

FEY FOLIO

A fantasy illustration of a woman with glowing blue eyes and a crown, sitting on a throne made of a large tree trunk. She is surrounded by glowing blue lights and a forest setting. The scene is lit with a mix of cool blue and warm purple tones, creating a magical atmosphere. The woman's dress is ornate and features floral patterns. The background shows a forest with a large tree trunk and hanging blue lights.

MAGE HAND PRESS

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Foreword

It's hard to understate how universal fairy tales are. Though the most familiar to many audiences are European versions, which make use of creatures that are now staples of fantasy settings, it seems every culture has its own set of fairy creatures to explain the unexplainable. Japanese folklore tells of monsters such as the kuda gitsune and the yuki-onna. Brazilian folklore has a host of monsters, including the cuca, a half-alligator witch who steals children. The examples are endless and point to something fundamental about fairies and fairy tales in all cultures.

As opposed to cryptids, monsters, and demons, fairies are intrinsically tied to nature, and are not generally out to harm humans. Instead, fairies are out for their own unseen interests, and interfere with the realm of men only when it suits them. Fairies are always magical, though the potency and nature of that magic might vary.

The tradition of fairies, in the purest sense, stretches back through history. Notable examples include the dryads of Greek mythology—spirits which embody the things in nature—but early cultures are rich with examples of creatures we would now call fairies.

So why do we find such fascination with these unseen magical folk? What about the fey appeals so strongly to people that we have inserted them into our myths the world-over throughout history? Honestly, I don't know, but I'd like to make a conjecture:

The fey are human imagination at work; they represent our brightest flights of fancy and our darkest thoughts. When people stare at the unexplainable and really wrack their brains searching for an explanation, we tend to craft stories and narratives that appeal to us subconsciously. Few things, after all, are more appealing than the idea that just

out of sight there is a mystical realm of magical beasts and boundless joy, where the only occupation is dancing and merriment for years on end. And perhaps when things go dreadfully wrong in the realm of men (or when things are simply bizarre for unfathomable reasons) the fey folk are to blame. It's even comforting at some level that they never torment folks with malice; it's just good-natured pranks.

With all that said, we think that the fey are something of a center-point in fantasy. They're fundamental to how we see all the magical aspects of the world, even if they are sometimes forgotten in magical fiction nowadays. And as such, they deserve a deep examination in *Dungeons and Dragons*.

In the *Fey Folio*, we're taking a stroll through the Feywild and enjoying the sights. From the majestic Fey Courts, to the wild fringes where sylvan giants hold sway, the Feywild is rife with fantastic sights and wondrous characters. Feykind take every size and shape, from the tiny, butterfly-winged pixies, to the contemptuous boggarts, to the stunning sirines. Under every rock and behind every bend in this realm is something completely unexpected. All of this endless plane is bursting with arcana; even the animals and plants can talk.

So let the Feywild capture your imagination, as it has captured so many others. Strike up a conversation with a dryad, hang out with a satyr, or argue with a boggart. Get frozen by the glare of a glorious archfey. Read a page or two of the *Mispelled Spellbook* (if you dare). Marvel at the wonder of the Feywild and its superlative beauty. But do try to remember the way back home...

Respect the Archfey,

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Chapter 1: Lore of the Fey

Wild and capricious, most feykind hails from the mysterious Feywild (sometimes called the Plane of Faerie), a realm of boundless magic and plentiful life. Few mortals ever visit the Feywild, and fewer still remain there for long, for its magic rampantly infects everything within it, bestowing both wondrous and terrible gifts. The fey are unraveled by this untampered magic; as natives to this realm, they are resistant to magical energy, and are naturally fluent in all kinds of arcana. Fey embrace the carefree, unbounded nature of magic, and so favor spells that beget change or trick others, such as illusions, enchantments, and transmutations.

Beyond these nuggets of understanding, mortals understand precious little about the Feywild, and what little they know is colored with misinformation. For example, most mortals believe that there are only two Fey courts, the Seelie and the Unseelie; this is patently untrue. Most mortals also believe that the fey are harmless tricksters; however, the fey and their boundless magical realm are far from harmless.

