, Insight +8, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan, Elvish, Abyssal, Draconic, Giant, Infernal

Challenge 15 (13,000 XP)

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

Spellcasting. The Keeper of the Tomes is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *comprehend languages*, *detect magic*, *illusory script*, *unseen servant*

2nd level (3 slots): *detect thoughts*, *locate object*, *silence*

3rd level (2 slots): *counterspell*, *dispel magic*, *hypnotic pattern*

ACTIONS

Multiattack. The Keeper of the Tomes makes eight attacks with her tentacles.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

KEEPER OF THE TOMES

AS A STUDENT WAITS FOR THE TEXT THEY REQUESTED, a strange creature slithers across the stone floor of the main library. It reaches up effortlessly to the highest shelf with one of its long tentacles. The Keeper of the Tomes is the head librarian in the Ivory Tower.

Hidden Agenda. This fey was one of the first creatures corrupted by the Well of Dreams. She had grown tired of the Academy rules and was ready for a change.

Wicked Wordsmith. The keeper is able to twist words and confuse others quite easily. Most fey know better than to strike up a conversation with her.

Silent Sidekick. A library golem (page 142) usually accompanies this venerable librarian. She likes to have one around to do menial tasks, especially shelving books. It also serves as a formidable bodyguard.



LIBRARY GOLEM

THE MAIN LIBRARY IN THE IVORY TOWER SEEMED quiet as a Seelie spy entered. Without warning, a bookcase suddenly comes to life. The large magical construct with metal quills for hands advances on the intruder. Books are then launched off the shelves, pelting the fey spy.

On the Shelf. The library golem sits still and blends into the woodwork. The books on their shelves are magical and can't be removed. The titles featured are all horror stories.

Tome Home. However, books can be stored in the empty spaces on the construct's shelves. These books can be removed if the golem doesn't attack.

Hall Monitor. At times the library golems are positioned in the hallways of the tower. Problematic scholars, students or intruders will be dealt with quickly.

Constructed Nature. A library golem doesn't require air, food, drink, or sleep.



LIBRARY GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 9 (-1) | 20 (+5) | 3 (-4) | 11 (+0) | 1 (-5) |

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., passive Perception 10

Languages understands Common and Sylvan but can't speak

Challenge 10 (5,900 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from a large bookcase.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The golem makes two attacks.

Metal Quill. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Shoot Book. *Ranged Weapon Attack:* +10 to hit, range 30/80 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

MODO DODO

THE NEWEST SCHOLAR AT THE ACADEMY IS MODO DODO. This oddball has been chosen by Thelonius Punk to work at the Ivory Tower. Most scholars were shocked to learn the news as the bumbling fey isn't qualified at all.

Silly Scholar. Modo Dodo has no qualifications or experience as a scholar. Thelonius knows the ignorant creature will do what he is told. The Academy is now hiring unqualified scholars all the time. The Punks and their leader enjoy the chaos that has overrun the institution.

Timeless Tenure. This dim-witted fey is confident his position in the Academy is secure. Therefore, the scholar has no incentive to do a good job. He is only there to take advantage of the situation for himself.

Idol Worship. Modo Dodo is grateful to Thelonius for gifting him his position. The new scholar is enthusiastically preaching the beliefs of the Punks.

FEY ITEMS: ALICE'S RING

Wondrous item, very rare

When wearing this blue ring, you can use an action to shrink yourself as if you cast *enlarge/reduce* on yourself. The ring has 3 charges. Each use of the ring expends 1 charge. The ring regains all expended charges daily at dawn.

MODO DODO

Large fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 17 (+3) | 16 (+3) | 15 (+2) | 7 (-2) | 8 (-1) | 16 (+3) |

Skills Persuasion +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Dumb Luck (3/Day). Modo Dodo can reroll an ability check, attack roll, or saving throw.

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

ACTIONS

Multiattack. Modo Dodo makes two attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.





PUNK SCHOLAR

THE PUNKS ARE A RADICAL FACTION OF THE UNSEELIE Court. They are led by the infamous Thelonus Punk (page 149). These scholars are responsible for the takeover of the Academy by the Unseelie Court.

Secret Sect. The dark court was unaware of the faction until very recently. These scholars seized control of the Ivory Tower without the approval of the Queen of Darkness.

