

FAERIE FIRE

A 5e
SUPPLEMENTAL



Compatible with the fifth
edition of the world's
most popular tabletop
roleplaying game

FAERIE FIRE

Astrolago Press

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Faerie Fire

A fey supplemental for Fifth Edition



Astrolago Press

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Welcome to the Wilds

You can't trust the stories: the Wilds are *always* more dangerous than you'd expect, more breathtaking than you'd believe.

Adventurers who've traveled to the Wilds find their experiences lost in translation. No eyewitness account will suffice because the Wilds defy the accounting. Stories don't keep: they stifle in the mouth and evaporate from memory.

If you want to know what the Wilds are like, you'll simply have to go there yourself.

You can get there in the usual way, though it's much easier when you're not trying. Like cats and adventure and most things both disagreeable and marvelous, the Wilds seem to be wherever they're most unwanted.

They're a living, breathing country, full of young growth and acrid earth. The creatures there are larger, deadlier, more magical, more useful. The colors are more vibrant, though it's difficult to explain why that might be the case. Life is bigger and messier in the Wilds—but then, death is bigger and messier too.

Adventurers who trip over its borders (either by happenstance or design—theirs, or someone else's) find themselves in the thick of the uncanny: the creatures there are unlike anything seen in the mortal world, or any of the realms above or below.

It would take a fey lifetime to document the many wonders in the Wilds: rocks that live and breathe, lights that catch at your skin and claw at your eyes. Even the friendlier creatures can prove dangerous, their strength too great and their magic too strange; they'll kill you with kindness, and that's not even the grimmest fate that might await you.

And while there is a court, occasionally capable of reason and compassion, the laws of the land are inconstant, and the fey who keep those laws are difficult to please and dangerous to cross. Fairy bureaucracy is brief, and fairy justice is sudden. You don't want to fall on the wrong side of either.

Nevertheless, there are wonders within the Wilds, and a cunning adventurer can find treasure and allies alike, if they can keep their head—something easier said than done once fey magic is involved.



INTO THE THICK OF IT

Passages to the Wilds can be found everywhere: a site of ancient magic, an old and rotting wood, or even a child's drawing can all become a doorway under the right circumstances.

Reflective surfaces, such as a looking glass or still pond, are often dangerous, as the inverted worlds within are components for powerful fairy spells.

Even in the mortal realm, an artificer tinkering with rare earth might invoke a crack of Living Light and find themselves yanked into the Wilds, leaving nothing behind but a pair of gently smoking boots.

In short, there are as many ways into the Wilds as there are dangers within, and you should be equally careful with both.

GEOGRAPHY

The fairy realm's borders swell and bend like a river in spring thaw, and not even the Monarch could say where their country begins and ends.

While much of the landscape is deep jungle, this is in constant flux, and the weather will always surprise you: glimmering aurorae and sudden frosts strike in all seasons, and rich vegetation has been known to shrivel overnight, turning to shifting sands in the heat of the morning sun.

And everywhere the Wilds are thick with magic, and in places the air crackles with Living Light.

THE LIVING LIGHT

The Living Light is an alien energy that spits and hisses like a wary snake. It forges ethereal lights in the night sky and interferes with even the most reliable compasses. Wherever it comes in contact with chaotic fey magic, the two forces snap and sizzle against one another, each trying to drain power from the other.

Even in the Monarch's court, filled as it is with the most powerful scholars in the Wilds, artifacts of Living Light are contraband, their study strictly regulated.

Most fey couldn't say why the Living Light seems so beautiful even as it coils around a fey victim. But the fey are skilled at making something out of nothing, and they speculate freely.

In the words of Doctor Myriati, the fey court's most respected researcher:

"I'm left to conclude that once, eons ago, the Wilds and the Plane of Living Light were one. And then they were separated. No doubt terrible and fantastic magics were involved; in parts of the Wilds furthest from the Monarch's grace, the fabric of space still bears the scar of this great trauma.

"The realms each still ache with the phantom pains of the other. So the Living Light reaches for the Wilds, and the Wilds reach back. And the vines of the two worlds sometimes grow so thick and so tight as to choke the life out of the other."

The Plane of Living Light is theoretically accessible by spells like *plane shift*, but the sheer force of the energies within repel all would-be travelers. Anyone who has successfully made it into the Plane of Living Light itself is vaporized almost immediately.

THE LAY OF THE LAND

The Wilds are a chaotic place, especially where the Living Light comes in conflict with fey magic. Some creatures thrive in such places, but the struggle between the two forces leaves these beasts stunted and mutated, or stretched far too thin for their bodies.

All the same, the fairy realm isn't completely without governance. The fey court presides over the land, ruled by the ageless Monarch—though their youth should not be mistaken for goodness, and their playfulness should not be conflated with compassion.

Dangerous creatures stalk the deep woods, and travelers from other realms become corrupted and twisted by the Wilds; soon they are as dangerous as the native fauna.

Strangest of all is the primal beasts: ancient beings that have roamed the Wilds since before the schism, and seem to be the last living connection between the two worlds.

The creatures in this book are separated into four categories to help you learn their ways: the Monarch and their fey court; the primal beasts, unchanging and unknowable; the wanderers, who've come too far and stayed too long; and the beasts of the wilds.

Tread softly, and wear a stiletto heel.

Faerie Fire at the Table

FAERIE FIRE contains characters of diverse gender identities and sexual orientations, as well as a number of creatures who can control a player character without their consent. Because tabletop culture is important to us, we've included some information below on how to treat these issues respectfully with your players.

FEY SEXUALITY & IDENTITY

The characters in this book represent a diverse spectrum of sexual orientations and gender identities. We'd like to provide a brief introduction to sexuality in the Wilds.

The fey prize individuality and self-actualization: they see no value in denying any aspect of their identity, and embrace their sexuality and gender.

In the Wilds there are no preconceptions regarding traditionally "feminine" or "masculine" behavior. The fey make few assumptions about the identities or sexualities of others and advertise their pronouns freely when making introductions.

Panromanticism and genderfluidity are common (but not the rule) in the Wilds, as fairies discover new aspects of their identity with every year of their ageless lives. Asexuality, intersex variation, and other queer identities and sexualities are all present in the Wilds as well.

In many cases, the fairies in this book were conceived with canonical sexualities and gender identities in mind: Armadie and Volm both identify as women and are lovers; Sepal is asexual and panromantic; the Monarch is non-binary; Tallisin Vos is genderfluid; Myriati is a trans woman; Pox is a trans man.

As with all tabletop content, we encourage you to adapt the canon whenever it's necessary to fit your campaign, but we ask that you remember the queer spirit with which this book was made, and we hope that you keep your NPCs and your campaign as diverse and inclusive as reality and fantasy alike.

Lastly, on the subject of names: a fairy's name, memories, or even passions are all tangible, valuable things in the Wilds, and knowing a fey's name could grant incredible power over them in the right circumstance. In this instance, only a *true* name will do the trick: dead names are dead and hold no power.

CONSENT

From the Body Swapper to the party ghosts to Sepal's garden prison, there are many threats in the Wilds that could deprive a character of their agency or personhood. Some of these threats are mild, but others have the potential to be outright existential.

In our experience, the best tabletop games happen when GMs and fellow players alike check in with their party from time to time to ensure that every member of the group is still having fun.

The Wilds can be a dangerous place where fey and mortal don't always see eye-to-eye and chaotic magic can confuse and disorient characters—but *players* should always feel safe.

It's not inherently terrible—sometimes it's even wonderful!—if players feel grief, rage, or helplessness at the table, but it's crucial that they feel safe enough to pursue these feelings in the context of the game. The point is to elevate, empower, and transform the player experience—not to traumatize. To that end, we can give no better advice than to encourage active communication between players.

Make sure your table is a place where players are free to speak up if a situation becomes too uncomfortable for them. Tabletop games are meant to be fun; an adventure allows the party to explore outside their comfort zone, but always with each individual adventurer's enthusiastic consent.

PART I

Creatures

“Whether it be our own Monarch or the lowliest gutterkin, all creatures of the Wilds are bound together by that wasting memory: the Living Light. We yearn for it, even as it blisters our fingers and scalds our tongues.”

DOCTOR MYRIATI

The Fey Court

“The time before the schism is irrelevant! Who we were, what we did before—those things are lost to us, and good riddance. Look forward. Our future is a finely tuned instrument only waiting for the hand to strike its first chord.”

ANTIGONE WYNNE

The fey court are the rulers of the Wilds, in as much as the Wilds can yield to rule. The Monarch assigns lands to courtiers who become their caretakers, pruning back threats from outsiders and the Living Light alike.

Land that succumbs to rot and corruption is no longer under the Monarch’s rule, and risks being overwhelmed by Living Light.

IN THE BEGINNING

The fey are ageless, so it’s little surprise that their lifespans know no natural end; what’s strange, however, is that most of the court lack a natural *beginning*, too.

In the past few thousand years, new fey have been born and older fey have been killed; life goes on in the usual way. But the oldest fairies can only remember things exactly as they are now: under the Monarch’s rule, engaged in a war of attrition with the Living Light.

These fey have no memory of their own birth, youth, or even parents. In fact, the court’s collective memory seems to begin at the exact same time, a few thousand years ago. This shared amnesiac state is known as “the schism”, and everything that preceeded it as “the time before”.

Doctor Myriati’s research has suggested that before the schism, the Wilds and the Plane of Living Light were a unified realm—and then something happened to change that. What that something is, no one can recall; how the Monarch got their power and came to rule, no one is entirely certain. Even the Monarch themself is ignorant.

EXISTENTIAL CRISIS

As you’ll learn in the following pages, Keighton’s powers as Haunt of Auldermere grant her access to abandoned memories: once something has been entirely forgotten by every living creature, then it becomes her memory, instead. Keighton can summon and review these memories as she likes.

So given the complete mystery surrounding the schism, it’s strangest of all that Keighton can’t summon

any memories that predate it—suggesting that there is someone, somewhere, who can still remember the time before; this person seems to be the only one who could peel back the veil obscuring the court’s lost past.

Who that person is, and where they might be, remains a mystery.

POLITICS AT PLAY

The Monarch rules cohesively, and the fey courtiers respect their power and authority, although not always their judgment. Squabbles within the court are more common than not, and the Monarch has little interest in playing mediator.

Typically, it falls to Keighton and the Blisterbeast—the Monarch’s wisest and most trusted advisors—to keep the peace when the bickering grows too heated and poses a danger to the Wilds themselves. But even they have their own agendas, and their own methods for getting what they want.

The political landscape of the court is fickle; even if a mortal manages to secure favor with one courtier, they will naturally make an enemy of two others in turn. Getting in the court’s way, or having anything to do with their myriad machinations, is a deadly game of favor and consequence.

Some courtiers take a polite interest in mortals, while others regard them with contempt, only turning their gaze when a party proves too hazardous, or useful, to ignore. Angering a courtier is inadvisable, as there are few places in the Wilds that don’t fall under the court’s watchful gaze and oppressive shadow.

Nevertheless, the rewards will no doubt prove too tempting for some, as the court hosts the most powerful fey in the Wilds; their resources are limitless, their authority mighty, and their magic unmeasurable.

The Monarch

The ageless and paint-smearing Monarch has held the seat of fey power ever since the schism. How they inherited the throne is unknown.

Though their rulings are often controversial, the Monarch's right to rule goes *mostly* unquestioned, except by the seditionist Volm and, curiously, by the Monarch themselves. But they quickly get over this self-doubt when it strikes, for their mood is as changeable as a child's: at times playful, at others petulant, and always equal parts curious and stubborn.

Despite this, the Monarch regularly demonstrates both great wisdom and terrifying power. Angering or challenging the Monarch's authority can easily become a fatal enterprise: a conjurer of tremendous strength, the Monarch is capable of willing anything they can imagine into being with a simple flick of their paintbrush.



THE MONARCH'S PAINTINGS

The Monarch's paintings spring to life straight from the canvas; their imagination is limitless, but creation takes time: approximately thirty minutes to create a creature or object of Tiny size or smaller, four hours for something of Small or Medium size, eight hours for Large, two days for Huge, and a week of nonstop work for Gargantuan. Rushing the Monarch results in less stable creations.

Regardless of the time the Monarch spends working on the piece, mistakes can happen, and the creations don't always turn out exactly as expected.

THE MONARCH

Small fey, chaotic neutral

Armor Class 15

Hit Points 99 (22d6 + 22)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	18 (+4)	12 (+1)	20 (+5)

Saving Throws Dex +10, Int +9, Cha +10

Skills Intimidation +10, Perception +6, Persuasion +10

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Elvish

Challenge 12 (8,400 XP)

Innate Spellcasting. The Monarch's innate spellcasting ability is Charisma (spell save DC 18). They can innately cast the following spells, requiring no components:

At will: *stinking cloud*

1/day: *prismatic spray*

Spellcasting. The Monarch is a 12th-level spellcaster. Their spellcasting ability is Charisma (save DC 18, +10 to hit with spell attacks). The Monarch has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, fire bolt, light, mending, minor illusion, ray of frost*

1st (4/day): *charm person*

2nd (3/day): *suggestion*

3rd (3/day): *blink, counterspell, major image, hypnotic pattern*

4th (3/day): *confusion, dominate beast, greater invisibility*

5th (2/day): *animate objects, dominate person*

6th (1/day): *true seeing*

Capricious. Any time the Monarch makes a Charisma-based ability check or is the subject of one, roll 1d10. On a roll of 1-3 their mood changes. Roll on the Shifting Moods table or select the most applicable mood at your discretion.

Splatterbeasts. The Monarch has the ability to animate the creatures they paint. These constructs act as extensions of the Monarch's will and are empowered by their life force. As such they do not roll initiative or take actions on their own. Instead, the Monarch has special actions for controlling the splatterbeasts. By default, the Monarch has two splatterbeasts with them at all times. When splatterbeasts are reduced to 0 hit points, they liquify back into their component paints. The Monarch may use a bonus action to make a splatterbeast move up to its speed, or make two splatterbeasts move up to half their speed. (See the *Splatterbeast template on the next page.*)

Shared Life Force. If the Monarch is reduced to 0 hit points and at least one splatterbeast is alive, the Monarch instead reabsorbs the life force empowering the splatterbeast. The Monarch gains a number of hit points equal to the health that the splatterbeast had remaining, and the splatterbeast immediately dies.

ACTIONS

Multiattack. The Monarch makes three melee weapon or ranged weapon attacks. Any number of these attacks may instead be made by splatterbeasts. The Monarch may replace one of these attacks once per turn to cast a spell.

Brush Swipe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage. If the target is a creature, it must make a DC 18 Dexterity save or be blinded until they or another creature spends an action to wipe paint from their eyes. After making this attack, The Monarch may immediately move up to half their speed.

Paint Lash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage. If the target is a creature, they must make a DC 18 Strength save or drop one item of the Monarch's choosing. The target has advantage on this save if they are holding the item with both hands.

REACTIONS

Mindless Devotion. When the Monarch is targeted by an attack and a splatterbeast is within 5 feet of the Monarch, the splatterbeast may interpose itself between the attack and the Monarch. Resolve the attack against the splatterbeast instead. Once the attack has been resolved, the Monarch may move up to half their speed and does not provoke opportunity attacks from the original attacking creature.

LEGENDARY ACTIONS

The Monarch 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 Monarch regains spent legendary actions at the start of their turn.

Create Splatterbeast (2 actions). The Monarch creates a new splatterbeast in a space they can see within 20 feet.

Splatterbeast Attack. A splatterbeast may immediately move up to its speed and make an attack.

THE MONARCH'S LAIR

The Monarch's lair is a giant gallery, each wall filled with murals, bookcases outfitted with makeshift scaffolding. The floors are thick with splotted paint and paint-stiffened drop cloths.

LAIR ACTIONS

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

- A splatterbeast swarm emerges from a nearby painting and begins attacking creatures hostile to the Monarch. Treat this as its initiative step. The swarm must be of CR 1 or lower and does not use the Shared Life Force feature, nor does it qualify for the legendary actions. The swarm lasts until it dies, the Monarch is unconscious, the Monarch dismisses it with an action, or the Monarch uses this lair action again.
- The Monarch may teleport up to 120 feet through a painting within 5 feet of them to an unoccupied space within 5 feet of another painting.

SHIFTING MOODS

The Monarch is mercurial and prone to sudden shows of emotion. At the beginning of any interaction with the Monarch, and whenever else seems appropriate, roll on the table below to determine their mood.

d20 Roll	Result
1	Outraged. The Monarch flies into a rage or a fit of righteous indignation.
2-5	Stubborn. Possibly as a result of hunger, disappointment, or boredom, the Monarch becomes uncooperative.
6-9	Curious. The Monarch is intrigued and has questions. <i>Lots</i> of questions.
10-13	Fixated. The Monarch has become obsessed with a particular subject, item, creature, or person.
14-17	Rebellious. Suddenly, all rules exist to be broken, including their own.
17-19	Hyper. The Monarch's energy can't be contained, and they find it extremely difficult to focus.
20	Affectionate. The world is a playground, and everyone is their friend.

SPLATTERBEAST TEMPLATE

A splatterbeast can be any beast of CR 2 or lower, with the following changes:

- Its type changes to construct.
- It has 20 hit points.
- It uses the Monarch's Wisdom, Intelligence, and Charisma saves, and resistances.
- **New Special Trait: Paint by Numbers.** This creature has advantage on melee attack rolls against creatures that have more hit points than it does.

GIANT SPLATTERBEAST ELK

Huge construct, unaligned

Armor Class 14

Hit Points 20

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +10, Int +9, Cha +10

Skills Perception +4

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Senses passive Perception 14

Languages Understands Common, Sylvan, and Elvish but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Paint by Numbers. This creature has advantage on melee attack rolls against creatures that have more hit points than it does.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Adderweed



No doubt the court had a real inventor once—a fey-blooded one of flesh and bone. But after the schism, all that remained was Adderweed: a living doll, built long ago by unknown hands.

Adderweed has the reasoning, curiosity, and cunning of a sentient living creature; were it not for her ball joint limbs, she could even pass for fey. But her artificial nature keeps her distanced from her colleagues in the court: she is generally regarded as an outsider—or worse, a tool—by her peers.

In addition to her role as the fey court's calculating inventor, she's also the Monarch's go-to assassin when difficult problems require a fine-toothed solution. Generally Adderweed has no qualms with the work; she enjoys a challenge, though she dislikes being called away from more important tasks.

Adderweed is aloof by choice and curious to a fault. She can never resist a question that needs answering, and of the fey court she is perhaps the most ravenous for clues as to what occurred prior to the schism.

Although she has no memory of her creator, Adderweed considers them her family and attempts to carry on their legacy. She spends her time tinkering in her workshop, where she creates marionettes to flit around the Wilds doing her bidding. She occasionally builds constructs for other members of the court, but most likely these creations consider Adderweed their one true master.

ADDERWEED

Medium construct, chaotic neutral

Armor Class 16

Hit Points 117 (26d8)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	10 (+0)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +9, Int +6

Skills Acrobatics +12, Perception +9, Performance +5, Sleight of Hand +12, Stealth +12; tinker's tools +9

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Conditional Immunities blinded, deafened, exhaustion, paralyzed, poisoned

Senses blindsense 120 ft. (blind beyond this radius), passive Perception 18

Languages Common, Elvish, Dwarven, Goblinoid, Orcish, Draconic

Challenge 8 (3,900 XP)

Sneak Attack. Adderweed deals an extra 13 (4d6) damage once per turn when she hits a target with a weapon and has advantage on the attack roll.

Under Wraps. Adderweed has advantage on targets she has grappled and she can maintain a grapple up to 60 feet. As a bonus action she can move herself to an open space within 5 feet of a target she has grappled. She can instead use a bonus action to move a grappled target up to 30 feet within her grapple range.

Mostly Stuffing. Adderweed can move through a space as narrow as 1 foot wide without squeezing.

Constructed Nature. Adderweed doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Adderweed makes two attacks with her stitch rippers. She makes one attack less for each creature she has grappled.

Stitch Rippers. *Melee Weapon Attack:* +9 to hit, range 15 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Puppet. Adderweed lashes her strings onto one creature within 40 feet. The creature must make a DC 16 Dexterity saving throw or be grappled. While grappled in this way the target must do as Adderweed commands on its turn or take 18 (4d8) slashing damage. At the end of each of its turns, the creature can make another Dexterity saving throw.

On a success, the effect ends on the creature. Adderweed can have up to 2 creatures grappled at any given time. If the target creature is unconscious, Adderweed has complete control of their body.

Loom of Death. Adderweed fills a 40-foot cube within 80 feet of her with her deadly magical thread. The area becomes difficult terrain for the duration. When a creature other than Adderweed moves into or within the area, it takes 7 (2d6) slashing damage for every 5 feet it travels. Only faint glints of light give any indication that the area is dangerous. Creatures must succeed on a DC 13 Wisdom (Perception) check to recognize the terrain as dangerous before entering it. If Adderweed uses this ability again, the first threads disappear.

LEGENDARY ACTIONS

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

Dance. Adderweed uses Under Wraps.

Exit Stage Right. Adderweed moves up to her speed; this movement does not provoke attacks of opportunity.

Move Shop (3 actions). Adderweed uses Loom of Death on a new location.

MARIONETTE TEMPLATE

Adderweed can make a marionette version of any creature that doesn't have legendary actions, has a corporeal body, and is not of the aberration, elemental, or ooze type. A marionette has the following changes:

- Its type is construct.
- Its Intelligence, Wisdom, and Charisma all become 1 (-5).
- It gains damage immunities to poison and psychic and conditional immunities to being blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, or poisoned.

- Its senses change to blindsense 60 ft. (blind beyond this radius).
- It cannot cast spells or use innate magic.
- It gains *Constructed Nature*.
- **New Special Trait: Antimagic Susceptibility.** The marionette is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the marionette must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Antigone Wynne

As the only member of the Monarch's current court to have been born *after* the schism, it's fitting that Antigone is a man preoccupied only with the future.

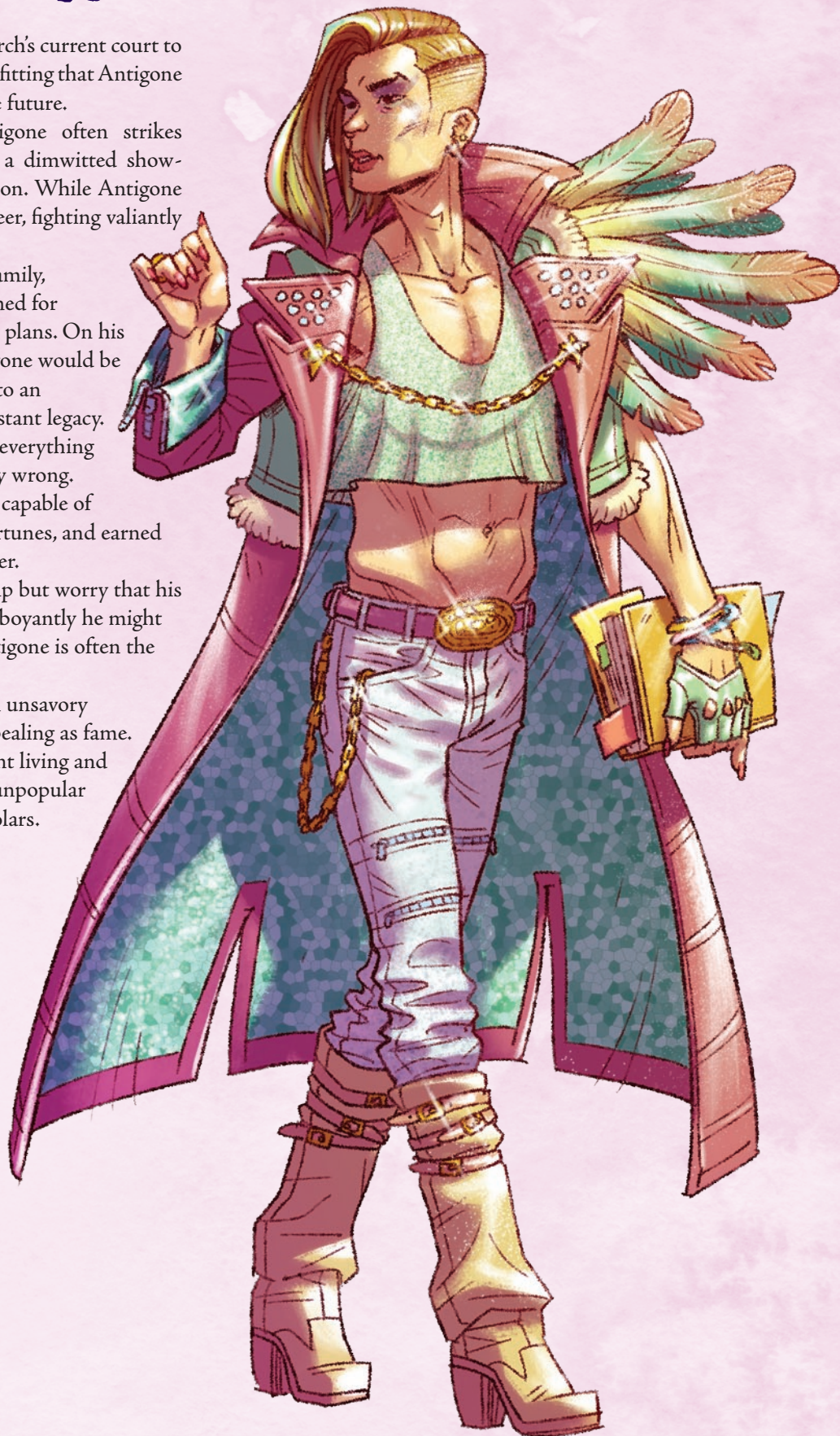
Ebullient and sparkling, Antigone often strikes certain members of the court as a dimwitted show-off—but this is an oversimplification. While Antigone is naive, he's an incredibly skilled seer, fighting valiantly against his own destiny.

As the scion of a powerful fey family, Antigone was assumed to be destined for greatness—but the stars had other plans. On his birth, an oracle revealed that Antigone would be nothing but a wallflower, doomed to an unremarkable death and a non-existent legacy.

Since then, Antigone has done everything in his power to prove this prophecy wrong. He became a master of divination, capable of uncannily accurate and detailed fortunes, and earned himself the title of Court Astrologer.

Despite this success, he can't help but worry that his fate still haunts him; however flamboyantly he might dress and loudly he might live, Antigone is often the first fey overlooked at court.

Antigone doesn't shy away from unsavory company, as he finds infamy as appealing as fame. This, combined with his extravagant living and disrespect for the past, make him unpopular with some of the court's other scholars.



ANTIGONE WYNNE

Medium fey, lawful neutral

Armor Class 14

Hit Points 195 (43d8)

Speed 30 ft.

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

Saving Throws Int +9, Cha +7

Skills Arcana +14, History +9, Perception +7, Religion +14

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Draconic, Elvish, Sylvan
Challenge 14 (11,500 XP)

Prediction. Antigone Wynne gains the result of a new d20 roll each morning. Before the next morning he can replace any one roll with that result. Once he does he cannot do so again until he gains his new roll the next dawn.

Signs. Each day, Antigone is under the influence of one or more celestial signs. Roll 1d6 and consult the table below to determine what sign is affecting him today:

1. **Force.** Antigone is immune to effects that would move him against his will, and as a bonus action on his turn he can push all creatures within 5 feet of him back 5 feet directly away from him.
2. **Moon.** Invisible, illusioned, or shapeshifted creatures within 10 feet of him are revealed while in this radius. As a bonus action on his turn he may cast *dispel magic* affecting one such creature within 10 feet that he can see.
3. **Sun.** Antigone sheds magical bright light in a 10-foot radius around him. As a bonus action on his turn he may deal 4 radiant damage to a creature of his choice provided they are within the light.
4. **Wild.** Antigone gains 5 health at the start of his turn each round. As a bonus action on his turn he may force a creature he can see within 15 feet to make a DC 18 Strength saving throw or be restrained by vines that magically erupt from the ground.
5. **Arcana.** Antigone gains resistance to damage from spells. As a bonus action on his turn he may gain advantage on the next attack roll or saving throw he makes before the start of his next turn.
6. **Celestial.** Antigone gains the effects of 2 signs. Roll 2 more times ignoring this result. When he uses a bonus action to activate one of the signs, he chooses which one each time.

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

At will: *guidance*

1/day each: *augury, locate object, divination, locate creature, commune, contact other plane*

Fated. When Antigone drops below 120 hit points he gains the effects of the *foresight* spell.

ACTIONS

Multiattack. Antigone makes three ranged spell attacks with Star Bolt.

Star Bolt. Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 18 (4d6 + 4) radiant damage.

Bind Fate. Antigone chooses a target he can see within 60 feet. That target must succeed on a DC 17 Charisma saving throw or have its fate bound to another creature Antigone chooses within range. The target is subject to the same damage and conditions as the bonded creature. The target can repeat this saving throw at the end of their turn, ending the effect and any shared conditions on a success. Antigone can only have one creature under this effect at a time.

Star Crossed (Recharge 5-6). Antigone chooses a point within 60 feet. A shower of stars fall in a 30-foot radius on that point. Creatures in that area must succeed on a DC 17 Dexterity saving throw or take 36 (8d8) radiant damage on a failed save or half as much damage on a success. Creatures that fail the save by 5 or more are also blinded until the end of their next turn.

LEGENDARY ACTIONS

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

New Prediction. Antigone gains the result of a new d20 roll, replacing his current Prediction roll if he has one or allowing him to use Prediction again with the new roll.

Shooting Stars. Antigone uses Star Bolt.

Sign of the Times. Antigone rerolls his daily sign and immediately uses the bonus action of the new sign.

Fate Bound. Antigone uses Bind Fate.

The Blisterbeast

Few courtiers can claim as much influence as the Blisterbeast, a powerful witch and one of the Monarch's most trusted advisors.

Much of the Blisterbeast's time is spent in deep meditation. Though she hides her work with indecipherable arcane glyphs, most believe she is engaged in dangerous studies of the Living Light.

The Blisterbeast was once a normal—albeit powerful—fey enchanter, but a few centuries ago her studies took her to perilous depths. She sought out one of the primal beasts: powerful, ancient beings that walk the wilds, effused with Living Light. Using ancient and profane rituals, the sorcerer was able to merge her spirit with that of the primal beast's, and together they became a new creature: the Blisterbeast.



This enchantment gave her untold powers and some mastery over the Living Light, enabling her to study it where others could not. But it also made a chimera from two fractured souls, dividing spiritual and mental energies. The fey she was once is no more: the Blisterbeast is something new, and with only a few hundreds of years to reflect on her powers, she still has much to discover.

THE BLISTERBEAST'S LAIR

The Blisterbeast lives in a thickly wooded grove, deep in the Wilds. The ground is spongy and erupts with plumes of Living Light when pressed—an effective deterrent against other fey.

LAIR ACTIONS

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

- Insects nearby begin a mind-numbing buzz. Every creature of the Blisterbeast's choosing within 120 feet who is concentrating on a spell must immediately make a DC 19 concentration check or lose their spell.
- Gnarled roots burst from the ground in a 10-foot radius centered on a point the Blisterbeast can see within 120 feet. The area is difficult terrain and any creature moving through it takes 1 piercing damage for every 5 feet of movement. Creatures that started their turn in the area must make a DC 19 Strength save or have their movement halved until the beginning of their next turn. This effect lasts until the Blisterbeast dismisses it as an action, uses this lair action again, or dies.
- The Blisterbeast's whispers drive beasts and fey into a frenzy. All attacks made by creatures with the beast or fey type have advantage until the next time the Blisterbeast uses a lair action.

REGIONAL EFFECTS

- Any humanoid who transforms into a beast within 6 miles of the Blisterbeast's lair finds their personality slowly being overtaken by that of the beast's so long as they are in the beast form.

THE BLISTERBEAST

Large fey, neutral

Armor Class 19 (natural armor)

Hit Points 190 (20d10 + 4)

Speed 50 ft., burrow 20 ft.

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

Saving Throws Dex +8, Con +10, Wis +11

Skills Arcana +9, Insight +11, Perception +11

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Condition Immunities charmed, frightened, blinded

Senses darkvision 60 ft., passive Perception 19

Languages Speaks Common, Sylvan, and Druidic. Can understand any language that is spoken to her. Telepathy 120 ft.

Challenge 19 (22,000 XP)

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

At will: *animal friendship*, *hallucinatory terrain*, *druidcraft*, *guidance*, *poison spray*

1/day: *commune with nature*, *conjure fey*, *heroes' feast*, *polymorph*, *reincarnate*, *scrying*, *wall of thorns*

2/day: *conjure woodland beings*, *cure wounds*, *dominate beast*, *entangle*, *hold person*, *moonbeam*, *thunderwave*

Aura of Whispers. The Blisterbeast is surrounded by maddening, indecipherable whispers. So long as she is conscious, any creature that starts its turn within 30 feet of her and is able to hear her must succeed on a DC 19 Wisdom save or be afflicted and roll on the table below. They automatically succeed on this save if already under an effect of the Aura. If not engaged in combat, the Aura is subdued and only affects nearby creatures once every hour.

Roll 1d20:

1. The afflicted creature is polymorphed into a CR 0 creature (GM's choice) as per the *true polymorph* spell.
- 2-3. The afflicted creature gains the effects of the *slow* spell for 1 minute.
- 4-7. The afflicted creature is frightened of the Blisterbeast until the beginning of their next turn.
- 8-11. The afflicted creature is poisoned until the beginning of their next turn.
- 12-13. The afflicted creature is blinded until the beginning of their next turn.
- 14-17. The afflicted creature is incapacitated until the beginning of their next turn.
- 18-19. The afflicted creature is charmed by the Blisterbeast until the beginning of their next turn.
20. The afflicted gains the effects of the *haste* spell for 1 minute.

Regeneration. At the start of the Blisterbeast's turn, she regains 15 hit points if she is conscious, able to hear her own whispers, and has not taken thunder or psychic damage since the end of her last turn.

Legendary Resistance (3/day). If the Blisterbeast fails a saving throw, she may instead choose to succeed.

ACTIONS

Multiattack. The Blisterbeast makes three claw attacks, and may use her Dread Whispers action.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage. If the target is a creature and of Medium size or smaller, they are immediately grappled (escape DC 16). While grappled, the target is restrained and is moved with the Blisterbeast. The Blisterbeast may only have one creature grappled like this at a time.

Dread Whispers. The Blisterbeast whispers in the ear of a creature she has grappled, gnawing on the fabric of their sanity. The creature must make a DC 19 Wisdom save and takes 38 (6d10 + 5) psychic damage and the effects of the *confusion* spell on a failure, or half damage on a success. The creature is immediately dropped prone in the nearest unoccupied space next to the Blisterbeast and is no longer grappled.

REACTIONS

Whispered Vengeance. When a creature does damage to the Blisterbeast, they must immediately save against her Aura of Whispers if they are able to hear her.

LEGENDARY ACTIONS

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

Dash. The Blisterbeast may immediately move up to her speed.

Horrid Shout. The Blisterbeast shouts a blasphemous word that tears at the minds of all who hear it. Every creature within 15 feet of the Blisterbeast who can hear her must make a DC 19 Wisdom save or take 31 (4d12 + 5) psychic damage.

Claw Attack. The Blisterbeast makes a claw attack.

Bosca, Lord of Wildfire



Bosca was once little more than a common mercenary, albeit an extraordinarily powerful one with an appetite for conquest. He roamed the material plane seeking new challenges and whetting his bloodlust, until an encounter with the fey found him finally defeated.

The Monarch, however, promptly offered to spare his life in exchange for eternal service. Now he commands the forces of wildfire, traveling between the fey and material planes as he roots out old magic from decaying forests, thick with rot.

Bosca's body, wrapped in ethereal flame, is almost as striking as his raw charisma. People and creatures alike find themselves drawn to him, often to their own downfall.

Tasked as he is with purging the old and useless, Bosca is frequently shunned by other courtiers, who see him as a threat to their ancient holdings and titles. He keeps the company of miscreants and rebels, and is often the subject of many scandalous rumors.

In recent decades, Bosca has grown bold, burning woods that aren't yet his to burn, and encouraging insurrections in the courts of lesser nobles. The Monarch has yet to punish this behavior, but the court insists that something will have to be done—with or without the Monarch's command.

BOSCA, LORD OF WILDFIRE

Huge fey, neutral evil

Armor Class 15

Hit Points 190 (15d12 + 45)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Con +8, Wis +6, Cha +10

Skills Persuasion +10, Intimidation +10, Performance +15

Condition Immunities example

Damage Immunities fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Resistances acid, lightning, necrotic, poison, radiant

Senses blindsight 120 ft., passive Perception 11

Languages Common, Elvish, Primordial, Sylvan, Ignan
Challenge 15 (13,000 XP)

Illuminated. Bosca's fiery presence casts bright light in a 60-foot radius, and dim light for another 40 feet.

Fire Aura. At the start of each of Bosca's turns, each creature within 5 feet of him takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Bosca or hits him with a melee attack while within 5 feet of him takes 10 (3d6) fire damage.

Doused. If Bosca starts or ends his turn submerged in water (or any other non-flammable liquid) he takes 15 cold damage.

Regeneration. Bosca regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't submerged in water. If Bosca takes cold damage this trait doesn't function at the start of his next turn.

Fire Absorption. Whenever Bosca is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Flame Maneuvers. The recharge roll for Flame Rally and Embered Charge is shared, and performed at the end of Bosca's turn. Brand flares white hot when these abilities are recharged, and glows dull red when spent.

Wane. Bosca uses his action to reduce his size to Large or Medium. During this time he cannot use Embered Charge. His statistics, other than his size and ability to use Embered Charge, are the same in each form. He can use his bonus action to return to his original size.

ACTIONS

Multiattack. Bosca makes three attacks with Brand.

Brand. *Melee Weapon Attack:* +8 to hit, range 10 ft., one target. *Hit:* 21 (4d8 + 3) fire damage. This damage ignores fire resistance.