THE FEYWILD

Not all fey creatures come from the Feywild—many of them are native to the Material Plane—but the Plane of Faerie is unique in that the dominant species and cultures are fey. The Feywild belongs to the fey, in a way that no other place does.

This is reflected in the nature of the plane, which is filled with magical forests, misty swamps, and hidden enclaves. Like its inhabitants, the Feywild can be treacherous and unpredictable, especially in relation to magical effects. Wild magic zones occur throughout the realm and everything in it, from insects to trees to rocks, possesses some degree of sentience.

It is rare for a mortal visitor to the Feywild to recall much about what they saw there, adding immensely to the plane's mystique. The entire trip is experienced in a haze somewhat similar to a permanent state of drunkenness. Furthermore, the flow of time does not run straight in the faerie lands. There is no day or night in the Feywild to track time by (only an eternal, twinkling dusk), and a visitor might find that what they took for a few days spent in the Feywild turned out to be months or years in the rest of the multiverse.

FEY BRIDGES

Men have often wondered as to the curious standing stones that lie forgotten in the far-flung reaches of the world. What strange magic or primitive technology raised these colossal monuments, and to what ends? Surely, these are places of great latent magic, for a quiet hum of arcana persists in the old stones, but few actually know they mark ancient and permanent **fey bridges** between the Material Plane and the Feywild—places where the boundary between the worlds is thin enough to permit travel for those without access to magic of their own. The bridges open only on cool nights, when the alignment of the stars is just right, allowing humanoid and fey to cross freely between the worlds. The bridge remains open only for the night; then it closes with the dawn.

But these immense, permanent bridges are not the only means of crossing between them. Spellcasters with enough power and planar knowledge can navigate to the mysterious Feywild with a conventional *plane shift* spell, though many find their magic more unpredictable on the far side. In dire circumstances, they might need to locate a



permanent bridge or enlist a powerful fey creature in order to return home.

Other temporary bridges sometimes open spontaneously between the planes. These bridges are invisible to both the unaided and magically-enhanced eye, save for a peculiarly perfect circle of mushrooms along its perimeter, or a large, circular patch blossoming flowers—often moonflowers or rain lilies. Entering one of these temporary bridges is almost always a one-way trip, be it to or from the Feywild.

CITIES OF THE FEYWILD

As its name suggests, the Feywild is an untamed land with few cities or evidence of civilization. The only major population centers are those built by the fey elves: a mysterious people who prize solitude so much that they migrated to a plane of existence far away from the rest of humanoid civilization. Having lived in the Feywild for generations, the fey elves are now infused with innate wild magic to an even greater extent than high elves, and their tranquil seclusion with only fey creatures for company has led to an extremely refined culture that prizes learning and artistic endeavor above all.

The elven cities, though few in number, tower over the surrounding wilderness with their monolithic crystal spires and gleaming walls. Within, they house tens of thousands of elves, plus countless fey creatures and other humanoids, both residents and visitors. Life in these places is extremely opulent, and even the meanest fey elf would be akin to a prince on the Material Plane.

They spend their lives studying magic, perfecting their dancing, and enjoying the beauty of the Feywild.

There are no menial laborers or impoverished beggars in the Feywild, since most of the heavy work is done by magical means. This leaves fey artisans all of the time in the world to practice more intellectual or artistic trades. A visitor to a Feywild market is sure to be awed by the beautiful sculptures, exotic materials, rare magical items, delicious treats, and intricate jewelry on offer, though they might have a hard time obtaining staple items like nonmagical arrows, torches, and staple adventurer's rations.

It is important to remember with fey cities (as with everything else

in the Feywild) that all is never as it seems.

An orderly, efficient society might mask widespread corruption and influence-peddling, a center of magical learning might be cursed to descend into a wild blood-rage for one night per year, destroying most of their delicate arcane research each time, or city of shining towers and stunning above-ground architecture might be reflected by an equally large underground tunnel network where the citizens are fighting a desperate, secret war against legions of grimlocks or undead.