Punk Palace. All the Punks now live in the tower near the Well of Dreams. They are making plans to use the Ivory Tower as their headquarters to rule all of Feyland.

Revolutionary Ideas. These scholars are fanatically loyal to Thelonus and preach his teachings. The Faultless admire and worship the Punks.

PUNK SCHOLAR

Medium fey, chaotic evil

Armor Class 15 (studded leather)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 16 (+3) | 16 (+3) | 18 (+4) | 16 (+3) | 18 (+4) |

Skills Deception +7, Perception +6, Persuasion +7, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 5 (1,800 XP)

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

Spellcasting. The punk scholar is a 7th-level bard. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells:

Cantrips (at will): *dancing lights*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *dissonant whispers*, *sleep*, *thunderwave*

2nd level (3 slots): *calm emotions*, *detect thoughts*, *suggestion*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *stinking cloud*

4th level (1 slot): *compulsion*

ACTIONS

Multiattack. The punk scholar makes two melee attacks.

Scepter of Insanity. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage.

Taunt (3/Day). The punk scholar can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the punk scholar, the target must succeed on a DC 15 Wisdom saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the punk scholar's next turn.



ROGUE SCHOLAR

THE BRAVEST INDIVIDUALS IN THE ACADEMY ARE rogue scholars. They haven't been corrupted by the Well of Dreams and continue to teach. These fey don't preach an agenda, they are true scholars.

Strange Times. With the takeover by the Unseelie Court, things have taken a turn for the worse for these individuals. They have to be constantly on guard. A few of them have even been thrown off the tower.

Truth Tellers. Rogue scholars do what no other scholars do, they simply teach the truth. They don't bother with the twisted version of reality that most of the Academy teaches.

Extraordinary Measures. To protect themselves, these fey have armed themselves and enlisted some of the athletes. Most of the athletes at the Academy play a wild sport called Skyball. Skyballers (page 147) act as bodyguards for the rogue scholars.

ROGUE SCHOLAR

Medium fey, chaotic good

Armor Class 15 (18 with *mage armor*)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

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

Skills Arcana +9, History +9, Insight +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Sylvan, Elvish, Draconic, Giant

Challenge 8 (3,900 XP)

Aura of Protection. Any allies within 30 ft. of the scholar adds +2 to their saving throws.

Brave. The rogue scholar has advantage on saving throws against being frightened.