Embered Charge (Recharge 5-6). Bosca moves in a straight line at least 10 feet and up to his movement. During this movement Medium or smaller creatures do not count as difficult terrain. Any creature whose space Bosca enters must succeed on a DC 18 Strength saving throw or take 54 (12d8) fire damage and be knocked prone. On a success the creature takes half damage and is not knocked prone. Bosca cannot willingly end this movement inside another creature's space. If Bosca is forced to end this movement inside another creature's space, that creature is moved directly away from Bosca until no longer occupying the same space.

Flame Rally (Recharge 5-6). Bosca twirls his glaive Brand over his head, generating a shower of sparks and flame. All creatures he chooses within 15 feet of him must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a success. Any ally within 60 feet that can see him gains advantage on their next attack roll.

LEGENDARY ACTIONS

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

Move. Bosca moves up to his speed without provoking attacks of opportunity.

Bolster. Bosca bolsters all nonhostile creatures within 120 feet of him until the end of his next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of Bosca's next turn.

Beckon. Bosca beckons one target he can see within 60 feet to come closer. The target must succeed on a Charisma saving throw (DC 18) or it moves its speed towards him.

Doctor Myriati

For a court full of powerful fey beings and chaotic magic-users, it might seem unusual to have a naturalist in the fold. Doctor Myriati is the court's researcher, and while she is no stranger to magic and its practical uses, she is primarily interested in the manifest wonders of the physical world.

Naturally this makes her a contentious character: where the Wilds are chaotic, she demands order. Where there is uncertainty, she expects clarity. Nevertheless, Doctor Myriati enjoys privilege and power as a formidable fey noble—despite being at almost constant odds with her fellow courtiers.

Like most of the court, Myriati has no memory of her life before the schism—but extensive research has led her to believe that millenia ago, she was born in the Material Plane: a monarch in her own right, seated at the head of a once-great empire. How a mortal ruler could become a fey scientist remains a mystery not even Myriati can answer.

The life she left behind was different enough to be almost unrecognizable, and some of the court question the truth of her discovery—though most fey would be at a loss to explain why Myriati would invent such a story, or even want to admit to ever being mortal at all.

Myriati is ruthlessly inquisitive and passionately confrontational. Her vast learning and superior intellect sometimes come across as callous and smug, and she never hesitates to make her views (and disapproval) known. She is disdainful of all those she finds foolish (Antigone Wynne especially) and is often too impatient to make for a good conversationalist. Despite this, she is arguably one of the more approachable members of the court, unlikely to discriminate simply on the basis of her station.



DOCTOR MYRIATI

Medium fey, lawful neutral

Armor Class 12 (magic items; 15 with *mage armor*)

Hit Points 253 (46d8 + 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Str +2, Dex +1, Con +2, Int +10, Wis +9, Cha +3

Skills Arcana +10, History +15, Investigation +10, Nature +10, Perception +9, Religion +10

Damage Immunities radiant

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities blinded

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

Languages All languages

Challenge 16 (15,000 XP)

Magic Items. Myriati may attune to up to 5 magic items. She is currently attuned to a cloak of the owl, a crystal wand, and spectacles of clarity.

Cloak of the Owl. This cloak grants Myriati +1 to AC and all saving throws. While wearing it, she can cast *shapechange* (giant owl form only) at will. Myriati and the cloak vanish in a burst of feathers when she reaches 0 hit points.

Crystal Wand. The wand has 9 charges, and any of its properties that require a saving throw have a save DC of 18 and spell attacks have a +10 to hit. While holding it, Myriati can make the wand attacks listed under her Actions. The wand regains 1d6 + 3 charges daily at dawn. While she has it she is immune to radiant damage, and for every 10 points of radiant damage she would have taken from any one attack the wand regains 1 charge. The wand shatters on her death.

Spectacles of Clarity. These magic glasses give Myriati 120 feet of darkvision in both magical and nonmagical darkness, true sight out to 30 feet, and immunity to the blinded condition.

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

At will: *identify*, *legend lore*, *mage armor*, *ray of frost*, *shocking grasp*

ACTIONS

Multiattack. Myriati makes two attacks with Light Javelin.

Light Javelin (Crystal Wand; 1 charge). Ranged Spell Attack: +10 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage.

Light Beam (Crystal Wand; 2 charges). A beam of light 120 feet long and 5 feet wide shoots out from the wand. Each creature in the line must make a Dexterity saving throw. A creature takes 30 (8d6 + 2) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Recharge. Myriati draws power into the wand from magic in the area. When a spell is cast within 60 feet of her, she can use her reaction to gain a number of charges in the crystal wand equal to the spell level of the spell cast.

LEGENDARY ACTIONS

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

Quick Shot. Myriati uses Light Javelin if the wand has charges remaining.

Charge Crystal (Costs 2 Actions). Myriati regains 3 charges in the crystal wand.

Owl be Back. Myriati casts *shapechange* (giant owl) and uses up to half her fly speed.

And I'm Back (Giant Owl Form Only). Myriati uses up to her full fly speed and can stop concentrating on *shapechange* if she chooses.

Keighton, Haunt of Aldermere

Possessed of highly unusual magic, Keighton is capable of summoning the faint specters of forgotten memories. She uses this power to serve as the Monarch's most trusted advisor.

Keighton's powers are a warped lens: she can only access memories that every other creature has already forgotten, and they are, ultimately, *memories*, not recreations—so she studies the far reaches of the past through the subjective fog of those who lived it.

Keighton lives in the Castle Aldermere, believed to be the former seat of the old fey court before the schism. Ghosts are said to possess its halls, and most fey, aside from Keighton, keep their distance.

Keighton's favorite companions are fools, because they're quick to forget their mistakes, and she adores summoning the memories of toddlers too old to remember their infancy.

Keighton is compassionate, albeit aloof: her logic and unbiased objectivity tends to anger as many as it appeases, and many members of the court find her unsettling.

KEIGHTON'S LAIR

Keighton is often found in the halls of abandoned castles and other places rich with forgotten memories. The Castle Aldermere is the closest thing she has to a home of her own.

LAIR ACTIONS

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

- Keighton casts *fog cloud* (3rd level).
- All non-magical light is extinguished within the lair, and magical light of 2nd level or lower is dispelled.
- Keighton targets one creature she can see and restores a fond, lost memory. That creature must succeed on a DC 18 Charisma saving throw or be charmed by Keighton until initiative count 20 on the next round or until the creature takes damage.



REGIONAL EFFECTS

The area near Keighton's lair is often stark and affected in the following ways by her presence:

- Within 1 mile of the lair, spectral wisps of past events flicker to life for a second before quickly disappearing.
- Within 5 miles of the lair, will-o'-wisps are more common and haunt the nearby swamps and forest.
- Starting within 2 miles of the lair, sounds begin to dampen. Inside the lair itself sound issues only at half volume and carries a dull echo. All thunder damage is halved within the lair.

KEIGHTON

Large fey, neutral

Armor Class 15

Hit Points 143 (26d10)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	10 (+0)	12 (+1)	22 (+6)	13 (+1)

Saving Throws Dex +9, Int +5, Wis +10

Skills Animal Handling +10, History +9, Insight +14, Perception +10, Persuasion +5, Stealth +9

Damage Resistances all damage except radiant; bludgeoning, piercing, and slashing from magic weapons

Senses truesight 60 ft., passive Perception 20

Languages All (see Moon Tongue)

Challenge 10 (5,900 XP)

Moon Tongue. Keighton is permanently under the effects of the *tongues* spell, and thereby has the ability to understand any spoken language she hears. Moreover, when she speaks, any creature that knows at least one language and can hear Keighton understands what she says. If targeted by *dispel magic*, Keighton must succeed on a Wisdom saving throw against the caster's spell save DC or have this ability suppressed for 10 minutes.

Memento. Keighton's presence summons memories from her location. Spectral illusions may appear and reenact events in an area within 100 feet of Keighton. The more significant the event, the more likely it is to play out. Keighton has moderate control over which memories play. However, the more elusive a memory is, the more distorted it can be, as the subjectivity of the memory increases.

Haunt of Auldermere. If killed, Keighton regenerates under the new moon at a random location within 100 miles of where she died. This location is always a place that was once occupied but is now mostly if not completely abandoned. Only the *wish* spell or greater magics can stop this regeneration.

Innate Spellcasting. Keighton's spellcasting ability is Wisdom (spell attack +10, spell save DC 18). Keighton can innately cast the following spells, requiring no material components:

At will: *blur*, *moonbeam*, *fog cloud* (3rd level), *pass without trace*

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

ACTIONS

Multiattack. Keighton uses Haunt and then makes two Fool Guard attacks.

Fool Guard. A spirit materializes next to the target and makes an attack. *Melee Spell Attack:* +7 (2d6) to hit, range 60 ft., one target. *Hit:* 7 (2d6) force damage.

Haunt. One target within 60 feet is flooded with memories of failure and loss. The target must succeed on a DC 18 Wisdom saving throw or take 21 (6d6) psychic damage and become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a save.

Keighton can choose to do no damage on this attack, instead imposing disadvantage on the first saving throw against this effect.

LEGENDARY ACTIONS

Keighton can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

Misty Bound. Keighton disappears in a twist of mist and reappears up to 50 feet away.

Fool Guard. Keighton uses Fool Guard.

Truth in Moonlight (Costs 2 Actions). Keighton casts *moonbeam*.

Moon Shift. If *moonbeam* is still active, Keighton can use this action to move the beam 60 feet in any direction.

Kra Calamor



Born a falcon but enchanted by a whimsical (and likely drunk) fey courtier, Kra Calamor was transformed into a fairy, deprived of flight and talon alike. Though his manners are abrasive and his gratitude nonexistent, he managed to win himself a place in the Monarch's entourage, although no one is quite sure why.

While his fey patron left the court long ago, Calamor remains. Not quite a fey, and certainly no longer a bird, he has learned to cope as best he can: he wears metal talons on his fingers and can leap

dramatic heights (or at least dramatically) with the aid of enchanted boots.

Rumors have it that the Blisterbeast and Keighton have placed him under their watchful protection. Why they would defend a crude and misshapen beast, and why Calamor would remain at court when he seems so displeased with it, is open to speculation—and the court is happy to speculate at length.

KRA CALAMOR

Medium monstrosity, neutral evil

Armor Class 15

Hit Points 182 (52d8 - 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	8 (-1)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +9, Wis+7

Skills Acrobatics +13, Deception +8, Intimidation +12, Nature +4, Perception +11, Persuasion +8, Survival +7

Senses darkvision 60 ft., passive Perception 21

Languages Common

Challenge 9 (5,000 XP)

Nature of Grace. Calamor's innate grace allows him to utilize his acrobatic skills in place of other abilities.

- He may use Dexterity (Acrobatics) in place of Strength (Athletics) for jumping, grappling, and shove attempts.
- Calamor also adds his Dexterity (Acrobatics) skill (+13) in feet to his vertical and long jump distance.
- As long as he is not incapacitated, Calamor can ignore the damage from up to 70 feet of falling.
- Calamor automatically maintains his balance on spaces down to at least 1 inch wide.

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

Keen Reflexes. Attacks of opportunity have disadvantage against Calamor. In addition, Calamor does not provoke attacks of opportunity from any creature he has attacked this round.

ACTIONS

Multiattack. Calamor makes four talon attacks, or one Blind attack and three talon attacks.

Talon. *Melee Weapon Attack:* +9 to hit, range 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Blind. If Calamor leaps or falls at least 10 feet toward or over a target immediately before making this attack, he can then make a talon attack against that target with advantage. If that attack hits a creature, the target takes damage as normal and must succeed on a DC 17 Constitution saving throw or be blinded. They may reattempt the saving throw at the end of their turn. On a success they are not blinded.

REACTIONS

Uncanny Dodge. When an attacker that Calamor can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Parry. Calamor adds 4 to his AC against one melee attack that would hit him. To do so, Calamor must be able to see the attacker.

Deflect Missile. Calamor can use his reaction to deflect the missile when he is hit by a ranged weapon attack. When he does so, the damage he takes from the attack is reduced by 15 (1d10 + 9).

LEGENDARY ACTIONS

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

Talon. Calamor makes a single talon attack.

Flighty. Calamor can move up to his speed.

Ready. Calamor regains his reaction.

Pox & Pilfer

The notorious Pox and Pilfer have single-handedly angered, and subsequently soothed, the Monarch more often than all other courtiers combined. Masters of mischief, these identical twins make their way through the world without apology or obsequiousness, almost always at another's expense.

Poxerpot (he/him) and Pilifilitina (she/her) are powerful fey lords with bountiful holdings in the Wilds. Despite this, they usually have little interest in politics, until one of them gets an idea to challenge the status quo. No matter the size of the disagreement, it's sure to become messier once Pox and Pilfer take a side.

Whether they actually care about any of the issues they champion or just enjoy antagonizing their peers is a topic of much speculation at court: are they simply

trying to wreak havoc, or do they have a greater agenda?

The Monarch keeps the twins out of trouble's way by sending them as ambassadors to the Material Plane, where they can do little harm to anyone but mortals; the twins' careless pranks often have severe or even deadly consequences.

While Pox and Pilfer tend to be irresponsible, they take good care of their lands—if only to spite the jealous rivals at court who would seize any opportunity to remove them from power.



POX & PILFER

Two Small fey, chaotic neutral

Armor Class 18 (+2 leather armor)

Hit Points 91 (26d6) each, 100 shared temp hit points (see *Pratfall*)

Speed 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	16 (+3)	12 (+1)	22 (+6)

Saving Throws Dex +10, Cha +11

Skills Acrobatics +15, Animal Handling +6, Deception +11, History +8, Insight +6, Performance +16, Persuasion +16, Religion +8, Sleight of Hand +10

Damage Resistances while Pox and Pilfer have temp health remaining they have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities see *Pratfall*.

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 14 (11,500 XP)

Fey Twins. Pox and Pilfer share the same initiative and they each have their own movement speeds and actions, but only one can use multiattack per round. As long as they are on the same plane of existence they can teleport to one another as a bonus action. If one is banished or sent to another plane of existence the other must succeed on a DC 18 Charisma saving throw. On a success the other is immediately returned to them; on a failure, they too are banished to the other plane.

Pratfall. Pox and Pilfer share a warding bond that keeps them safe from injury or affliction. Every hour they regain 100 temporary hit points shared between them. While these hit points remain, damage to either of them comes out of this pool and they have resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons. Additionally when Pox or Pilfer fail a saving throw against sleep effects or against being blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, restrained, or stunned, they can spend 5 hit points from this pool to avoid the condition.

Drama! When Pox or Pilfer take damage that isn't temporary hit point damage, they realize things have gotten dire and the pair begin to fight seriously.

- Once per round, if Pox or Pilfer attack a target previously damaged by the other twin during the same round, they have advantage on the attack roll.
- When they attack with advantage, if the lower of the two die would also hit, the attack counts as critical.
- If either of them succeed on a saving throw, they both count as succeeding no matter the other's result.
- When they succeed on a saving throw for half damage they instead take no damage; if they fail they instead take half damage.

Innate Spellcasting. Pox and Pilfer's spellcasting ability is Charisma (spell save DC 19). When one casts a spell, they can both benefit from it. Pox and Pilfer can innately cast the following spells, requiring no material components:

At will: *Speak with animals*, *Speak with dead*, *Speak with plants*, *Tongues*

ACTIONS

Multiattack. Pox or Pilfer makes two attacks with the Slapstick. They can use Razor Wit in place of either attack.

The Slapstick. *Melee Spell Attack:* +11 to hit, range 5 ft., one target. *Hit:* 27 (6d6 + 6) force damage. One of the twins summons a cartoonish implement of destruction; it can take any shape needed for the punchline. Creatures reduced to 0 hit points by damage from this attack are knocked unconscious but are stable. If Drama! is active these implements take a vicious realism, and the twins might instead choose to make the damage lethal.

Razor Wit. One of the twins fires a cutting retort that is sure to sting. A target within 60 feet makes a DC 19 Charisma saving throw. On a failed save the target takes 22 (3d10 + 6) psychic damage and is stunned until the beginning of their next turn. On a success they take half as much damage and are not stunned. Creatures reduced to 0 hit points by damage from this attack faint or laugh themselves into unconsciousness, but are stable. If Drama! is active these comments take a cruel turn and the twins might instead choose to make the damage lethal.

LEGENDARY ACTIONS

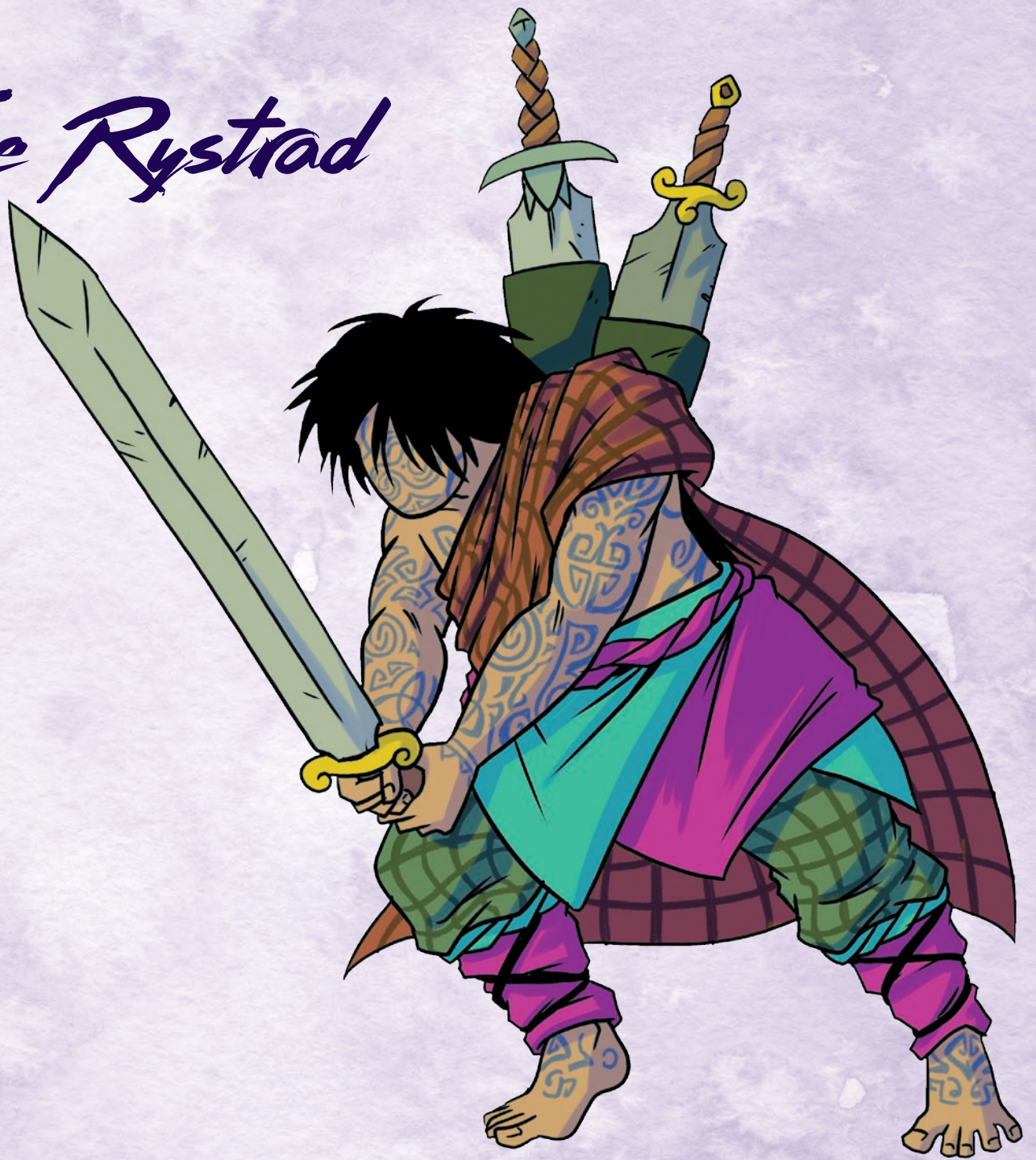
Pox and Pilfer can take 3 legendary actions split between them, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Pox and Pilfer regain spent legendary actions at the start of their turn.

The Switcheroo. One of the twins targets a creature within 80 feet. That creature must succeed on a DC 19 Charisma saving throw or switch places with the twin.

Truce. The twins cast *charm person* without expending a spell slot.

Guffaw (Costs 2 Actions). One of the twins targets a creature within 60 feet and tells it a joke so funny that the creature must succeed on a DC 19 Wisdom saving throw or buckle over with laughter, falling prone, becoming incapacitated and unable to stand for the duration. A creature with an Intelligence score of 7 or lower isn't affected. The target can make another Wisdom saving throw at the end of each of its turns and each time it takes damage; if the saving throw is made as a result of taking damage, the creature does so with advantage. If an ally of the target within 60 feet is also currently under this effect, both targets have disadvantage. On a success, the spell ends.

The Rystrad



Nameless, faceless, and guileless, the Rystrad isn't any particular fey but rather a sentence, worn as a brand by courtiers who've run dangerously afoul of the court's laws. It is the one title in the fey court that no one desires, as it's trappings are entirely too literal.

The Rystrad is a rare punishment, reserved for a fey who has committed treason, usually (but not always) by experimenting with the Living Light.

Under such a circumstance, the Monarch paints the offending fairy's skin in magical whorls and patterns. Over a week, these leech the personality out of the fey, trapping it in the tattoos. The Rystrad then becomes a servant to the court, doomed to serve unquestioningly until the Monarch declares them redeemed.

During this time, the fey is fully conscious, a prisoner

of their own flesh. They are magically compelled to do anything the court asks of them, but only if it serves the benefit of the entire court: the Rystrad can not be spent on petty squabbles or used by one courtier against another.

The acts they carry out as the Rystrad are magically painted on an enormous canvas in the Monarch's palace, and the canvas is gifted to the fey on their return to their body. Depending on their crime, the Monarch's whims, and the nature of the acts they completed while serving as the Rystrad, the mural can either be a celebration of their atonement or a permanent record of their disgrace.

THE RYSTRAD

Medium humanoid (fey, shapechanger), unaligned

Armor Class 16 (leather armor)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +8, Dex +7 Con +8, Wis +5

Skills Acrobatics +7, Athletics +8, Perception +5

Damage Resistances all damage except psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages understands Common, Sylvan, and Druidic, but can't speak

Challenge 11 (7,200 XP)

Aggressive. As a bonus action, the Rystrad may move up to their speed towards a creature they can see.

Alert. The Rystrad cannot be surprised so long as they are conscious, they have advantage on initiative rolls, and creatures do not gain advantage on attack rolls against them as a result of being hidden.

Charge. If the Rystrad moves at least 20 feet in a straight line and hits a creature of the Rystrad's size or smaller with a greatsword attack, the target must succeed on a DC 18 Strength save or be knocked prone. This save is made with disadvantage if Warp Spasm 1 or 2 is active.

Feral Leaping. The Rystrad may spend their movement to instead jump 60 feet in any direction. The Rystrad may make greatsword attacks at any point along this jump. In addition, for the purposes of falling damage, the Rystrad reduces the effective distance fallen by 60 feet so long as they are conscious.

Warp Spasm 1. At the end of any turn in which the Rystrad falls below 70 hit points or suffers a critical hit, the Rystrad's body swells to Large size. Their attack becomes Greatsword (Large Form), and they may make an additional legendary action per round. While this effect is active, the Rystrad has advantage on Strength checks and saving throws. The Rystrad may end this effect and return to normal form as an action.

Warp Spasm 2. At the end of any turn in which the Rystrad falls below 40 hit points, the Rystrad's body swells to Huge size. Their attack becomes Greatsword (Huge Form), and they may make an additional legendary action per round. While this effect is active, the Rystrad has advantage on Strength checks and saving throws. The Rystrad may end this effect and return to normal form as an action.

Endless Servitude. If the Rystrad is slain and a sizable portion of their body remains, they return to life at full health and at full effectiveness in 1d3 + 1 days. If their body is completely destroyed (such as by the *disintegrate* spell), they reform in 1d3 weeks. Only the *wish* spell or a similarly powerful effect can permanently destroy the Rystrad.

ACTIONS

Multiattack. The Rystrad may make three greatsword attacks.

Whirlwind Attack. The Rystrad makes a greatsword attack against every creature in range. Creatures of the Rystrad's size or smaller that take damage must succeed on a DC 18 Strength save or be pushed 5 feet and knocked prone. Creatures that succeed on the save are pushed but not prone. This save is made with disadvantage if Warp Spasm 1 or 2 is active.

Greatsword (Medium Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Greatsword (Large Form). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Greatsword (Huge Form). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

REACTIONS

Retaliation. If the Rystrad is damaged, they may immediately make a greatsword attack against one creature in range. If there are no creatures in range, the Rystrad may instead move up to their speed towards a creature they can see.

LEGENDARY ACTIONS

The Rystrad can take 2 legendary actions, choosing from among the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Rystrad regains spent legendary actions at the start of their turn. The Rystrad also gains additional legendary actions as per the Warp Spasm feature.

Greatsword Attack. The Rystrad makes a greatsword attack.
Whirlwind Attack (Costs 2 Actions). The Rystrad makes a Whirlwind Attack.

Dash. The Rystrad takes the Dash action.

Sepal, Archwarden of Blossoms

As a young fey in the Monarch's court, Sepal spent her time in self-disciplined study, honing her wits and sword arm alike. She shunned her peers and focused her energies on forgotten arcane arts.

In only a few decades she had learned to bend plants, lichens, and even fungi to her will. The Monarch recognized Sepal's commitment and made her the fey warden; in return, she conjured up a prison of thorn and briar, turning her prisoners into flowers and shrubs, weeping willows and petulant thistle.

Now, eons on, Sepal is one of the court's most capable commandants: a hard warden with a firm gardener's grip and a ruthless blade when a vagabond weed needs trimming.

Though Sepal enjoys the solitude of the prison and mostly keeps to herself, few would be foolish enough to forget her when well laid plans are put into motion back at court. Loyalty to the Monarch aside, Sepal isn't against manipulating her prisoners for her own personal gains—and who would challenge a woman with an army under her (green) thumb?

SEPAL'S LAIR

Sepal's garden prison serves as the grounds for her personal palace: a beautiful, if isolated, place. The elaborate topiaries and fragrant blossoms do little to mask the atmosphere of oppression.

LAIR ACTIONS

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

- ♦ Sepal channels her authority throughout her domain. All creatures hostile to Sepal in the lair have disadvantage on saving throws until initiative count 20 on the next round.
- ♦ Each creature standing in Sepal's mantle of weeds must succeed on a DC 18 Strength saving throw or become grappled. A creature that enters the area or ends its turn there before initiative count 20 on the next round must also make this saving throw. Creatures can attempt to escape this grapple against DC 18 as an action on their turn.
- ♦ It begins to rain petals inside the palace. The area counts as heavy obscurement until initiative count 20 on the next round.

REGIONAL EFFECTS

The area within 1 mile of Sepal's palace is lush and blossoming, and affected in the following ways by her presence:

- ♦ Creatures with passive Perception 20 can hear what sound like tiny cries coming from the flowers.
- ♦ Flowers and plants are immune to nonmagical blights and diseases, growing large and lush.
- ♦ If *Speak with plants* or *Awaken* is cast in the area, all plants refuse to cooperate with the caster.
- ♦ Bees follow at a distance, keeping an eye on potential intruders.



SEPAL

Medium fey, lawful neutral

Armor Class 18 (+2 scale mail)

Hit Points 247 (38d8 + 76)

Speed 40 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	16 (+3)	20 (+5)	18 (+4)

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

Skills Animal Handling +15, Arcana +8, Deception +9, History +13, Insight +15, Intimidation +9, Nature +13, Perception +10, Performance +9, Persuasion +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., tremorsense 100 ft., truesight 20 ft., passive Perception 15

Languages Common, Elvish, Primordial, Sylvan, Terran
Challenge 15 (13,000 XP)

Mantle of Weeds. When in combat, the ground within 20 feet of Sepal grows thick with wildflowers and weeds, becoming difficult terrain.

Petal Perception. Sepal has passive Perception within 10 feet of any blossom in or removed from her palace. As an action she can extend her senses from any of these blossoms; this includes her darkvision, tremorsense, truesight, and hearing.

Soil Step. Sepal can use 20 feet of her movement to teleport to any location within her perception that flowers or other blossoming plants could grow.

Speak with Beasts and Plants. Sepal can communicate with beasts and plants as if they share a language.

Spellcasting. Sepal is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Sepal has the following spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*

1st level (4 slots): *detect magic*, *entangle*, *faerie fire*, *longstrider*

2nd level (3 slots): *hold person*, *locate animals or plants*,
spike growth

3rd level (3 slots): *counterspell*, *daylight*, *dispel magic*,
plant growth

4th level (3 slots): *conjure woodland beings*, *freedom of movement*, *giant insect*

5th level (3 slots): *awaken*, *geas*

6th level (1 slot): *conjure fey*, *move earth*, *wall of thorns*

7th level (1 slot): *plane shift*, *regenerate*

8th level (1 slot): *control weather*

9th level (1 slot): *shapechange* (plant type creatures only)

Battle Magic. Sepal's weapon attacks count as magic for overcoming damage resistances and immunities. As a bonus action Sepal can make a single Verdant Blast or melee attack after casting a spell on her turn.

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

ACTIONS

Multiattack. Sepal makes four attacks with Verdant Blast, Rosewood Strike, or a combination of the two.

Verdant Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 12 (2d6 + 5) radiant damage. A flying creature takes 1d6 less damage but must succeed on a DC 18 Strength saving throw or its flying speed becomes 0 and it falls.

Rosewood Strike. *Melee Weapon Attack:* +10 to hit, range 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the creature must succeed on a DC 18 Constitution saving throw or the target is restrained and begins to turn to wood. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Sepal can choose to dismiss the petrification at will.

Chloromorph (Recharge 5-6). Sepal targets a creature with *true polymorph* up to a modified range of 60 feet, and can affect shapechangers. On a failed save the creature is turned into a flower (AC 1, HP 1, vulnerability to all damage). The creature is incapacitated, but remembers its time as a flower. If the transformation becomes permanent, Sepal can dismiss or reapply the transformation at will. This lasts until removed by the *remove curse* spell or other magic.

LEGENDARY ACTIONS

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

Root. Sepal targets one enemy within 60 feet. That target must make a DC 18 Strength saving throw or be restrained by grasping vines until the end of Sepal's next turn.

Verdant Assault. Sepal uses either Verdant Blast or Rosewood Strike.

Floral Rearrangement. Sepal disengages and moves up to her speed. If this movement includes a use of Soil Step, it costs 1 additional action.

Petal-Prison (Costs 3 Actions). Sepal recharges and uses Chloromorph.

Tallisin Vos



No one is quite sure where Tallisin Vos came from; while many members of the court are ancient, Tallisin seems older still. Despite this, he appears to accept the Monarch's authority—but with Tallisin Vos, appearances are *always* deceiving.

Tallisin splits his time between two physical forms: a fey man and a vixen, both of which are equally his true identity. Strange chaotic energies crackle around Tallisin; blinkies often appear in his wake, and where he has recently passed one might notice a ringing in their ears or a metallic tang on their tongue.

Much like Pox and Pilfer, Tallisin Vos is a fey of mischief—but while the twins are driven by the pursuit of pleasure, Tallisin's brand of trouble often seems malicious and needlessly cruel, only rarely revealing itself to be done in the name of some greater good. Nevertheless, the Monarch seems to trust him. And those who have had the rare privilege of seeing the two together have noted an unusual friendship between them.

Some members of the court, however, believe that Tallisin is a wisp from the days before the schism—a dangerous creature of Living Light, however much he might hide it. No one can prove it, but many continue to try.

TALLISIN VOS

Medium fey (*shapechanger*), chaotic neutral

Armor Class 14 (17 with *mage armor*)

Hit Points 175 (27d8 + 54)

Speed 50 ft.

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

Saving Throws Dex +8, Con +6, Wis +6, Cha +9

Skills Acrobatics +8, Perception +7, Performance +9, Deception +9, Persuasion +9, Sleight of Hand +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, frightened, blinded

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan, Druidic, Infernal, Giant

Challenge 13 (10,000 XP)

Shapechanger. Tallisin Vos can use his action to polymorph into a fey form, a fey-fox hybrid form, or a Small fox form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying is absorbed or transformed at his discretion. Tallisin Vos is able to speak and cast spells in all forms. Tallisin may freely alter the number of eyes he has, ranging from two to four. These eyes are always mismatched.

Innate Spellcasting. Tallisin Vos's spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no components:

At will: *disguise self, feather fall, minor illusion, misty step, see invisibility, hideous laughter, tongues, mage armor*
1/day: *dream, fly, greater invisibility*

Spellcasting. Tallisin Vos is a 10th-level spellcaster. His spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). Tallisin has the following bard spells prepared:

Cantrips (at will): *dancing lights, message, prestidigitation, vicious mockery*
1st (4/day): *charm person, sleep*
2nd (3/day): *calm emotions, enthrall, suggestion*
3rd (3/day): *hypnotic pattern, magic circle, major image, nondetection*
4th (3/day): *compulsion, confusion, hallucinatory terrain*
5th (2/day): *seeming, modify memory*

ACTIONS

Bite Attack (Fox or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid and takes the damage, Tallisin Vos may immediately spend a bonus action and a spell slot to cast *suggestion* on the creature. The suggestion is given telepathically, but if the creature succeeds on the save, it is aware of the attempt.

Aurora Streamers. Swirling streams of multicolored energy shoot forth from Tallisin Vos. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 9 (1d8 + 5) radiant damage and 9 (1d8 + 5) force damage. There are two streams, which may be targeted at the same or different targets. Roll for each beam separately.

Aurora Blast. A roiling burst of multicolored energy explodes from Tallisin Vos. Every creature within 10 feet of Tallisin Vos must make a DC 17 Charisma save or take 9 (1d8 + 5) radiant damage and 9 (1d8 + 5) force damage and be knocked prone and shoved back 5 feet. On a successful save the creature takes half damage and is not knocked prone.

REACTIONS

Cruel Jest (Recharge 5-6). If Tallisin Vos is targeted by an attack, spell, or effect, he may immediately attempt to switch places with a creature he can see within 30 feet other than the creature originating the attack, spell, or effect. The targeted creature must succeed on a DC 17 Charisma save or vanish in a burst of aurorae and reappear where Tallisin Vos was. If the save is failed, the attack, spell, or effect is immediately resolved against the targeted creature.

Bewildering Escape (Recharge 5-6). If Tallisin Vos takes any damage, he immediately teleports to an unoccupied square he can see within 30 feet. Two illusory duplicates appear at the same time within 20 feet of the new position. Only the GM knows which is the real Tallisin Vos. The duplicates have the same statistics as Tallisin. A duplicate is immediately dispelled if it takes any damage, fails a save, or is subjected to any effect that dispels magic or reveals illusions. On Tallisin's turn, he may move the duplicates up to 30 feet.

Legendary Actions

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

Duplicate Jump. If any of the duplicates created by *Bewildering Escape* are in existence, Tallisin Vos immediately swaps places with one and may use either *Aurora Stream* or *Aurora Blast*.

Aurora Dash. Choose an unoccupied space within 40 feet of Tallisin Vos that he can see. Any creature touched by a 5-foot-wide line between that space and Tallisin's current location must make a DC 17 Charisma save or take 9 (1d8 + 5) radiant damage and 9 (1d8 + 5) force damage and is subject to the effects of the *confusion* spell until the end of their next turn as Tallisin Vos immediately teleports to the target space, leaving behind a trail of multicolored energy. On a successful save the creature takes half damage and is not confused.

Dueling Tunes. Tallisin Vos chooses one creature within 30 feet that he is aware of. The creature and Tallisin Vos make opposed Charisma (Performance) checks. If the creature loses, they take 18 (3d8 + 5) psychic damage and are stunned until the end of their next turn. On a success the creature only takes half damage and is not stunned. This effect automatically fails if the creature is deafened or immune to being charmed.

Volm & Armadie

ARMADIE

Medium fey, chaotic evil

Armor Class 15 (scale mail)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str+8, Con +7, Wis +7

Skills Athletics +8, Deception +10, Intimidation +7, Nature +4, Persuasion +7

Damage Immunities necrotic, poison

Damage Resistances acid, special (see *True Form*)

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 13

Languages Common, Abyssal, Elvish, Sylvan, Terran
Challenge 12 (8,400 XP)

Toxic Essence. A creature that touches Armadie or hits her with a melee attack while within 5 feet of her takes 10 (3d6) acid damage.

True Form. At the end of the first turn that Armadie has 100 HP or fewer, her body becomes gaseous. She gains resistance to nonmagical damage and she can occupy another creature's space and vice versa. She can move through a space as narrow as 1 inch without squeezing. When she reaches 0 HP the gas disperses on the wind.

Innate Spellcasting. Armadie's spellcasting ability is Wisdom (spell save DC 15). Armadie can innately cast the following spells, requiring no material components:

At will: *poison spray*

1/day each: *hallow*, *gaseous form*

ACTIONS

Multiattack. Armadie makes three attacks, one with Ill Whip and two with Toxic Touch.

Ill Whip. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage and the target must succeed on a DC 15 Strength saving throw or be pulled 10 feet towards Armadie.

Toxic Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) poison damage and the target can't regain hit points until the start of Armadie's next turn.

Unhallow. Armadie imbues the area in a 60-foot radius around her with unholy power. For 1 minute one of the

following effects fills the area:

- ♦ **Darkness.** Normal light, or magical light created by spells of 3rd level or lower, can't illuminate the area.
- ♦ **Necrotic Vulnerability.** Affected creatures have vulnerability to necrotic damage.
- ♦ **Fear.** Affected creatures are frightened while in the area.

The first time a creature enters the area on a turn, or starts its turn there, it must succeed on a DC 15 Charisma saving throw or suffer the effects of the area. On a success, the creature ignores the area's effects until it leaves.