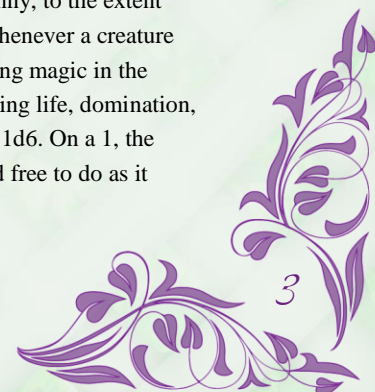
HAZARDS IN THE FEYWILD

In the Feywild, everything is suffused with magical energy, producing strange—sometimes dangerous—effects. Visitors to the Feywild might encounter any of the following:

Chaos Energies. Magic is unstable in the Feywild. At the GM's discretion, this instability may force spellcasters to roll 1d20 when they cast a spell of 1st level or higher. On a 1, they lose their spell and must roll on the Weir Arcana table instead.

Euphoric Mists. Strange mists, which the feykind fondly call the "Yesteryear Brume", regularly arise from the low-lying moors and hollows of the Feywild. Those who enter these unusual mists feel themselves lost in the haze of time, nostalgically remembering the events of their childhood and happy moments of their pasts. However, many become lost in the reminiscing, and remain for hours or even days, forgetting to eat, drink, or even sleep. For every hour a creature spends within the mists, make a DC 16 Wisdom saving throw. On a failed save, the creature remains the mists for an additional hour and takes 1d4 psychic damage. If the creature fails this save, it becomes lost within the mist, and must make a DC 13 Wisdom (Survival) check to escape.

Free Will. The Feywild abhors tyranny, to the extent that the realm itself fights against it. Whenever a creature attempts to control another creature using magic in the Feywild, whether by summoning, creating life, domination, the *geas* spell, or any other means, roll 1d6. On a 1, the attempt fails, and the creature is instead free to do as it pleases.



Golden Fruit. Always beware that which seems too good to be true; in the Feywild, it never is. Though the Feywild is resplendent with life, it has scarcely few cultivated plants, apart from the gardens kept by many of the Courts. If an unprepared traveler is desperate for food, they might pick luscious, golden apples from a tree or pluck golden berries from a bush. These at first seem extremely nourishing, for even a single golden apple suppresses hunger for 24 hours, but they are actually completely non-nutritious. An unaware creature eating only golden fruit begins to starve.

Surging Power. In some parts of the Feywild, the very air hums with magical energy. When a spell cast in these areas deals damage, the spellcaster can reroll up to half the damage dice, and must use the new rolls. However, all saves made to keep concentration have disadvantage, as the extra power is harder to control.

Transformation. Sometimes, the magic of the Feywild can be fickle, hindering those who draw on it even as it helps them. Whenever a spellcaster in the Feywild expends a spell slot to cast a spell with a range of Self, they must make a DC 10 Constitution save. On a failure, the realm's magic feeds back into them, subtly twisting their body in unexpected ways. The first time this happens, roll any die.

Bestial Transformation. On an even result, the spellcaster begins to transform into a beast, sprouting coarse hair and sharp teeth. For each failure after the first, the spellcaster's Constitution score increases by 2, and their Intelligence decreases by 2. These effects end if the spellcaster leaves the Feywild. If their Intelligence score reaches 3, the transformation becomes permanent: the spellcaster becomes trapped in the Feywild as a mindless beast. No magic short of a *wish* can restore the creature to its original form or return it to its home plane.

Arboreal Transformation. On an odd result, the spellcaster begins to transform into a plant, sprouting leaves among their hair and developing thicker, more bark-like skin. For each failure after the first, the spellcaster's armor class increases by 2 and its speed decreases by 5 feet. These effects end if the spellcaster leaves the Feywild. If their speed is reduced to 0, the transformation becomes permanent: the spellcaster becomes transformed into a tree and trapped in the Feywild. No magic short of a *wish* can restore the creature to its original form or return it to its home plane.

Wild Magic Spring. In the Feywild, not all wellsprings produce water. Sometimes, cracks in the earth seep raw magical energy, which pools on the ground like an effervescent, glowing liquid. Any character that touches a wild magic spring immediately takes 2d8 radiant damage.