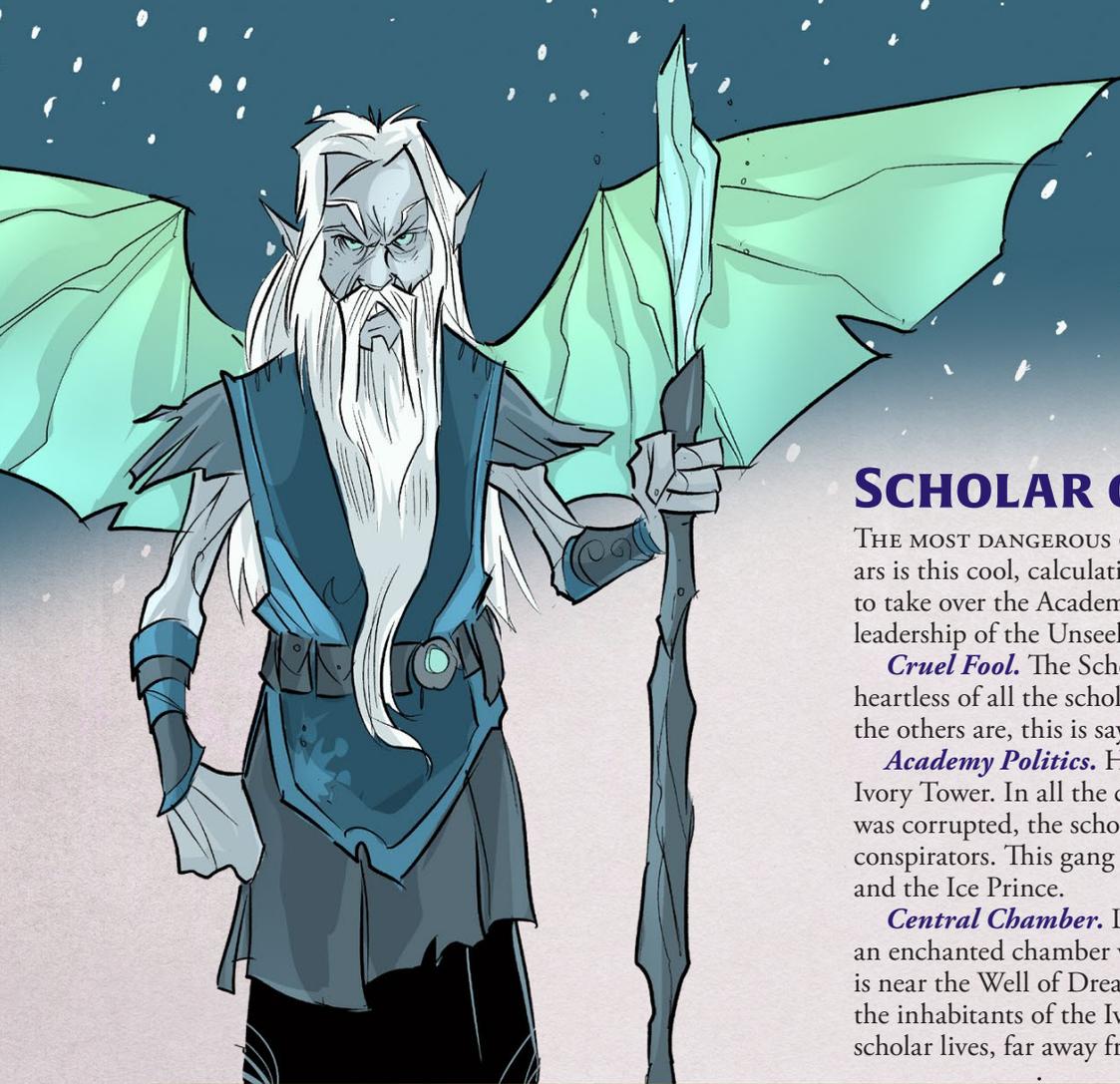
Innate Spellcasting. The rogue scholar's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no components:

At will: *detect magic*, *locate object*, *tongues*
 3/day each: *faerie fire*, *legend lore*, *mage armor*, *magic missile*, *misty step*, *shield*, *silence*, *zone of truth*
 1/day each: *fly*, *lightning bolt*

ACTIONS

Multiattack. The rogue scholar makes two attacks.

+2 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.



SCHOLAR OF WINTER

THE MOST DANGEROUS OF ALL THE SEASONAL SCHOLARS is this cool, calculating fey. He has his own plans to take over the Academy and then overthrow the leadership of the Unseelie Court.

Cruel Fool. The Scholar of Winter is also the most heartless of all the scholars. Considering how nasty the others are, this is saying a great deal.

Academy Politics. He is part of a plot to seize the Ivory Tower. In all the chaos after the Well of Dreams was corrupted, the scholar has gathered a group of conspirators. This gang includes the Dean of Dreams and the Ice Prince.

Central Chamber. Located deep in the tower is an enchanted chamber with many protective spells. It is near the Well of Dreams and unknown to most of the inhabitants of the Ivory Tower. This is where the scholar lives, far away from most of the Academy.

SCHOLAR OF WINTER

Medium fey, chaotic evil

Armor Class 15 (18 with *mage armor*)

Hit Points 152 (16d8 + 80)

Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 20 (+5) | 20 (+5) | 24 (+7) | 14 (+2) | 20 (+5) |

Saving Throws Int +12, Wis +7, Cha +10

Skills Arcana +12, Deception +10, History +12, Perception +7, Persuasion +10

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan, Elvish, Draconic, Giant
Challenge 16 (15,000 XP)

Innate Spellcasting. The scholar's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He can cast the following spells, requiring no components:

At will: *chill touch*, *locate object*, *ray of frost*, *tongues*

3/day each: *banishment*, *cone of cold*, *hypnotic pattern*, *legend lore*, *mage armor*, *silence*, *zone of truth*

1/day each: *enthrall*, *modify memory*, *sleet storm*, *suggestion*

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

Regeneration. The scholar regains 10 hit points at the start of each of his turns if he has at least 1 hit point.

Shadow Stealth. While in dim light or darkness, the scholar can take the Hide action as a bonus action.

ACTIONS

Multiaction. The Scholar of Winter makes two melee attacks.