LEGENDARY ACTIONS

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

A Problem Comes Along. Armadie uses Ill Whip.

Mama Don't Dance. Armadie uses Toxic Touch.

My Pain, Your Thrill. Armadie chooses a creature she can see and Volm gains advantage on her next attack against that target.



VOLM

Large fey (*shapechanger*), chaotic evil

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft., burrow 30 ft.

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

Saving Throws Con +9, Wis +7

Skills Arcana +6, Deception +6, Intimidation +6, Perception +7

Damage Immunities necrotic, poison

Damage Resistances acid

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 17

Languages Common, Abyssal, Elvish, Sylvan, Terran

Challenge 12 (8,400 XP)

Shapechanger. Volm can use her bonus action to polymorph into a Large swarm of Tiny beetles, or back into her true fey pillbug form. Her statistics are the same in each form. Any equipment she is wearing or carrying is absorbed when she changes into the swarm. She reverts to her true form if she dies.



Swarm (Swarm Form Only). The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect.

The Decomposer. Volm does double damage to plants and objects made of organic material.

The Defiler. Any creature that takes necrotic damage from one of Volm's attacks must succeed on a DC 17 Constitution save or gain vulnerability to poison damage until the end of its next turn.

ACTIONS

Multiattack. Volm makes three bite attacks or six Necrotic Eye Ray attacks.

Bite (Swarm Form Only). *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (3d4 + 2) piercing damage and 11 (3d6) necrotic damage.

Necrotic Eye Ray (Fey Form Only). *Ranged Spell Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 9 (2d8) psychic damage and 3 (1d6) necrotic damage.

LEGENDARY ACTIONS

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

Morphin' Time. Volm polymorphs into a Large swarm of Tiny beetles, or back into her true fey form.

The Circle Completes (Costs 2 Actions). Allied creatures inside Armadie's unhallowed area regain 18 (4d8) hit points.

One Look Could Kill. Volm chooses a creature she can see. That creature has disadvantage the next time it makes a saving throw against any of Armadie's abilities.

TEAMWORK

Volm and Armadie are forces to be reckoned with all on their own, but when working in tandem their deadly potential increases exponentially.

When fighting together their challenge ratings both increase to 14 (11,500 XP).

An Uprising *Armadie & Volm*

Unstable ever since the schism, the Wilds are now kept in delicate balance: healthy forests generate more energy and maintain passageways to other planes, both of which are essential for the court's magical influence to grow; but forests that turn to rot become corrupted dead ends, where only the Living Light gets through.

OLD GROWTH

Volm, an ancient fairy, was once the Monarch's trusted repo woman, in charge of clearing away old rot to make way for new growth. She did this job with pride and ruthless efficiency, though the unglamorous position often put her at odds with many of her fellow nobles.

But then Armadie came to court. Equipped with a larger-than-life personality and a passion for conquest, Armadie quickly made waves among the other courtiers and, during one particularly memorable ball, Volm fell devastatingly in love.

It wasn't long until Armadie had Volm convinced: the Living Light was the future, and the Monarch was only holding them back. Where the Monarch had always moved in mysterious ways, Armadie was transparent. Where Volm had always felt an outcast even in her own noble family, Armadie made her feel beloved. Volm, persuaded to Armadie's revolutionary philosophies, began to encourage fester, rather than clear it away, and soon the two of them were reveling in Living Light.

Over time the taint of it grew in their blood, and an entire grove was lost to it before the court realized Volm's betrayal. When the corruption was exposed, Armadie was expelled from court and Volm, after an unsuccessful stint as the Rystrad, followed soon after.

OPEN REBELLION

Now Armadie and Volm spend most of their time in the Material Plane, away from the disapproval of the court. However, eons of authority don't simply evaporate overnight, and their influence is still felt in the Monarch's halls.

A few nobles have noted that Volm poses the greatest threat to the Monarch's rule since the schism—but few acknowledge these hostilities, which for the most part remain passive. Despite the urgings from some of their courtiers imploring them to have Volm dealt with once and for all, the Monarch stays their hand—for reasons no one quite understands.

WILD AND FREE

Volm and Armadie have made a home for themselves in a place unusual to most fey. They love fetid growth and have adapted to find power in decay. Despite their disgrace, their reputation as charismatic voices, standing alone against the Monarch's rule, does attract an audience: young courtiers too curious for their own good seek the couple out and are soon enticed to allow their lands to succumb to rot, little by little wresting control of the Wilds away from the Monarch.

Armadie and Volm are actively hunted by Bosca, who inherited Volm's duties—and the unfortunate reputation of her position—after her fall from grace.

VOLM AND ARMADIE'S LAIR

Armadie and Volm corrupt woodland groves, coaxing them into stagnation and decay. Once a grove has become decadent with rot, they move on.

LAIR ACTIONS

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

- They begin sapping magic energy out of the area. Concentration checks for spells made within the lair have disadvantage.
- They summon a 20-foot-radius sphere of swarming, biting insects at any point within the lair. Creatures that start their turn within the sphere must succeed on a DC 16 Constitution saving throw or take 3 (1d6) piercing damage and be blinded until they leave the swarm.
- They cast *contagion* on a target not already affected by this spell without using a spell slot.

REGIONAL EFFECTS

The area near Armadie and Volm's lair is often putrid with rotten overgrowth and is affected in the following ways by their presence:

- Within 1 mile of the lair, all vegetation becomes rotten and inedible. Poisonous mushrooms flourish but healthy plants wither and putrify.
- Wildlife within 5 miles of the lair becomes lethargic and despondent.

Servant to the Court

Bloom Warden

BLOOM WARDEN

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 25 ft., burrow 5 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	4 (-3)	16 (+3)	2 (-4)

Saving Throws Str +9, Wis +6

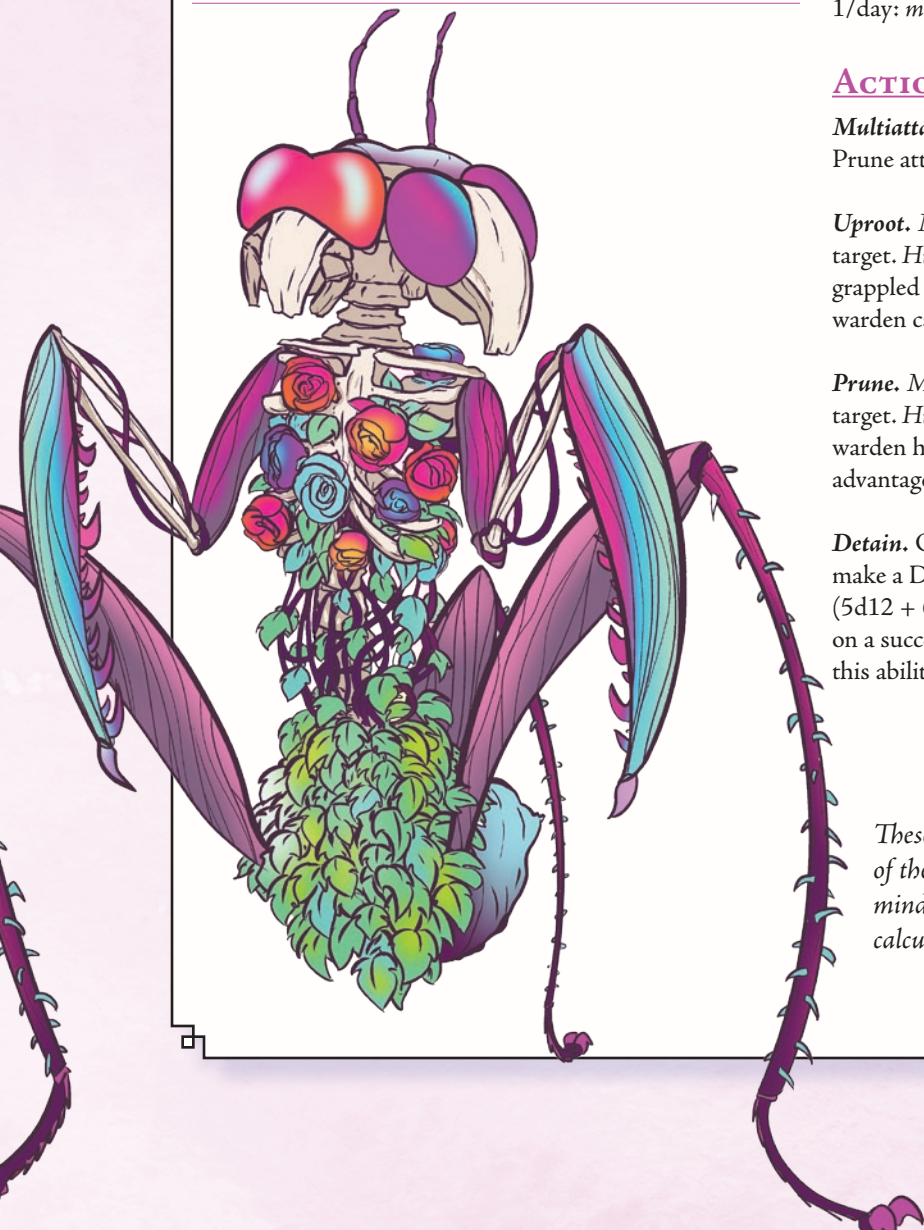
Skills Animal Handling +6, Nature +0, Perception +6

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, unconscious

Senses tremorsense 25 ft., passive Perception 16

Languages understands Common, Sylvan, and Terran but cannot speak except for select phrases taught by their master

Challenge 6 (2,300 XP)



Living Construction. A bloom warden regains 5 hit points at the start of its turn. If a bloom warden takes poison or necrotic damage, this trait doesn't function at the start of its next turn. A bloom warden dies only if it starts its turn with 0 hit points and doesn't regenerate. Lost or severed limbs regrow when the bloom warden reaches full hit points.

Verdant Purpose. Despite a bloom warden's limited capacity for greater reasoning, it possess an uncanny knowledge for plants, gardening, and landscaping. Treat the bloom warden's Wisdom (Nature) rolls as automatic critical successes.

Innate Spellcasting. A bloom warden's spellcasting ability is Wisdom (spell save DC 18). A bloom warden can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *plant growth*
1/day: *move earth*

ACTIONS

Multiattack. A bloom warden makes one Uproot and two Prune attacks.

Uproot. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage and the target is grappled (Escape DC 17). Until this grapple ends the bloom warden can't use Uproot on another target.

Prune. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the bloom warden has the target grappled it makes these attacks with advantage.

Detain. One creature the bloom warden has grappled must make a DC 17 Constitution saving throw and take 38 (5d12 + 6) bludgeoning damage on failure or half as much on a success. Creatures that are reduced to 0 hit points by this ability are stable.

These constructs assist Sepal in her duties as warden of the fey prison. Created by Adderweed, they are mindless beings who tend to their duties with calculated efficiency.

Servant to the Court

Cherubees

These humble creatures are as old as the Wilds themselves, and, as far as anyone knows, they have always been loyal servants to the fey court. Though they understand all commands and even some emotional cues, they don't provide much conversation unless it is to throw cold insults at outsiders and interlopers; they do, however, seem capable of exchanging information between themselves, even over vast distances, as if connected by some greater hive intelligence.



CHERUBEE

Small fey, neutral

Armor Class 12

Hit Points 22 (4d6 + 8)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +4, Dex +4

Skills Insight +4, Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Sylvan, Bee

Challenge 1/4 (50 XP)

Drone. Cherubees emit a low buzzing noise that can be overheard with a DC 14 Wisdom (Perception) check. All bees and cherubees within 300 feet can hear the buzzing and use it to remain in constant communication with one another.

Innate Spellcasting. The cherubee is a 1st-level spellcaster whose spellcasting ability is Wisdom (spell save DC 12). The cherubee can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*, *vicious mockery*

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage and the creature must succeed on a DC 12 Constitution saving throw or take 10 (4d4) poison damage or half as much damage on a success. The cherubee dies after hitting with this attack.

Servant to the Court

Emerald Knight



These elite warriors serve as the Monarch's personal guard, defending both their palace and the interests of the fey court.

The Emerald Knights' ranks are filled out by young members of fey nobility, eager to earn the Monarch's favor and a place in their court. Sepal is perhaps the most famous Emerald Knight to have made her mark in the ancient order before ascending to a position of incredible power and influence.

Emerald Knights have free will and agency of their own, and each of them is as individualistic as the members of the court they serve: but only the most devoted and ambitious fey earn their place in the Knights, and their attitudes towards the court (and the court's enemies) naturally reflect that.

EMERALD KNIGHT

Medium fey, lawful neutral

Armor Class 20 (plate mail and shield)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +5, Cha +8

Skills Animal Handling +5, Athletics +8, Insight +5, Intimidation +7, Nature +5, Perception +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Ancestry. The Emerald Knight has advantage on saves against charm, and cannot magically be put to sleep.

Faerie Wild Paladin. The Emerald Knight and all allied creatures within 10 feet of them gain advantage on saving throws and cannot be frightened.

Lay on Hands. The Emerald Knight has a pool of 90 HP that they can draw from to heal wounds and afflictions. Using a bonus action to touch a creature, they can expend any number of hit points from this pool up to the maximum remaining, and heal the touched creature for that amount. They can also expend 5 hit points to cure the target of one disease or neutralize one poison. The Emerald Knight can cure multiple afflictions with a single use of Lay on Hands, expending hit points separately for each affliction cured.

Smite. The Emerald Knight channels the powers of the Wilds into their attacks, adding 3d8 radiant damage to their melee weapon attacks (included in the attack).

ACTIONS

Multiattack. The Emerald Knight makes three melee attacks, or two melee attacks and uses Root.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 13 (3d8) radiant damage.

Root (Recharge 5-6). Up to two creatures that the Emerald Knight can see within 30 feet, and that are within 15 feet of one another, are attacked by grasping vines that erupt from the ground. Each creature must succeed on a DC 16 Strength saving throw or become restrained. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Servant to the Court

Splatterbeast Masterpiece

SPLATTERBEAST MASTERPIECE

Medium construct, chaotic neutral

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5, Wis +4

Skills Acrobatics +5

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities deafened, exhaustion, paralyzed, poisoned

Senses tremorsense 40 ft., passive Perception 12

Languages Sylvan

Challenge 4 (1,100 XP)

Paint by Numbers. The splatterbeast masterpiece has advantage on melee attack rolls against creatures that have more hit points than its current hit points.

Paint Body. The splatterbeast masterpiece can move through a space as narrow as 1 inch wide without squeezing. During a short or long rest any minor splatterbeasts present are reabsorbed into the masterpiece for 1 hit point each. If the splatterpiece masterpiece is dead and 5 or more minor splatterbeasts spend a long rest together, they reform the splatterbeast masterpiece.

ACTIONS

Multiattack. The splatterbeast masterpiece makes two attacks with Paint Lash.

Paint Lash. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 3) slashing damage. If the target is a creature, they must make a DC 18 Strength save or drop one item of the splatterbeast masterpiece's choosing. The target has advantage on this save if they are holding the item with both hands.

Create Item. The splatterbeast masterpiece can create a rudimentary yet functional version of any object it has seen before. If the object has too many moving parts, some of them might not function. The object must fit within a 5 foot cube. When the masterpiece uses this ability it takes 5 (1d10) necrotic damage.

Change Shape. The splatterbeast masterpiece magically polymorphs into a creature that has a challenge rating no

higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form as per the beast's choice. In a new form, the splatterbeast masterpiece retains its alignment, hit points, Hit Dice, condition immunities, ability to speak, special traits, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

REACTIONS

Split. When the splatterbeast masterpiece is subjected to 5 or more weapon damage or force damage, minor splatterbeasts are separated from it. These minor splatterbeasts immediately assume the form of a random Small or smaller CR 0 beast with the Paint Body special trait and fight to protect the splatterbeast masterpiece.



Every now and then, the Monarch makes a splatterbeast of exceptional quality. While this masterpiece regards its creator with devotion, the quality of its craftsmanship inherently grants it a mind of its own.



The Primal Beasts

“The schism left behind a skeleton of wind-bleached bones. The Wilds are the worms that feast, the sprouts that grow. And the primal beasts are the ghost, rattling in the skeleton’s ribs.”

THE BLISTERBEAST

When the Monarch awoke, they were sitting on a wooden chair upholstered with worn silk. There was a strange white mark on the thumb joint of their right hand. As they stared at it, wiggling their thumb in the dim light, a tiny golden spider dropped onto their wrist.

They looked up to see the Cawilopard’s branches shivering around them.

As the fog of sleep lifted, the Monarch remembered that they were the Monarch—that they ruled the fey and kept the creatures of their kingdom safe; that they toyed with outsiders and experimented with powers from other planes to make their own world stronger. All these things the Monarch knew.

They just didn’t know where they’d been that morning—or any morning ever preceding it.

BURDENED BEASTS

The primal beasts of the Wilds are ancient beings. While all the creatures of the fey realm possess arcane powers of some sort, the primal beasts are unrivaled; even the air they breathe is infused with magic. Although most creatures or fey can grow accustomed to the Living Light (their blood poisoning and their shapes twisting as they do), the primal beasts remain untouched.

They don’t speak but their eyes are watery with ancient wisdom. No one in the fey court knows what happened before the schism, but it’s possible the primal beasts might.

PEERING INTO THE PAST

The fey now known as the Blisterbeast was the first, and only, fey to propose merging with a primal beast. She chose the beast that seemed the most sociable, seeking out company where the others shunned it.

The ritual was old, even mythical, and it took decades to prepare. By the time it was done, neither fey nor beast had survived. The Blisterbeast was a splintered mind.

From her new memories she could confirm that the realm was ancient and that the fey and primal beasts

alike had been a part of its tapestry since the first stitch was put in place. And that the schism was hot and white and sudden.

Otherwise, that’s all the beast could remember. She had severed its connection to the past simply by fusing its mind to her own.

CURSED BEINGS

It’s said that anyone who spills the blood of a primal beast will be cursed, but doing so is not the only way to earn their ire; the beasts are mysterious and difficult to please. Some primal beasts have specific curses (as listed in their stat blocks) but for others, see the example curses below. Once a creature is afflicted with a curse, only *remove curse* or similar magic can cure it.

d6 Roll	Result
1	Quills. Feathers sprout from your body, cycling in severity with the phases of the moon.
2	Eyes. An extra eye will appear for an indeterminate amount of time somewhere on your body. You have limited line of sight from it while it exists.
3	Stone. At sunrise every day, a part of your body turns to stone for an hour. Roll 1d20; on a 1 you are restrained for the duration.
4	Formless. Whenever you remain still for more than a minute your bones begin to gel. Your speed becomes 10 feet and you don’t return to normal until you move 30 feet.
5	Blossom. Your skin turns slightly green and at noon every day you spend an hour staring into the sun, if you can see it. You have no recollection of this time, but if you complete the hour uninterrupted you regain 1 hit point.
6	Cry of the Wild. Whenever anyone else speaks, all you hear are the shrieks and howls of animals.

The Bee Hind

The gentlest of the primal beasts, the Bee Hind is a swift-footed creature most often found in groves of fragrant clover.

Honeybees live in an antler-like hive structure on the Hind's head. If a branch of the hive breaks, it takes a

few weeks for the bees to build it back up again; over years, the antlers twist and coil into new shapes.

Although gentle by nature, the Bee Hind is deadly when cornered and the bees in its antlers pose just as much of a threat as it does.

BEE HIND

Large fey, unaligned

Armor Class 16

Hit Points 180 (22d10 + 66)

Speed 80 ft., fly 15 ft.

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

Saving Throws Dex +7, Wis +6

Skills Athletics +7, Perception +6

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 16

Languages Understands Sylvan and Druidic but cannot speak

Challenge 8 (3,900 XP)

Cursed Blood. A creature within 5 feet of the Bee Hind that hits it with slashing or piercing damage must succeed on a DC 14 Wisdom saving throw or be afflicted by the Bee Hind's Blood Curse.

Bee Hind's Blood Curse. Afflicted creatures begin to secrete honey out of their skin, impeding their movement. After each long rest an afflicted creature must make a DC 14 Constitution saving throw or on a failed save be subject to the *slow* spell, with no additional saves, for the next 24 hours. The curse lasts until removed by *remove curse* or other magic.

Innate Spellcasting. The Bee Hind's spellcasting ability is Wisdom (spell save DC 14). The Bee Hind can innately cast the following spells, requiring no material components:

At will: *giant insect*

Bee Aura. Creatures that start their turn within 15 feet of the Bee Hind must succeed on a DC 14 Constitution saving throw or take 10 (4d4) piercing damage on a failed save, or half as much on a success. Creatures covered in honey have disadvantage on this save.

Charge. If the Bee Hind moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and become covered in honey (see Bee Aura).

LEGENDARY ACTIONS

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

Command Swarm. A bee swarm within 40 feet of the Bee Hind is directed to target one creature within 60 feet that the Bee Hind can see or sense that can be reached by the swarm. The creature must succeed on a DC 14 Constitution saving throw or take 5 (2d4) piercing damage on a failed save, or half as much on a success. Creatures covered in honey have disadvantage on this save.

Create Swarm (Costs 2 Actions). The Bee Hind creates an insect swarm of bees (use the wasp swarm statistics) at a point within 40 feet that it can sense. The Bee Hind can only have one swarm created this way at a time.

Flee. The Bee Hind moves up to half its speed. This movement does not provoke attacks of opportunity.



The Cawilopard

Equipped with long limbs and a sweeping neck that keeps its canopy high above the forest floor, and with astranea spiders twinkling in its branches, the Cawilopard is as cold and distant as the stars.

It dwells in the deep forest, where it usually takes little notice of other creatures that pass below. Nevertheless, crossing its path is said to be an omen of terrible misfortune.



CAWILOPARD

Huge fey, unaligned

Armor Class 14

Hit Points 59 (7d12 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Night Sky Camouflage. While under the night sky the Cawilopard is invisible until it attacks or a creature makes a DC 15 Wisdom (Perception) check to detect it.

ACTIONS

Multiattack. The Cawilopard makes two attacks with its hooves and uses Star Shake if it can.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and knocked prone.

Star Shake (Recharge 6). The Cawilopard shakes its canopy, causing astraneae to fall loose. A swarm of astraneae that share its initiative appear within 5 feet and begin attacking the nearest non-Cawilopard creature.

ASTRANEAE

Large swarm of Tiny fey, unaligned

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing, radiant

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

Senses blindsight 10 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) radiant damage or 7 (2d6) radiant damage if the swarm has half of its hit points or fewer.

The Chondrofeyr

The most alien of the primal beasts, the Chondrofeyr is a deadly predator that stalks the deep forest. It lures prey into its feeding grounds with the aid of a mesmerizing esca, capable of taking whatever shape the target most desires. With its tentacles cleverly camouflaged, unwary adventurers might assume they've simply wandered into a grove of birch trees.



CHONDROFEYR

Huge fey, neutral

Armor Class 16

Hit Points 230 (20d12 + 100)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Con +8, Wis +7

Skills Perception +7, Deception +8, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

Condition Immunities prone

Senses darkvision 90 ft, passive Perception 17

Languages understands Sylvan and Druidic but cannot speak

Challenge 13 (7,200 XP)

Chondrofeyr's Blood Curse. A creature infected with the Chondrofeyr's Blood Curse begins to undergo a physical metamorphosis. Over the course of 2d6 days their skin turns translucent and glows softly from within. When this transformation completes, the creature has disadvantage on all ability checks, attack rolls, and saving throws while in direct sunlight, and has disadvantage on ability checks to hide in dim light or darkness. The curse lasts until it is lifted by *remove curse* or other magic.

Hypnotic Lure. If a creature starts its turn within 30 feet of the Chondrofeyr and can see the Chondrofeyr's lure but is not aware of the Chondrofeyr itself, it must succeed on a DC 16 Wisdom save or be charmed by the Chondrofeyr. A creature charmed by the Chondrofeyr must spend its entire turn doing nothing but moving as fast as possible towards the Chondrofeyr. The creature can repeat this saving throw at the beginning of its turn and whenever it takes damage.

False Appearance. When the Chondrofeyr hides in trees it has advantage on stealth checks. The Chondrofeyr's lure can be visible without revealing the Chondrofeyr, and a creature must succeed on a DC 18 Wisdom (Insight) to determine the lure is false.

ACTIONS

Multiattack. The Chondrofeyr makes two Constrict attacks.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage. If the target is a Large or smaller creature it is grappled (escape DC 18). While the target is grappled it is also restrained. The Chondrofeyr cannot have more than four creatures grappled at a time. The target must succeed on a DC 16 Wisdom save or be infected by the Chondrofeyr's Blood Curse.

LEGENDARY ACTIONS

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

Tentacle Lash (Costs 2 Actions). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature the Chondrofeyr does not have grappled. *Hit:* 17 (2d12 + 4) piercing damage and the target must succeed on a DC 18 Constitution save or take an additional 21 (6d6) poison damage and be poisoned for one minute. The creature can repeat this save at the end of each of its turns.

Blinding Light. The Chondrofeyr pulses with sudden, painful light. Every creature within 60 feet of the Chondrofeyr must make a DC 18 Constitution save or be blinded until the end of their next turn.

Float. The Chondrofeyr moves up to its speed.

The Gylchu

A being of fungus and spore, the Gylchu smells of freshly turned earth and it travels wherever the Wilds are darkest. Its passage is completely silent and it leaves sprouting mushrooms in its wake.

The Gylchu is generally nonaggressive but its diet consists of rotting meat; if driven to hunger, it has been known to attack. Once a victim is claimed,

however, the Gylchu will possessively guard its spoils until the meat is sufficiently fetid.

Despite bearing the face of a woman, the Gylchu doesn't speak. But it does smile.



GYLCHU

Large fey, neutral

Armor Class 17

Hit Points 123 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Con +8, Wis +8, Cha +6

Skills Insight +12, Perception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 90 ft., passive Perception 18

Languages limited telepathy 120 ft. (conveys emotions only)

Challenge 9 (5,000 XP)

Planar Traveler. The Gylchu has advantage on saves against spells or other effects that would force it onto a different plane.

Silent Nature. The movement of the Gylchu makes no sound, regardless of the environment it moves through.

Innate Spellcasting. The Gylchu's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *darkness, detect thoughts, disguise self, gaseous form, misty step, poison spray, thunderwave*
1/day: *cloudkill, conjure fey, plane shift, reincarnate*

ACTIONS

Multiattack. The Gylchu can cast one of its at-will spells, make one attack with its antlers, or two attacks with its hooves.

Antlers. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. The target must make a DC 18 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half damage on a success.

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

The Urpine

This fierce beast lives high in the isolated mountains where it cannot be easily disturbed. It loathes fey with spirited savagery and, undiscerning, will attack anything even vaguely mistakable for a member of the court.

In spite of its ferociousness, the Urpine is a lonely creature: it stuffs its ribcage with dead leaves and dried moss to make a nest for small woodland animals in its hollowed guts.

URPINE

Huge fey, true neutral

Armor Class 18

Hit Points 152 (17d8 + 68)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	13 (+1)	16 (+3)	7 (-2)

Saving Throws Con +8, Wis +7

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

Senses darkvision 90 ft., passive Perception 17

Languages understands Sylvan and Druidic but cannot speak

Challenge 11 (7,200 XP)

The Urpine's Blood Curse. An infected creature vomits dead leaves when they try to speak. After each long rest they must succeed on a DC 16 Wisdom saving throw or find themselves unable to speak intelligibly; attempting to cast a spell with a verbal component requires a DC 10 concentration check to do so. The curse can only be lifted with *remove curse* or by other magical means.

ACTIONS

Multiattack. The Urpine makes two attacks: one with its claw and one with its bite.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage. If the target is a Large or smaller creature it is knocked prone and grappled (escape DC 16) if the Urpine is not already grappling a creature. The target is restrained until this grapple ends.

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

Whirlwind (Recharge 5-6). The Urpine summons a powerful cyclone full of lashing vines. The cyclone is a sphere centered on the Urpine with a radius of 20 feet. Until the beginning of the Urpine's next turn, the area is considered heavily obscured, and any creature that begins its turn in the area or enters it for the first time has its movement halved and takes 21 (6d6) slashing damage. If a creature takes this damage, it must succeed on a DC 16 Wisdom save or gain the Urpine's Blood Curse.

Engulf. The Urpine's skeletal ribcage erupts with vines, pulling a creature in. The Urpine makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the Urpine, and it takes 21 (6d6) piercing damage at the start of each of the Urpine's turns. An Urpine can have only one creature swallowed at a time. If the Urpine takes 30 damage or more on a single turn from the swallowed creature, the Urpine must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the Urpine. If the Urpine dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.





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Wanderers

“A stranger here quickly loses more than just their way. The Wilds are a cage: those who foolishly wander in become little more than a shackled beast.”

The Wilds are an attractive prospect for many: adventurers hope to plunder its rare treasures, naturalists and artificers wish to study its strange beasts and ancient ruins; and kings and paupers alike believe that the fey hold the answers to all their misfortune.

But the allure is part of the trap: the pitcher plant smells sweet for a reason.

ALL WHO WANDER

The Wilds themselves hunger for energy, and have evolved to compensate. Crossings into the Wilds can be found everywhere, and it's in their nature to look inviting. It's no coincidence that the fey themselves are often attractive and charismatic, drawing mortals as the open flame courts the moth.

Many who have found their way into the Wilds often remark on how surprisingly easy it was to do so. Who knew that all it took was a full moon reflected in a flood-filled well, or the drone of a cicada, singing you to sleep?

But the point was never to make it difficult. Like veins pumping with vital blood, the crossings need to remain open.

PEERING INTO THE PAST

Interlopers who find themselves in the Wilds begin to suffer its effects almost immediately. Most often, adventurers and thrill-seekers experience a sense of euphoria, while the less daring often find themselves mesmerized by the Wilds' natural beauty. Even this is part of the bait.

Meanwhile, a particularly rational sort might experience it differently: instead of euphoria, they feel nausea. Instead of temptation, there's a loud ringing in their ears. Their mind is at war with the trap the Wilds have set, but they are no less afflicted for it.

Whatever the case, the Wilds soon take hold, and the longer a visitor from another plane spends in the Wilds, the worse the effects will be.

SEPAL

CAREFUL IF YOU LINGER

The energies of both the Wilds and the Plane of Living Light are foreign to those of the material realms. Staying too long in these places can cause unwanted changes, though some might consider the transformation a worthwhile adaptation.

WILDS EXPOSURE

Every 7 days in the Wilds you must succeed on a DC 10 Constitution saving throw or develop a mutation. Roll a d4 on the list below or work with your GM to create an interesting mutation. Only *greater restoration* or other such magic can revert a developed mutation.

- You begin to resemble one of your traveling companions, or another familiar acquaintance. Your next two failures against Wilds exposure automatically count toward this result, after which your appearance becomes identical to theirs with no change to your stats.
- You gain a harmless animal feature, such as rabbit ears, fish lips, or bird feathers.
- Your body begins to become plant-like as your skin hardens to bark and leaves sprout from your scalp. Your next two failures against Wilds exposure automatically count toward this result, after which your type completely changes to plant.
- Your blood becomes wine with no ill effect on your health. As you age your vintage improves.

LIVING LIGHT EXPOSURE

Living Light causes foreign matter to break down and reconstitute in a more orderly fashion. For every dramatic exposure to intense Living Light, you must succeed on a DC 10 Constitution saving throw or have your maximum hit points reduced by 3 (1d6). This lost lifeforce coalesces into a blinkie (page 66). Hit points lost in this way cannot be regained until you have gone a week without exposure to the Living Light. If this damage reduces your hit point maximum to 0, you die and your body immediately evaporates into a blinkie swarm. Living Light Warlocks (page 106) and wildkin Luxlings (page 101) are immune to these effects.

The Body Swapper

Part curse, part specter, the Swapper is a powerful being motivated by greed and narcissism. Originally a fey wizard ostracized from the Monarch's court, the Swapper lived their first life as a hedonist, stealing wealth from other planes and prizing languid leisure. Suffice it to say, when the Swapper's enemies caught up to him, he did not go quietly: he had too much to lose.

Since death, his narcissism has only grown. The Swapper believes that whatever he wants is his for the taking: wealth, influence, or even life are all tokens to be dispensed by the universe at his demand. When his enemies destroyed his body, he simply stole another.

Once he cheated death, it seemed that there was nothing standing between him and total godhood; whenever a body died, he claimed another, carefully selecting his vessels for their intelligence and power, and grooming them in preparation for the day he would move in.

Now the Swapper occupies the body of a powerful elf warrior, though the centuries—and the Swapper's occupation—have not been kind. Twisted and partly decayed by his possession, his current body is sure to fail him eventually, as well.

And then, as always, he'll want another.



THE BODY SWAPPER

Medium fey (shapechanger), neutral evil

Armor Class 18

Hit Points 157 (21d8 + 63)

Speed 40 ft.

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

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

Skills Acrobatics +10, Perception +9, Persuasion +11

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons that are not silvered

Condition Immunities charmed, frightened

Senses can see in regular and magical darkness out to 120 ft., passive Perception 19

Languages Common, Sylvan, Draconic, Infernal

Challenge 17 (18,000 XP)

Innate Spellcasting. The Swapper's spellcasting ability is Charisma (spell save DC 20). He can innately cast the following spells, requiring no components:

At will: *command*, *disguise self*, *jump*

3/day: *counterspell*, *dominate person*

1/day: *dream*, *fly*, *greater invisibility*

Spellcasting. The Swapper is a 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +11 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*
1st-5th level (4 5th-level slots): *banishment*, *darkness*, *hellish rebuke*, *major image*, *suggestion*

Pact Weapon. The Swapper can summon Mercy, his magic spear, into his hand as a bonus action and dismiss it freely. The spear vanishes if the Swapper dies or falls unconscious, or if it is dropped or taken.

Uncanny Movement. The Swapper can move along vertical surfaces and liquids without falling during the move. The Swapper's jump distance is doubled.

Legendary Resistance (3/day). If the Swapper fails a saving throw, he may instead choose to succeed.

Resurrection Curse. A humanoid or fey who kills the Body Swapper becomes the target of the Swapper's curse. While cursed, their personality begins to change, becoming colder and more cruel. Every time they complete a long rest, they must succeed on a DC 20 Charisma save or take 1d4 Charisma damage that cannot be restored while cursed. If they succeed three times, they resist the curse. If their Charisma is reduced to 0, they complete the metamorphosis into the Swapper and become an NPC under GM control. If the curse is resisted or the Swapper is killed by a creature other than a humanoid or fey, the Swapper reincarnates after d100 years. The Body Swapper's curse can only be removed by the *wish* spell, a deity's boon, or use of the Body Swapper's true name to force it out.

ACTIONS

Multiattack. The Swapper makes four attacks with Psionic Bolt, or he uses Impale if he can and makes two attacks with Mercy.

Mercy. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must make a DC 20 Wisdom save, taking 28 (8d6) psychic damage on a failed save or half damage on a success.

Impale. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature who is not behind cover. *Hit:* 12 (2d6 + 5) piercing damage. Mercy's blade extends into a blade whip. The target must succeed on a DC 20 Strength save or be pulled to a space adjacent to the Swapper and fall prone.

Psionic Bolt. *Ranged Spell Attack:* +11 to hit, reach 300 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a creature it must succeed on a DC 20 Constitution save or fall prone and have its movement speed reduced by 10 feet until the end of its next turn.

LEGENDARY ACTIONS

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

Spellcasting (Costs 2 Actions). The Swapper casts a spell.

Psionic Bolt (Costs 2 Actions). The Swapper makes a Psionic Bolt attack.

Dash. The Swapper moves up to his speed without provoking opportunity attacks from one creature of his choosing.

Crock



CROCK

Medium dragon, chaotic neutral

Armor Class 15

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	14 (+2)	16 (+2)	20 (+5)

Saving Throws Dex +7, Con +6

Skills Arcana +5, Athletics +7, Deception +8, Perception +5, Performance +11

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 7 (2,900 XP)

Crock's Incredible Keytar. This enchanted instrument is a magic item that functions only for Crock. The keytar has 15 charges, and regains 1d10 + 5 charges at midnight. Crock can spend charges to cast spells from the keytar. Spells cost charges equal to their spell level, and Crock can spend additional charges to cast the spell at one level higher per additional charge. Spells cast from the keytar have a spell save DC of 18 and +8 to hit with spell attacks. If any spell cast from the keytar deals damage, the damage type is changed to radiant. The keytar grants Crock the ability to cast the following spells:

Cantrips: *prestidigitation*

1st: *charm person, magic missile, thunderwave*

2nd: *enthrall, invisibility, misty step*

3rd: *call lightning, fear, fly, hypnotic pattern, lightning bolt, major image*

4th: *compulsion, dimension door*

5th: *dominate person, mass cure wounds, planar binding*

The Beat Goes On. As a bonus action, Crock can play a song from their keytar to produce one of the following effects. The effects last until Crock chooses a different effect, ends the effect as a free action, or falls unconscious.

- **Danger Zone.** The ground within 20 feet of Crock becomes difficult terrain. Any creature that begins their turn in this area or enters it for the first time must succeed on a DC 15 Strength saving throw or take 3 (1d6) radiant damage and have their speed reduced to 0 until the beginning of their next turn as a spectral crocodile lunges up out of the ground.
- **Wub Wub Wub.** Any creature within 30 feet of Crock that attempts to cast a spell with a verbal component must succeed on a concentration check or lose the spell and take 3 (1d6) radiant damage.
- **Begins to Shine.** Any creature within 30 feet of Crock who takes radiant damage must make a DC 15 Constitution save or be blinded until the end of their next turn.

Let the Music Lift You Up (Recharges on a Short or Long Rest). As a reaction the first time Crock is reduced below 40 hit points, they gain 50 temporary hit points, a fly speed of 50 feet, and are encased in a radiant body in the shape of a Large dragon. They may immediately move up to half their speed without provoking opportunity attacks. This form and the fly speed are dispelled when the temporary hit points are lost.

Hold Breath. Crock can hold their breath for 15 minutes.