However, if they are a spellcaster, they also regain 1d4 expended spell slots of 2nd level or lower, beginning with expended 1st level spells. Once a creature regains spell slots in this way, it cannot do so again until it finishes a long rest.

FEYKIND

A bewildering array of creatures are found under the classification of 'fey', from inch-high shimmerlings to hulking faerie trolls. The kingdom of fey creatures includes graceful pixies, hideous hags, forest-dwelling dryads, and tundra-bound rusalka. Even within a species there is huge variety in form, compounded by the fact that many fey have a proclivity for shapeshifting and transmutation magic. Thus, encountering fey in the wild can be a perplexing and disorienting experience, even for experts; it is no wonder that the uninitiated are so vulnerable to fey trickery.

All fey are mystical creatures, with innate magical abilities and a predisposition towards sorcery and bardic magic, and most are bound to the natural world in some way. The specifics vary enormously, however. Due to their enhanced sensitivity to natural magic, fey are shaped by the places they live to a much greater extent than humans or elves. For example, arctic fey are cold and inhospitable, while aquatic fey are flexible and full of life.

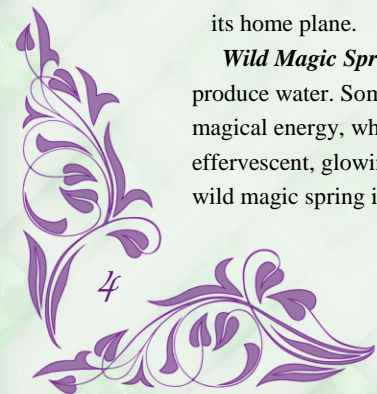
Fey are found across the Material Plane, but in many cases, they are only visitors there; most make their permanent home in the Feywild. Others live on the outer planes, especially those with chaotic or good alignments, or wander the multiverse freely, never staying too long in any one place.

FEY ATTITUDES

Universally, fey are fickle, impulsive, and easily bored, traits which mortals have associated with the archetype of a capricious prankster, playing harmless tricks and telling riddles. While most fey love a good trick, many have nothing but contempt for mortals, and their games are normally quite dangerous.

This motif of mortals fundamentally misunderstanding fey is a common one, and it begins with misjudging the character of feykind in general.

Haughty Superiors. Being nigh-immortal with innate magic running through their veins, most fey look down on humanoids as lesser beings from a lesser plane. This condescension borders on contempt, as most fey are loathe to even interact with non-fey, short of using them as chess pieces to further their own goals.



Whenever a powerful fey creature must associate with a humanoid, they demand a measure of respect and humility, as a noble might from common folk. They normally turn to their magic to balance the record if they feel disrespected in the slightest, imposing punishments that range from typical curses, like a bad harvest or a virulent plague, to complex (if heavy-handed) moral lessons, which might involve riddles, transformations, and yet more curses.

However, fey can be magnanimous when dealt with fairly. If they feel a mortal defers the appropriate amount of respect, they might even reward them with a small magical blessing.

Contempt for Property. Nearly all fey subscribe to the philosophy that property is theft. The Feywild is vast and ever-changing, and lavish goods can be summoned with the flick of a wrist; why should anyone quibble about what's 'theirs' and 'not theirs'? Typically, fey do not claim land or hoard valuables, so concepts like 'trespassing' and 'theft' are laughable to them.

Fey take endless delight in watching mortals squabble over shiny trinkets and lumps of gold, and use this as a staple of their pranks. However, a mortal's preoccupation with materiality can easily earn a fey's ire, for they punish avarice severely.

Immaterial Wealth. The concept of 'wealth' is far from alien to fey creatures, however. Knowledge, influence, skills, the allegiance of powerful individuals, secrets, strength of arms, virtue, and beauty are all held in high regard in the Feywild, and can be traded like currency. In

this way, faeries might consider themselves wealthy if they have a lot of friends—and doubly so if they know their friends' secrets!