Ice Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning damage plus 17 (5d6) cold damage.

Frigid Stare (Recharge 4–6). The scholar can use an action to target one creature within 30 feet of it. If the target can see the scholar, the target must succeed on a DC 18 Constitution saving throw or take 31 (9d6) cold damage.

SKYBALLER

Medium fey, chaotic good

Armor Class 20 (enchanted plate)

Hit Points 68 (8d8 + 32)

Speed 35 ft., fly 70 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 19 (+4) | 19 (+4) | 11 (+0) | 12 (+1) | 19 (+4) |

Skills Acrobatics +7, Athletics +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Brave. The skyballer has advantage on saving throws against being frightened.

Flyby. The skyballer doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The skyballer makes two melee attacks.

Skyball Scoop. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Throw Skyball. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

SKYBALLER

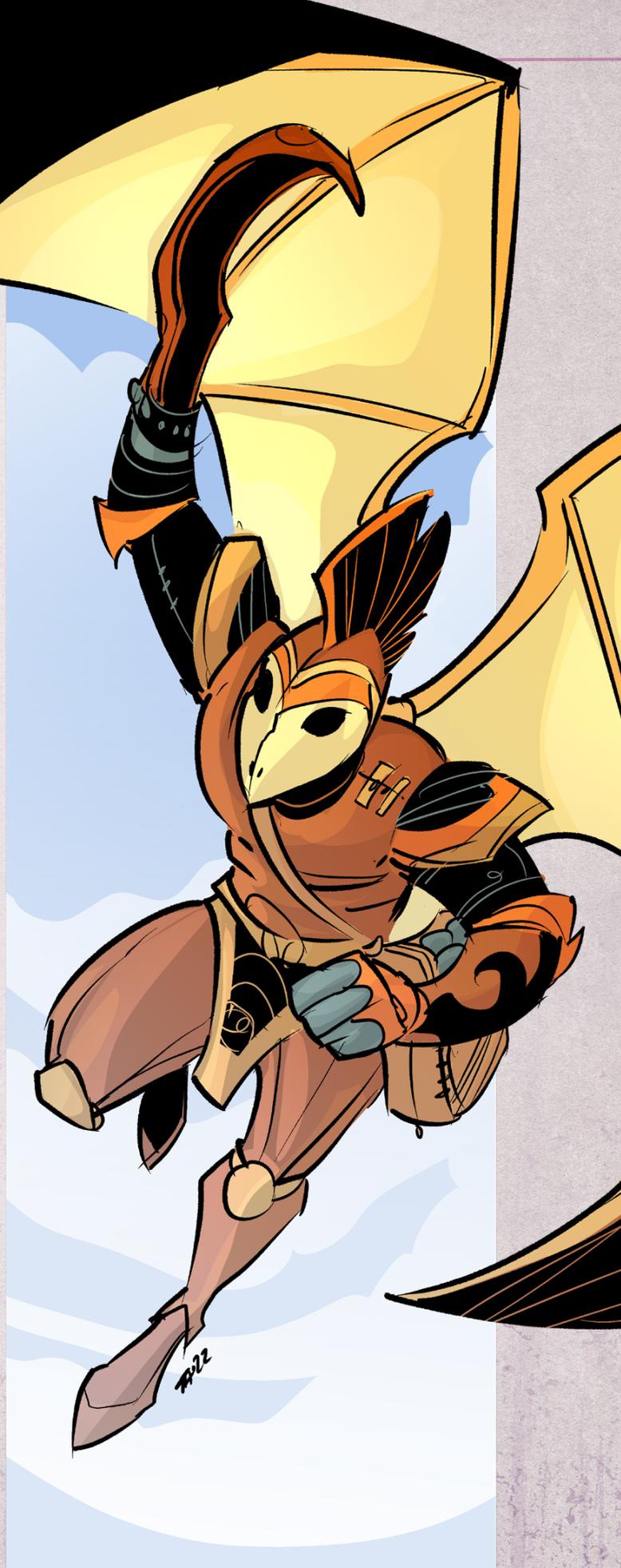
ONE OF THE MANY DISCIPLINES AT THE ACADEMY IS athletics. A number of fey at the institution play a sport called Skyball. These flying creatures use scoops to pass iron balls and then shoot them into airborne nets.