ACTIONS

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

Once a common minstrel of unremarkable talent, Crock stumbled into the Wilds after their troupe abandoned them at a crossroads wearing nothing but a doublet stained with rotten tomatoes.

Surprisingly, the change of scenery proved a blessing for the downtrodden Crock: though their voice quaked when they sang, and their fingers fumbled on the neck of their instrument, Crock managed to win the favor of the Blisterbeast, becoming her companion at court.

But Crock soon grew tired of their imperfect notes and their failed performances: piqued by the Blisterbeast's research, Crock went in search of Living Light. When they returned, they were changed; the notes they'd previously found impossible to reach were suddenly strong and true, and their voice resonated

with a strange, inorganic frequency. Soon Crock's music was enchanting the court, and they had more than just the Blisterbeast's favor.

But it couldn't last. When the Blisterbeast found out about the Living Light, she had to put a stop to it. But rather than turn Crock over to Sepal for imprisonment, she cursed them into the shape of a beast, thinking this would protect Crock from further corruption; but it was too late—they were already suffused with Living Light, and the curse only mutated them further. Crock escaped the court and took to the Wilds as an outlaw.

Now Crock is a deadly hunter, prowling for creatures of Living Light to fuel their ambitions. Late at night, at crossroads and other junctions, Crock's voice can be heard, an eerie resonance in the dark.

The Illuminated

Many adventurers come to the Wilds seeking power and magic beyond their mortal reach—and some of them find the Illuminated blade. Forged by a wizard in the throes of a fatal affliction, the blade was the wizard's attempt to both cheat death and catalog their power for an apprentice: they cast their soul and consciousness into the enchanted blade, and hoped that, someday, a worthy spellcaster would find it.

Unfortunately, the enchantment didn't quite take the way the wizard intended: a part of their spirit resides in the sword, but only their dauntless ambition—a mighty force that makes the blade difficult to wield and harder still to satisfy.

The Illuminated champion is the blade's host; they can be any sentient, humanoid spellcaster and they always wield the blade with mastery, as it takes the form of whatever bladed weapon they most prefer. Once equipped, the blade exerts its will over the host, driving them to fulfill the wizard's unrealized ambitions while simultaneously bestowing them with incredible power.

While some may be able to contest the blade's will, others will become a slave to its ambitions. When a champion is slain, the blade begins to hum with alluring magic, seeking a new host (page 120).



THE ILLUMINATED

Medium humanoid, any alignment

Armor Class 15 (*mage armor*)

Hit Points 110 (20d8 + 20), 46 temporary hit points (*false life*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Int +11, Wis +7

Skills Perception, Arcana +15, Deception +8, History +15

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing damage (from *stoneskin*)

Damage Immunities psychic (from *mind blank*)

Senses truesight 15 ft. (the blade), passive Perception 12

Languages speaks Common and up to six other languages; understands and can read all languages

Challenge 16 (15,000 XP)

Spellcasting. The Illuminated is a 20th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Illuminated can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The Illuminated casts these spells on themselves before combat, using *time stop* if they have to.

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

Illuminated Blade. The Illuminated is always under the effects of the *mage armor* spell. In addition, the Illuminated cannot feel pain and their body doesn't appear to age or take damage. The blade staunches any bleeding and stabilizes the champion whenever they are dying at the start of their turn. It also uses abjuration magic to mimic the capabilities of any lost limbs or body parts. These effects stop immediately if the champion is no longer attuned to the blade or is currently within the area of an antimagic field. While the champion has spell slots remaining, the Illuminated blade casts bright light equal to 5 feet times the level of their highest available spell slot, to a maximum of 30 feet.

ACTIONS

Illuminated Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 7) slashing damage.

Bright Blade. The Illuminated expends a spell of 7th level or lower and sends an arc of light out from the blade. The Illuminated makes a single melee spell attack roll against all targets in a 50 feet cone extending out from them; any target hit by the attack takes 52 (7d12 + 7) force damage. If the Illuminated uses a spell slot lower than 7th, then for each spell slot lower the size of the cone decreases by 5 feet and the damage also decreases by 7 (1d12 + 1).

Reveal. The Illuminated expends a spell of 6th level or higher to grant great insight to a creature or object it can see within 30 feet. They gain information as if they'd cast the *identify* and *legends lore* spells on the target and they have advantage on all rolls to interaction with the target for the next hour. This includes ability checks, attack rolls, and saving throws.

REACTIONS

False Life. The blade uses its reaction and the Illuminated champion's lowest available spell slot to cast *false life* on the champion.

Malchance



MALCHANCE

Medium undead, chaotic evil

Armor Class 20

Hit Points 137 (25d8 + 25)

Speed 0 ft., Fly 40 ft.

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

Saving Throws Dex +7, Cha +10

Skills Acrobatics +7, Deception +10, Performance +10, Sleight of Hand +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage 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 11

Languages Common, Elvish, and Sylvan

Challenge 13 (10,000 XP)

Ethereal Sight. Malchance can see 60 feet into the Ethereal Plane from the plane he is currently on, and vice versa.

Incorporeal Movement. Malchance can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Cursed Number. At the beginning of Malchance's turn each round, roll a d20 and record the number rolled. Malchance has cursed this number, and for the rest of the round when any creature rolls this number, on any dice, it counts as a result of 0.

Morbid Luck. Malchance is so unlucky that his enemies benefit. Hostile creatures within 60 feet of Malchance gain advantage on attack rolls, ability checks, and saving throws. However, each time a creature in this radius fails one of those rolls they take 11 (2d10) psychic damage.

Rejuvenation. Unless Malchance is destroyed by a critical hit, the fates that cursed him return him into being. After 24 hours, Malchance returns within 1 mile of where he was destroyed and regains all his hit points. While he is destroyed, a *wish* spell can be used to free him from his curse and allow him to pass on.

ACTIONS

Multiattack. Malchance makes a Discord attack and uses Misfortune.

Discord. Ranged Spell Attack: +10 to hit, range 60 ft., one target. *Hit:* 8 (1d6 + 5) thunder damage and the creature must succeed on a DC 18 Charisma save or take 16 (3d10) psychic damage and become frightened until the end of their next turn. On a successful save the target only takes half as much damage and is not frightened.

Misfortune. Malchance targets a creature within 60 feet that he can see. The creature must succeed on a DC 18 Charisma saving throw or subtract 1d8 from their attack rolls, damage rolls, healing rolls, ability checks, and saving throws until the end of their next turn.

Etherealness. Malchance enters the Ethereal Plane from his current plane, or vice versa. He is visible on the current plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

REACTIONS

Jinx. When a creature that Malchance can see within 60 feet of him makes an attack roll, ability check, or saving throw, he can use his reaction to roll 1d8 and subtract the number rolled from the creature's roll.

Legends tell of a bard on the Material Plane who was blessed with interminable good fortune: every performance earned him renown, every cobbled street had a lucky penny waiting between its stones, and every rainy day had a beam of sunshine, just for him. Rumors abounded as to the source of his fortune, but the bard would only wink and say that Lady Luck was on his side. That bard was Malchance.

How he eventually fell out of Lady Luck's favor is unknown—some say he offended her with his arrogance, or perhaps even with a wandering eye. But her favor turned to ire, and Malchance quickly found

himself trapped in the Wilds, *killed* by the Wilds, and summarily cursed by the Wilds all within one extremely bad day.

Now he is an accursed specter, doomed to endure his misfortune until his karmic imbalance is corrected.

Ironically, Malchance lives as a ghost with the same level of fearlessness that he exhibited while alive: he knows he can't be truly destroyed (as much as he might wish for it) and he has learned to expect the worst. Nevertheless, part of his curse means that his misfortune still manages to constantly surprise him.

Queen Cosmet

A fey lich of mysterious origin, Queen Cosmet predates the schism and has occupied (and, at times, terrorized) the Wilds for millennia. Even members of the fey court speak Queen Cosmet's name with hesitation, as it's rumored that their reputation alone is sometimes enough to summon the lich.

Queen Cosmet is a vain and narcissistic creature, but they care very little for the opinions of others: the only person they need to impress with their style, grace, and ability is themselves. And impressed they very much are.

Nevertheless, they can almost never resist an opportunity to enjoy a good performance—provided the performance is their own. Queen Cosmet can be counted upon to compete in any rap battle, sopratic contest, or battle of the bands that one could throw at them—although Queen Cosmet is, of course, a one-lich show.

Despite Queen Cosmet's ambitions and fearlessness, they mostly keep to themselves, and leave the fey court to their own business. Every now and then, though, the muse will strike, and they'll simply need to perform—preferably with a *captive* audience.



QUEEN COSMET

Medium undead, chaotic evil

Armor Class 18

Hit Points 165 (22d8 + 77)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Con +10, Wis+8, Cha +13

Skills Arcana +10, Perception +8, Performance +19, Persuasion +13

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

Damage Resistances cold, thunder, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Common, Draconic, Elvish, Infernal, and Sylvan

Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If Queen Cosmet fails a saving throw, they can choose to succeed instead.

Obey. Queen Cosmet can command a stunned creature within 60 feet using a bonus action. The creature ceases to be stunned and becomes charmed by Queen Cosmet for 1 minute. While the creature is charmed it will attempt to follow the issued command for the duration. The command must be limited to a sentence or two and asking the creature to commit acts of self-harm will have no effect. The target gets a DC 20 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Queen Cosmet is a 20th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Queen Cosmet has the following bard spells prepared:

Cantrips (at will): *chill touch, dancing lights, minor illusion, thaumaturgy, vicious mockery*

1st level (4 slots): *bane, charm person, faerie fire, thunderwave*

2nd level (3 slots): *enthrall, heat metal, shatter, suggestion*

3rd level (3 slots): *bestow curse, fear, hypnotic pattern, major image*

4th level (3 slots): *compulsion, hallucinatory terrain*

5th level (3 slots): *modify memory, cloudkill*

6th level (2 slots): *eyebite, irresistible dance*

7th level (2 slots): *project image, teleport*

8th level (1 slot): *glibness, power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. Queen Cosmet has advantage on saving throws against any effect that turns undead.

Musical Rejuvenation. Queen Cosmet possesses a unique phylactery: a specific song composed by them during their mortal life. When destroyed, Queen Cosmet remains so until that song is once again played in its entirety or the refrain is played for the 100th time since their destruction. Queen Cosmet gains a new body in 1d10 days, regaining all their hit points and becoming active again. The new body appears at a location of their choosing within the area the song was last audible. The song is unfortunately their greatest hit, and very catchy.

ACTIONS

Power Chord Stun. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) thunder damage. The target must succeed on a DC 20 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cutting Chorus (Recharge 6). Queen Cosmet unleashes a baleful note that ripples through all creatures in range. Each creature that Queen Cosmet chooses within 120 feet that can hear them must succeed on a DC 20 Charisma saving throw or subtract 1d6 from all attack rolls, ability checks, healing rolls, damage rolls, and death saves until the start of Queen Cosmet's next turn.

LEGENDARY ACTIONS

Queen Cosmet 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. Queen Cosmet regains spent legendary actions at the start of their turn.

Cantrip. Queen Cosmet casts a cantrip.

Power Chord (Costs 2 Actions). Queen Cosmet uses Power Chord Stun.

Frightening Gaze (Costs 2 Actions). Queen Cosmet fixes their gaze on one creature they can see within 10 feet of them. The target must succeed on a DC 20 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Queen Cosmet's gaze for the next 24 hours.

Ballad of the Dead (Costs 3 Actions). Each non-undead creature within 20 feet of Queen Cosmet must make a DC 20 Constitution saving throw against this magic, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Encore (Costs 3 Actions). Queen Cosmet recharges and uses Cutting Chorus.

Witchlight



WITCHLIGHT

Medium humanoid, any chaotic

Armor Class 12 (15 with *mage armor*)

Hit Points 221 (34d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9

Skills Arcana +6, Intimidation +9, Investigation +6, Perception, +9, Performance +12

Damage Resistances radiant

Senses darkvision 120 ft. (magical and nonmagical), passive Perception 11

Languages Common, Celestial, Elvish, and Sylvan
Challenge 10 (5,900 XP)

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

At will: *alter self*, *jump*, *silent image*, *mage armor*
1/day each: *astral projection*, *demiplane*, *prismatic spray*, *true seeing*

Spellcasting. The witchlight is an 18th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They know the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *minor illusion*

1st-5th level (4 5th-level slots): *color spray*, *dimension door*, *enthrall*, *faerie fire*, *hypnotic pattern*, *mirror image**, *blur**, *moonbeam*, *blink*, *major image**, *greater invisibility**, *resilient sphere*, *arcane hand*, *flame strike*

*When the witchlight uses a spell slot for any of these spells they can make a DC 14 Constitution saving throw and regain the spell slot used on a success.

Witch Sight. The witchlight can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of them and within line of sight.

ACTIONS

Living Light Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage. Damage against objects is maximized.

Living Light Eldritch Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., up to two targets. *Hit:* 9 (1d10 + 4) force damage and one target takes an additional 7 (2d6) radiant damage.

Light Command (1/day). The witchlight casts *prismatic spray* without expending a spell slot. When cast in this way they choose up to 5 affected targets and select which color ray (from results 1-7) affect them.

Light Walk (1/day). The witchlight's movement becomes 100 feet, does not provoke attacks of opportunity, and can move through creatures. They leave a stream of light behind them as they move and they cannot re-enter any space they have already been in this turn. Each creature the witchlight passes through takes 7 (1d6 + 4) radiant damage. Once the witchlight moves 100 feet or damages 10 creatures this effect ends. If they end this effect in a space they cannot occupy they are moved to the nearest available space.

REACTIONS

Light Die Flash. When the witchlight damages a creature with radiant or force damage it can use a reaction to force the creature to make a DC 17 Constitution saving throw or be blinded for 1 minute on a failure. The target can repeat this saving throw at the end of each of its turns, ending the condition on a success.

Not all of the fey eschew the Living Light, nor do they adhere to the court's strict governance. The Wilds are full of witchlights: powerful warlocks who access their power by tapping into the Living Light energies that seep into the fey realm.

In spite of the court's superstitions, witchlights seem to use the Living Light with its blessing, mastering its energies without any harm to themselves. Their methods are a closely guarded secret.

Witchlights keep a loose affiliation, convening periodically to discuss the lay of the land and their agenda. They burn searing brands into stones and trees as cautions, and advice, for other witchlights to find

While most witchlights are fey, wanderers from other

planes have found their way to the Wilds and earned the Living Light's patronage, as well. Despite this, they are an insular and secluded group, and rarely make their presence known to outsiders.

Because of their relationship with apostate magic, the court views witchlights as enemies needing to be purged from the Wilds. The Blisterbeast is theoretically in charge of this hunt, but it seems likely that the Blisterbeast would have more to gain from studying the witchlights than destroying them.

Perhaps as a show of support, or perhaps doubting her colleague's ability to get the job done, Sepal has lately taken up the hunt against witchlights, as well.

Wyrd Brother Horace

WYRD BROTHER HORACE

Medium humanoid (Pig Man), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 123 (13d8 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	7 (-2)

Saving Throws Str +7, Con +8

Skills Athletics +7, Intimidation +4

Damage Resistances poison

Senses tremorsense 5 ft., passive Perception 14

Languages Common, Pig Latin

Challenge 5 (1,800 XP)

Pommel Strike. When Horace succeeds on a greatsword attack he can make a Pommel Strike against a creature within 5 feet (included in the attack).

Mud in Your Eye. Horace can flick sand, dirt, gravel, or even snow into the face of a creature within 10 feet as a bonus action. The target must succeed on a DC 15 Constitution saving throw or be blinded until the start of their next turn.

ACTIONS

Multiattack. Horace makes 2 attacks with his greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and a Pommel Strike.

Pommel Strike. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Headbutt. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

REACTIONS

Dirty Counter. When Horace is hit by an attack from a creature within 5 feet of him, he can make a headbutt attack against that creature as a reaction.



A cursed fighter doomed to roam the Wilds with a pig's face (bestowed) and a bad attitude (innate), Horace has earned his reputation as a scrappy survivor.

He fancies himself a gang leader of sorts and, when he falls in with a crew of misfits willing enough to be his followers, styles himself and his crew as the Wyrd Brothers. Former illustrious Wyrd Brothers have included: gutterkin, verloren, blinkies, and once—when Horace was very lucky—a witchlight.

Wilds

“Few creatures walk the Wilds. Most lurch, lumber, or scuttle their way through—their legs twisted and bowed, either by adaptation or misfortune. The Wilds demand compromise if they’re to be navigated.”

The ecology of the Wilds is strange and nuanced, and many researchers have devoted (and even lost) their lives to its study. Some creatures emerge from the fathomless depths of the Wilds’ past, predating the schism; others seem to be new adaptations or interlopers from the Plane of Living Light.

And other creatures still are reminiscent of vermin or woodland animals from other planes, but malformed and maladapted by the chaotic magic of the Wilds.

NO BEAST SO FIERCE

As with beasts in any plane, the creatures of the Wilds are dangerous, especially to newcomers. But it’s important to remember that the fey court are not the only masters of this fairy realm: the animals each have a part to play in the delicate balance of the Wilds, and earning their favor is perhaps as vital as earning the Monarch’s.

Learning the ways of the Wilds will prove a useful boon for any party simply trying to survive, but the beasts can be unpredictable: peaceful creatures will attack if provoked (either with hostility or by some unknown offense) and even the deadliest creature could become a surprising ally in the right circumstances.

The air is clotted in the Wilds, and beasts have adapted to breathe it; grass grows thick as hempen rope, and beasts have learned to breach it. Everything about the Wilds can seem untamed and impenetrable, and even the paths well-worn by travelers and fey alike are beset with obstacles and complications. Nevertheless, the Wilds are full of delights: some creatures within it make for gentle companions and helpful familiars, while others are clever and capable of cooperation.

NATURE’S BOUNTY

Adventurers traveling the Wilds will find that the land provides for their needs, though they should exercise the same caution around unfamiliar plants or animals that they would in any plane, fey or otherwise.

Much of what grows in the Wilds, and many of the woodland creatures, are similar to what they’d find at

DOCTOR MYRIATI

home, but one should be careful when foraging: an edible toadstool may be a small fey’s bedchamber, and a plump rabbit may be a bewitched creature in disguise. The Wilds are at times generous, and at other times vengeful. Proceed with caution.

FORAGING IN THE WILDS

If a creature uses water from a natural source, such as a pond, a river, or the well of a tree, there’s a chance it could be tainted with unknown residue. Boiling the water has no effect. If a creature consumes this tainted water, they must succeed on a DC 13 Charisma save or suffer a 1d4 penalty on Wisdom (Perception) checks until they can consume clean water, as they experience the effects of an unknown hallucinogenic.

If they use this water to bathe or clean anything that makes contact with their skin, or if they inhale steam from boiling it, they must succeed on the same check or suffer disadvantage on concentration checks until their next long rest, as the patterns on their own skin prove too mesmerizing to ignore.

Some creatures in the Wilds become mutated by chaotic fey energies; others begin to deteriorate if exposed to too much Living Light. If a creature eats meat that has suffered either effect they must succeed on a DC 12 Constitution save or be poisoned.

Plants and fungi that grow in the Wilds glow with vibrant bioluminescence and are often coated with a thick, sweet sap. Creatures that accurately study this sap with a DC 17 Intelligence (Nature) or (Arcana) check may correctly identify its damage-nullifying properties: the sap can be applied to armor once per day during a short rest to grant 4 hours’ resistance to radiant damage, as the plants have inured themselves to the Living Light. Attempting to treat the armor more than once per day will grant the resistance but reduce the creature’s speed by 5 feet for every application of the sap; both these effects last 4 hours.



Bitterbite

These parasitic creatures stalk the Wilds devouring the passions of their prey. They consume love (be it for a person, thing, activity, or subject) and leave nothing but misery behind.

Bitterbites are loveless creatures themselves, and reproduce only by stealing the ardor of others: if a person loses three of their loves to a bitterbite, they begin to transform into a bitterbite as well.



BITTERBITE

Medium fey, neutral evil

Armor Class 14

Hit Points 49 (11d8)

Speed 25 ft., Climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	12 (+1)	20 (+5)	7 (-2)

Saving Throws Dex +5, Wis +8

Skills Deception +10, Perception +8, Sleight of Hand +7, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 90 ft., passive Perception 18

Languages Common, Elvish, Sylvan, Abyssal, Infernal
Challenge 3 (700 XP)

Heart Collection. Bitterbites possess a collection of floating ethereal hearts: trophies from previous conquests. If a bitterbite dies any hearts in its possession disappear and the creatures to whom they belong regain those passions. If a creature the hearts were stolen from has since become a bitterbite, the returned hearts just add to their own collection. A bitterbite can spend its hearts as 5th-level spell slots, but will only do so if its life depends on it. The average bitterbite has 2d6 hearts in its collection.

Spellcasting. The bitterbite is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Bitterbite has four 4th-level spell slots available and the following spells prepared:

1st level: *bane, fog cloud, inflict wounds*

2nd level: *blindness/deafness, hold person*

3rd level: *bestow curse*

4th level (4 slots): *confusion, greater invisibility*

ACTIONS

Misery. A target within 60 feet must succeed on a DC 16 Charisma saving throw or take 16 (2d10 + 5) psychic damage and have disadvantage on the next attack roll, saving throw, or death save they make. On a successful save the target only takes half damage and does not suffer the disadvantage.

Loveless (1/day). The bitterbite targets one humanoid it can see within 60 feet, reading their passions and choosing which one to consume. The target must succeed on a DC 16 Charisma saving throw or its love of a thing (be it a person, place, activity, or subject) begins to wane. Once the creature has failed 3 times, they lose all interest in the subject, and the bitterbite adds a heart to its collection.

Once a target has lost three hearts to the bitterbite, they begin to transform into a bitterbite themselves; if they don't have one of their hearts returned within one moon cycle, the transformation becomes permanent and can only be undone with the *wish* spell.

Blinkie



BLINKIE

Tiny aberration, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft. (hover)

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

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 0 (10 XP)

Incorporeal Movement. A blinkie can move through other creatures and objects as if they were difficult terrain. It is destroyed if it ends its turn inside an object.

ACTIONS

Zap. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 psychic damage.

REACTIONS

Magic Eater. If a creature within 60 feet of the blinkie casts a spell using a spell slot or spends one or more charges from a magic item, the blinkie may teleport up to 30 feet closer to the creature.

These strange apparitions appear wherever the Living Light is strongest. Their presence interferes with compasses and they seem to flicker erratically.

SWARM OF BLINKIES

Medium swarm of Tiny aberrations, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	2 (-4)	14 (+2)	8 (-1)

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/4 (50 XP)

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

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

ACTIONS

Zap. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d6) psychic damage, or 3 (1d6) psychic damage if the swarm has half of its hit points or fewer. If the target is a creature with unspent spell slots, it must make a DC 13 Constitution save or lose one spell slot of the lowest available level. If the creature has no unspent spell slots and is carrying one or more magic items with unspent charges, randomly choose one item to lose a charge.

REACTIONS

Magic Eater. If a creature within 60 feet of the swarm casts a spell using a spell slot or spends one or more charges from a magic item, the swarm may teleport up to 30 feet closer to the creature.

Chancedrak

CHANCEDRAK

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 13 (3d4 + 6)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	16 (+3)

Saving Throws Wis +4

Skills Acrobatics +5, Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and Draconic but can't speak

Challenge 1/2 (100 XP)

Creatures of Air and Fire. Chancedraks breathe through their skin. If a chancedrak is submerged in liquid or other airless space it cannot hold its breath and immediately begins to suffocate.

Lucky (1/day). When an attack roll, ability check, or saving throw that involves the chancedrak is rolled but before the outcome is determined, the chancedrak can roll an additional d20 and choose which d20 is used.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to attack, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Fire Breath (1/day). One creature within 5 feet must make a DC 13 Dexterity saving throw or take 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



VARIANT: CHANCEDRAK FAMILIAR

Some chancedraks are willing to serve good-aligned spellcasters as a familiar. Such a chancedrak has the following trait:

Familiar. The chancedrak can serve another creature as a familiar, forming a telepathic bond with its willing master provided that the master is at least a 3rd-level spellcaster. While the two are bonded, the master can sense what the chancedrak senses as long as they are within 1 mile of each other. While the chancedrak is within 10 feet of its companion, the companion shares the chancedrak's Lucky trait. At any time, and for any reason, the chancedrak can end its service as a familiar, terminating the telepathic bond.

These small, snake-like dragons can be found in any healthy grove in the Wilds. They are charismatic creatures but prone to mischief, making them challenging, but rewarding, pets.

Conglomedog

As the age-old wisdom goes, you should be careful what you wish for—unless, of course, you wish for “all the dogs.” Legend has it that this is exactly how the first conglomedog came into being: with a child’s fervent wish and an all-too accomodating fey lord. Whether it be true or not, the conglomedog has long outlived both its original master and several subsequent ones besides.

Although the conglomedog is a peaceful and loving creature, some might find its many snouts and panting jaws (myriad in number and fluid in location) unsettling. Furthermore, when the beast is forced to defend its chosen master, the once-playful multihound becomes a terrifying mass of maw and mayhem.

Once in a while, a blob of dog pops off and spores into a new conglomedog, which can be any motleyamalgamation of breed or hue.



CONGLOMEDOG

Large monstrosity, chaotic good

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 45 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Str +5, Wis +3

Skills Animal Handling +3, Athletics +5, Perception +3

Damage Immunities psychic

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses truesight 30 ft., passive Perception 13

Languages understands Common, Sylvan, Gnomish, and Elven but can’t speak

Challenge 2 (450 XP)

Many Ears, Eyes, and Snouts. The conglomedog has advantage on all Wisdom (Perception) checks.

Loyalty. The conglomedog is immune to any attempts to turn it against, or cause it to abandon, the creature it has chosen as its master. Additionally, friendly creatures within 10 feet of the conglomedog can’t be frightened.

Actions

Multiattack. The conglomedog makes two Prismatic Bite attacks.

Prismatic Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* roll 1d8 and deal damage based on the result:

1. Deal 7 (1d8 + 3) fire damage.
2. Deal 7 (1d8 + 3) lightning damage.
3. Deal 7 (1d8 + 3) acid damage.
4. Deal 7 (1d8 + 3) poison damage.
5. Deal 7 (1d8 + 3) necrotic damage.
6. Deal 7 (1d8 + 3) radiant damage.
7. Deal 7 (1d8 + 3) force damage.
8. Roll twice, ignoring this result.

Corgipede



This small fey is a spirit of manic mischief. A single corgipede is capable of causing a great ruckus on its own, but even more so when they're found traveling in packs. While often affectionate, their acidic saliva, surprising dexterity, and knack for causing trouble make them chaotic, albeit exciting, pets.

VARIANT: MONKEY BUSINESS

Some corgipedes have been known to show exceptional talent at getting into mischief and gain the following trait:

Drop It. When a corgipede has found or been given an item, a successful DC 15 Athletics or Sleight of Hand ability check is required to get an item away from the corgipede. While the corgipede has the item it will try its best to eat it.

And optionally, the following action:

Bored (1/day). The corgipede goes looking for trouble and discovers an item it shouldn't have. Choose an item with the GM or roll randomly:

1. A shoe
2. A bone
3. A tiny fey creature
4. An acid vial
5. An arcane focus not belonging to any of the party members
6. A piece of Living Light crystal
7. A pair of socks
8. A healing potion

CORGIPEDA

Tiny monstrosity, chaotic neutral

Armor Class 12

Hit Points 5 (2d4)

Speed 30 ft., climb 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Con +4

Skills Athletics +3, Intimidation +4, Perception +3

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 13

Languages understands Common and Sylvan but can't speak

Challenge 0 (10 XP)

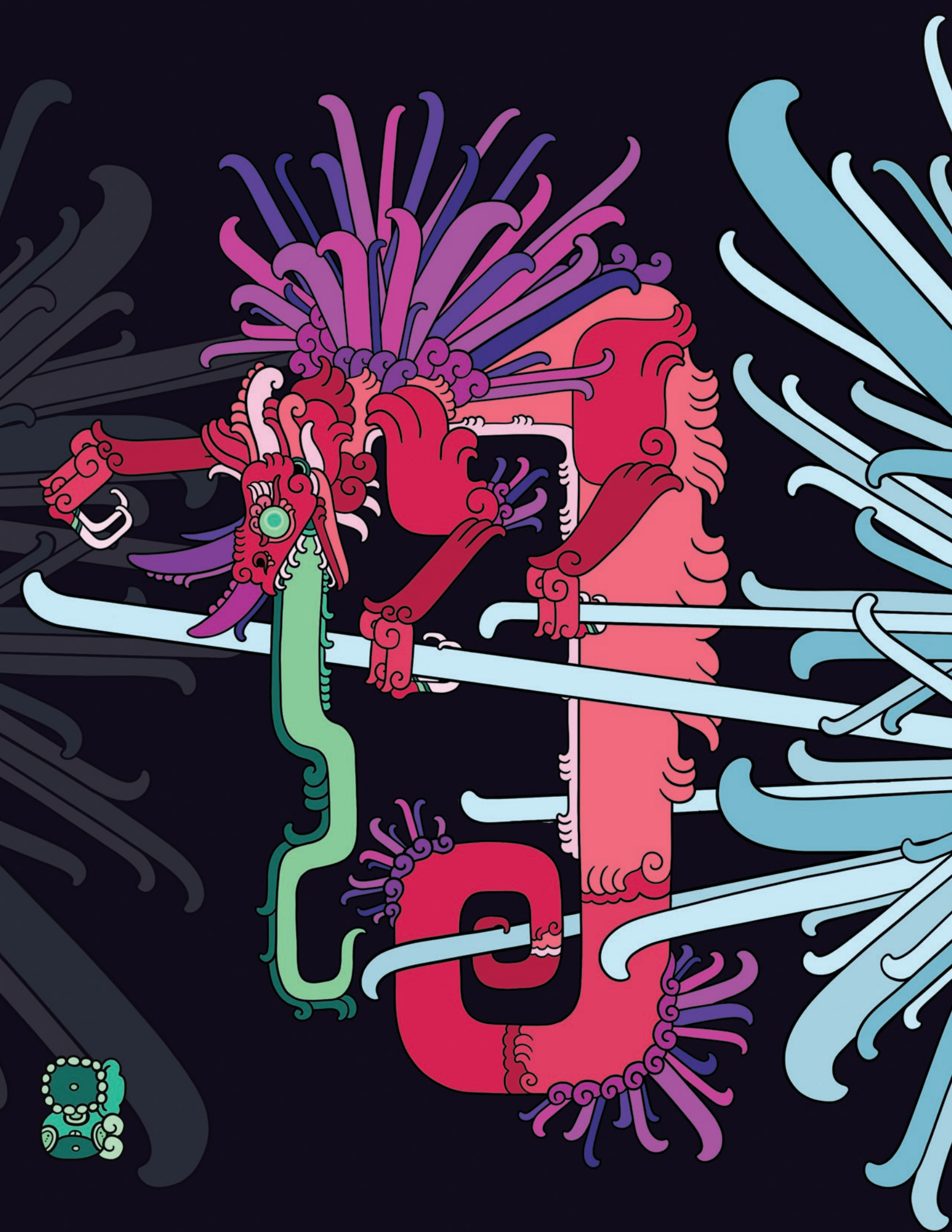
Siege Beast. The corgipede does double damage to objects and structures.

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

Relentless (Recharges on a Short or Long Rest). If the corgipede takes 5 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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



Crysta-Chameleon

These ancient lizards were once thought to be primal beasts, until it was discovered that they could be corrupted by the Living Light just as much as any other fey creature. Regardless, they are savage predators, haunting caves and rolling out their long, glowing tongues as a lure for helpless creatures lost in the dark.



CRYSTA-CHAMELEON

Large monstrosity, unaligned

Armor Class 13 (crystal growths)

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

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

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Fey Hunter. As a bonus action, the crysta-chameleon can change its coloration to one of the following options:

- **Camouflage.** The crysta-chameleon has advantage on Stealth (Dexterity) checks to hide and can hide even when only lightly obscured while among rocks, crystals, and other natural underground terrain.
- **Hypnotic.** When a creature that can see the crysta-chameleon starts its turn within 30 feet of the crysta-chameleon, it must make a DC 13 Wisdom save or be charmed by it. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the crysta-chameleon until the start of its next turn, when it can avert its eyes again. If the creature looks at the crysta-chameleon in the meantime, it must immediately make the save.
- **Elemental.** The crysta-chameleon turns red (fire), blue (cold), yellow (lightning), or green (acid). It adds 1d6 damage of the corresponding damage type to its attacks.

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

Ambusher. The crysta-chameleon has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the crysta-chameleon surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The crysta-chameleon makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage. This attack may gain bonus damage from Fey Hunter.

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target the crysta-chameleon has grappled. *Hit:* 15 (3d8 + 2) piercing damage. This attack may gain bonus damage from Fey Hunter.

Tongue Grab. *Melee Weapon Attack:* +6 to hit, range 15 ft., one Medium or smaller target. *Hit:* The target is grappled by the crysta-chameleon (escape DC 13) and immediately pulled into the crysta-chameleon's mouth. While the target is grappled, it is restrained. The crysta-chameleon may then make a free bite attack against the target.

Dandylion



These vicious weeds flourish in both the deep Wilds and the cultivated lands of the fey court alike. Sepal is often equal parts charmed and annoyed by them, and many bloom wardens are lost in the effort to keep dandy lions from overrunning the prison garden.

Attempts to domesticate these tenacious creatures have thusfar ended in failure, but, much like weeds, hope springs eternal.

DANDYLION

Large plant, unaligned

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +5

Skills Acrobatics +5, Perception +3, Survival +3

Senses tremorsense 40 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Prickly. If the dandy lion hits a target with both of its claw attacks on the same turn, that target is restrained. If the target is restrained, the dandy lion makes their Thorns attack against them as a bonus action.

Running Leap. With a 10-foot running start, the dandy lion can long jump up to 25 feet.

Regenerative Blossom. If the dandy lion has at least 1 hit point, and its tail is exposed to sunlight at the start of its turn, the dandy lion regains 10 hit points. When the dandy lion dies, roll 1d20; on a result of 10 or higher the dandy lion's tail explodes in a shower of seeds. Creatures within 10 feet of the dandy lion must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) piercing damage. If the area is dirt or other sustainable ground, 1d4 new dandy lions grow up from underground in 4 weeks.

ACTIONS

Multiattack. The dandy lion makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the target is grappled.

Thorns. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw. The target takes 7 (2d6) poison damage on a failed save, or half as much damage on a success.

Dazzle Fly



DAZZLE FLY

Small fey, unaligned

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages -

Challenge 1/4 (50 XP)

Multifaceted Eyes. The dazzle fly has advantage on Wisdom (Perception) checks relying on sight, and creatures have disadvantage on checks to sneak up on the dazzle fly.

ACTIONS

Marsh Gas Flare. The dazzle fly teleports up to 60 feet to a space it can see. Any creature within 5 feet of the space it leaves or the space it appears in must make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half damage on a success.

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

The dazzle flies of the Wilds are renowned for their mesmerizing beauty and their fierce maternal instincts. They make their nests deep in bogs and marshland, teleporting through the mire in a tremendous flashbang of light and smoke. Any creature that should threaten a dazzle fly's eggs will find that the flash, however, is much more than just a light show.

SWARM OF DAZZLE FLIES

Huge swarm of Small fey, unaligned

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages -

Challenge 1 (200 XP)

Many Multifaceted Eyes. The swarm has advantage on Wisdom (Perception) checks relying on sight, and cannot be surprised.

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

Maddening Buzz. A creature that starts its turn in the swarm's space must make a DC 12 Constitution saving throw or be incapacitated until the beginning of its next turn.

ACTIONS

Mass Flare. The swarm teleports up to 60 feet to a space it can see. Any creature within 15 feet of the space it leaves or the space it appears in must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half damage on a success.

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 3 (1d6) piercing damage and 11 (2d10) acid damage.

Exoticote



While similar to sirens of the Material Plane in form and expression, the exoticcotes of the Wilds are more parasitic than predatory. They visit adventurers in their dreams and compel them to face some incredible challenge; as the adventurer attempts to complete this challenge, the exoticcote feeds off their expended ambition.

The feeding process itself is painless and poses no threat to the adventurer—unless, of course, the

challenge compelled by the exoticcote is too great. Many adventurers have seen themselves to an early grave under a greedy exoticcote's ruthless compulsion.

Exoticcotes love the relics of an adventurous lifestyle, and covet trinkets and souvenirs from their favorite hosts. While most exoticcotes aren't actively malevolent, starvation may drive them to enforce deadlier tasks, pitting adventurers against impossible odds.

EXOTICOTE

Medium fey, any non-lawful alignment

Armor Class 14 (natural armor)

Hit Points 85 (13d8 + 26)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Cha +7

Skills Insight +6, Perception +6, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

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

At will: *hideous laughter*

1/day: *charm person, enthrall, hypnotic pattern, invisibility*

Exoticcote's Lure. The exoticcote is aware of any creature with Intelligence 5 or higher that sleeps within six miles of its lair. If the exoticcote chooses, it visits the creature with tempting visions of glory and grandeur. The visions are vague at first, but point the way to whatever challenge the exoticcote wants the creature to attempt. The target creature must succeed on a DC 17 Wisdom save. On a success they are immune to the dreams for one full lunar cycle. On a failure, the exoticcote's lure has taken full hold.

A creature gripped by the exoticcote's lure has increasingly vivid dreams of the challenge and its rewards. The dreams may be more or less accurate, depending on the alignment and agenda of the exoticcote. If the creature attempts to move more than six miles from the exoticcote, they are afflicted with an increasingly powerful conviction that they are going the wrong way. For each hour of travel they attempt past this point, the creature must succeed on a DC 15 Wisdom save or gain a level of exhaustion. For each long rest the creature completes more than six miles from

the exoticcote, they may make a DC 15 Wisdom save. On three such successes on three consecutive nights, they have shaken off the lure.