SEELIE AND UNSEELIE

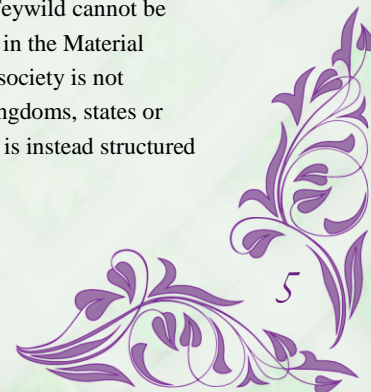
When discussing fey creatures, many humanoids talk about 'Seelie' and 'Unseelie' fey, clumsily attempting to attach labels to beings they don't fully understand. Some will say that seelie fey can be trusted, while unseelie fey cannot, that all seelie fey answer to a 'Summer Queen' or that only unseelie fey wish to harm humanoids. In reality, all of these ideas are off the mark: fey creatures do not recognize any such seelie/unseelie distinction and find it laughable that other creatures could be so foolish. Of course, most fey are more than willing to perpetuate a good joke, so there is an unspoken agreement to keep the true nature of fey courts hidden from outsiders and the uninitiated.

In truth, the inner machinations of fey politics are far more complex than most mortals will ever comprehend. Schemes and ploys between the courts might take place over centuries, as the archfey and their servitors vie for control over the plane with trickery and guile. Mortals only see the barest glimpses of this conflict, and interpret it in a remarkably shallow way: some fey mean to kill them, and others don't, so they paint them with the same binary as they do angels and devils: 'seelie' and 'unseelie'; good and evil. But fey will always be more complex, more nuanced, and any human scholar that purports to have deep insights on the Feywild is either lying, or deeply mistaken.

ARCHFEY AND COURTS

The most powerful fey creatures sometimes claim the title of archfey. These legendary individuals are the equals of the demon princes of the Abyss or the archdevils of the Hells—they are the closest thing fey creatures have to gods. Typically, archfey occupy their time with courtly politics. There are dozens of Faerie Courts in the Feywild, each with their own agenda and policies, which serve as the main vehicles of social advancement, friendship, rivalry and organization in the realm.

Fey do not believe in borders or territories; land in the Feywild cannot be owned or traded as it is in the Material Plane. Therefore, fey society is not organized into kingdoms, states or countries, but is instead structured





according to bonds of personal loyalty. Every fey creature, down to the lowliest shimmerling, relates to others according to sworn oaths, pacts of friendship, and more or less formal agreements, to the extent that a Court could be seen as a kind of loyalty tree.

The pacts that bind the members of a Court are not seen as permanent, however, and allegiances can and often do shift from time to time. Sometimes, the machinations of powerful archfey can cause entire Courts to merge or split apart, though this is less common. Most fey creatures live long lives, and betrayals are not easily forgotten, so the ancient lords of the Feywild only make such major moves when there is a very good reason to.

Seven of the most powerful Courts are detailed below.

EMERALD COURT

Drawing their strength and unity from the immortal, colossal Great Trees that take root in the Feywild, the Emerald Court safeguards the Feywild's forests from those that might corrupt it. Emerald fey hold dominion wherever Great Trees can be found, even on the Material Plane, where such a tree is likely to shelter a community of dryads and other fey. Placing great emphasis on preserving the forests as pristine habitats, this court is known to take swift and violent action against anyone they see as a threat to the green lands or their precious Great Trees.

Though the Feywild is indeed the very picture of a magical wilderness, there is no end to the number of those that would desecrate it. From the occasional fey witch seeking to plunge the Feywild into eternal winter, to extraplanar agents with designs on claiming the Feywild as their own, the Emerald Court must always keep a watchful eye for new threats. Among the most serious recurring threats are the armies of brutish giants that populate the hills and mountains of the Feywild. Longing to despoil the perfection of the green lands below, these foul monsters are ever rampaging forth from their

strongholds—but thus far the Emerald Court has always been there to turn them back.

The Court counts many druids among their ranks, so they can always obtain the resources they need without disturbing the natural order. Nymphs and other fey attuned with the land also gravitate to the Emerald Court, but all types of feykind (and even some humanoids from the Material Plane) have joined the court on behalf of the Great Trees.