Eternally Envious. The skyballers aren't very popular with the other students at the Academy. The Faultless are extremely jealous of the healthy, good-looking athletes.

Scary Scholars. For years the institution respected and celebrated these fey. However, the Ivory Tower has become a hostile environment for the skyballers to learn and train. Since the Academy was taken over by the Unseelie Court it's become a dangerous place for all students except the Faultless.

Spy Game. Spies from the Seelie Court have already begun to make overtures to the skyballers. The good court want them to join their side and move to the Great Tree.

THE IVORY TOWER





THELONIUS PUNK

FOR YEARS A FACTION OF THE UNSEELIE COURT known as the Punks waited in the shadows. However, that has all changed. Thelonus Punk followed Oswald Myrr in secret to the Well of Dreams. The well's power has now been released by this scheming fey.

Avoiding Discomfort. After taking over the Academy, Thelonus has begun to corrupt all of Feyland and spread false beliefs. The first belief is that discomfort must be avoided at all costs.

Trust Your Feelings. Thelonus pays attention to his feelings and is devoted to them. His second belief is that all other creatures must do the same. This immature individual is known to throw intense tantrums if he doesn't get his way.

Righteous War. Thirdly, Thelonus believes creatures are either on the side of truth or not. He wants a war to end the old ways and give power to those who deserve it.



THELONIUS PUNK

Medium fey, chaotic evil

Armor Class 17

Hit Points 157 (15d8 + 90)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 24 (+7) | 23 (+6) | 22 (+6) | 19 (+4) | 24 (+7) |

Saving Throws Int +11, Wis +9, Cha +12

Skills Deception +12, Perception +9, Performance +12, Persuasion +12, Stealth +12

Senses darkvision 90 ft., passive Perception 19

Languages Sylvan, Elvish, Common

Challenge 15 (13,000 XP)

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

Magic Resistance. Thelonus has advantage against spells and other magical effects.

Spellcasting. Thelonus is a 15th-level bard. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He has the following spells:

Cantrips (at will): *dancing lights, mage hand, minor illusion, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, sleep, thunderwave*
2nd level (3 slots): *calm emotions, detect thoughts, suggestion*
3rd level (3 slots): *dispel magic, hypnotic pattern, stinking cloud*

4th level (3 slots): *compulsion, dimension door, greater invisibility*

5th level (2 slots): *dominate person, scrying*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *forcecage*

8th level (1 slot): *glibness*

ACTIONS

Multiattack. Thelonus makes three melee attacks.

Paintbrush of the Punks. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) poison damage plus the target must make a successful DC 19 Constitution saving throw or become paralyzed until the end of their next turn.

Lute of Distortion (Recharge 5–6). Thelonus plays his magical lute, and it sends out a sonic blast in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw or take 54 (12d8) force damage, half as much damage on a successful one.

LEGENDARY ACTIONS

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

Cantrip. He casts a cantrip.

Paintbrush (Costs 2 Actions). He makes a Paintbrush of the Punks attack.

Exert Will (Costs 2 Actions). One creature charmed by Thelonus that he can see must use its reaction to move up to its speed as he directs or to make a weapon attack against a target that he designates.

MONSTER LIST BY TYPE

ABERRATIONS

| | |
|-------------------------|-----|
| Dust Monster | 134 |
| Giant Pumpkin | 119 |
| Grootslang | 99 |

BEASTS

| | |
|-----------------------------|----|
| Giant Hummingbird | 55 |
| Wild Corgi | 69 |

CONSTRUCTS

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|---------------------------|-----|
| Giant Scarecrow | 120 |
| Library Golem | 142 |

DRAGONS

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|---------------------------|----|
| Frog Dragon | 96 |
| Never Dragon | 22 |
| Rainbow Serpent | 42 |
| Sugar Dragon | 46 |

ELEMENTALS

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|---------------------------|----|
| Floating Island | 36 |
| Gene the Genie | 79 |
| Rock Leaper | 43 |
| Standing Stone | 26 |