Other than overcoming the exoticcote's chosen challenge, there is no other way to get rid of the lure. Even slaying the exoticcote will not stop the dreams or the compulsion.

ACTIONS

Multiattack. The exoticcote makes three melee attacks.

Claw. *Melee Weapon Attack:* +7 to attack, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The exoticcote doesn't provoke opportunity attacks from any creature damaged by this claw attack until the beginning of the exoticcote's next turn.

Compelled Betrayal (Recharge 5-6). The exoticcote chooses two creatures it can see and who can hear it. Both creatures must make a DC 17 Wisdom save. On a failure, the creature is compelled to attack the other. For one minute, the creature has disadvantage on attack rolls against creatures other than the exoticcote's other target, and must make another Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from the other; if it succeeds on this saving throw, this effect doesn't restrict the target's movement for that turn. This effect is automatically broken if the target takes damage from any creature that it would normally consider friendly, if the exoticcote chooses to end the effect, or the creature ends its turn out of sight and hearing of the exoticcote.

LEGENDARY ACTIONS

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

Dash. The exoticcote moves up to half its movement speed.

Spellcasting (Costs 2 Actions). The exoticcote casts a spell.

Fandrill

Fandrills are intensely territorial beasts, known for their aggressive dominance displays and mesmerizing courtship rituals. Their powerful haunches carry them across large distances.



FANDRILL

Small monstrosity, unaligned

Armor Class 13

Hit Points 54 (12d6 + 12)

Speed 40 ft., climb 40 ft.

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

Skills Acrobatics +5, Perception +3, Stealth +7

Senses blindsense 10 ft., darkvision 60 ft., passive

Perception 13

Languages -

Challenge 1 (200 XP)

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

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

Standing Leap. The fandrill'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 fandrill makes three attacks; one with bite and two with fists.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7

(2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

REACTIONS

Dance. When targeted with an attack or a harmful spell by a creature who the fandrill can see within 30 feet, the fandrill can use its reaction to dance. The attacking creature must succeed on a DC 11 Wisdom saving throw or be charmed by the fandrill until the end of their turn. The attacking creature must choose a new target or lose the attack or spell.

Gutterkin

GUTTERKIN

Small fey, chaotic neutral

Armor Class 12

Hit Points 4 (1d6 + 1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +3, Survival +4

Senses darkvision 30 ft., passive Perception 12

Languages understands Sylvan but cannot speak

Challenge 0 (10 XP)

Squalor. Gutterkin have grown hardy as a result of their mutations. They suffer no negative effects from hunger, dehydration, or lack of sleep, and are immune to any environmental poisons or toxins. A gutterkin can be a carrier for any disease it contracts without suffering any of the harmful symptoms, though it may still demonstrate benign symptoms.

ACTIONS

Struggle. *Melee Weapon Attack:* -1 to hit, range 5 ft., one target. *Hit:* 0 (1d4 - 3) bludgeoning damage.

Gutterkin were once humble woodland creatures of the Wilds before the schism twisted them into strange, mutated beasts. The nature of these mutations mean that no two gutterkin are quite the same.

Gutterkin that have developed higher intelligence as a result of their mutations are considered **uplifted** (page 99) and are a different creature altogether.

GUTTERKIN VARIANTS

Most gutterkin except for the most wretched have additional traits reminiscent of the creatures they once were. Many gutterkin have some of the following additions, and a few rare specimens have all of them:

BITE

The gutterkin has the following bite attack action and its CR is 1/8 (25 XP):

Bite. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

CLAWS

The gutterkin has the following multiattack and claw attack actions. Its CR is 1/8 (25 XP):

Multiattack. The gutterkin makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 2 slashing damage.

MEATY

The gutterkin's hit points are 18 (4d6 + 4).

SPECIAL MOVEMENT

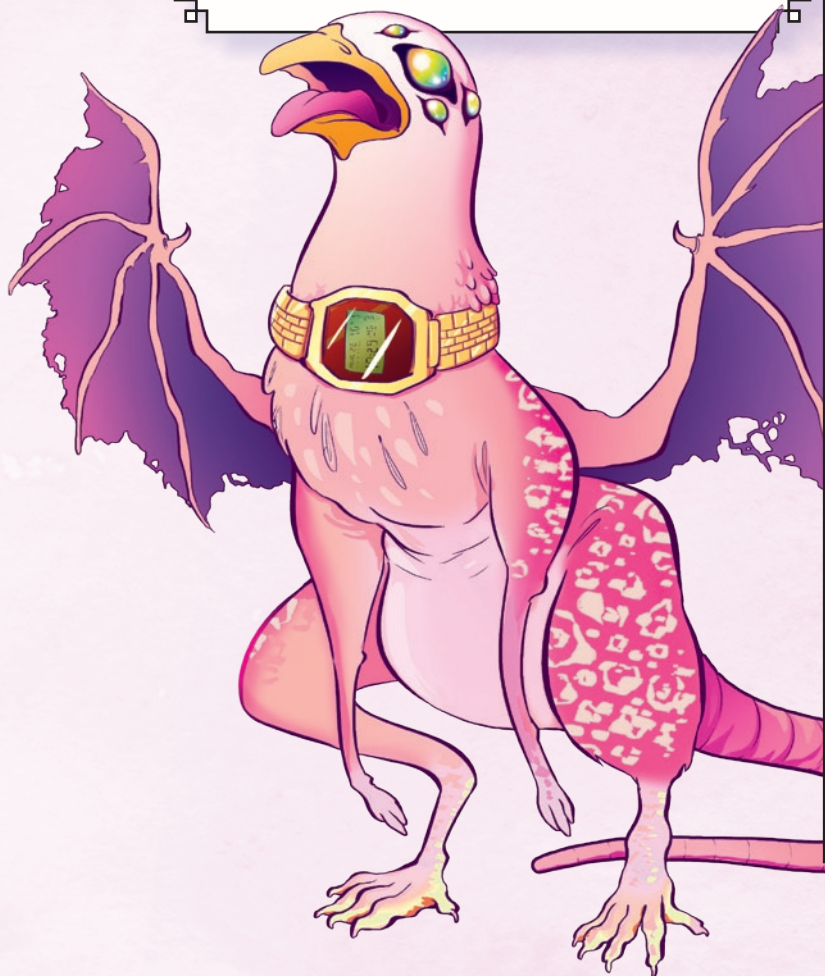
The gutterkin has gills, wings, and/or gripping hands and it gains 25 feet of swim, fly, or climb speed accordingly.

MAGIC

The gutterkin has the ability to cast simple fey magic:

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

At will: *animal friendship* (vermin only), *druidcraft*
1/day each: *hold person*, *invisibility*



Holoid

A strange creature of light and shadow, the holoid isn't a beast at all but rather a living network of crystals usually found deep within caves. When threatened or otherwise intruded upon, the holoid uses its prisms to channel Living Light, creating a hostile projection that then attacks the perceived threat.

The holoid can take many shapes and is usually recognized by its shimmering effervescence. How the holoid knows what shape to take—especially considering the crystal structures are typically stationary—is a mystery.

Powerful (and ostentatious) fey have been known to dismantle the crystal network and install them on their lands, harnessing the holoid's defense network for their own means—but doing so requires a flirtation with Living Light that would see them heavily punished in the Monarch's court.

THE HOLOID'S LAIR

A holoid most often makes its home in old caves found deep in the Wilds; glittering stalagmites stretch upwards in the dark, and faintly glowing pools mark the essence of Living Light that allows the holoid's crystals to channel the projection. Transported holoids require at least three crystals of at least three feet in height and girth in order to support the projection, but networks of twenty to thirty (or more) crystals are the most common.

LAIR ACTIONS

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

- The holoid teleports to another location in its lair.
- Magical darkness spreads from a point the holoid chooses within 60 feet of it, filling a 15-foot-radius sphere until the holoid dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

HOLOID

Gargantuan construct, unaligned

Armor Class 21 (natural armor)

Hit Points 245 (14d20 + 98)

Speed 40 ft., climb 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	10 (+0)	16 (+3)	27 (+8)

Saving Throws Dex +7, Con +13, Wis +9

Skills Perception +15

Damage Immunities radiant, psychic

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages understands all languages, but cannot speak

Challenge 20 (33,000 xp)

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

ACTIONS

Multiattack. The holoid uses Dematerialize Ray if it can. It then makes three Radiant Lash attacks.

Radiant Lash. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 20 (2d12 + 7) radiant damage.

Light Vein (Recharge 5-6). The holoid emits a beam of energy in a 75-foot line that is 10 feet wide. Each creature in the line must make a DC 21 Dexterity saving throw, taking 78 (12d12) radiant damage on a failed save, or half as much damage on a successful one.

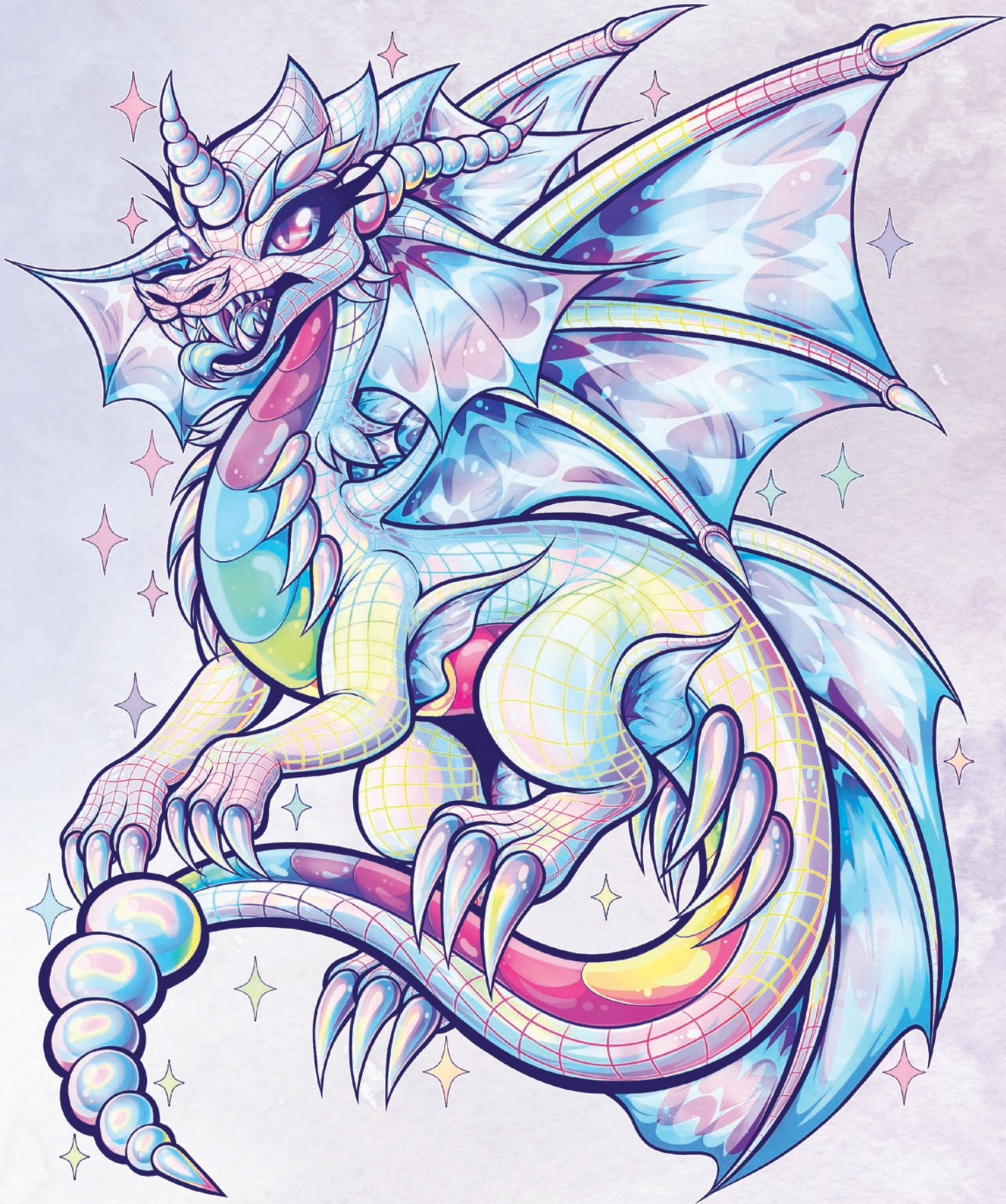
Dematerialize Ray (Recharge 5-6). The holoid targets one creature it can see within 60 feet with an energy ray. The creature must make a DC 18 Charisma save. On a failed save, the creature is dematerialized and reconstructed in a refracted pocket dimension filled with uncanny reflections of people the creature knows. It can attempt the save again at the end of each of its turns.

LEGENDARY ACTIONS

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

Stop Rendering (Costs 2 Actions). The holoid turns invisible until the beginning of its next turn or it takes a hostile action. The holoid may then move up to half its speed.

Radiant Lash. The holoid makes a Radiant Lash attack.
Detect. The holoid makes a Wisdom (Perception) check.



Honeysuckle Hag



A particularly cruel predator, the honeysuckle hag is as capable of subtle manipulation as it is of disturbing violence. It weaves a web of spun sugar, luring its prey in with a sickeningly sweet temperament before revealing its true nature. Whenever possible, the honeysuckle hag will toy with its victims—sometimes for several months—before feasting.

HONEYSUCKLE HAG

Large fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The honeysuckle hag's spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *magic missile*, *minor illusion*, *poison spray*, *vicious mockery*

3/day: *suggestion*

1/day: *calm emotions*, *charm person*, *enthrall*

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

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

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

ACTIONS

Multiattack. The hag makes two claw attacks.

Claw (Hag Form Only). *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. The target must make on DC 16 Constitution save, taking 18 (4d8) poison damage on a failed save, or half damage on a success.

Change Shape. The hag magically polymorphs into a Large or Medium humanoid, or back into its true form. The humanoid form is usually, but not always, pleasing to the eye and either friendly or alluring. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 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).

A Feast Presents Itself (1/day). The honeysuckle hag can spend one hour magically creating an enticing feast. The feast can feed up to ten Medium or smaller creatures and consists of several courses of the hag's choosing. The creation of the feast consumes at least two humanoid corpses that have been dead no longer than ten days. It takes two hours for a creature to eat their fill.

When a humanoid creature comes within 30 feet of the feast, they must make a DC 16 Wisdom save. On a successful save, the creature is immune to the effects of the feast for 24 hours. On a failed save, the creature is considered charmed by the hag and feels compelled to eat the feast. They can attempt the save again after an hour, if they are attacked, or if they see the hag in its true form. If the creature spends two hours eating, they must succeed on a DC 18 Constitution save or be considered permanently under the effects of a *dominate person* spell cast by the hag.

Kapny

In woodlands where the connection to the Wilds is strongest, dryads whose trees have been burnt to a husk by the ravages of fire will give birth to new life: the kapny, a nymph of smoke and ash.

Though they harbor no memory of their previous arboreal lives, the kapny have a quick temper and are prone to acts of retribution at even the smallest slight in their charred grove. Nevertheless, they are curious, and sometimes even playful, creatures—if appeased.

KAPNY

Medium fey, chaotic neutral

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +5

Skills Intimidation +7, Perception +4

Damage Resistances (*Firestorm Form* only) nonmagical damage

Damage Immunities fire

Condition Immunities (*Firestorm Form* only) grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Druidic, Elvish, Sylvan

Challenge 2 (450 XP)

Smoldering Aura (*Firestorm Form* only). Any creature that occupies the same space as the kapny at the start of their turn must succeed on a DC 12 Constitution saving throw or take 10 (3d6) fire damage and their speed is halved until the start of their next turn. On a successful save the creature takes half as much damage and their speed is unaffected. Creatures that fail this save begin to suffocate and continue to do so until they leave the kapny's space.

Ember Stride. Once on its turn, the kapny can use 10 feet of its movement to step magically into one fire or pile of ash within its reach and emerge from a second source of fire or ash within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second. Both sources of fire or ash must be Large or bigger.

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



ACTIONS

Firestorm Form. The kapny transforms into a Large swirling cloud of smoke and embers or back to its original body. While in firestorm form, the kapny gains a flying speed of 40 feet. The kapny can enter and occupy the space of another creature. The kapny has resistance to nonmagical damage, and has advantage on Strength, Dexterity, and Constitution saving throws. It can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The kapny can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in this form the kapny can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The kapny reverts back if the they drop to 0 hit points.

Mother

This predatory plant grows only in blood-soaked soil. It takes the shape of a mother, soothing her nursing babe, and lures unwitting victims closer.

MOTHER

Huge monstrosity, neutral evil

Armor Class 17

Hit Points 157 (15d12 + 60)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

Damage Resistances fire, poison, psychic

Condition Immunities exhaustion, paralyzed, petrified, prone, restrained

Senses tremorsense 250 ft., passive Perception 14

Languages -

Challenge 7 (2,900 XP)

False Appearance. While the mother remains motionless, it looks like an ordinary, if unsettling, plant.

Crushing Roots. The mother can have up to four roots at a time. Each root can be attacked (AC 20; HP 10; immunity to poison and psychic damage). A root can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it. Destroyed roots regrow at the start of the mother's next turn.

Vile Sap. A creature that hits the body of the mother with a melee weapon attack risks being sprayed by the mother's glutinous, bloody sap. The creature must succeed on a DC 16 Dexterity save or be paralyzed until the beginning of their next turn.

ACTIONS

Multiattack. The mother makes three root attacks and can use Mother's Milk. It can use Vitality Drain in place of one attack.

Root. *Melee Weapon Attack:* +7 to hit, range 25 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the creature is restrained. The mother cannot have more than three targets grappled. These roots burst up out of the ground under the target rather than coming from the trunk of the mother.

Mother's Milk (3/day). The mother sprays the area with soft pale pollen. All creatures within 30 feet of the mother must make a DC 16 Wisdom save or be charmed by the mother until the end of their next turn.

Vitality Drain. *Melee Weapon Attack:* +7 to hit, range 25 ft., one creature the mother has grappled. *Hit:* 20 (3d10 + 4) piercing damage. The creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. The target dies if this effect reduces its hit point maximum to 0. A creature slain by this attack is pulled beneath the earth and implanted with a mother sapling root; at the start of what would have been the creature's next turn, it rises from the earth as a zombie thrall. If left undisturbed, this thrall will seek out blood-soaked soil in which to bury itself and, 1d4 days later, become a mother itself.



Party Ghost

These spirits of indulgence abound in the Wilds, drawn to wherever festivities are at their most excitable. Though (mostly) harmless, they yearn for the celebrations they most enjoyed while still living, and will take possession of a party-goer in order to “live out” their by-gone fantasies.

Party ghosts tend to come in three varieties: Daredevil, Bender, and Narcissus, each of which are equipped with their particular brand of vices. They often travel in packs, and when all three party ghosts take possession of the living, the night begins to unravel quickly.

PARTY GHOST

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	8 (-1)	18 (+4)

Skills Intimidation +6, Persuasion +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage 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 9

Languages Sylvan, and any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Vices. These statistics are shared by all three party ghosts, but each one has its own particular characteristics, detailed on the next page.

ACTIONS

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

Radical Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, creatures automatically fail saving throws on the ghost's melee weapon attacks. A charmed target can repeat the saving throw at the end of each of its turns, ending the charmed condition on itself on a success. Once the effect ends, the target is immune to this ghost's Radical Visage for the next 24 hours.

Peer Pressure. The ghost targets up to 3 creatures that are currently charmed by Radical Visage and attempts to corrupt them with their chosen vice. At the beginning of the targets' next turn they must succeed on a DC 14 Wisdom saving throw or do as the ghost suggests. If two ghosts perform this action on any of the same creatures and give the same suggestion those creatures have disadvantage on the saving throw. If three or more ghosts participate in this, the targets automatically fail the saving throw as the ghosts chant along in unison.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

DAREDEVIL

Vice: Reckless. When possessing a creature or using Peer Pressure, this ghost gets rowdy. A target possessed by Daredevil will perform reckless stunts heedless of wisdom or safety, endangering their surroundings, other people, and especially themselves.

ADDITIONAL ACTIONS

Get Hyped. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage and the target must succeed on a DC 14 Wisdom saving throw or make a melee weapon attack against the nearest corporeal creature as a reaction. If no valid targets are in range the creature targets itself.

BENDER

Vice: Intoxication. When possessing a creature or using Peer Pressure, this ghost seeks only the closest high, drinking or imbibing any available mind altering substances to dangerous excess.

ADDITIONAL ACTIONS

Get Loaded. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage and the target must succeed on a DC 14 Constitution saving throw or take an additional 10 (3d6) poison damage and be poisoned until the end of their next turn.



NARCISSUS

Vice: Ego. When possessing a creature or using Peer Pressure, this ghost seeks to be the center of attention—by raising their voice, waving their arms, or even outshining anyone possessed by either of the other two ghosts.

ADDITIONAL ACTIONS

Get Noticed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage and the target must succeed on a DC 14 Charisma saving throw or the next attack against the target has advantage. If the target fails the save by 5 or more, it immediately moves to the nearest hostile creature targeting someone else and attempts to draw its attention.

Skelekron

The Living Light didn't just get its name by chance; when a body is left near a source of Living Light, mineral deposits can take root and grow into dangerous crystal growths, infesting the skeleton and turning them into mindless, but dangerous, undead.



SKELEKRON

Medium undead, unaligned

Armor Class 13 (crystal growths)

Hit Points 26 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities poison, special (see below)

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but cannot speak

Challenge 1/4 (100 XP)

Living Light Crystals. Choose or roll a d6 to randomly select one energy type from the below list. The skelekron has immunity to this damage type. The skelekron's crystal growths also glow with a light colored to match.

1. Radiant (opalescent)
2. Acid (green)
3. Fire (red)
4. Cold (white)
5. Lightning (yellow)
6. Thunder (blue)

If an attack or effect deals damage to the skelekron that it is immune to, its Elemental Discharge attack recharges.

Detonate. If the skelekron has its Elemental Discharge attack available when it reaches 0 hit points, it detonates. Every creature within 5 feet of the skelekron must succeed on a DC 13 Dexterity save or take 2 (1d4) piercing damage and 7 (2d6) damage of the type the skelekron is currently immune to.

ACTIONS

Multiattack. The skelekron makes a Slam attack and an Elemental Discharge attack if it is able.

Slam. *Melee Weapon Attack:* +4 to attack, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Elemental Discharge (Recharge Special). *Melee Weapon Attack:* +4 to attack, reach 15 ft., one target. *Hit:* 3 (1d6) damage of the type the skelekron is currently immune to.

REACTIONS

Elemental Adaptation. As a reaction, the skelekron can change to being immune to the damage type it just took damage from, provided it was one of the types listed on the table under Living Light Crystals. Doing so also recharges Elemental Discharge.

Sly Mold

SLY MOLD

Medium ooze, neutral evil

Armor Class 15 (or the AC of any equipped armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +8, Cha +5

Skills Acrobatics +11, Deception +10, Insight +5, Perception +5, Sleight of Hand +8, Stealth +8

Damage Resistances acid, cold, fire, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities grappled, restrained, prone, deafened, blinded, poisoned

Senses darkvision 60 ft., tremorsense 5 ft., passive Perception 12

Languages Common (see *Adaptive*)

Challenge 5 (2,300 XP)

Adaptive. The sly mold uses its ability to read minds to adapt and remain undetected when shapeshifted. The sly mold can speak the languages of any creature it has successfully used Read Thoughts on in the last 24 hours. It can also gain proficiency in one skill or tool kit that the target knows for the same duration.

Oozing Traversal. The sly mold can move through a space as narrow as 1 inch wide without squeezing and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Shapeshifter. The sly mold can use its action to polymorph into a Small or Medium creature it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. It prefers humanoid forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form and melts if it dies.

Morphic Limbs. The sly mold can morph and solidify its limbs into any shape it requires. This includes melee weapons of any type except those with the two-handed property. The sly mold can additionally create and throw any melee weapon with the thrown property at the cost of 3 health per weapon thrown.

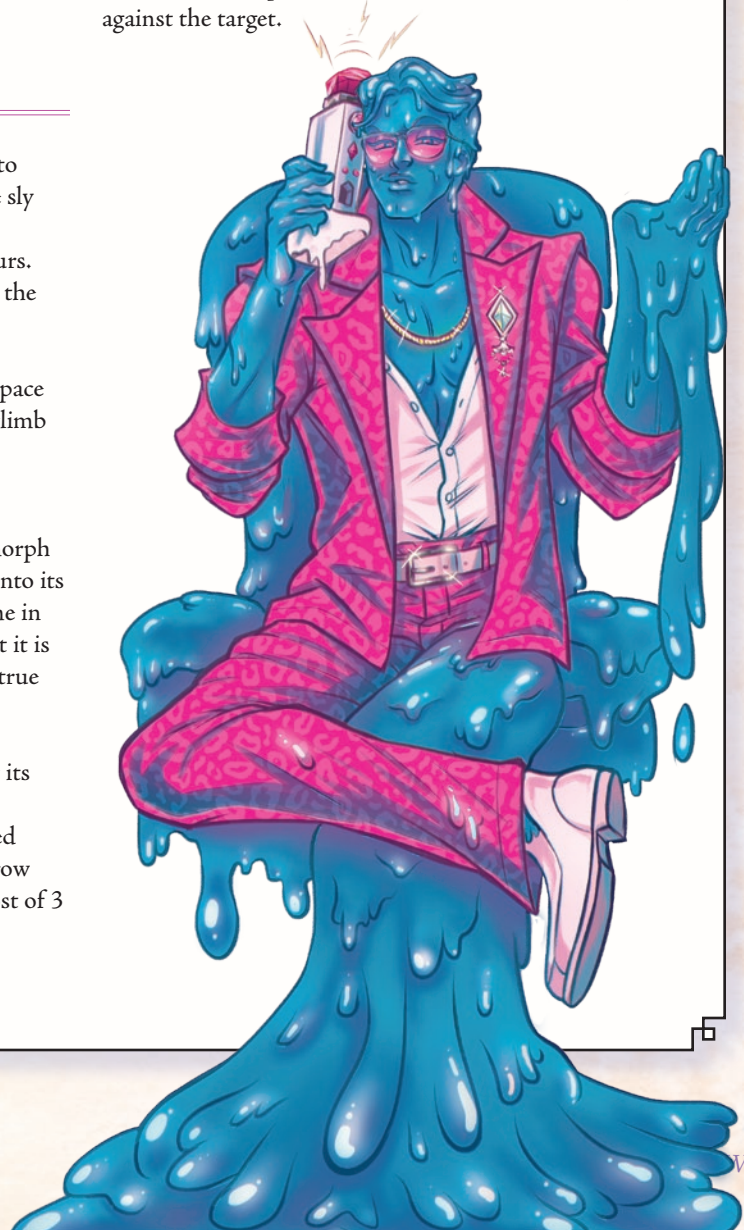
An ooze that has spent too long fermenting in a bath of Living Light becomes a sentient creature of slippery mind and shifting motivations. Trust with caution.

ACTIONS

Multiattack. The sly mold makes two melee attacks with its morphic daggers. It can replace any of these attacks to use a wielded weapon.

Morphic Dagger. *Melee Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 18 (4d8) poison damage.

Read Thoughts. The sly mold magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the sly mold can continue reading its thoughts, as long as the sly mold's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the sly mold has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



Snallop

These small fey seem to be subject to some strange duality of nature. When under observation, they are slow and sluggish creatures; the second they go unnoticed, however, they seem to detach from time and space, and can leap great distances in the blink of an eye. The mechanism by which they do this has thusfar evaded study.

VARIANT: SNALLOP FAMILIAR

Snallops are easy to catch but difficult to keep; some say the challenge only makes their care and companionship that much more rewarding.

Familiar. The snallop can form a loving bond with another creature, becoming its familiar. While the two are bonded, the companion can sense what the snallop senses as long as they are within 1 mile of each other. If the companion is at least a 4th-level spellcaster the snallop's magic begins to intertwine with theirs. While the snallop is within 10 feet of such a companion, the companion shares the snallop's Uncertainty Hop trait for a number of rounds equal to the companion's spellcasting ability modifier. Once the companion finishes a short rest it regains all expended uses of this trait. If its companion ever causes the snallop physical harm, it ends its bond with the companion and stops being their familiar.

SNALLOP

Small fey, unaligned

Armor Class 12 (natural armor)

Hit Points 5 (1d6 + 2)

Speed 5 ft., climb 5 ft., Both change to 100 ft. when unobserved (see *Uncertainty Hop*)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	6 (-2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

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

Languages -

Challenge 1/4 (50 XP)

Uncertainty Hop. Any round during which the snallop has passed unseen by any creature with Intelligence 5 or higher, it moves as if its speed is 100 feet.

ACTIONS

Flop. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4 - 1) bludgeoning damage.



Shauna ♡ 18

Sun Dog

True to their name, sun dogs love bright light and will flock to and cavort in its presence, where they are invisible. They are largely playful and affectionate creatures, but should still be treated with caution: a friendly lick can cause sunburn.



SUN DOGS

Medium elementals, chaotic good

Armor Class 13

Hit Points 65 (10d8 + 2)

Speed 50 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +7

Damage Immunities fire

Condition Immunities exhaustion

Senses truesight 60 ft., passive Perception 14

Languages understands Sylvan but cannot speak

Challenge 1 (200 XP)

Creature of Light. Sun dogs are invisible while in bright light and their touch can only be perceived as a feeling of gradually intensifying heat.

Soothing Presence. Any creature within 5 feet that the sun dog doesn't consider hostile has advantage against effects that cause fear or exhaustion. If a creature spends a long rest in the company of a sun dog they regain 1 additional hit die at the end of the rest.

Elemental Bane. Anytime a sun dog hits with an attack against a creature of the elemental type, it deals an additional 11 (2d10) force damage. Sun dogs also have advantage on Wisdom (Perception) checks made to track or locate elementals using hearing or smell.

ACTIONS

Multiattack. A sun dog makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Lick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 fire damage.

Sunken Beast

Once they were celestial creatures of order and reason, but the sunken beasts have since been twisted by chaotic fey magic. It is unclear who first brought them to the Wilds or what purpose they might have served: trapped as they are in an alien element, the sunken beasts have been forced to adapt.

SUNKEN BEAST

Large fey, chaotic neutral

Armor Class 19

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Perception

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Halo of Pain. As a bonus action, the sunken beast can manifest four spectral blades, each at a point within 50 feet that it can see.

Departure. As a bonus action, the sunken beast can magically shift into the Ethereal Plane. Doing so dismisses all its spectral blades.

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

ACTIONS

Multiattack. The sunken beast uses Behold! and four spectral blade attacks if it can, and may replace one spectral blade attack with a Wrack attack.

Spectral Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (6d6 + 8) force damage. The sunken beast can move the spectral blade up to 50 feet as part of this attack.

Wrack. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (6d6 + 8) poison damage, and the target must make a DC 19 Constitution saving throw or be poisoned for 1 minute as painful waves of fey energies shudder through their body. The creature can attempt this save again at the end of each of their turns, ending the effect on a save. If they



fail the save by 10 or more, they are cursed with a minor albeit disfiguring transformation of the GM's choosing. Shapechangers are immune to this additional effect.

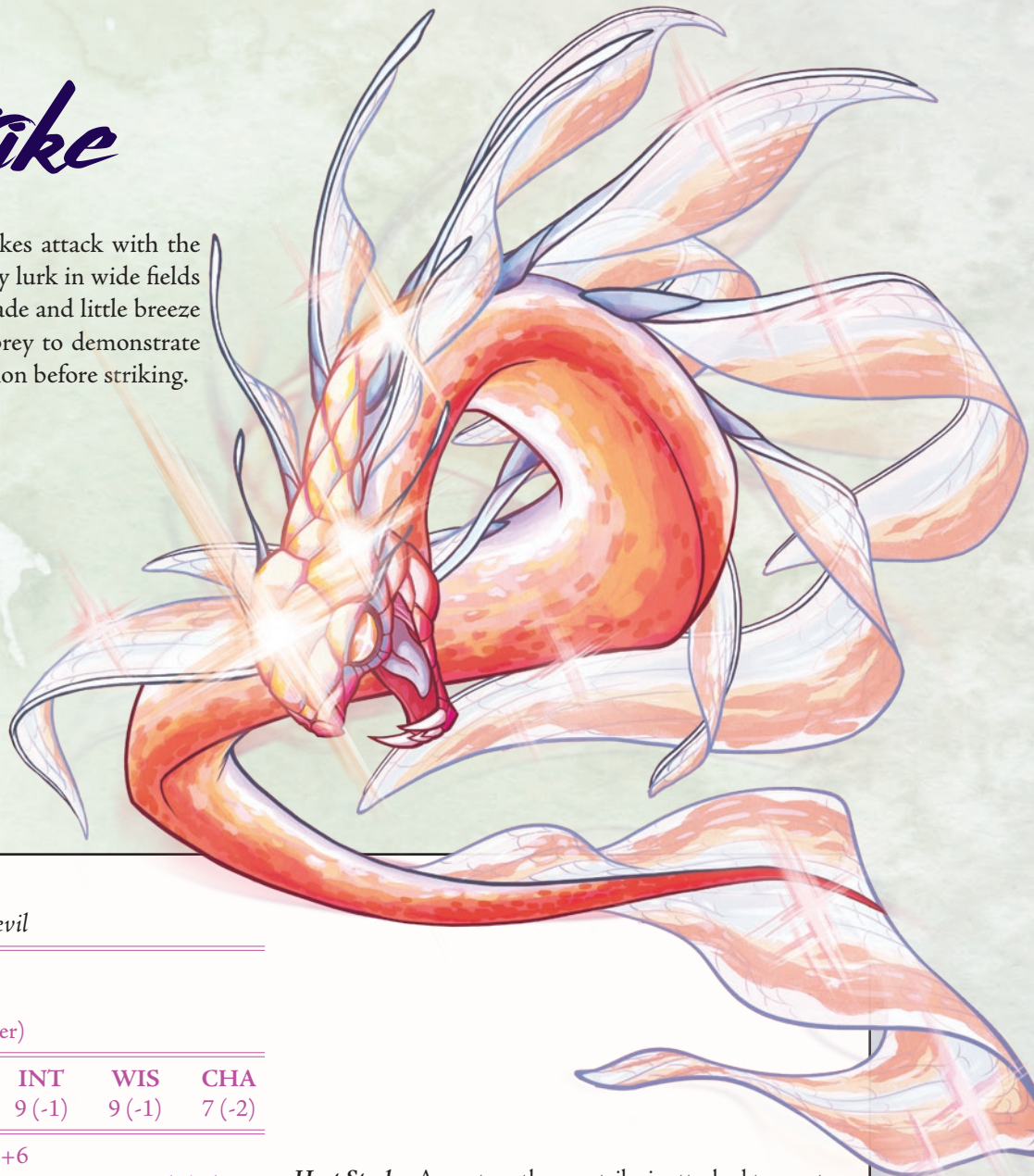
Arrival. The sunken beast returns from the Ethereal Plane and uses Behold! If it can.

Behold! (Recharge 5-6). The sunken beast briefly reveals a fragment of its immortal madness. Any humanoid that can see the sunken beast must make a DC 19 Wisdom saving throw or be frightened of the sunken beast until the end of their next turn. A creature that fails the save gains a short-term madness. If they already have a short-term madness, they gain a long-term madness; if they already have one, they gain an indefinite madness. Creatures with an indefinite madness are immune to this ability.

Be Not Afraid. The sunken beast targets one humanoid it can see within 30 feet of it that can see the beast. The target must succeed on a DC 19 Wisdom saving throw or be charmed by the sunken beast. The charmed target regards the sunken beast as a holy vision to be worshipped and obeyed. Although the target isn't under the sunken beast's control, it takes the sunken beast's commands or actions in the most favorable way it can. Each time the sunken beast does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours.

Sunstrike

Insatiable predators, sunstrikes attack with the heat of the summer sun. They lurk in wide fields of grass where there is no shade and little breeze and typically wait for their prey to demonstrate signs of weakness or exhaustion before striking.



SUNSTRIKES

Small elemental, neutral evil

Armor Class 14

Hit Points 56 (16d6)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	9 (-1)	9 (-1)	7 (-2)

Skills Perception +1, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons when in bright light

Condition Immunities blinded, grappled, petrified, prone, restrained

Senses blindsense 300 ft. (blind beyond this radius), passive Perception 11

Languages -

Challenge 3 (700 XP)

Creature of Light. Sunstrikes are invisible while in bright light and their touch can only be perceived as a feeling of gradually intensifying heat.

Incorporeal Movement. The sunstrike 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.

Heat Stroke. A creature the sunstrike is attached to must succeed on a DC 12 Constitution saving throw at the start of its turn or take a level of exhaustion. This DC increases by 1 for every round the attached target remains in sunlight, and decreases by 4 for every round the attached target is in dim light or darkness. Once the DC reaches 0 the sunstrike detaches immediately.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the sunstrike attaches to the target. While attached the sunstrike cannot use its bite attack. The sunstrike can detach itself by spending 5 feet of its movement. A creature, including the target, that can see the sunstrike can use its action to detach it.

Heat Flash. A target the sunstrike is attached to must succeed on a DC 12 Constitution saving throw or take 7 (2d6) radiant damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Themiskite



THEMISKITE

Medium monstrosity, lawful neutral

Armor Class 14

Hit Points 121 (22d8 + 22)

Speed 5 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	8 (-1)	16 (+3)	8 (-1)

Saving Throws Dex +7, Wis +6

Skills Acrobatics +10, Perception +9, Survival +6

Damage Immunities radiant

Senses truesight 90 ft. passive Perception 19

Languages Understands Sylvan and Auran but cannot speak

Challenge 4 (1,100 XP)

Keen Sight. The themiskite has advantage on Wisdom (Perception) checks related to sight.

Radiant Refraction. Any radiant damage blocked by the themiskite's radiant damage immunity instead grants the themiskite temporary hit points equal to the amount of damage blocked. When the themiskite rolls radiant damage it can choose to spend the temporary hit points gained from this trait and add radiant damage to the attack equal to the amount spent.