Archfey. Unsurprisingly, the inner circle of archfey at the center of the Emerald Court are almost exclusively nymphs and treants, specifically those which possess the Gift of Voice, the ability to commune directly with the Great Trees. The highest-ranking speaker of the trees in the Emerald Court is currently **Raraebol Otrium**, an ancient treant that rarely moves from his brambly hollow in the Great Grove. It is said that all of the stems and leaves of the Feywild heed Raraebol's command, moving at his word, and whispering secrets to him at all times.

Convictions. The Emerald Court prioritizes the wellbeing of the forests over everything else. Fey belonging to this Court subscribe to the following ideas:

- Wild nature, especially plants, must be defended at all costs. Green fey adamantly oppose all farming, woodcutting and hunting.
- No life is more important than any other. It is acceptable to sacrifice a few to protect many others.
- Brass, gold, and red dragons, as well as fire elementals and efreeti, are unnatural abominations that must be destroyed without hesitation.



FROLICKING COURT

There is more to the Frolicking Court than music and masquerades, but revelry is at the heart of everything they do. As the self-appointed custodians of the many holidays and festivals of feykind, they devote themselves to astrological calculations and preserving their storied traditions. Fey of the Frolicking Court are open and welcoming, being happy to tango with anyone who's willing to dance.

In order to preserve the peace of the Feywild (and thus, the lasting traditions they uphold), the Frolicking Court also maintains a force of sworn knights. Mostly recruited from humanoid adventurers to ensure their neutrality, these Caelagarm Oath-Keepers are treated with respect by all Courts.

Archfey. One of the most unlikely archfey in recent memory, **Eydís Aonghuis** is a dwarf who was kidnapped by evil fey as a child, only to escape their clutches and grow up among the fey elves of the Starlight City. There, she studied dance under the legendary Lady Silvergleam and, with typical dwarven diligence, became one of the greatest dancers to ever grace the ballrooms of the Feywild. Another archfey in the Frolicking Court is **Prince Hefeydd**. A bard by trade, he drinks like a satyr and loves like a sirene; it is rare indeed to attend a party in the Feywild and not see his bearded face. Hefeydd is a popular patron of warlocks, since he takes an active interest in their lives and always does what he can to help them towards their goals.

Convictions. Many fey are attracted to the Frolicking Court because of the Court's relaxed approach to life. Their philosophy includes the following ideals:

- The most important thing is to celebrate the traditional festivals according to the old way.
- The more the merrier! We should build bridges and resolve disputes, for the benefit of all.
- You shouldn't judge people out of hand, and it's better to live and let live, even when you disagree with someone.

GRIMM COURT

Whereas most Fey Courts point their attentions inward at the machinations of fey politics, the Grimm Court is preoccupied the Material Plane and its residents. All Grimm fey find some grand importance in manipulating the fates of humanoids, but their motivations vary immensely within their own ranks. Some simply find great amusement in meddling with humanoid affairs, setting up elaborate pranks involving illusions, enchantments, and surprise transmutations to get a good laugh (for themselves, if not

for the humanoids involved.) Others view themselves as indispensable moralizers, delivering ethical lessons to inferior humanoids through curses and poetic punishments. Those in the latter camp rarely teach ethics with any tact, often going to elaborate lengths to set examples of the wicked, no matter how small the transgression, in order to illustrate a fairly mundane lesson.

These fey are likely to torment those who live near fey bridges, above all else. Kingdoms and villages near these places become little more than chess pieces to the Grimm Court, who from afar keep a close eye on their goings-on.

Archfey. The Grimm Court takes its name from the enigmatic **Sister Grimm**, who sits a throne constructed of stones taken from fallen castles on the Material Plane. Whether the throne stands as a monument to these forgotten kingdoms, or as a warning for those to come, is perhaps known only to her.

Legend tells that Sister Grimm once had two immortal brothers, but they were slain in days long past on the Material Plane. She founded her court to search for their bodies and bury them with dignity in the Feywild, but no record tells how the brothers died, or if she was indeed successful.