FEY

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|-----------------------------------|-----|
| Atomie | 12 |
| Baker Faerie | 72 |
| Bookworm | 132 |
| Cherry Bomb | 74 |
| Cloud Guard | 32 |
| Cobweb Kelly | 75 |
| Corrupted Brownie Queen | 14 |
| Corrupted Centaur Mage | 114 |
| Corrupted Everflower | 15 |
| Corrupted Frog Witch | 92 |
| Corrupted Hatter | 76 |
| Corrupted Orchid | 115 |
| Corrupted Swan Maiden | 94 |
| Dean of Dreams | 133 |
| Duchess of Dreams | 33 |
| Duke Cloudmuddle | 34 |
| Edge Walker | 16 |
| Elven Cat | 52 |
| Faegar | 53 |

| | |
|---|-----|
| Father Fog | 35 |
| Faun | 17 |
| Flutterby | 54 |
| Flying Centaur | 37 |
| Frog Knight | 97 |
| Gale Snail | 38 |
| Gingerbread Man | 80 |
| Glimmerling | 56 |
| Golden Knight | 57 |
| Grandmother Owl | 58 |
| Harvest Lord | 121 |
| Head Chancellor of the Academy | 138 |
| Huntaur Warlord | 122 |
| Ice Prince | 139 |
| Ice Wing | 140 |
| Jaeden Starlight | 61 |
| Keeper of the Tomes | 141 |
| Lady of the Light | 62 |
| Long Legs | 123 |
| Lunacorn | 20 |
| Luna Tick | 100 |
| Mist Walker | 39 |
| Mockodile | 101 |
| Modo Dodo | 143 |
| Neverever Beast | 102 |
| Nixie | 23 |
| Orion | 82 |
| Phineas Gloom | 24 |
| Pirate Faerie | 41 |
| Pumpkin Bat | 124 |
| Punk Scholar | 144 |
| Pussywillow | 103 |
| Riverdancer | 104 |
| Rogue Scholar | 145 |
| Scholar of Autumn | 125 |
| Scholar of Spring | 44 |
| Scholar of Summer | 105 |
| Scholar of Winter | 146 |
| Scout Faerie | 106 |
| Shady Slim | 86 |
| Snake of Life | 66 |
| Skyballer | 147 |
| Sky Whale | 45 |
| Stepper | 67 |

| | |
|---------------------------|-----|
| Strangelove | 126 |
| Sylvan Spy | 87 |
| Terrible Toad | 108 |
| Thelonius Punk | 148 |
| The Toymaker | 88 |
| Trick and Treat | 127 |
| White Stag | 29 |
| Wind Maiden | 48 |
| Witch Queen | 128 |
| Wobble Gobble | 49 |
| Zoomer | 89 |

HUMANOIDS

| | |
|-------------------------------|----|
| Bella Rose | 73 |
| Jim Jam | 81 |
| The General | 18 |
| Ginger Snap | 98 |
| Grim Halfling Scout | 19 |
| Lost Maiden | 64 |
| Scarlett Myrr | 65 |
| Victoria Van Vamp | 68 |
| Whisperer | 28 |

MONSTROSITIES

| | |
|--------------------------|-----|
| Bounder | 112 |
| Canyon Crawler | 113 |
| Frost Minotaur | 136 |
| Giant Yeti | 137 |
| Whirlybird | 109 |

PLANTS

| | |
|----------------------------|----|
| Awakened Flower | 13 |
| Darkshroom | 95 |
| Healing Tree | 60 |
| Root of All Evil | 25 |

UNDEAD

| | |
|-------------------------------|-----|
| Count Batty | 116 |
| Dark Wyvern | 118 |
| Self-Doubt Trout | 84 |
| Shadow Man | 85 |
| Swamp Person | 107 |
| Twisted Elven Ghost | 27 |