ACTIONS

Multiattack. The themiskite makes two Radiant Strike attacks if it can or two Razor Wing attacks.

Radiant Strike (When in Bright Light). Ranged Spell Attack: +6 to hit, range 60 ft., one target. Hit: 14 (2d8 + 3) radiant damage.

Razor Wing. Melee Weapon Attack: +7 to hit, range 5 ft., one target. Hit: 7 (1d4 + 4) slashing damage.

It's believed that themiskites were once agents of judgment that came to the Wilds pursuing criminals from other planes, but years of chaos have driven the creatures mad. They roam the Wilds looking for wrongdoers who have challenged their mysterious and unknowable moral code.

Themiskites are often single-minded in their pursuit of justice, and ruthless in their dispensing of it. Unfortunately, the chaos of the Wilds has made them confused and paranoid, and they are as aggressive and confrontational as a cornered beast.

Their flickering feathers glimmer with shards of refracted light, but the light has become warped and corrupted as the centuries have gone on.

Verloren



VARIANT: VERLOREN GLOW WIELDER

Some verloren have found discarded or broken magic items, and have learned to use them to some effect. A verloren wearing random magic trinkets (AC 15) has a challenge rating of 1 (200 XP) and the following additional action options:

Lingering Charge (1/day). The verloren makes a single cast of one of the following spells at random (roll a d6). Their spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks):

1. entangle
2. blindness/deafness
3. guiding bolt
4. inflict wounds
5. bane
6. magic missile

Multiattack. The verloren makes three Arcane Discharge attacks.

Arcane Discharge. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) force damage.

A troublesome people, the verloren bear a slight resemblance to the goblins of the Material Plane. Attempts to study this similarity have unfortunately proved fruitless, as the similarity extends to their quarrelsome antics.

Verloren covet the finer things in life and long for a place in the Monarch's court. Meanwhile, they settle for scavenging whatever fey trinkets they can find.

VERLOREN

Small fey, chaotic evil

Armor Class 13

Hit Points 49 (14d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

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

Senses darkvision 20 ft., passive Perception 9

Languages Sylvan, Goblin

Challenge 1/2 (100 XP)

Schadenfreude. The verloren gains advantage on its next attack roll or ability check if a creature other than itself within 60 feet of it rolls a natural 1, including allies and other verloren. If a creature other than a verloren rolls a natural 20 in the same circumstances, the verloren takes disadvantage on its next attack roll or ability check.

Shame. A verloren's own mistakes enrage them. If the verloren misses an attack roll it deals double damage on its next damage roll. This effect does not stack.

ACTIONS

Multiattack. The verloren makes three sharp stick attacks.

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

REACTIONS

Rabblekin. If a verloren dies, any verloren within 5 feet of the creature that landed the killing blow can make a melee attack against that creature as a reaction.

Panic. If an allied creature within 60 feet fails a saving throw against a spell with a visible effect, the verloren panic and can make a melee attack against a target within 5 feet as a reaction.

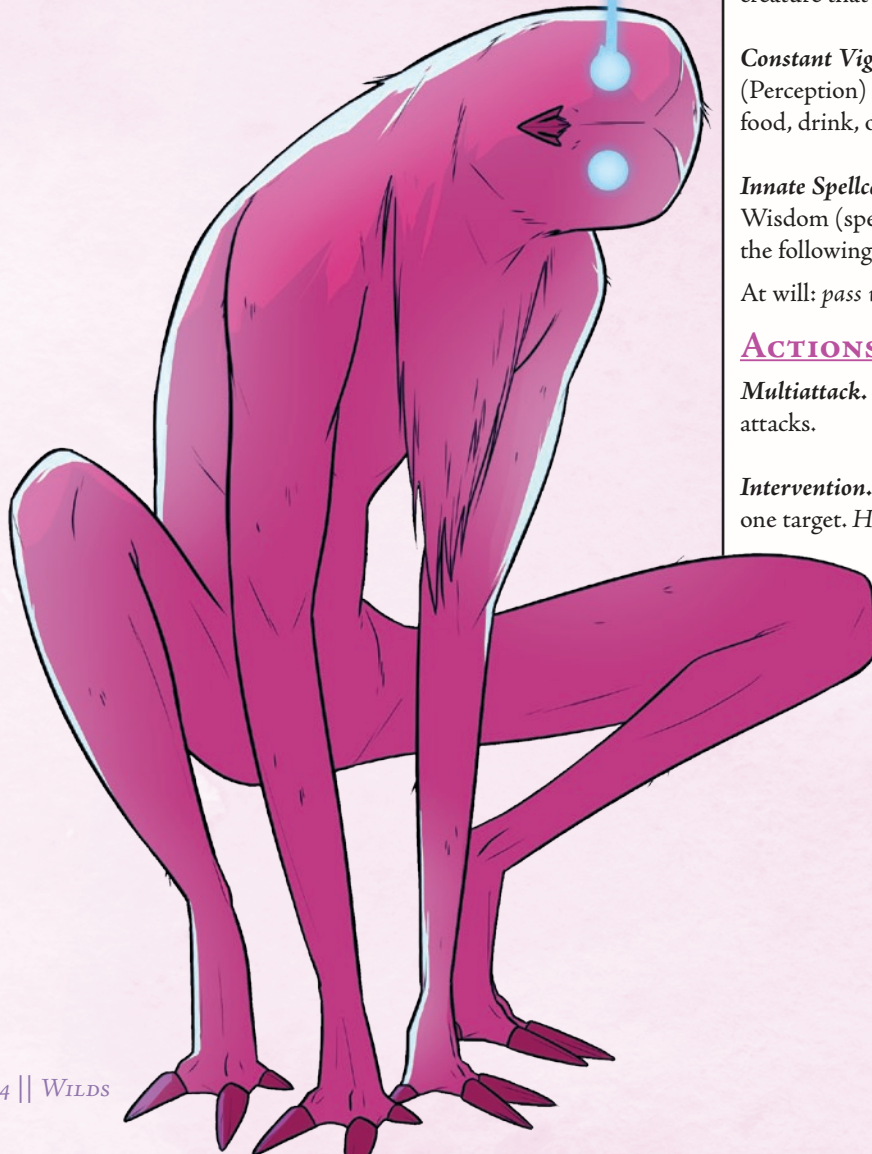
The Watcher

No one is entirely sure where the watchers come from, but as they seem to have neither birth nor natural death, the popular assumption is that they were created.

As their name suggests, the watchers are usually passive creatures—but their sighting is an ill omen, as the arrival of a watcher inevitably heralds some grim event.

The watcher will retaliate if attacked and, in cases where the strings of fate have been stretched too tight, they can intervene: they exert their will over reality to snap it back into position, often with violent consequences for anyone operating outside the bounds of destiny.

Otherwise... it simply watches.



THE WATCHER

Large constructs, unaligned

Armor Class 13*

Hit Points 80 (7d10 + 42)*

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	22 (+6)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Wis +5

Skills Insight +8, Perception +5

Senses truesight 300 ft. passive Perception 15

Languages Understands all language, but speaks only Sylvan

Challenge 1 (200 XP)*

Clutch. Watchers are created in batches of seven: though separated at creation, these seven creatures are linked. Each time one of these watchers dies all other watchers in its clutch all gain +1 AC, an additional Hit Die plus Constitution modifier to their max hit points, +1 to hit, and an additional Intervention attack when using multiattack. This increases the remaining watchers' CR by +1. The surviving watchers are always aware of the death of another watcher, the location it occurred, and the identity of the creature that dealt the killing blow.

Constant Vigil. Watchers have advantage on all Wisdom (Perception) checks involving sight. They do not require air, food, drink, or sleep, and are immune to disease.

Innate Spellcasting. The watcher's spellcasting ability is Wisdom (spell save DC 16). The watcher can innately cast the following spells, requiring no material components:

At will: *pass without trace*, *silence*

ACTIONS

Multiattack. The watcher makes three* Intervention attacks.

Intervention. Ranged Spell Attack: +3* to hit, range 60 ft., one target. Hit: 4 (1d8) force damage.

*Modified by Clutch

PART II

Character Options

“Mortals know how to party: they rattle and sweat and make drinks with more than five ingredients in them. They party like it’s a campfire, and death is circling in the shadows. A mortal party means something.

Of course... it’s always better when someone brings the party to you.”

POX. OR POSSIBLY PILFER.

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	CHARACTER NAME	
	<input type="text"/>	<input type="text"/>
	RACE	BACKGROUND
DEXTERITY	ARMOR CLASS	LVL
	INITIATIVE	EXP
CONSTITUTION	<input type="text"/>	SPEED
	ALIGNMENT	INSPIRATION
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SAVING THROWS

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PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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<input type="checkbox"/> _____ ANIMAL HANDLING <WIS>
<input type="checkbox"/> _____ ARCANA <INT>
<input type="checkbox"/> _____ ATHLETICS <STR>
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ATTACKS AND SPELLCASTING

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SP	<input type="text"/>	
EP	<input type="text"/>	
GP	<input type="text"/>	
PP	<input type="text"/>	

EQUIPMENT

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

Springenfolk

Despite occupying the Wilds since before the schism, springenfolk mythology suggests that they are scholars from a distant, long-forgotten plane. Cultural enrichment is a springenfolk's highest calling and greatest ambition.

OTHERWORLDLY ELEGANCE

The springenfolk are notable for their delicate build and graceful gestures. Their many limbs move languidly but their eyes and antenna are in constant motion, giving an impression that they see everything.

REFINED TASTES

Springenfolk pride themselves on their refined tastes and appreciate luxuries and culture: food, music, art, and literature are all the subjects of intense practice and study. Despite this, excessive, unfocused enthusiasm is considered uncouth.

MASTERS OF NATURE

The springenfolk are fascinated by the natural order of the world: they immerse themselves in study of history, science, and the arcane, and don't shy away from interdisciplinary solutions to problems most would find insurmountable. However, springenfolk often prefer extensive planning at the expense of action.

SPRINGENFOLK NAMES

Springenfolk honor their children with names meant to inspire them to great fields of study. Their family names tend to be monosyllabic onomatopoeia, a remnant of their long-extinct native language.

Given Names: Navigator, Philosopher, Stargazer, Truthseeker, Lyricist, Prominent, Esteemed

Surnames: Crikk, Spratt, Frix, Sprig, Trak, Qlop, Floot, Scoop, Ick, Gob, Chok, Moot, Nott

SPRINGENFOLK TRAITS

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

Age. Springenfolk reach maturity around the same age as humans, but live to 200 on average.

Alignment. Springenfolk tend towards neutral alignments, preferring to seek knowledge without bias.

Size. Springenfolk average at seven feet tall, but appear spindly. Your size is medium.

Speed. Your base walking speed is 35 feet.



Springing Folk. Your long limbs are perfectly adapted for leaping. The distance for your long jump and high jump increases by your Strength modifier (minimum 1). Additionally, you may spend your entire movement for a turn to jump a distance equal to your base movement. You cannot use this trait again until you move 0 feet on one of your turns.

Lore Masters. You have proficiency in two of the following skills: Arcana, History, or Nature.

Fey Magics. You know the *dancing lights* and *mending cantrips* and can cast them without material components. Intelligence is your spellcasting ability for these spells.

Multiple Arms. You have four arms. These arms do not allow you to take extra actions, attacks, or gain extra benefits from equipment, but do allow you to hold and interact with additional items. You may take the Use an Object action as a bonus action.

Languages. You can speak, read, and write Common, Sylvan, and one additional language of your choice.

Uplifted Gutterkin

Unlike their harmfully mutated counterparts, uplifted gutterkin have benefited from the chaotic magic that transformed them, gaining sentience, community, and even a conscience.

HIDING IN PLAIN SIGHT

While elevated beyond their status as mere vermin, uplifted gutterkin are hardly any more respected by the other cultures of the Wilds. They keep to themselves in small tree-top or underground villages, away from prying eyes and disdainful feet.

NEVER IDLE, NEVER FREE

Uplifted gutterkin remember what it was like to be at the bottom of the food chain. They have a tendency to keep busy, constantly fidgeting, poking, and rearranging. These meticulous creatures tend to see what others miss, and appreciate that which others neglect. One adventurer's trash is a gutterkin's most precious treasure.



UPLIFTED GUTTERKIN NAMES

Uplifted gutterkin grew into language only recently, so their names are often misspelled words or misplaced concepts: whatever sounds appealing to a gutterkin. They bear the names of their village first, and their given names second.

Village Names: Willoweave, Barkatop, Throughroot, Muddlemore, Riversend, Inthedirt, Mossingrotto, Bend-in-the-Branch

Given Names: Skip, Ittlebit, Rasha, Onyan, Bawtlefly, Limrik, Noosans, Burrdok, Botha, Linimin

UPLIFTED GUTTERKIN TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Age. Gutterkin age quickly, reaching adulthood by 10 and living to 60 on average.

Alignment. Uplifted gutterkin are often kindhearted and rarely of evil alignments. They tend to be community-oriented in their morality, but care little for principles if they don't benefit their loved ones.

Size. Gutterkin are diminutive folk, averaging three and a half feet. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in Perception.

Born of the Land. Whenever you make a Wisdom (Nature) check related to weather conditions or natural terrain features, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

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

Subrace. Regardless of what kind of creature you (or your forebears) were before being uplifted, gutterkin can be loosely grouped into three types: Little Paws, such as weasels, raccoons, or pacaranas; Canopids, such as owls, flying squirrels, or pigeons; and Scuttlers, such as geckos, crabs, or salamanders. Choose one of these types for your character.

LITTLE PAWS

Uplifted gutterkin of the Little Paws family are curious scavengers, and have difficulty keeping their paws to themselves. They tend to be mischievous but affectionate creatures. They make their homes close to fey settlements, where they can "borrow" tools.

Ability Score Increase. Your Wisdom score increases by 2.

Fey Magics. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *animal friendship* spell an unlimited number of times per day, but you can target only rodents with it. When you reach 5th level, you can also cast the *lesser restoration* spell once per day. Wisdom is your spellcasting ability for these spells.

Nimble Paws. You have proficiency in the Sleight of Hand skill.

CANOPID

Uplifted gutterkin of the Canopid family are brave explorers, pushing new boundaries and thirsty for adventure. They make their home in treetop canopies.

Ability Score Increase. Your Intelligence and Dexterity scores increase by 1.

Limited Flight. You have a flying speed of 25 feet. If you end your movement in mid-air you immediately begin to fall. When you take falling damage, reduce the total distance fallen by 15 feet for the purposes of calculating fall damage.

Deft Maneuvers. You have proficiency in the Acrobatics skill.

SCUTTLER

Uplifted gutterkin of the Scuttler family are patient, thoughtful folk, slow to act but welcoming of strangers and other gutterkin families. They tend to make their homes in burrows, and serve as tradespeople between Little Paw and Canopid villages.

Ability Score Increase. Your Charisma and Strength scores increase by 1.

Natural Climber. Climbing doesn't cost you any extra movement, and you may attempt to climb on otherwise impassable surfaces such as sheer walls and even ceilings. You have proficiency in the Athletics skill.

Grabber. You can attempt to pull objects to you with your tongue, claw, tail, or otherwise extendable appendage. The object must be one you can see within 10 feet and weigh less than 5 pounds. If the item is held, you must succeed on a grapple check against the holder in order to successfully grab the item.

Wildkin



Contrary to what the legends suggest, it's not usually *fey* that steal away mortal children, but rather the Wilds themselves, luring them in through portals thick with the smell of spun sugar. The Wilds prey on mortals of all ages, but it's the children who never find their way back, quickly forgetting they ever had any other home—or even parents. These are the wildkin: feral children who eke out a life of eternal youth and carefree responsibility, deep in the Wilds.

ARRESTED DEVELOPMENT

The wildkin have undergone transformations as a result of their time in the Wilds: their heads and eyes are larger than a normal child's, their ears stretched and ragged as if they were made of chewed taffy. These mutations combine with their natural features—sometimes to beautiful effect, sometimes not. The same energies that change the wildkin also keep them forever young, aging at most to adolescence for as long as they remain in the Wilds.

TERRITORIAL DISPLAY

Wildkin clans are fiercely protective of their territory and keep outsiders at bay with intimidating effigies and elaborate traps. They often dress outlandishly, both as a symbol of their stature among the other wildkin and as an attempt to emulate the *fey*.

Wildkin have a delicate relationship with *verloren* (page 93): sometimes they are tentative allies, at others they are engaged in brutal war.

HARDENED SURVIVORS

For all their boundless energy and spirit, wildkin endure a hard, dangerous life. Predatory beasts, mercurial *fey*, alien entities, and the changeable magics of the Wilds have forged the wildkin into a resilient people. While infighting is not uncommon, it always stops short of unforgiveable violence: the wildkin clans are families, where the strongest protect the weak.

NATURAL ADVENTURERS

Wildkin often yearn for something they can't explain or describe, and this often manifests as an arrogant, adventurous spirit. However, if a wildkin leaves the Wilds for more than a year, they begin to age at a rate typical to their original race.

WILDKIN NAMES

Wildkin have names as varied as their appearances. Some can remember their birth names and continue to use them; others are given or adopt new names. These are often a mix of descriptive monikers, made-up words, or earned epithets.

Wildkin also often take their community's clan name, and those of particular notoriety or fame will embellish with expressive and hyperbolic titles.

Given Names: Sassafrass, Boffo, Acorn, Beanbag, Pig, Squirt, Kicks

Clan Names: Honeysucker, Mudslinger, Stoneskipper, Windsinger, Big Mountain, Mighty Oak

Titles: The Giant-Slayer, the Orc-Thwomper, the Fey-Beguiler, the Angel-Charmer, the Pan, the Beast, the High-Flyer, the First Tiger

WILDKIN TRAITS

Ability Score Increase. Your Charisma score increases by 1.

Age. Wildkin often stop aging in adolescence and can remain in that state indefinitely so long as they stay in the Wilds. A wildkin that spends a year in the real world begins to age as their natural race would.

Alignment. Wildkin have little comprehension of the laws of mortal civilization, though they have learned which codes and boundaries to respect when ensuring their own survival. Wildkin tend to chaotic and neutral alignments.

Wild-born. You have proficiency in Survival.

Irrepressible. The first time you fail a death saving throw, you immediately gain hit points equal to your Charisma modifier plus your proficiency bonus (minimum of 1). This feature can only be used once per long rest.

Child of Nature. You have learned to study the behaviors of beasts and have advantage on all Wisdom (Insight) and Intelligence (Nature) checks you make to understand and learn about them.

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

Subrace. Wildkin are roughly divided into two types: the Living Light-infused Luxkin, and the wild and exuberant Lost Ones. Choose one of them for your character.

LUXKINGS

The Luxkin are those who adapt to the Living Light by taking it into themselves. They are often the children of halflings or gnomes and are wiser and more methodical than other wildkin.

Ability Score Increase. Your Wisdom increases by 2.

Size. Luxkin do not grow above five feet, and take on fey qualities as they grow. Your size is Small.

Speed. Your base walking speed is 25 feet.

Innate Spellcasting. You know the *prestidigitation* and *dancing light* cantrips. Charisma is your spellcasting ability for these spells.

Forest Dweller. You can attempt to hide even if you are only lightly concealed by foliage or other natural terrain.

LOST ONES

The Lost Ones are those who embrace the raw energies of the chaotic Wilds.

Ability Score Increase. Your Strength and Dexterity scores increase by 1.

Size. Lost Ones vary in height between just over five feet up to nearly seven. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bangarang. When you roll a 1 on an attack roll, Acrobatics check, or Dexterity saving throw, you can reroll the die and must use the new roll.

Druid: Circle of Rue

Not all druids are at one with nature: some of them are subserviant to it, sworn, unwillingly, to a life of atonement in its name. The Circle of Rue is a place for druids who have done wrong by the primal beasts of the Wilds, and now endure a curse for as long as the beasts deem necessary. Though these druids are plagued by painful transformations, the curse also empowers their magic and forges a strong connection to the mighty primal beasts.

Druids of the Circle of Rue may be remorseful for their crimes, resentful of their curse, or feel something else entirely—they may seek to rid themselves of the curse, or devote themselves completely to the will of the primal beasts.

Circle of Rue Features

Druid Level	Feature
2nd	Dispossession, Grotesque Nature
6th	Morphing Limbs
10th	Blood Curse
14th	Assimilation

DISPOSSESSION

At 2nd level, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

GROTESQUE NATURE

At 2nd level when you use Wild Shape or cast a 1st level or higher spell, you may allow your curse to manifest as a horrid mutation, such as an eruption of quills, blisters of reptilian scales, or limbs as twisted as tree roots. Your body is accustomed to these changes and you take no ill effects from them. Each creature within 5 feet that can see you must succeed on a Wisdom saving throw or be frightened of you for 1 minute on a failed save. The creature repeats this saving throw at the end of their turn. You must complete a short or long rest before you can use this feature again.

MORPHING LIMBS

Starting at 6th level, you can warp your body as an action. You undergo a change to partially shapeshift without expending a use of Wild Shape. You gain some of the traits of a beast, gaining one of the following movement changes until your next short rest:

Stag Legs. Your movement increases by 15 feet.

Spider Hands. You gain a climb speed of 20 feet.

If you already have a climb speed, increase it by 10 feet.

Badger Claws. You gain a burrow speed of 5 feet.

If you already have a burrow speed, increase it by 10 feet.

Fins. You gain a swim speed of 30 feet. If you already have a swim speed, increase it by 15 feet.

At 8th level you also gain the option:

Vulture Wings. You gain a fly speed of 20 feet.

If you already have a fly speed, increase it by 20 feet.

BLOOD CURSE

At 10th level, you become immune to any condition that can be cured by *remove curse*. Additionally when a creature within 30 feet of you hits you with an attack you can cast *bestow curse* on the attacker as a reaction. You must complete a short or long rest before you can use this feature again.

ASSIMILATION

When you reach 14th level, the curse of the primal beast links their mind to yours. While concentrating on a spell you can cast a second concentration spell of 5th or lower that shares concentration with the first. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, the beast's mind begins to conflict with your own and you take 2d12 psychic damage for each level of the new spell. Each time you use this feature again before finishing a long rest, the psychic damage per spell level increases by 1d12. This damage ignores resistance and immunity. You cannot have more than two ongoing concentration spells cast in this way. These two spells maintain separate durations and choosing to end one of them early does not end both.

OPTIONAL: BANE OF THE BEAST

At 2nd level with your GM's approval you may choose to take a greater manifestation of your primal beast's curse from the Curse Table below. When you do, you gain the following two features:

Blood Magic. Your blood is empowered by the curse and is a valuable component in spellcasting. When you cast a druid spell you can choose to expend 2 Hit Die to increase the spell slot level by 1 up to a maximum spell slot level you have available.

Boon Spells. You can cast the spell associated with your primal beast curse without expending a spell slot or using material components. Once you have used this feature you must complete a short or long rest before you can use it again.



Curse Table

Curse	Bane	Boon Spell
Bee Hind	You stick slightly to everything you touch. You have disadvantage on anything that requires a light touch.	<i>expeditious retreat</i>
Cawilopard	Tiny ethereal spiders skitter across your body. You have disadvantage on any check you make to soothe another creature.	<i>find familiar</i> (spider only)
Chondrofeyr	You glow internally and cast dim light in a 5-foot radius. You are unable to hide in dim light or darkness.	<i>color spray</i>
Gylchu	You smell of rot and leave fungus in your wake. Creatures have advantage to track you.	<i>silent image</i>
Urpine	You constantly have the feeling of leaves caught in your throat. You have disadvantage on any check that requires clear authoritative speaking.	<i>false life</i>

Monk: Way of the Trickster

Monks who follow the Way of the Trickster have learned that true wisdom comes from laughter. Though the japes are often made at the expense of their friends and enemies alike, trickster monks are usually joyous and playful—preferring, quite literally, to punch up rather than down.

Way of the Trickster Features

Monk Level	Feature	Tricks Known
3rd	Minor Trick, I'm Not Touching You	1
6th	Flaring Fists, Dazzling Strikes	2
11th	Long Lasting Color	3
17th	Dazed and Confused	4



MINOR TRICK

At 3rd level, a love of pranks and magic tricks has blossomed into a new way of life. Select one minor trick from the options detailed under Minor Tricks. Any trick items that are lost reappear after a long rest. Whenever you gain an additional minor trick you may also choose to replace one minor trick that you already know. You gain an additional minor trick at 6th, 11th, and 17th.

Some of your minor tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is equal to your ki save DC.

I'M NOT TOUCHING YOU

At 3rd level, you learn to irritate where you remain calm. As a bonus action you can spend a ki to assault one target within 5 feet of you with a disorientating display of flurried feints. Your target must succeed on a Wisdom saving throw against your ki save DC; on a failure, the target must roll a d4 and subtract that number from their roll any time they make an attack roll or saving throw for 1 minute. This target may retry this saving throw once per turn when they hit you with an attack.

FLARING FISTS

At 6th level, your flair for special effects have enhanced your strikes. As a bonus action, you can activate this feature. For up to 1 minute, when you hit with your next melee weapon attack you also cast *color spray* at a level equal to half your monk level, rounded down (max spell level 9th), with an altered range of self (15-foot radius). You can choose a number of creatures equal to your Wisdom modifier who are excluded from this effect. Once this ability has been used you must complete a long rest before it can be used again.

DAZZLING STRIKES

At 6th level, your strikes leave opponents dazzled. When you activate a stunning strike you can use a bonus action to give your opponent disadvantage on the save. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

LONG LASTING COLOR

At 11th level, enemies blinded by Flaring Fists are blinded for a number of rounds equal to your Wisdom modifier.

DAZED AND CONFUSED

At 17th level, enemies blinded by Flaring Fists or stunned by a stunning strike have disadvantage on all saves while afflicted by those conditions.

MINOR TRICKS

If a minor trick has prerequisites, you must meet them to learn it. You can learn the minor trick at the same time that you meet its prerequisites. A level prerequisite in a trick refers to monk level, not character level.

AND ANOTHER THING!

Prerequisites: 6th level

Once per turn you can spend 1 ki to replace an unarmed strike with a single cast of *vicious mockery* using your ki save DC. The spell is cast as though you were 1st level, but the damage die uses your martial arts die.

CARNIVAL TOOL KIT

This performer's kit allows you to cast *thaumaturgy*.

CIRCUS PERFORMER

You gain proficiency in Performance.

COMMIT TO THE BIT

Prerequisites: 6th level

Choose one skill you are proficient with. You gain double your proficiency bonus on skill checks made with that skill.

FITZWHIZZLE'S FIZZBANGS

These sputtering, whizzing, dancing firecrackers act like *dancing lights*.

GRANJAM'S BAG'O'TRICKS

This arcane trickster's classic bag of tricks allows you to cast *prestidigitation*.

MADE YOU LOOK

Prerequisites: 6th level; the Whoopie Cushion minor trick

When a creature that you can see within 60 feet of you casts a concentration spell, you can use your reaction, and 4 ki to force them to make a concentration check or lose the spell. On your turn you can use a bonus action and 2 ki to force a creature concentrating on a spell to make a concentration check.

MAGPIE'S FANCY

Prerequisites: 11th level

You can replace any unarmed strike with an attempt to steal an item from a creature within reach. Make a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Perception). On success you acquire the item without their notice. The item cannot be worn armor or a held weapon. You have disadvantage when attempting to steal other held items or attuned magic items. Once per turn you can spend 2 ki to gain advantage on one of these attempts.

METE'S INVISIBLE LINE

This short crystalline rod and invisible twine acts like the spell *mage hand*.

MONKEY BUSINESS

You gain proficiency in Animal Handling.

PINNY POE'S TRAVELLING ONE MAN SHOW

Through the use of shadow puppets, real puppets, whistles, firecrackers, noise poppers, and various other tricks and gadgets you can cast *minor illusion* using your ki save DC as your spellcasting DC.

PROWLING PRANKSTER

You gain proficiency in Stealth.

STREET MAGICIAN

You gain proficiency in Sleight of Hand.

TUMBLING

You gain proficiency in Acrobatics.

WHOOPIE CUSHION

When a creature you can see within 60 feet of you makes an Intimidation, Persuasion, or Performance check, you can conjure or place a whoopie cushion carefully on their person. As a reaction you inflict disadvantage on their skill check.

Warlock: Living Light Patron

Practitioners of apostate magic in the Wilds often find themselves at a disadvantage when engaging with members of the Monarch's court, where the Living Light is strictly outlawed; however, not every fey can detect the signs of the Living Light's magic, and some of its adherents can walk throughout the Wilds unmolested, provided they keep their (admittedly glowing) hand close to their chest.

Warlocks with a Living Light patron have been chosen as vessels of order, though the intelligence that defines that order is alien and inscrutable.

Living Light Features

Warlock Level	Feature	Light Dice
1st	Living Light Channel, Light Dice	1d6
4th	-	2d6
6th	Trick of the Light	2d6
7th	-	3d6
10th	Light Walk	4d6
13th	-	5d6
14th	Light Command	5d6
16th	-	6d6
19th	-	7d6

EXPANDED SPELL LIST

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

Living Light Expanded Spells

Spell Level	Spells
1st	<i>color spray, faerie fire</i>
2nd	<i>blur, moonbeam</i>
3rd	<i>blink, major image</i>
4th	<i>greater invisibility, resilient sphere</i>
5th	<i>arcane hand, flame strike</i>

LIVING LIGHT CHANNEL

At 1st level, you can ignite your connection to the Living Light as a bonus action. For 1 minute your damage with weapon attacks becomes radiant damage and all your radiant or force damage against objects is maximized. Once you use this feature you must complete a short or a long rest before you use it again.

At 10th level, once per turn when you hit with a weapon attack you deal an additional 1d8 radiant damage.

LIGHT DICE

At 1st level, you gain a number of d6s equal to your warlock level divided by 3, rounded up (see table at left). These are your Light Dice. You can expend these dice to gain several different benefits:

- You can expend and roll a Light Die to generate a dazzling display of lights. You can add the result of the roll to a Charisma (Performance) check or a Wisdom (Perception) check if such a display would benefit it. If the display would benefit a different type of skill check, your GM may choose to allow it.
- You can expend a Light Die to increase the radius and light level of a light source within 60 feet. Dim light becomes bright light and the radius of the light doubles for 1 hour.
- When you deal radiant or force damage to a creature, you can expend and roll one Light Die, adding the result to the damage for that creature. At 10th level you can expend and roll 2 dice.
- When you deal radiant or force damage to a creature, you can expend 2 Light Dice to force the creature to make a Constitution saving throw against your Warlock spell save DC or be blinded for 1 minute on a failure. The target can repeat this saving throw at the end of each of its turns, ending the condition on a success.

You regain your Light Dice on the completion of a short or long rest.

TRICK OF THE LIGHT

Starting at 6th level, you've learned to channel the Living Light to power your illusions. When you cast an illusion spell that does no damage and does not apply a condition to another creature, you can make a DC 12 Constitution saving throw. If you succeed, you regain the expended spell slot.

Each time you use this feature after the first, the DC increases by 2. When you finish a short or long rest, the DC resets to 12.

LIGHT WALK

Starting at 10th level, you gain resistance to radiant damage. In addition, as an action you can become Living Light. Until the end of your turn your movement becomes 100 feet, you do not provoke attacks of opportunity from movement, and you are able to pass through creatures. You leave a stream of light behind you as you move and you are unable to re-enter any space you have already been in this turn. Any creature you pass through or touch during this turn takes radiant damage equal to your Charisma modifier.

Once you have moved a total of 100 feet or dealt

damage to 10 creatures this way, the effect ends. If you end this effect in a space you cannot occupy, you are shunted to the nearest available space. Once you use this feature you must complete a long rest before you use it again.

LIGHT COMMAND

At 14th level, *prismatic spray* counts as a warlock spell for you and may be selected as your Mystic Arcanum. Additionally, you can cast *prismatic spray* once per long rest without expending your 7th-level Mystic Arcanum.

When cast in this way you can choose a number of affected targets equal to your Charisma modifier.

Instead of rolling you can choose which color of ray affects them, choosing from results 1-7. Once you have used this feature you must complete a long rest before you can use it again.





PART III

Items

“Invention is the language we use to converse with the world around us—with the Wilds, with the Living Light. Even the Material Plane, as clumsy as it is, boasts an eloquent tongue of practice and function. If you want to understand the world, you need to speak the language.”

ADDERWEED

Items



BLOOM MIC

Staff, rare (requires attunement by a bard, sorcerer, or warlock)

While attuned to this staff you have advantage on Charisma (Performance) checks and can magically make your voice three times as loud as normal.

This staff has 0 charges at first but can hold up to 30. While attuned to it, you gain charges equal to the spell level of any spell you cast, provided that the spell only has a verbal component. The staff loses $1d4 + 2$ charges each dawn.

Power Scream. While holding the staff, you can use an action to cast any spell that you have prepared, expending 2 charges per spell level. If this spell only has a verbal component you gain no charges when cast this way, but you only spend 1 charge per spell level.

Boom Boom Boom. When you would roll thunder damage, you can spend 3 charges to deal max damage instead of rolling.

Duet. When you are targeted by or make a saving throw against a spell, you can spend 5 charges as a reaction to force the spell to target an additional creature within 60 feet. The creature makes its own save against the caster's spell save DC or the caster rolls a spell attack against the additional target as well.

Flair. You pull the top off the staff as an action and make a Charisma (Performance) check. All creatures within 60 feet must succeed on a Charisma saving throw opposed by your Charisma (Performance) roll or take radiant damage equal to 5 times the number of charges in the staff. On a success they take half as much damage. This drains all the charges in the staff and the staff cannot regain charges for 2d6 days.



BRAMBLEHART

Armor (shield), very rare (requires attunement)

Wrought from the core of an ancient mother (page 83), this knotwork wooden shield is set with thorny vines and twisting brambles that lash out in your defense.

When attuned to this +1 magic shield you gain resistance to lightning damage and the ability to cast the *druidcraft* cantrip.

In addition, when a creature misses a melee attack against you, you can use your reaction to make a grapple attempt against them. While wielding this shield, any creature you have grappled takes $1d4$ plus your Wisdom modifier in piercing damage at the start of your turn.

COMET'S TAIL

Weapon (flail), rare (requires attunement)

Forged from a captured comet, this flail's head is connected by an icy-hot tether of magical energy. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Make a Wish. As a bonus action you can cause the comet's orbit to increase from the flail. Until the end of your next turn, your reach with this weapon becomes 60 feet. The next time you hit a creature with this weapon both the target and each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw or be blinded until the end of their next turn.

Star-studded. On hit, you may choose to deal an additional 2d6 radiant damage to your target, up to two times per long rest.

Both properties recharge after one long rest spent beneath a starlit sky.



DAWNPLATE

Armor (plate), very rare (requires attunement)

When wearing this armor you gain +1 bonus to AC at all times.

As an action, you can draw from a memory of joy, confidence, or communion. When you do, you gain a number of temporary hit points equal to 3 times your level. If a creature hits you with a melee attack while you have these hit points, the creature takes radiant damage equal to 3 times your level.

You also shed 30 feet of bright light while this property is active. Once the temporary hit points are depleted the light shrinks to 15 feet, persisting for an additional ten minutes before going out entirely. Once you have used this property, it cannot be used again until you complete a long rest.





FROG PLATE

Armor (plate), very rare (requires attunement)

When wearing this armor you gain +1 bonus to AC, and can breathe both air and water. You can also jump 3 times the normal distance, but you can't jump further than your remaining movement would allow.

Once you're attuned to the Frog Plate, you can cast *polymorph* on yourself as a bonus action, transforming into a giant frog. While transformed you retain your Intelligence, Wisdom, and Charisma scores, and you add your level to the giant frog's hit points and half your level to the giant frog's attack and damage rolls. The armor can't be used this way again until the next dawn. Your concentration on this spell is automatically broken with a kiss.

GNOMISH GYRO-FOCUS

Wondrous item, common (requires attunement)

This gnomish device spins with a meditative speed and efficiency, all while maintaining perfect balance. You have advantage on concentration checks while using this as your arcane focus.



HAND OF THE FIVE FINGERED VISCOUNT

Wondrous item, uncommon

This stiff, mummified hand rattles when you shake it, like the bones have come loose within. You can use an action to tear off a finger and think of any item you can hold in one hand; the finger transforms into an exact duplicate of that item.

The duplicate does not possess any of the original item's magical qualities, should it have any, but is otherwise indistinguishable. The transformation is permanent and the finger cannot be reused. Once all the fingers have been used, the remaining palm disintegrates into a fine dust.

JAKKIN'S TRICK PONY

Wondrous item, uncommon

This item resembles a plain hobby horse with a mane of yellowed yarn, worn velvet button eyes, and a rein of soft golden chain. If you spend an action pantomiming riding a horse, complete with self-made horse noises and a name for your mighty beast, you cast *phantom steed*. Once used, this property can't be used again until the next dawn. The steed turns back into the hobby horse when the spell ends.



KEIGHTON'S CHIMES

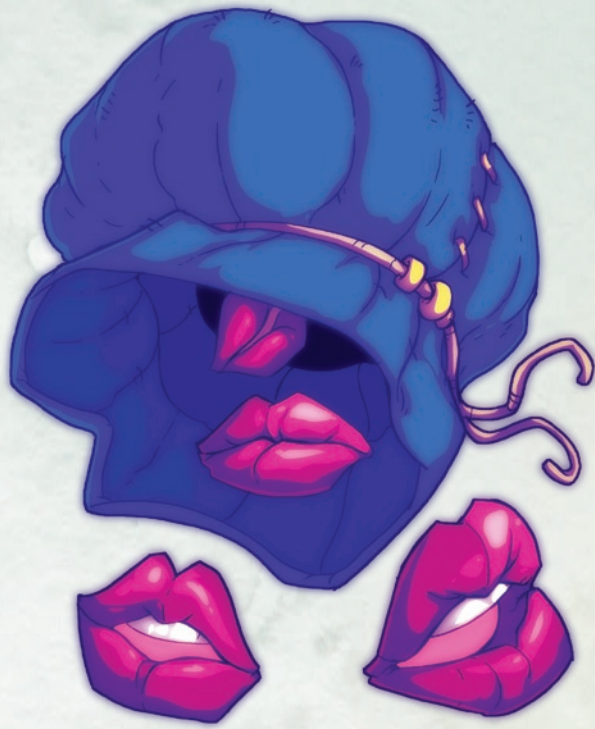
Wondrous item, uncommon (attunement optional)

Playing these instruments requires a DC 15 Charisma (Performance) check. When played successfully, the chimes conjure spectral illusions that reenact past events in the area within 30 feet of the performance. The more significant the event, the more likely it plays out.