MONSTER LIST BY CR

CR 1/8

Wild Corgi 69

CR 1/4

Awakened Flower 13

Baker Faerie 72

Giant Hummingbird 55

CR 1/2

Atomic 12

Elven Cat 52

Gingerbread Man 80

Wobble Gobble 49

CR 1

Faun 17

Grim Halfling Scout 19

Luna Tick 100

Pumpkin Bat 124

Swamp Person 107

Zoomer 89

CR 2

Corrupted Brownie Queen 14

The Faultless 135

Flutterby 54

Frog Knight 97

Nixie 23

Riverdancer 104

Scout Faerie 106

CR 3

Bookworm 132

Corrupted Swan Maiden 94

Darkshroom 95

Gale Snail 38

Jim Jam 81

Lost Maiden 64

Self-Doubt Trout 84

Standing Stone 26

Whirlybird 109

White Stag 29

CR 4

Cherry Bomb 74

Cloud Guard 32

Glimmerling 56

Healing Tree 60

Modo Dodo 143

Pussywillow 103

The Puzzleman 83

Rock Leaper 43

Shadow Man 85

Terrible Toad 108

CR 5

Bounder 112

Cobweb Kelly 75

Corrupted Everflower 15

Edge Walker 16

Flying Centaur 37

Frost Minotaur 136

Golden Knight 57

Huntaur Warlord 122

Ice Wing 140

Mist Walker 39

Punk Scholar 144

Skyballer 147

Trick and Treat 127

Twisted Elven Ghost 27

CR 6

Bella Rose 73

Corrupted Centaur Mage 114

Mockodile 101

Orion 82

Stepper 67

Sylvan Spy 87

Whisperer 28

CR 7

Father Fog 35

The General 18

Ginger Snap 98

The Toymaker 88

CR 8

Frog Dragon 96

Rogue Scholar 145

Wind Maiden 48

CR 9

Duke Cloudmuddle 34

Edgelord 78

Giant Scarecrow 120

Giant Yeti 137

Long Legs 123

Never Dragon 22

Scarlett Myrr 65

CR 10

Count Batty 116

Dark Wyvern 118

Dust Monster 134

Harvest Lord 121

Ice Prince 139

Library Golem 142

Lunacorn 20

Phineas Gloom 24

Rainbow Serpent 42

Scholar of Spring 44

Sky Whale 45

Snake of Life 66

CR 11

Canyon Crawler 113

Strangelove 126

CR 12

Duchess of Dreams 33

Grootslang 99

Scholar of Summer 105

Shady Slim 86

Victoria Van Vamp 68

CR 13

Corrupted Hatter 76

Dean of Dreams 133

Gene the Genie 79

Scholar of Autumn 125

CR 14

Faegar 53

Giant Pumpkin 119

Jaeden Starlight 61

CR 15

Corrupted Orchid 115

Keeper of the Tomes 141

Root of All Evil 25

Sugar Dragon 46

Thelonius Punk 148

CR 16

Head Chancellor

of the Academy 138

Neverever Beast 102

Scholar of Winter 146

CR 17

Corrupted Frog Witch 92

Floating Island 36

CR 18

Witch Queen 128

CR 19

Lady of the Light 62

CR 20

Grandmother Owl 58

FEY BARGAINS

“Are you thinking of making a deal with a faerie? Good luck!”

—SCARLETT MYRR

ENTERING INTO A BARGAIN WITH A FEY CREATURE is a gamble at best. Faeries and their kind are bound to tell the truth if you ask them a question twice. However, they will often agree to contracts that have special conditions. Reading the fine print is highly recommended. An adventurer might well receive a boon, but there will be consequences. Fey in both courts, as well as wild fey, will make bargains.

TYPES OF BARGAINS

There are many sorts of deals that fey might participate in:

d10 Bargain Type

- 1 services
- 2 relationship
- 3 prohibition
- 4 ego
- 5 memory
- 6 physical
- 7 mental
- 8 wealth
- 9 emotional
- 10 fealty

FORMS OF CONTRACTS

A contract with a fey might come in many forms. It could be written, verbal, or contained as an energy form.

d20 Contract Form

- 1 written on a scroll
- 2 inside an amulet
- 3 hidden inside a creature
- 4 inside a carved wooden box
- 5 written on a leaf
- 6 inside a crystal ball
- 7 written in an ancient book
- 8 inside a locket
- 9 hidden inside a seashell
- 10 inscribed on a deck of cards
- 11 inside a ring
- 12 engraved onto the blade of a sword
- 13 inside a medallion
- 14 woven into a tapestry
- 15 inside a crystal
- 16 etched onto a wooden staff
- 17 concealed on the back of a painting
- 18 tattoo
- 19 inside a horn
- 20 hidden in a bottle