Furthermore, if you are attuned to this item, it gains the following property:

Spells. You can use an action to play the instrument and cast one of the following spells: *blur*, *moonbeam*, *fog cloud* (3rd level), *pass without trace*.

Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your Charisma as your spellcasting ability and for your spell save DC.



LIP STICKERS

Wondrous item, uncommon

Inside this soft silken bag are $1d6 + 1$ lip stickers. A sticker can be applied to a surface as an action to instantly cast the *magic mouth* spell on that location. Each lip sticker has a unique voice. They can be removed from the surface by hand, dispelling the effect, but cannot be reused.

MIRROGOLD

Wondrous item, rare (advancement requires attunement)

As a sentient pocket mirror, Mirrogold knows no greater joy than helping you look your best. When you peer into Mirrogold's mirror, you see your reflection from a different angle, as Mirrogold chooses one (or many) reflective surfaces within 30 feet of you to channel for your styling needs. However, if you successfully make a DC 15 Charisma (Deception) check while disguised as someone else currently on the same plane as you, Mirrogold can be tricked into showing you a reflection of that creature, instead. On a failure, Mirrogold becomes upset with you and refuses to cooperate for $1d6 + 1$ days. Disguise kits and spells that change your appearance allow you to bluff Mirrogold based on the assumed appearance.

Mirrogold's use of reflective surfaces goes both ways: whichever surface Mirrogold is reflecting can be used to see back at you, as well.

Sentience. Mirrogold is a sentient, lawful good wondrous item with an Intelligence of 16, a Wisdom of 8, and a Charisma of 16. It can see and hear normally out to 60 feet. The item can speak, read, and understand Common, Dwarven, Elvish, Gnomish, Halfling, Draconic, and Sylvan. Its voice is anxious but amiable.

Personality. Mirrogold is a stickler for the rules but good at heart. Although helpful by nature, it is principled and honest, and will refuse to cooperate if asked to participate in fraud. However, this only means that Mirrogold's many compliments are made with heartfelt sincerity.



Advancement. If you attune to Mirrogold and go six days without getting Mirrogold mad at you, you can use Mirrogold as a spell focus. If you line Mirrogold up with your reflection, you create a pocket dimension of energy. You may cast one spell up to a fifth level spell slot into this dimension, and then unleash it as a bonus action. If unused, the dimension evaporates after 8 hours. This dimension cannot be created again until you have completed a long rest.

Lying to Mirrogold causes it to be very disappointed in you, and the advancement must be re-earned after it forgives you in $1d6 + 1$ days.



PILFER'S PASSE-PARTOUT

Wondrous item, very rare

This elaborate key instantly slides into any door's lock with a satisfying click; if the door is locked by magical means or otherwise has no keyhole, one appears when the key is passed in front of it. Once the key is turned, the door swings open, revealing a newly-forged passage into the Wilds.

This magically-created entry connects to a pre-existing door frame somewhere in the Wilds; the doorway in question is different each time the key is used, opening onto an unpredictable location. As soon as the door closes, it returns to its original state.

On the underside of the key is the inscription: "To Pilfer, my darling sister: as long as you possess this key, you'll never lose your way. Or an argument with me."

The key is intrinsically attuned to Pilfer, who can summon it to her as an action the moment she notices (or cares) that it's missing. However, Pilfer is misplacing it almost constantly.

PLUCKY GLOVES

Wondrous item, uncommon

When you don this single fingerless glove, you find your hand is instantly well-manicured (with nails that change color to match your mood) and smells faintly of rosewater. Sometimes floating, ethereal fingers seem to shimmer above your own—but that's likely just a trick of the light.

Wearing the glove grants proficiency in Sleight of Hand. Furthermore, once per day you can activate the glove's innate magics to pluck at the strings of life. This can have three effects:

- You gain proficiency with thieves' tools, for one hour.
- You gain advantage on Charisma (Performance) checks when playing an instrument, for one hour.
- You can spend a bonus action to target a creature's weak point, tickling them. They subsequently suffer a 1d4 penalty to their next attack or ability check.



POTION, DOOR JAM

Potion, uncommon

This little jar contains 1d6 + 1 servings of jam. If you smear a single serving on a door, it jams shut and requires a DC 20 Strength check to open. If you break an empty jar on a locked door, the door pops open and becomes ajar. It can be found in various flavors.

POTION, PICKLED PIXIE

Potion, very rare

Inside this bottle of potent faerie alcohol are several drunken tiny fey. The bottle can (and should) be thrown up to 30 feet away where it smashes open. The fey, confused and belligerent, spill out unharmed and begin casting spells at random targets within 20 feet of them.

The fey cast up to three spells from the table below, casting them on one target each; they select their target by lowest Charisma score first, followed by proximity. Roll 1d6 three times to determine the spells cast.

1. *confusion*
2. *dispel magic*
3. *entangle*
4. *enlarge/reduce* (reduce only)
5. *polymorph*
6. *sleep*

Once their spells have ended, combat is over, or any of the fey take damage, they immediately do their best to escape the area.

POTION, SMARMALADE

Potion, uncommon

Each jar contains 1d4 + 4 spoonfuls. When consumed, one spoonful grants proficiency on Charisma (Persuasion) and Charisma (Deception) checks for one minute. If you are already proficient in the skill, you instead gain double your proficiency bonus.

POTION, PALLO ALDO SAUCE

Potion, rare

The best hot sauce in the Wilds. A single bottle contains 10 servings.

When you consume a serving make a DC 15 Constitution saving throw. On a failure, you have vulnerability to fire damage, and disadvantage on all Wisdom (Perception) checks until you complete a long rest. Each additional time you fail before a long rest, you take 1d6 fire damage and a level of exhaustion. Regardless of if you succeed or fail, the DC increases by 2 for each additional serving you consume before your next long rest.

Alternatively, you can challenge the beast within and slam the sauce, consuming 5 servings at once and taking 2d6 fire damage. Swallowing the sauce requires a successful save on a DC 17 Constitution roll and *failing* on a DC 12 Wisdom roll. If you are unable to satisfy these checks then you fail to slam the sauce and gain fire vulnerability, a subsequent 4d6 fire damage, and a short-term madness that lasts until sundown the following day.

However the sauce is consumed, satisfying the requirements of your checks against five servings grants permanent resistance to fire damage.



RING OF THE LINGUIST

Ring, common

This plain pewter ring sports a black stone of inky obsidian. It holds 1d4 unreplenishable charges of *comprehend languages*.

Advancement. Once per day, you can attempt to feed the stone a word. Doing so requires a DC 14 Intelligence check to accurately pronounce and define it. Three successes from a single language will cause the stone to turn as clear as water, and a small yellow fish can be seen floating inside. The stone can now act as a translator for that language, though it needs to be held up to the ear and leaves your lobe a little wet afterwards. The stone can learn an unlimited number of languages.

Double advancement. Once the ring knows five languages, the ring regains 1d4 charges of *comprehend languages* daily at dawn to a maximum of 4 charges.



ROSEWOOD

Weapon (greatclub), rare (requires attunement)

You gain +1 to attack and damage rolls made using this weapon. It also deals an additional 1d8 bludgeoning damage and can be used as a druidic focus.

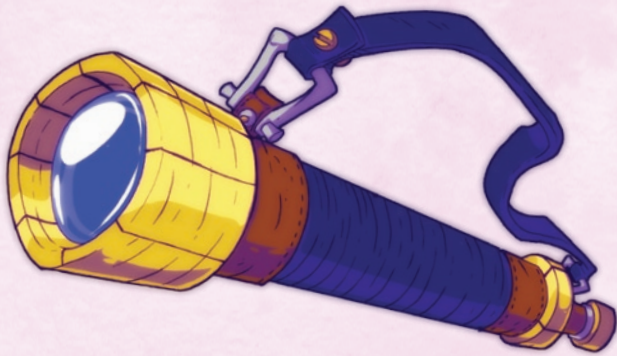
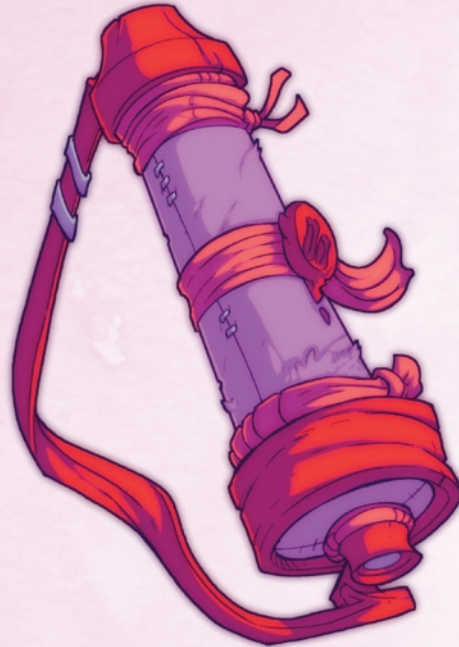
When you hit a creature with this weapon, the creature must succeed on a Constitution saving throw against DC 12 or your spell save DC—whichever is higher. On a failure, the target is restrained and begins to turn to wood. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. You can only have a number of creatures petrified equal to your Wisdom modifier, but you can choose to dismiss the petrification at will.

SCROLL, FUNNIEST JOKE IN THE REALM

Wondrous item, very rare

You can pull open this scroll (at your peril) and read it aloud as an action, after which it immediately disappears in a shower of sparkles.

You and every creature that can hear you within 60 feet must succeed on a DC 20 Charisma saving throw or become incapacitated with laughter and fall prone for 1 minute. From this point on, the punchline can be repeated as a bonus action: if a creature within 60 feet that can hear you has previously heard the joke and failed their saving throw, they must make the saving throw again, or become prone and incapacitated for another minute. Once a creature succeeds on the save against this effect they can no longer be affected by this joke. If an affected creature takes damage the effect immediately ends as if they had succeeded on the save.



STARGAZER

Wondrous item, rare

During a long rest, if you use the Stargazer and spend an hour observing the night sky you will spot a shooting star. Roll 1d20 and record the result. Once before your next long rest you can replace the result of one die roll, on a die of any type, made by you or another creature you can see with this result. This property can't be used again until the next dusk.

THORN WALKERS

Wondrous item, rare (requires attunement)

These hardy hiking boots grant immunity to any plant-based environmental hazards and resistance to all damage from plant-type creatures. As an action you can cast *freedom of movement* on yourself. For the duration of this spell, size Large or smaller nonmagical plants move out of your way if there is space for them to do so. Once moved, these plants remain in their new positions even after you've passed by. New plants can grow over the area at a pace natural to their species and growing conditions. The boots cannot be used in this way again until dawn the next day.



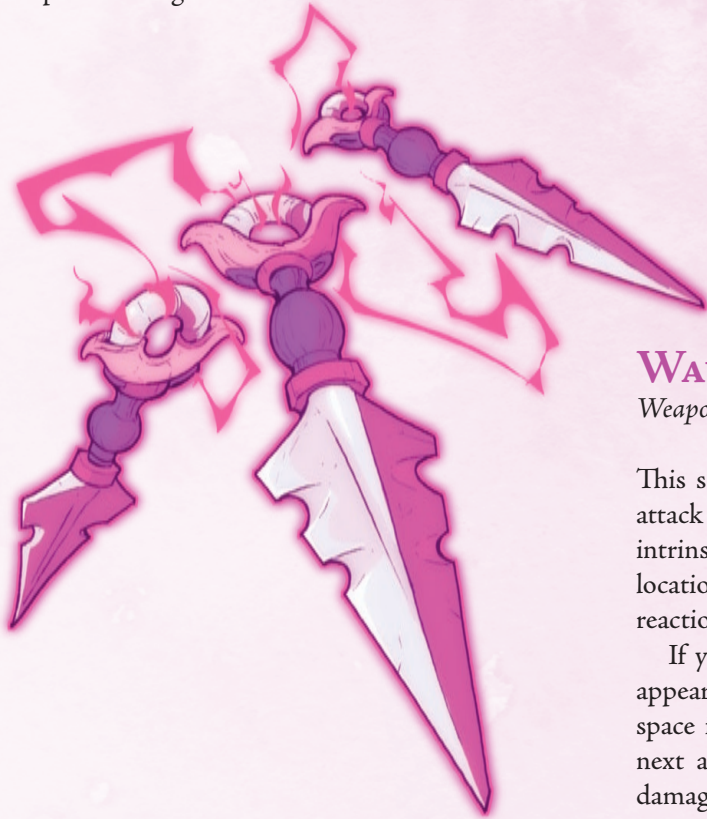
VALKYR'S WINGED HEADBAND

Wondrous item, rare (requires attunement)

When worn, this winged headband makes you feel as light as a feather. While attuned your movement increases by 10 feet and your weight decreases by half. This weight reduction extends to any equipment you've worn for more than an hour since attuning. Equipment returns to full weight as soon as it is unequipped, dropped, or otherwise removed from your person.

As a bonus action, or as a reaction to falling, you can make yourself as light as a feather. Until you end the effect or until 10 minutes have passed (whichever comes first), you are treated as if under the effect of the *feather fall* spell. You have disadvantage on any spell or effect that includes winds or strong air currents. Attempts to throw you have the same result as trying to throw a regular feather.

You may end this effect as a bonus action on your turn, and you may reactivate it as per the activation rules above provided you have not exceeded 10 minutes' duration. Once the 10 minutes are expended, this property cannot be used again until you have completed a long rest.



WAY DARTS

Weapon (darts), rare (requires attunement)

This set of three magical darts grants a +1 bonus to attack and damage rolls. Once attuned, you develop an intrinsic link to the darts: you can blink to any dart's location within 60 feet of you as a bonus action, or as a reaction to the dart making impact.

If you cannot fit in the same space as the dart, you appear in an unoccupied space within 5 feet. If no space is available within 5 feet, you are moved to the next available open space and take 1 point of force damage for every foot removed. If the dart is stuck to a creature or object, the creature or an adjacent creature can remove it as an object interaction on their turn.

You can will a dart back to you as a bonus action on your turn. Creatures capable of seeing the ethereal can see the tethers between the darts and their owner.

Items of Legend

Some items in the Wilds are so powerful they pose a threat to mortal and fey alike. These items are almost certainly fiercely protected—assuming they haven't passed from all knowledge and record.



THE ILLUMINATED BLADE

Weapon (shortsword), legendary (requires attunement by a spellcaster)

The Illuminated blade is a sentient sword fueled by ambition; for as long as you carry it, the blade drives you on to greater feats with every success, and into madness with every failure.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to the Illuminated blade you are proficient with it and it acts as a spellcasting focus; you can also use your spellcasting ability instead of Strength or Dexterity for attack and damage rolls made with this weapon.

While you have spell slots remaining the Illuminated blade casts bright light equal to 5 feet times the level of your highest available spell slot, to a maximum of 30 feet.

Will of the Wielder. As an action you can expend a Hit Die to will the sword to take the form of any bladed weapon.

Barrier. While attuned to this weapon you are always under the effect of *mage armor* and always have *shield* prepared. In addition, each dawn the sword casts *false life* on you without expending a spell slot at the same spell level as your highest available spell slot with a modified duration of 24 hours; if your temporary hit points are ever reduced to 0 the sword expends your lowest level spell slot as a reaction and casts *false life* on you again. You can oppose this expenditure as a reaction, but must succeed on a conflict against the sword. If you successfully oppose the sword in this way it does not attempt to expend any of your spell slots until dawn the next day.

Bright Blade. As an action on your turn, you can expend a 1st-level spell slot to send an arc of light searing out from the blade. The arc extends out from you as a 20-foot cone. Make a single melee spell attack roll against all targets in the cone; any target hit by the attack takes 1d12 + 1 force damage. If you use a spell slot of 2nd level or higher the damage increases by 1d12 + 1 and the size of the cone increases by 5 feet for each additional level.

Reveal. As an action you can expend a spell of 6th level or higher to grant great insight into a creature or object you can see within 30 feet. You gain information as if you have cast the *identify* and *legends lore* spells on the target and you have advantage on all rolls to interact with the target for the next hour. This includes ability checks, attack rolls, and saving throws.

Exploitation. The Illuminated blade has modifications to handling conflicts with sentient items. When such a conflict occurs, the item makes an ability check using its highest ability score contested by your ability check. You must use your lowest ability score between Intelligence, Wisdom, or Charisma to make the check. If the sword attempts to take control, you must make a saving throw using your lowest ability score between Intelligence, Wisdom, or Charisma, with a DC equal to 12 + the sword's highest ability score modifier. On a failed save, you are charmed by the blade for 1d4 days and you must do exactly as the Illuminated commands.

False Immortality. While attuned to this sword you cannot feel pain and your body doesn't appear to age or take damage. In reality you still age, albeit at half the rate, and the effects of any damage taken while attuned to the sword are simply masked by illusion. The sword staunches any bleeding and stabilizes you whenever you are dying at the start of your turn. It also uses abjuration magic to mimic the capabilities of any lost limbs or body parts. These effects stop immediately once you are no longer attuned to the sword or you are within the area of an antimagic field.

Sentience. The Illuminated blade is a sentient, neutral blade with an Intelligence of 16, a Wisdom of 16, and a Charisma of 16. While attuned it replaces one of its ability scores with your highest ability score between Intelligence, Wisdom, or Charisma. For example, if your Intelligence is 17, Wisdom is 12, and Charisma is 18, it uses your Charisma score in place of its own. It has truesight out to a range of 15 feet.

The blade communicates telepathically with you; it can speak, read, and understand all language. Its voice is distant and scholarly but grows nearer and more

eager when pushing you on to greater challenges.

The sword does not approve of failure and any time you encounter a setback that the Illuminated blade believes could have been otherwise avoided, it attempts to punish you by afflicting you with a madness. You must succeed on a conflict contest against the blade or gain a short-term madness. While the blade doesn't want you impaired, it can be overzealous; for every short-term madness the sword has given you after your third such madness, roll a DC 12 Wisdom saving throw. On a failure, you gain a long-term madness. On a success you are simply afflicted with another short-term madness, but the next time the blade tries to strike you with a madness, the Wisdom save DC goes up by 2. Furthermore, if you receive more than three long-term madresses during your time as the Illuminated champion, the blade may abandon you, imparting an indefinite madness when it does.

Personality. The Illuminated blade is a scholarly teacher that urges you on to greater challenges and discoveries with every triumph. When things are going well, it can be a charismatic, supportive mentor, instilling you with confidence and a feeling of accomplishment. Its wrathful, toxic side only becomes apparent when you have angered it or provoked it into conflict.

THISTLEWEPT

Weapon (spear), legendary (requires attunement)

This magic spear was forged before the schism with primordial and forgotten fey magics. You gain a +1 bonus to attack and damage rolls made with it; this bonus increases to +2 if your character level is 9th or higher, or to +3 at character level 15.

Thistlewept has 6 spines around the blade. When you hit a creature with an attack with this weapon, you can leave one spine lodged in the creature to grant advantage to the next weapon attack made against it; additionally, the lodged spine reduces the creature's movement by 10 feet until it spends an action to succeed on a DC 13 Strength check. While Thistlewept has at least one spine it deals an additional 2d6 piercing damage on a hit, and you have advantage on Strength (Athletics) checks to climb. Thistlewept regains 1d6 spines at dawn each day, to a maximum of 6. If a spine is removed from Thistlewept by any means other than as part of an attack, the spine immediately loses all special properties.

Power of the Primal Beasts. If the heart-blood or the blessing of a primal beast can be bestowed upon both you and the spear, then you undergo a magical transformation imbued by primordial fey power. The changes to you are permanent, but the changes to the spear only apply for as long as you are its wielder. Receiving one blessing makes you immune to both Wilds exposure and Living Light exposure (page 49).

If you gain blessings from two separate primal beasts, your creature type is permanently changed to fey. If you gain three, work with the GM to wrap up your mortal affairs and transition your character into an NPC under their control, as you transcend the Wilds and the Living light alike and become a being of legendary power.

Blessings/Blood of the Bee-Hind:

- Your Wisdom score increases by 1. This increase can exceed your normal maximum.
- You grow honey-gold stag antlers; this transformation remains even if your form is changed. These antlers are a melee weapon, with which you are proficient, that deal 1d8 piercing damage. If you move at least 10 feet before hitting a creature with your antlers you can make a free attempt to knock the creature prone.
- Once per day you can break off a Thistlewept spine as an action and use it to produce six servings of nutritious honey. Anyone who consumes this honey will be immune from hunger for a full day and regains 1d8 hit points per serving. Any honey left uneaten after 8 hours crystalizes into a lump of hard amber worth 5 gold pieces.

Blessings/Blood of the Cawillopard:

- Your Strength score increases by 1. This increase can exceed your normal maximum.
- Your height increases by half of your original height, and harmless, glittering spiders nest in your hair; this transformation remains even if your form is changed.
- Once per day you can break off a Thistlewept spine as an action and conjure a single swarm of astraneae (page 44). These spiders accompany you until your next long rest. Their aid ends early if they are reduced to 0 hit points or you become separated from them by more than 100 feet.

Blessings/Blood of the Chondrofeyr:

- Your Charisma score increases by 1. This increase can exceed your normal maximum.
- Your skin turns translucent and you glow softly from within; this transformation remains even if your form is changed. The glow pulses hypnotically, allowing you to cast the *hypnotic pattern* spell without material components. Charisma is your spellcasting ability for this feature and the target space must be centered on you. Once you have used this feature you must complete a short or long rest before using it again.
- When you leave a Thistlewept spine lodged in a creature, the creature must succeed on a DC 15 Constitution save or be paralyzed until the end of its next turn.

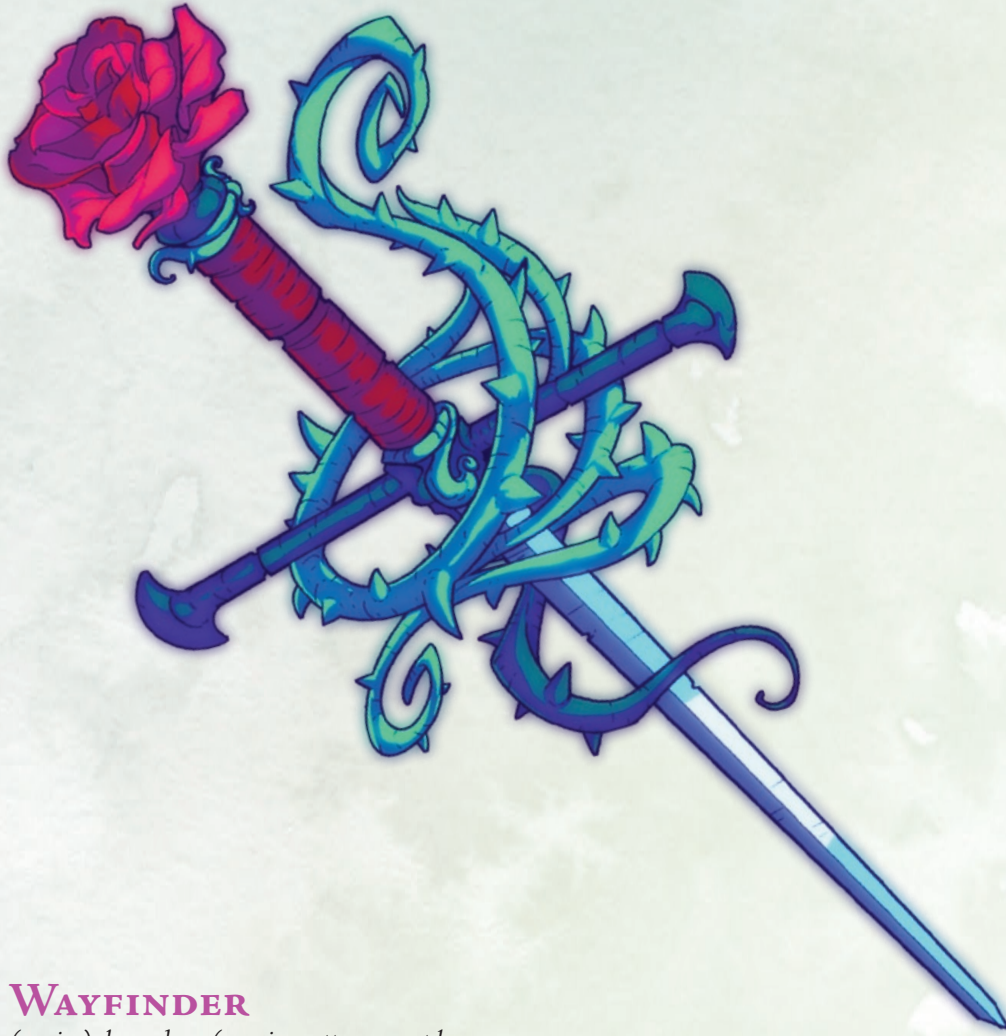
Blessings/Blood of the Gylchu

- Your Intelligence score increases by 1. This increase can exceed your normal maximum.
- Your movement makes no sound, regardless of the environment. You grow a pelt of luxurious moss down your spine, and in your wake you leave a trail of tiny, bioluminescent mushrooms that wither and disappear within minutes. This transformation remains even if your form is changed. Once per day you can cast *gaseous form* without expending a spell slot or requiring material components.
- You gain immunity to both poison damage and the poisoned condition.
- Creatures hit by Thistlewept must succeed on a DC 15 Constitution save or gain the poisoned condition until the end of its next turn.

Blessings/Blood of the Urpine:

- Your Constitution score increases by 1. This increase can exceed your normal maximum.
- All your hair becomes thistle and stinging nettle (if you have no hair, you grow a mane of it); this transformation persists even if your form is changed. You have advantage on checks and saves to avoid or escape grapples, and any creature that attempts to grapple you takes 2d4 piercing damage.
- Thistlewept deals an additional 2d6 piercing damage on hit so long as it has at least one spine.





THE WAYFINDER

Weapon (rapier), legendary (requires attunement by a spellcaster)

This elegant rapier has a filigreed hilt, its handguard shaped to resemble razor-sharp vines.

Illuminos. At will, you may speak the activation word *illuminos* and the sword will shed bright light in 20-foot radius, and dim light for an additional 20 feet. Speaking the word again or sheathing the sword will deactivate the effect.

Impedimus. Once per short or long rest, as a bonus action after hitting with this weapon, you may speak the word *impedimus*: a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw against your spell save DC or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns.

A creature restrained by the vines, or one that can touch the creature, can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

Locus. Once per long or short rest, you may speak the word *locus* to know the distance and direction of the nearest entrance to the Wilds within one mile—it does not, however, tell you how to open it.

Advancement. If you can convince a member of the fey court to imbue it with their energy, the rapier gains an enhancement bonus equal to one half of your proficiency modifier (rounded down), and the following extra ability:

Forzare. Once per long or short rest, as a bonus action when you hit with this weapon, you may speak the word *forzare*. The sword flares with energy, and the attack deals an extra 3d6 damage to the target. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw against your spell save DC: on a failed save, it takes 1d6 slashing damage; on a successful save, the spell ends. The damage type of this ability is chosen by the courtier who empowers the sword, from the following: radiant, cold, fire, force, or thunder. If the user of this weapon stops being attuned to it, it loses the advancement.

WELL OF SOULS

Armor (shield), artifact (requires attunement)

While holding this shield you gain a +3 bonus to AC in addition to the shield's normal bonus to AC.

If a humanoid dies within 60 feet of this shield, their soul becomes trapped within it, and a shadowy silhouette appears behind its mirror finish; this imbues the shield with 1 charge. Every charge spent or drained from the shield releases the soul to the afterlife. However for every 10 charges spent, 1 of the 10 souls released (chosen by the GM), returns to life and reappears at the location of their death. If this location is occupied or otherwise inaccessible, the creature returns at the closest safe location.

Death's Price. As an action, you can touch the corpse of a creature and spend 10 charges to return it to life. If the creature has been dead longer than one year then the cost increases by 10 charges for every year since their death.

As You Sow, So Shall You Reap. As an action on your turn or as a reaction to taking fatal damage, you

can drain all charges from the shield. The wailing souls emerge as a boiling black mist; this mist advances at a rate of 100 feet per round and occupies a total radius equal to 5 feet for every 2 charges the shield had when drained. Any creature with 100 hit points or less dies instantly when touched by the mist, but their souls are not added to the shield. Using this feature kills you, banishing your soul to a pocket dimension reserved for former shield bearers. Souls imprisoned in this dimension cannot be brought back to life using Death's Price or any magic other than *wish*, though they can be liberated from the inside by the living; orchestrating such a jailbreak, however, would provide the opportunity for many souls to escape.

Destroying the Shield. The shield can only be destroyed by a hammer strike from the shield's three original creators, two of whom are trapped within the pocket dimension to which the shield bearers' souls are banished.





PART IV

Palace of Shade

“The Wilds live and die by grace of someone else’s spirit of adventure. Without a connection to other planes, cut off as we are from the Living Light, we’d starve. Like it or not, adventurers sustain us.”

KEIGHTON

Palace of Shade

The adventurers find themselves on the steps of the Monarch's spring palace, its marble pillars standing like beech trees in a forest grove. The air is thick with moonlight and a heady, treacherous aroma. Ivy curls around the balustrade leading up to the main pavilion, and a nearby fountain bubbles with a faintly glowing liquor the color of cherry blossoms. Everything around the party beckons them closer. But, as they say: you catch more flies with honey.

This module is intended for a 3rd- to 5th-level party and can be played in 3-4 hours. It's designed to be accessible for first-time players and GMs alike, but it can also be scaled up for more experienced players. Some details of this adventure are modular and require advanced planning, so we strongly advise you to read through this entire adventure before sitting down to play. Note that if you intend on playing this adventure, you should stop reading here to avoid spoiling any surprises your GM might have in store.

"Palace of Shade" is an adventure with a simple goal: find the Livid Light and stop it. How the party accomplishes this is up to them, and the details of who sent the Livid Light, and how the party is rewarded, are up to you.

By SPECIAL INVITATION

At 8 PM, the adventurers arrive at a masquerade ball held in the Monarch's palace. The ball is held in darkness, commemorating the beauty of the Wilds over the encroachment of dangerous Living Light, and how the Monarch's influence grows with each passing year. Flowers bloom in the moonlight and fill the palace with gentle bioluminescence; only a small selection of dim, floating candles add to the ball's light.

From that point on, the night unfolds according to a strict schedule—assuming no mortals upset the festivities. However, fey are dismissive of mortals, and there is little the party could do to really upset the night's events—not without first gaining a fey's trust and approval.

At first the adventurers have no knowledge of how they came to be at the ball (or possibly even within the Wilds), spirited there by strange magic. If they ask, the fey who deign to speak to them will acknowledge them as Tallisin Vos's guests. Tallisin's reputation as a powerful member of the fey court will mean that the mortals are tolerated but, much like Tallisin himself, they won't be a popular addition to the evening.

Tallisin Vos isn't hiding and can be found easily:

when asked, Tallisin reveals he has brought them here to annoy the other members of the court. However, while he'll play this off as simply a bit of hilarious mischief, Tallisin will seem distracted and irritable. Inquiring with other fey will confirm that Tallisin isn't usually the type to make a prank of mortals. Adventurers who push the matter with exceptionally high coercion can get one of two separate answers: Tallisin invited mortals because he thought it would please the Monarch, or that Tallisin isn't even entirely sure *why* he brought them there, as he was simply following a mysterious and frustratingly unknown compulsion.

LOCKED IN

Players who attempt to leave the party will find the air around the palace grounds begin to thicken and grow impenetrable. Around the palace in a 100-foot perimeter of the grounds, the players can move freely; beyond 100 feet a creature attempting to move further must succeed on a DC 15 Strength save for the first additional 5 feet they wish to travel. The DC increases by 2 for every additional 5 feet; on the first failure, the creature is pushed back into the acceptable perimeter and takes 1d4 force damage.

Initially this barrier is Tallisin's defence mechanism, ensuring the mortals can't go where they won't be tolerated. After the first explosion of the Livid Light, however, this barrier becomes the edges of the time loop and affects all creatures in the time bubble equally.

TICKING CLOCK

The Livid Light is essentially a bomb of tremendous Living Light energies, planted within one of the magnificent gifts that has been sent to the Monarch as part of the celebration. At midnight, the Livid Light explodes, and the palace is destroyed. It's unclear whether or not any fey survive this explosion or what permanent effects it would have, however, because Tallisin Vos contains the evening in a time bubble, reversing time and returning the party to 8 PM. The adventurers retain their memories of previous loops, but Tallisin Vos does not (besides knowing that he is casting the loop in the first place). None of the other ball attendees are aware of the time loop, or the inevitable explosion awaiting them at the end of their night.

It's only after this first explosion that Tallisin will become aware of something awry. Without additional information and, straining to sustain the time loop for as long as it takes to avert disaster, Tallisin will recruit

the mortals into investigating the source of the Living Light. If the players refuse, the evening will simply end in another explosion, and the time loop will once again drop them back off on the palace steps at 8 PM.

LIVID LIGHT

The Livid Light is a small stone, about the size of a Medium creature's hand, that resembles petrified wood. It is essentially a battery for Living Light energy, and as it grows in power it develops a texture resembling bioluminescent lichen. The texture slowly spreads, eventually contaminating other surfaces around the Livid Light. Given enough time and energy, it explodes in a blinding cacophony of searing light, disintegrating everything within the palace grounds.

Once the Livid Light has been revealed to Tallisin as the cause of the evening's catastrophe, he can stop it. To do so he will have to collapse the time loop in order to return to a time before the ball and stop Rebel Heart (see below) from planting it. The characters will also have to reveal which member of the fey court is actually Rebel Heart.

Once the Livid Light has been found, Tallisin can remove it from the palace but he'll need the container it was smuggled in. Rebel Heart is the one who has this container.

TIME LOOP EFFECTS

For each time loop, the perimeter of Tallisin's time bubble decreases by 10 feet. Tallisin himself grows increasingly strained, reverting slowly into his vixen form. The air within the bubble grows thicker, and the light increasingly refracted. All mortal characters suffer 1d4 penalty to Constitution saving throws and Wisdom (Perception) checks for time loops 2-4, 1d6 penalty for time loops 3-5, and 1d8 penalty for time loops 6+.

Additionally, the Livid Light grows more powerful, partially siphoning off Tallisin's energy as he maintains the spell. The rich, glowing plants growing around the palace begin to slowly wither and die; blinkies appear in the halls and fizzle out immediately; and the lichen-like texture begins to spread throughout the grand hall. Despite the fey court's usual discomfort around the Living Light, the effects of the time loop seem to cloud the court's ability to perceive the growing threat.

REBEL HEART

The antagonist of this adventure is Rebel Heart, a sly mold (page 87). Rebel Heart is a duplicitous, shapeshifting creature; while it is capable of bargaining and reason, it is nevertheless nefarious by

nature and will most likely (but not always) stick to its dastardly course. Rebel Heart isn't ambitious enough to have come up with this plan on its own—it's almost certainly working for a higher power. You may choose to imply that this is the Body Swapper, or Armadie and Volm, or perhaps the Living Light itself—or leave it unanswered, as you prefer.

Rebel Heart infiltrates the party by disguising itself as one of the members of the fey court, having secretly called them away prior to the start of the ball so that Rebel Heart's infiltration would go unnoticed; its disguise is consistent throughout the whole evening.

Note that while Rebel Heart is capable of infiltrating in a variety of ways, certain characters are most likely off-limits: the Monarch could never be called away from their own party and is the target of the assassination attempt, besides; the Blisterbeast is size Large, and therefore beyond the scope of the sly mold's shapeshifting abilities; and Pox & Pilfer are extremely close, and Rebel Heart would have to fool one if it took the form of the other. Tallisin Vos, for his part, is the party's only ally.



You may pick the member of the court who is the sly mold Rebel Heart from the table below or roll a 1d6 and use the corresponding number. Rebel Heart is clever and observant and plays these characters cunningly and with complete conviction.



WHO IS SECRETLY REBEL HEART?

1. Doctor Myriati
2. Bosca
3. Sepal
4. Adderweed
5. Kra Calamor
6. Antigone Wynne

Though Rebel Heart cannot detect the time loop or the powerful magic Tallisin uses to maintain it, the sly mold may grow suspicious of Tallisin or the party depending on their actions, or the information they reveal, during a single loop. Rebel Heart will avoid attacking the party directly wherever there are witnesses, as the fey Rebel Heart is impersonating have powers far greater than its own, and it wouldn't want to call attention to this discrepancy.

However, Rebel Heart knows that most fey (with the exception of Pox & Pilfer and Doctor Myriati) dislike mortals on instinct, and that most of the court (Sepal especially) distrust Tallisin Vos; a master manipulator, Rebel Heart will certainly try to recruit other fey into doing its dirty work. A party that actively antagonizes the fey may be able to collect some vital clues on a single time loop, provided they don't mind meeting a violent end when the fey lash out. Dead party members regenerate at the beginning of the next loop.

IN SUMMARY

The party has been brought to this fey ball by Tallisin Vos to cause mischief, but as a result of real trouble Tallisin is forced to ask for their assistance. To avert disaster, Tallisin has entwined his power in a time loop, which repeats from 8 PM to midnight over and over until the bomb is diffused or his spell collapses. Escaping this catastrophe requires finding the Livid Light (a powerful Living Light weapon), retrieving its storage container from the shapeshifting saboteur Rebel Heart, and disposing of it.

Player Goals

- ♦ **Discover** the source of the destruction.
- ♦ **Contain** the danger.
- ♦ **Stop** the time loop.
- ♦ **Apprehend or unmask** the saboteur.

MEMBER OF THE COURT	FOUND IN	LIKES	DISLIKES
The Monarch (page 9)	Grand Hall	Jokes, curiosity, courage	Rudeness, bullies, mortals
The Blisterbeast (page 16)	Gardens	Magic, wisdom, observation	Greed, deceit
Pox & Pilfer (page 26)	Gardens (showboating)	Humor, pranks, melodrama	Honor, responsibility, respect
Tallisin Vos (page 32)	Upper mezzanine (keeping to himself)	Nothing	Nothing
Doctor Myriati (page 20)	Grand Hall (eyeing the gifts)	Intelligence, diplomacy, ambition	Frivolity, drunkenness
Bosca (page 18)	Gambling Square (playing)	Bravado, strength, passion	Compassion, indifference
Sepal (page 30)	Grand Hall (guarding the Monarch)	Duty, honor, respect	Riff raff, threats to the Monarch
Adderweed (page 12)	Upper mezzanine	Curiosity, secrets, ingenuity	Mistreatment of servants
Kra Calamor (page 24)	Garden (avoiding a crowd)	Food, haughtiness, superiority	Most everything else
Antigone Wynne (page 14)	Grand Hall (socializing)	Compliments, elegance, drama	Ridicule, skepticism, spicy food

THE NIGHT

The ball takes place over a single four-hour window in the evening. Only moonlight, night blossoms with faintly glowing petals, and small, flickering candles light the ball. Fey scrutinize the party from behind elaborate masks and atelier that make them look eerily like predatory deep sea lures.

At 8:00, the party arrives at the ball, appearing, like always, on the palace's front steps. In each time loop, the fey in attendance recognize the mortals as special guests of Tallisin Vos, and will tolerate them accordingly. This is true only as long as Tallisin himself is also tolerated.

At 8:15, the gifts (page 134) are brought into the grand hall, flown in by cherubees (page 38), for the Monarch and their guests to admire. The cherubees arrive from tunnels leading to the hidden servant's hive. The tunnel entrances can be spotted with a successful DC 15 Wisdom (Perception) check. Guests are prohibited from entering the servant's hive. The cherubees stay to serve refreshments.

At 9:00, a traditional fey dance begins. All light sources in the grand hall focus on the dance floor which becomes brightly lit; the rest of the grand hall is cast in darkness until the dance ends. The dance involves elaborate movements up and down tempo and the partners repeatedly change throughout. Its steps are extremely complicated and require a DC 16 Dexterity (Acrobatics) check to mimic, or a DC 18 Wisdom (Insight) check to read on the fly. Alternatively, participants who have seen the dance before can succeed on a DC 14 Wisdom (Perception) or Charisma (Performance) check to recreate the steps. Mortals who do well in this dance will impress several members of the court.

At 9:30, Pilfer insults Antigone Wynne, and they agree to a duel in the garden outside. However, the rest of the court doesn't seem to take this seriously: Pilfer and Antigone are always hurling insults and then making up melodramatically.

Once the time loop has initiated: the Blisterbeast senses a presence of Living Light somewhere in the palace and begins to look for it, though her search is befuddled by some great, ambient background spell. Doctor Myriati notices the nightbloom flowers growing in the palace have begun to wither. She wishes to study them, but at this point she realizes she has misplaced the library key she normally keeps.

At 9:45, Adderweed attempts to break into the Monarch's personal chambers, by scaling the palace walls from the outside, to retrieve a giant splatterbeast fire beetle (page 11) she wants to use as the basis for her next invention.

Once the time loop has initiated: Kra Calamor eats an hors d'oeuvre and is scandalized to find that it isn't suitably fresh. He storms the kitchen by way of the tunnel to the servants' hive. He ends up in an altercation with several cherubees before Doctor Myriati intervenes.

At 10:30, the time for Antigone Wynne and Pilfer's duel arrives, but Pilfer pretends to be consoling a distraught Pox, and Antigone claims to want to avoid the duel because he foresees Pilfer's inevitable demise at his hands.

Once the time loop has initiated: The Blisterbeast discovers the temporal perimeter preventing anyone from leaving the palace grounds, and she recruits Bosca to help her destroy it.



At 10:45, once the time loop has initiated: the Blisterbeast and Bosca attack the temporal perimeter, briefly debilitating Tallisin. The entire palace and grounds freeze, except for the party and Tallisin, for 7 minutes.

At 10:50, once the time loop has initiated: after time unfreezes there is a loud bellow from outside, as the Blisterbeast is incapacitated by the blowback from Bosca's attack on the perimeter. Bosca is conscious but injured by the force damage.

At 11:15, once the time loop has initiated: on the second loop & later, a rogue bloom warden (page 37) enters the palace and, suffering side effects from Tallisin's temporal time loop, makes an attempt on the Monarch's life.

VARIANT: ROGUE BLOOM WARDEN

The rogue bloom warden that crashes the party is a bloom warden suffering damage from the time loop. Its hit point maximum is reduced to 100 and it cannot use Uproot or Detain. It has a challenge rating of 4 (1,100 XP).

At 11:20, once the time loop has initiated: Sepal sequesters the Monarch away in their chambers, much to the Monarch's dismay. Sepal begins to hunt for Tallisin Vos, believing he must be responsible for all of the evening's events: the rogue bloom warden, the mysterious temporal perimeter, etc. For the time being, Tallisin is able to remain hidden.

At 11:30, once the time loop has initiated: the Monarch, in their room, notices a splatterbeast is missing and, upset, demands some form of entertainment to keep them company. If the Monarch has taken a liking to one of the adventurers, they may request their presence; otherwise, Doctor Myriati will choose one of the gifts and take that into the Monarch's room.

At 11:55, once the time loop has initiated: Sepal finds Tallisin and attempts to attack him.

At midnight, the Livid Light goes off.

EVENTUALLY

Once the Livid Light has been found and identified, Tallisin is able to remove it from the palace but he needs a safe container. Rebel Heart is the one who has this container. The party will have to find which party guest is Rebel Heart and relinquish the container from their possession.

IMPORTANT ITEMS

As the time loop resets, the adventurers keep whatever inventory items they had on their person, even if they acquired it during a previous loop. For common items, such as keys, dainties, or weapons, this simply creates duplicates that both exist within the timeline and in the party's possession. However magical items in the party inventory become the only instance of that item: the version that would've existed in the timeline goes "missing".

- ♦ **Information:** Rebel Heart was only able to impersonate a member of the fey court because the legitimate courtier was called away, missing the ball (see the adjacent table). Sepal, the Blisterbeast, and Adderweed all have information regarding the missing member, and if an adventurer manages to gain enough social traction, they will remark on this. You may wish to provide another one or two possible absentees in addition to Rebel Heart's disguise in order to allow the party to investigate further. If it's time to start wrapping up the adventure, you may choose to reveal exactly which member of the court isn't meant to be there tonight.
- ♦ **Servant's keys:** Bosca, Kra Calamor, and the uplifted gutterkin head chef all have a copies of these keys—Bosca so he can come and go as he pleases, and Kra Calamor so he can steal food. These keys provide access to the kitchen, the dining hall, and storage.
- ♦ **Hand of the Five-Fingered Viscount** (page 112): Adderweed has one of these in her possession.
- ♦ **A small filigreed tuning fork:** an item that helps detect strong sources of Living Light. Tallisin, the Livid Light, and any blinkies when they appear are strong sources of such. Doctor Myriati keeps one of these in the library.
- ♦ **Mirrogold:** Antigone Wynne currently has Mirrogold (page 114) attuned, but can be convinced to part with it if the circumstances are right. If Mirrogold is attuned to a member of the party, it too gains awareness of the time loop and keeps its memories loop to loop.
- ♦ **A herbal distillation:** drinking this fortifies the body and clears the mind. One vial removes the poisoned and charmed conditions and will negate the debilitating effects of the time loops for one cycle. Pox keeps five of these on his belt.
- ♦ **Correspondence:** the Monarch has several pieces of correspondence in their private chambers, many of which detail the gifts that they have received. See the letters at the end of this module.
- ♦ **Edibles:** a smarmalade potion (page 116) can be

found in storage and a bottle of Pallo Aldo sauce (page 116) can be found in the kitchen.

- ♦ **Key to the library:** Adderweed has this key.
- ♦ **Plucky Gloves:** Pilfer currently has a pair of Plucky Gloves (page 115) and can be enticed to part with them for the right price or service.

ABSENCE

MEMBER OF THE COURT	CALLED AWAY BY	CAME AFTER ALL BECAUSE
Doctor Myriati	An important historical find	The find proved phony
Bosca	Battle against Volm and Armadie	Volm and Armadie gone by the time Bosca arrived
Sepal	Judicial duties	New evidence, trial postponed
Adderweed	Repair of clockwork infrastructure	Wasn't broken; it simply needed its centennial wind-up
Kra Calamor	Sent away for poor behavior	Snuck back in anyway
Antigone Wynne	A celestial event	Didn't go, the signs said this party was to die for

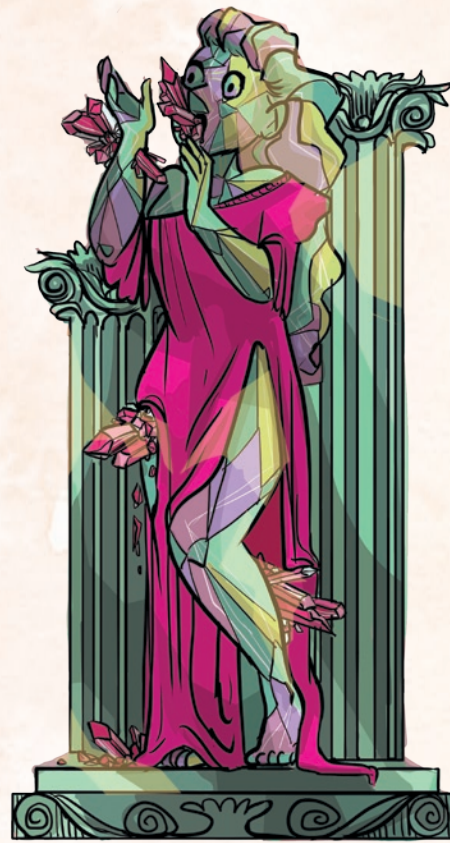
FEATURES OF THE MANOR

Lights. The lighting in the palace is dimmed for the evening's event. The entire area is dim light. Certain events throughout the evening change the lighting in specific locations but in general or when in doubt, treat all environmental lighting as dim light.

Locks. All the locks in the palace have been made by Adderweed and require a DC 25 thieves' tools check to open. Adderweed has also secretly enchanted the locks to open to her command phrase: *"Don't make me fret or make me frown"*.

Doors. The palace doors are of fey construction, light but surprisingly hard and strong. Guests have free access to the foyer, grand hall, upper mezzanine, and gardens, but most other rooms are inaccessible. Locked doors can be forced open with a DC 21 Strength check. The doors also have an AC of 16, a damage threshold of 5, and 20 hit points.

Walls. The exterior walls of the palace are 3-foot-thick sylvan wood; the interiors are 1 foot thick. The walls have an AC of 16 and a damage threshold of 10. Per each 5-foot square segment, the exterior walls have 30 hit points and the interior have 20 hit points.



Staff. The palace is staffed mainly by cherubees who navigate the palace via the hive tunnels. There are also a few elves, a springenfolk or two, and a small collection of uplifted gutterkin.

Guests. Aside from the members of the fey court, there are roughly twenty lesser fey nobles in attendance as guests. For stats, treat each of these as Nobles with the FeyAncestry trait.

Guards. The palace is guarded by 8 Emerald Knights (page 39) who patrol the whole palace, but there are always two within sight of the Monarch. The exterior of the palace is being maintained by 3 bloom wardens (page 37), which will defend the palace or its guests from hostility, but otherwise focus on the gardening.

Magical barrier. See **Locked In** (page 128).

Main Floor:

Grand Foyer. Entrance to the house. A broad staircase leads to the main landing. The entrance's immensely large mithral and sylvan wood double doors are open and welcoming to guests of the party. The Emerald Knights have at least one knight posted at the entrance at all times. The grand foyer leads immediately into the grand hall.

Grand Hall. Dancing, music, announcements—the bulk of the evening's entertainment take place here, and it is where the majority of the guests choose to mingle. The grand hall is similar to an open air courtyard, though the night sky above is faintly distorted by the time bubble. The gifts are all on display on a raised dais and the Emerald Knights have a guard on rotation keeping watch on them.

A set of curved staircases lead up to the upper mezzanine. An open corridor to the side leads to the dining hall. Doors on the other side lead out to the garden. A beautiful clock with a face wrought from polychromatic metal, sits next to the Monarch's throne.

The Gifts. The gifts on display are all art pieces sent by the heads of various kingdoms subservient to the Monarch. Hidden inside one of these gifts (your choice) is the Livid Light. If the party has any hope of finding it, they will need to draw attention away from the gifts long enough to search them. These gifts are:

- A crystalized statue of a mortal, a look of shock and pain on the subject's face.
- An ancient tree with a face that delivers quotes of wisdom on the hour.
- A miniature sun that sheds no heat but pulses to the rhythm of an ancient song.

Dining Hall. A long table is set with dainties and champagne flutes of fine crystal. The main entrance to the dining hall leads back to the grand hall, and a smaller exit leads to the kitchen.

Kitchen. Full of hustle, bustle, domestic magic, and grease fires. An uplifted gutterkin chef brazenly governs a staff of other lesser fey creatures. Stairs lead down to storage.

Exterior:

Palace Grounds. Excellently maintained topiaries and flowerbeds surround the palace. A selection of statues—some of them eerily lifelike—line grassy pathways. There are three bloom wardens maintaining these areas.

When the rogue bloom warden appears on all time loops after the first, it is actually a wayward time duplicate of one of these bloom wardens.

Garden. A vibrant but manicured garden sits to the rear of the palace, surrounded by towering hedges. A fountain flowing with sparkling wine and a carefully-drawn dueling circle are two of its main points of interest. The balcony from the Monarch's studio overlooks this area. A pair of doors leads back into the grand hall. A path trimmed into the hedges leads to the gambling square.

Gambling Square. Tucked away inside the hedges is a small tea garden that several of the guests have adapted into a gambling den. Bosca is here throughout most of the evening. Pox will occasionally drop in for a game or two, and if he loses too often he'll convince his sister to challenge whomever is the upstart champion. Back through the hedges leads to the garden, or the palace grounds. There is also a locked cellar door here that leads back to storage.

Upper Floor:

Upper Mezzanine. This balcony overlooks the grand hall, and a pair of curved staircases lead back down to the ground floor of the hall. At the back of the mezzanine a pair of double doors leads to the upper floor corridor, regularly patrolled by an Emerald Knight. Guests aren't welcome in the rest of the upper floor without a member of the fey court escorting them.

Studio. The Monarch's studio can be accessed through from the upper floor corridor, through windows from the attached balcony, or through a secret passage from the library. Several splatterbeasts of different animal types are playing or lounging about the room. The splatterbeast mastiff among them is very protective



of the room in the Monarch's absence.

Library. The walls are lined with floor-to-ceiling shelves filled to the brim with books, and a long table is piled with several stacks. There is also a secret passage up to the Monarch's studio requiring a DC 18 Intelligence (Investigation) check to discover. Myriati keeps her filigreed tuning fork (page 132) in the drawer of a desk.

The Hive. The cherubees reside in a honeycomb series of tunnels in the upper parts of this floor. These tunnels allow them access to all rooms of the main and upper floors. The tunnels are designed for flying creatures, so the entrances are in the ceilings of the rooms. Any creature that manages to access these tunnels without flying will have to succeed on a DC 15 Strength (Athletics) check to navigate via climbing.

Basement:

Storage. This room contains various food stuffs, kitchen supplies, spare chairs, and other dining hall place settings. One stairway leads back up to the kitchen, and another set outside to the palace grounds. Hidden behind some crates (DC 16 Wisdom [Perception] check), a tunnel door leads out to the gambling square.

LETTERS

In the Monarch's bedroom are three letters, arranged on their bureau and unsealed. These three letters came with each of the three gifts, but one of the gifts is a fake, replaced by Rebel Heart with a vehicle for the Livid Light. Choose one letter to be your clue, or roll a d3.

LETTER 1:

To the esteemed fey Monarch,

Despite everything, your latest emissary pleased us. We look forward to Doctor Myriati's next visit to the springenfolk territories. Please consider this gift an invitation for further collaboration.

We hope you'll remember that even a handshake is the first act of trust.

With respect,

*Interlocuter Prok
Diplomatic Herald*

If the gift associated with this letter is the fake: Doctor Myriati had been led to believe that the gift from the springenfolk should be the return of a long-disputed ancient fey library of five tomes. She takes a moment during the evening to angrily draft a letter to Interlocuter Prok wondering why he has withheld the promised texts.

LETTER 2:

With reverence and adherence, Amara, queen of the Western mortal peoples, gives tribute to the ageless ones who live between light and shadow. As always we strive only for your endless grace.

If the gift associated with this letter is the fake: Adderweed wants access to the gift from the Western mortal kingdom, because it seems far too arcanely advanced and intricately designed for mortals (Adderweed is likely to give offence when stating this). Bosca may also comment that the Western kingdom had fallen to rot the last time he saw it, Amara having been seduced by Armadie and Volm.

LETTER 3:

A gift, to the health of the Wilds. My acolytes and I look forward to our visit in the fall; we hope that you'll delight in this bauble and have no doubt you'll discover all its secrets by the time we arrive.

*Your old friend,
Rowan Augustus*

If the gift associated with this letter is the fake: Sepal comments that Rowan, a fey wizard, has been on sabbatical as a literal rowan tree—and as far as she knows, their acolytes are enjoying the traditional partying that ensues with their master out of communication.



Contributors

DESIGNERS

Shannon Campbell (Editor-in-Chief)

Shannon is a writer, editor, and game designer from Vancouver, BC. Previous works include editing the comics anthology *Bones of the Coast* and writing for *Dead Rising 4*. They currently work as a writer and narrative designer for Klei.

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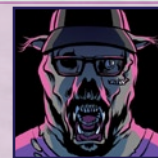
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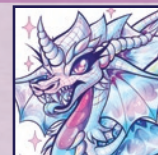


ARTISTS

Guadalupe Aguilar (Page 78)

Guadalupe Aguilar, also known as DolciSprinkles online, is a Hispanic freelance artist from Arizona. Her art style is full of bright colors, mainly inspired by the 90s colorful aesthetic. She usually draws cute anthro characters, creatures, and sometimes fanart.

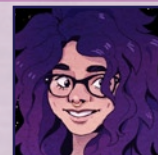
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Aspen Eyes (Page 41)

ASPEN EYES is an illustrator and designer from Minneapolis, MN. She is inspired by animals, nature, and the mysteries of the universe, and expresses this curiosity through her work. In her free time, she enjoys music, travel, studying astrology, and long drives.

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Kory Bing is a Portland-based illustrator with a focus on animals that don't exist and animals that don't exist anymore. She's the award-winning creator of the webcomic *Skin Deep* and illustrator of the *InCryptid Field Guide* by Seanan McGuire. When she's not drawing monsters she's yelling about dinosaurs.

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Haley Boros is an illustrator, cartoonist, and graphic designer. She works with ink, markers, watercolors, and Photoshop to create wonderfully cute and whimsical illustrations of botanicals, animals, and people. Haley lives in Vancouver with her husband Jessy and their dog Rusty.

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Ron Chan is a comic book and storyboard artist from Portland, OR. He is best known for his art in *Plants vs Zombies*, the comic.

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Elaine Chen (Page 66)

Currently working and living in beautiful Vancouver, BC with her gray cat and many buckets of paint tubes, Elaine Chen enjoys painting the outdoors and making gifts for friends.

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Ursula Decay is a Florida-based illustrator with a love for all things Rock N' Roll! Her art centers mostly on alternative-styled women, bright colors, and fashion.

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Max is a little drawing dude from Missouri who likes bright colors very much. He GMs and plays a lot of 5e with friends, and gets way too into drawing NPCs.

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Brianne is an artist working in the television animation industry. She also writes and draws the webcomic *Harpy Gee*.

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Olivia Fields is an African-American illustrator born, raised, and residing in Brooklyn, NY. Commonly explored themes in her work include a gentle fascination with horror, the language of fashion, and narratives of self discovery. She is currently pursuing a BFA in illustration at the School of Visual Arts.

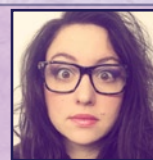
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Amy Falcone (Page 26)

Amy is a queer illustrator based in Seattle. Some know her as the druid Walnut. Her favorite things to draw are tabletop characters and small animals.

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Cat Farris is a Portlander, an artist, and pretty sure she's making it up as she goes. She is supported in this venture by the world's most beautiful husband, the laziest greyhound, and an all-star cast of Helioscope studiomates. She has worked for Oni Press, Dark Horse Comics, and IDW.

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Nico Figueroa, aka LittleStarPu, attended the New Hampshire Institute of Art in Manchester, NH with a BFA in illustration. They are currently a freelance illustrator and aspiring comic artist based in New Hampshire working on personal projects and commissions.

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Jess Fink is an illustrator and cartoonist. Her graphic novel, *We Can Fix It! A Time Travel Memoir*, is published by Top Shelf. Her erotic Victorian romance comic, *Chester 5000*, is a winner of the 2017 Ignatz award for Outstanding Series.

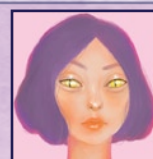
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CM Ford is an artist based out of Canada with a background in Fine Arts + Digital Media, currently working as a VFX Artist in the video game industry.

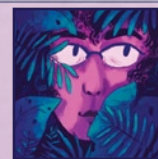
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Ashanti Fortson (Page 52)

Ashanti Fortson is an illustrator and cartoonist with a deep love for bright colors and fantastical things. They make a queer space fantasy webcomic called *Galanthus*, and they hope to one day see the Milky Way.

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Christianne Gillenardo-Goudreau is a Canadian-American comic artist living in Portland with her wife Donna and their cat Hot Dog. She is the co-creator and artist of the comic *Full Circle*. Her work is featured in Volume 1 of *Beyond*, as well as in *Harrow County*, *Dept. H*, and *Plants Vs. Zombies*.

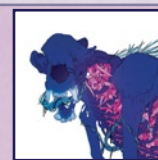
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Becky Glendining (Page 47)

An illustrator, graphic designer, and lover of plants walk into a bar... and become Rebecca, a freelance illustrator and graphic designer based in Kent, UK. Their work is inspired and influenced by the constantly changing media we consume and the everlasting nature that surrounds us.

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Ale Gonzalez (Page 50)

Ale González is an artist from El Salvador, full of melancholy and nostalgia.

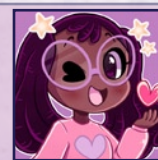
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Shauna J Grant (Page 88)

Shauna J. Grant is a cartoonist and illustrator with the magic power to create cuteness. Born and raised in NYC, she adores all things related to magical girls and shoujo and is on a mission to create more diverse art that embodies her passion.

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Abby Howard (Page 16)

Abby Howard lives in Boston with her cat and her snake. She creates the webcomics *Junior Scientist Power Hour* and *The Last Halloween* as well as the educational book series *Earth Before Us*, and she would love to tell you all about how great pterosaurs were.

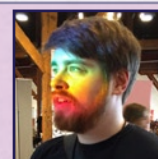
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Tait Howard (Page 32)

Tait Howard is a comic artist and illustrator from the Pacific Northwest who lives in a city but longs to live in the forest. He likes cosmic horror, action movies, and prefers dogs but also likes cats alot.

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Priya Huq is a comic artist and illustrator who draws a comic called *Mana*.

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Lindsay is the creator of *How Baby*, an award-winning webcomic about motherhood, as well as *Motherlover*, a comic about two moms who fall in love. She also works as a production artist and writer at video game studio Anemone Hug Interactive. Somehow, she still finds time to smash the patriarchy.

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Jeph Jacques is the author of the long-running web comic *Questionable Content*, as well as the now-complete *Alice Grove*. He lives in Halifax, Nova Scotia with his wife and too many guitars.

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Jaimonster (Page 93)

When its internal fire is burning, it cannot calm down and it runs around. When the fire diminishes, it falls asleep. Jaime Cortes (Jaimonster) also enjoys playing chaotic neutral characters and has plans to eat as many wizards as he can before he dies.

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JBass (Page 98)

Julie Benbassat or JBASS is a freelance illustrator pursuing a BFA in illustration from the Rhode Island School of Design. She has experience in editorial illustration, children's books, and character design, focusing on the cute, strange, and ecological.

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Sam Kalensky is a freelance artist and character designer from Vancouver. Their artistic trademarks follow vivid colours, punchy line work, dynamic frames, chaotic compositions, and slick and silly smears.

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Amanda Lafrenais (Page 80)

Amanda Lafrenais is a self-taught comic artist and jack-of-all-trades. Born in Humble, Texas, she now lives in Clute, home to the Mosquito Festival. She is the creator of the webcomic *Love Me Nice*, a regular contributor and editor for many Iron Circus Comics anthologies, and a creator on Slipshine.

amandalafrenais.com



Hannako Lambert (Page 126)

Hannako Lambert lives in Seattle, most of the time. When she's not fighting demons, she's drawing comics and writing about pins.

thisishannako.com · twitter.com/thisishannako



Jade Feng Lee (Page 103)

Jade Feng Lee is a cartoonist and illustrator who draws a lot of food and fantasy. Her work often explores themes of identity, community, growth, and transformation. She is a passionate cooker of dough-foods and an avid collector of owl-things.

dumplingheart.com · twitter.com/dumplingheart



Regina Legaspi (Page 86)

Regina is an illustrator based in San Jose, California with two big dogs and a very long list of projects.

ReginaLegaspi.tumblr.com · twitter.com/regeener



Sloane Leong (Page 46)

Sloane Leong is a self-taught artist and writer of Hawaiian, Chinese, Italian, Mexican, Choctaw, Welsh, and German ancestries. She explores themes of survival, displacement, identity, and mental illness through science fiction, horror, adventure, and slice-of-life genres. She is currently living near Portland, Oregon.

sloanesloane.com · twitter.com/sloanesloane



Kate Leth (Page 96)

Kate Leth is an animation and comics writer specializing in magical girls and feelings. You can read her work in *Patsy Walker AKA Hellcat*, *Bravest Warriors*, *Adventure Time*, *Spell on Wheels*, and many more. She writes for *My Little Pony: Equestria Girls* and *Littlest Pet Shop*.

kateleth.com



Little Corvus (Page 94)

Little Corvus is a queer latinx comic artist and illustrator based in the Pacific Northwest. They love witches, spooky cool cryptids, and the color pink.

littlecorvusart.com



Janice Liu (Page 48)

Janice Liu is a Canadian kids' illustrator and comic creator. Her work is most often about exploring diasporic identity and the inner world through fantasy. When she's not drawing, Janice teaches art classes for teens at her studio in Burnaby, BC.

janiceliu.com · twitter.com/flutterdoodle



Nilah Magruder (Page 39)

Nilah Magruder is the author of *HOW TO FIND A FOX* and the award-winning webcomic *M.F.K.*, now available in print from Insight Editions. She has written for Marvel and drawn storyboards for DreamWorks and Disney. She is based in Los Angeles.

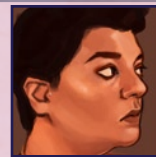
nilahmagruder.com



Leyla Mamedova (Page 129)

Leyla is an Austin, Texas-based illustrator and character designer with a passion for functional fantasy and the kind of impassioned car-eoke that once got her free coffee in a drive-through. Find her lamenting the misuse of cyrillic letters in Russian aesthetic fonts.

leylamamedova.com · twitter.com/leylses



Nina Matsumoto (Page 18)

Nina “space coyote” Matsumoto is a Japanese-Canadian Eisner Award winner. She penciled numerous stories for *Simpsons Comics* and drew *Sparks!*, an all-ages graphic novel for Scholastic. When not drawing comics, she designs official video game apparel for Fangamer.

spacecoyote.com · twitter.com/spacecoyotl



Kel McDonald (Page 28)

Kel McDonald has been working in comics for over a decade; most of that time has been spent on her webcomic *Sorcery 101*. Her work includes *Misfits of Avalon* and organizing the *Cautionary Fables and Fairytales* anthology series. Currently she’s working on her self-published series *The City Between*.

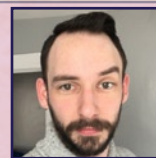
kelmcdonald.com · twitter.com/kellhound



Keegan Kaya McGee (Page 76)

When he’s not cooking or watching *Power Rangers*, you’ll find Keegan Kaya McGee in his studio illustrating a new character from a fantastical world. He graduated from Ohio University with a BFA in painting. He lives with his wife and 4 cats in Philadelphia, PA. Google him.

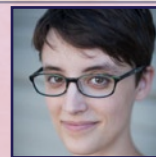
keegankayamcgee.com



Dylan Meconis (Page 22)

Dylan is an Eisner, Reuben, and Kim Yale-nominated cartoonist. She’s the creator of graphic novels *Bite Me!*, *Family Man*, *Outfoxed*, *The Long Con* (Oni Press, 2018), and *Queen of the Sea* (Candlewick, 2019). She’s a studio member of Helioscope in Portland, Oregon.

dylanmeconis.com · twitter.com/dmeconis



Monarobot (Page 70)

Monarobot is an indie artist from Chiapas, Mexico, who makes monsters and concepts inspired by Maya culture, aesthetic, and mythology.

patreon.com/monarobot · twitter.com/monarobot



Sfé R Monster (Page 71)

Sfé R. Monster is an award-winning trans & queer Canadian comic artist, creator and editor of *Beyond: The Queer Sci-Fi & Fantasy Comic Anthology*, and co-founder of Beyond Press. Sfé spends their time drawing, dreaming about monsters, and tending a heart that can never be moved too far from the sea.

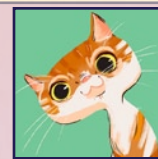
sfemonster.com



Vanessa Morales (Page 43)

Vanessa Morales, AKA Phonemova, is a Mexican illustrator and character designer. She loves to work with nature and fantasy to create beings and illustrations full of color, transmitting the joy of the fantasy worlds with a touch of her culture. She also loves animals (especially cats) and works in children illustrations.

phonemova.artstation.com · phonemova.tumblr.com



Renée Nault (Page 74)

Renée Nault is a comic artist known for *The Handmaid's Tale* and *Witchling*. Her vivid and dreamlike watercolor illustrations have appeared in books and magazines worldwide.

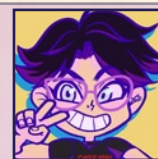
reeneault.com



Molly Nemecek (Page 87)

Molly lives in a slimy hidey-hole somewhere in Canada. She likes drawing cute things and buff boys. Charisma is at -10 but +50 to memes.

jakface.tumblr.com · twitter.com/jakface_mcgee



Yuko Ota (Cover, Pages 1 & 30)

Yuko Ota is an award-winning cartoonist and illustrator based out of Brooklyn, NY. Her work includes *BARBAROUS*, *Lucky Penny*, and *Johnny Wander: Our Cats Are More Famous Than Us*.

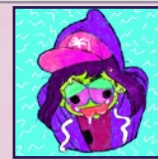
johnnywander.com · twitter.com/aidosaur



Papayaya (Page 131)

Gen/Papayaya is an artist from Hawaii and wants you to know that pineapple belongs on pizza, thank you.

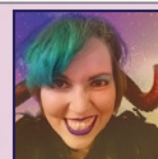
twitter.com/_papayaya



Alina Pete (Page 67)

Alina Pete is a Cree artist and writer from Little Pine First Nation in western Saskatchewan. She is best known for her Aurora award-winning webcomic *Weregeek* but she also writes short stories, poems, and RPG supplements, and her work has been featured in several comic anthologies.

weregeek.com



Carey Pietsch (Page 9)

Carey Pietsch is a Brooklyn-based cartoonist who makes comics about magic and empathy and plays too many tabletop games. Her work appears in *The Adventure Zone: Here There Be Gerblins*, *Lumberjanes*, *Mages of Mystralia*, and *Marceline Gone Adrift*.

careydraws.com · twitter.com/careydraws



Conley Presler (Pages 107)

Conley Presler is an artist from the Pacific Northwest with a background in comics, games, and illustration. She is currently living in Nagoya, Japan. She loves gardening, desserts, and adorable things that could probably hurt you.

conleysdoodles.tumblr.com



Tessa Joyce Riecken (Page 65)

Tessa is a character designer currently working in the Vancouver animation industry. She is originally from Vancouver Island and enjoys taking the ferry back home to visit friends, family, and all the furry critters.

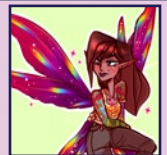
tjriecken.com



Desirae Salmark (Page 44)

Desirae is an escapee of a small Canadian town who is now working in storyboards, where she draws magical horses learning about friendship. She enjoys doodling urban fantasy, sci-fi, and anything wondrous and fantastical. She is still at large.

twitter.com/desiraesalmark



Jemma Salume (Page 82)

Jemma Salume is a vengeful spirit and illustrator currently haunting Portland, Oregon. When not scaring people out of their wits, she hunts for new restaurants, communes with nature, and draws pictures. Your cat likes her more than you.

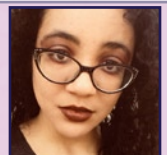
oxboxer.tumblr.com



Ashe Samuels (Page 38)

Ashe Samuels is a freelance illustrator and writer with the big ambition to get out the 150,000 stories in her head and the slightly smaller ambition of actually being able to enjoy a successful art career before she dies. Whichever comes first.

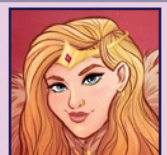
artofashesamuels.com



Morgan Shandro (Page 72)

Morgan Shandro lives in Vancouver, BC, and works as an animator on *MLP:FIM*. Beneath this persona, however, lies the heart of a barbarian, ravenous for adventure and (sometimes) the blood of her enemies. Morgan's bloodlust drives her to play D&D and draw comics about monster-fighting warrior women.

twitter.com/MorganShandro · instagram.com/morganshandro



Alexa Sharpe (Page 60)

Alexa Sharpe is a Los Angeles-based illustrator and a graduate of Maryland Institute College of Art. Her art and stories—of ghosts, witches, and mysterious occurrences—are a study in historical horror and deadly decadence. Outside of art her life is all about fashion, cooking, and her spoiled dogs.

alexasharpe.com



Shivana Sookdeo (Pages 83)

Shivana Sookdeo is a self-taught illustrator/comic artist with a over a decade's worth of experience in fine art, editorial art, character design, and graphic design.

shivanasookdeo.com



Olivia Stephens (Page 58)

Olivia Stephens is an illustrator and comic artist based in Seattle. In her spare time, she updates an ongoing romance webcomic, *Alone*.

olivia-stephens.com



Christina "Steenz" Stewart (Page 133)

Christina Stewart is an STL-based cartoonist. She illustrated *Archival Quality* from Oni Press and shorts in anthologies like *Mine!* and *Elements: Fire*. She creates and runs comics programming from her time as a comic shop manager and comics-focused librarian. She's currently an Associate Editor at Lion Forge!

facebook.com/ArtOfSteenz · oheysteenz.wixsite.com/portfolio



Tuna (Page 12)

Rachel "Tuna" Petrovicz is an illustrator and comic artist in Vancouver, BC. Her recent projects include contributions to *Amplify Her* and her Kickstarted graphic novel *Good Spirits*. She is currently developing her second graphic novel and first webcomic series.

artbytuna.com · twitter.com/tunayo



Jesse Turner (Pages 62 & 110-125)

Jesse "the Drawbarian" Turner is an artist and game developer out of Vancouver, BC.

jouste.tumblr.com · twitter.com/jouste



Laura Verdin (Page 104)

Laura Verdin is a New York transplant, slowly turning into a cactus in the Sonoran desert of Tucson. She draws video game merchandise for Fangamer when she isn't exploring the mountains or spoiling her two terrible cats.

lauraverdin.com



Kat Verhoeven (Page 92)

Kat Verhoeven is an illustrator and mini-comic maker from Eastern Ontario and the author of *TOWERKIND* (2015) and *Meat&Bone* (2019), both from Conundrum Press. Canadiana leaks in at the edges of pieces that talk about urban life, human struggle, sexuality, and insecurity.

verwho.com · twitter.com/verwho



Gisele Weaver (Pages 73)

Gisele is a cartoonist living on the cold left shoulder of Canada and loves sci-fi, aliens, and plants.

startripcomic.com



Leira Zamfirescu (Page 20)

Leira Zamfirescu is an artist and animator residing in Vancouver, British Columbia, currently working at Klei Entertainment Inc. She's been drawing ever since she can remember, and has always had a proclivity for the fantastical and surreal.

Leirazamzam.com



Daniella Zeman (Page 85)

Daniella Zeman is a video game concept artist currently living in Los Angeles. She specializes in character art and has a passion for slime.

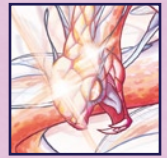
artstation.com/daniellazeman



Toni Zhang (Page 91)

Toni Zhang is an animator from Vancouver, BC currently working in the video game industry. She enjoys plaid, pocket-sized monsters, and found family fanfiction.

zedlast.com



And special thanks to Damon Hines (playtesting), Kathleen Jacques (graphic design), Sam Logan (consultant), and David Malki! (Kickstarter management and printing).

Fey Patrons

Faerie Fire was Kickstarted with the support of over 1,800 backers, and we couldn't have made this book a reality without their enthusiasm and support. All of our supporters deserve to be praised in the halls of the Monarch's court; however, a select number of people backed at an exceptionally high tier, earning them the status of **Fey Patron**.

We encourage you to turn to this section when you need to name an NPC—such as a particularly generous (or devious) fey courtier—in your own campaigns. The backers below are listed in alphabetical order by first letter.

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