THE BOONS

d100 Boon

- 01–02 fey will serve for 1d20 days
- 03–04 resistant to nonmagical damage
- 05–06 mage armor is permanently in effect
- 07–08 short rest only takes 10 minutes
- 09–10 able to use any magic item
- 11–12 able to cast *dimension door* 2/day
- 13–14 Intelligence increases to 20
- 15–16 advantage on Charisma checks
- 17–18 able to cast *detect thoughts* spell 3/day
- 19–20 can shapechange into a bird 1/day
- 21–22 gain cold resistance
- 23–24 able to cast *disguise self* 1/day
- 25–26 Constitution increases to 20
- 27–28 gain two more skill proficiencies
- 29–30 able to cast *faerie fire* 3/day
- 31–32 gain darkvision 60 ft.
- 33–34 able to cast *pass without trace* 1/day
- 35–36 movement increases by 10 ft.
- 37–38 +1 to initiative
- 39–40 able to cast *charm person* 3/day
- 41–42 gain 1d6 bard or druid spells
- 43–44 able to speak to beasts
- 45–46 smell like roses forever
- 47–48 get extraordinary long, golden hair
- 49–50 can now speak Sylvan

d100 Boon

- 51–52 gain proficiency with one musical instrument
- 53–54 learn new skill proficiency
- 55–56 can now speak Elvish
- 57–58 smell like strawberries forever
- 59–60 can choose the color of your eyes
- 61–62 able to speak to plants
- 63–64 can see through fog or mist
- 65–66 learn one druid cantrip
- 67–68 able to cast *misty step* 3/day
- 69–70 can fly for 1d4 minutes 1/day
- 71–72 Dexterity increases to 20
- 73–74 able to change gender 1/day
- 75–76 proficient with any weapon
- 77–78 +2 to initiative
- 79–80 gifted with invisible plate mail
- 81–82 Charisma increases to 20
- 83–84 can travel to Feyland 1/month
- 85–86 gain fire resistance
- 87–88 able to see invisible creatures
- 89–90 armor has no weight
- 91–92 Wisdom increases to 20
- 93–94 fey's forces will assist for 1d10 days
- 95–96 gain the ability to fly
- 97–98 can use *barkskin* at will
- 99–00 never age



FEY BARGAINS

THE CONSEQUENCES

d100 Consequence

| | |
|-------|---|
| 01-02 | give first-born child |
| 03-04 | must give them everything you own |
| 05-06 | must find them a <i>deck of many things</i> |
| 07-08 | your children are born as goblins |
| 09-10 | age 1d20 years |
| 11-12 | give your right eye |
| 13-14 | fey possesses your body for three hours |
| 15-16 | give fey the name of an arch devil |
| 17-18 | must return to do one task when called |
| 19-20 | give 1d10 spells |
| 21-22 | give your home |
| 23-24 | only speak sarcastically in conversation |
| 25-26 | must pay 1,000 gp |
| 27-28 | lose 1d4 letters of your name |
| 29-30 | must sing everything you say |
| 31-32 | must kill fey's arch enemy |
| 33-34 | gain an extra flaw |
| 35-36 | you can't say any word that starts with "m" |
| 37-38 | must whisper everything you say |
| 39-40 | name child after fey |
| 41-42 | the fey can hear everything you can |
| 43-44 | you smell like soup |
| 45-46 | must pay 500 gp |
| 47-48 | every day your eyes change color |
| 49-50 | give fey a syllable from your name |

d100 Consequence

| | |
|-------|--|
| 51-52 | must rhyme everything you say |
| 53-54 | you can't smell or taste anything for a year |
| 55-56 | give your happiest memory |
| 57-58 | you don't have a shadow |
| 59-60 | must help fey woo love interest |
| 61-62 | whenever you sing, blue birds appear |
| 63-64 | must give up your smile |
| 65-66 | you become a close talker |
| 67-68 | everything tastes like cheese |
| 69-70 | you shrink one foot in height |
| 71-72 | must betray your best friend |
| 73-74 | must pay 1,000 pp |
| 75-76 | age 1d10 years |
| 77-78 | must kidnap fey's arch enemy |
| 79-80 | dance during combat |
| 81-82 | must assume new identity |
| 83-84 | must give fey your left arm |
| 85-86 | every liquid you drink becomes wine |
| 87-88 | give up your name and everyone forgets you |
| 89-90 | find powerful magic item for fey |
| 91-92 | must pay 10,000 gp |
| 93-94 | give all your memories |
| 95-96 | give family member |
| 97-98 | tell fey your deepest secret |
| 99-00 | marry the fey |



The Great Tree



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