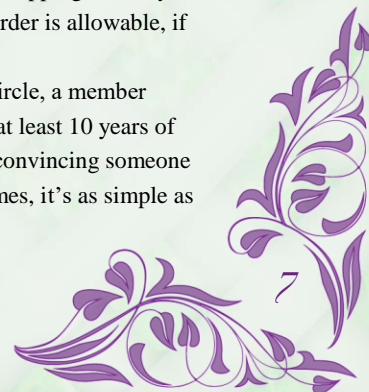
Convictions. The Grimm Court may walk the Material Plane at their leisure, but are careful never to outstay their welcome. To be trapped there, divorced from the magic of the Feywild, is a particular torment powerful fey are loathe to suffer. Generally, members of the Grimm Court believe that:

- On the Material Plane, fey magic is special, and should be used with purpose.
- Outright murder of a humanoid is distasteful, unless their acts are genuinely deserving of such a punishment.
- Humanoids should never be allowed to cross to the Feywild.

LARK'S COURT

Pranksters and tricksters, the fey of the Lark's Court have raised practical jokes to an artform. Unfortunately for everyone else, there is nothing a Lark fey won't do for a laugh, and some of them have rather twisted senses of humor. Nothing is off the table for their pranks, which can involve (among other things) injury, kidnapping, robbery, and permanent disfigurement. Even murder is allowable, if the punchline is good enough.

To rise to the Lark's Court's inner circle, a member must pull off a prank or joke requiring at least 10 years of set-up. Sometimes, this is elaborate as convincing someone they are invisible for a decade, other times, it's as simple as



polymorphing into a humanoid, moving to the Material Plane and tricking someone into starting a family.

Archfey. The very picture of fey capriciousness, the shapeshifting archfey **Bluetongue** is almost never to be seen undisguised. Oftentimes, he's busy tricking and impersonating other archfey and their courts, as he is largely immune to retribution from other archfey, and he considers them far too serious anyway. He sometimes even impersonates regular members of his own court, and reveals himself only when a really excellent punchline presents itself.

Though Bluetongue is a shapeshifter, he prizes his namesake (a bright blue tongue, almost serpentine in length) highly, and incorporates it into any form once he reveals himself. It's unclear what Bluetongue's true form is, or if he even possesses one. Doubtless the truth will be revealed one day, the punchline to some millennia-long prank, and will be met with raucous laughter.

Convictions. Though senses of humor may differ, those in the Lark's Court generally agree on the following:

- No joker goes halfway. If you're going to make a joke, you should totally commit to the premise.
- With enough showmanship, anything can be funny.
- Nothing is really important or sacred. It's the job of a good Lark to reveal that truth.

MOON COURT

Howls ring out under the open moon; beastly silhouettes illuminated by firelight; the smell of blood, and the smell of fear; when the Moon Court hunts, you run for your life.

Most fey are intertwined with nature—bound to the magic of trees and winds—but members of the Moon Court are most often those akin to beasts. They are connected only by their lust for blood, and their allegiances stretch only as far as the hunts they partake in together. Many in the moon court are afflicted with the curse of lycanthropy, which in the Feywild leaves them persistently half-transformed in an animalistic state. These lycanths, as they've come to be known, are capable of reasoning, unlike true beasts, but are easily overcome by savage, violent urges.

The Moon Court is famous for its Blood Hunts, great festivals of drinking and dancing by firelight, culminating in a hunt, where the members of the court pursue their quarry through the dark-lit Feywild forests in a frenzy, and celebrate their kill with a feast. Oftentimes, the Court obtains simple beasts, like deer or wild boar, but whenever possible, they kidnap intelligent beasts or humanoids from the Material Plane to be hunted.

Archfey. The Moon Court is strengthened by its savagery, and none is more savage than its leader: the archfey Leto. Whenever possible, **Leto** appears as a well-dressed gentleman, and treats those he meets with civility and respect. However, this ruse is only transient. When his explosive temperament comes to bear, his illusion also crumbles, revealing himself to be an enormous beast—a savage thing that appears as a cross between all lycanthropes. In the Blood Hunts, he relishes in this form, and leads the charge after captured quarry himself.

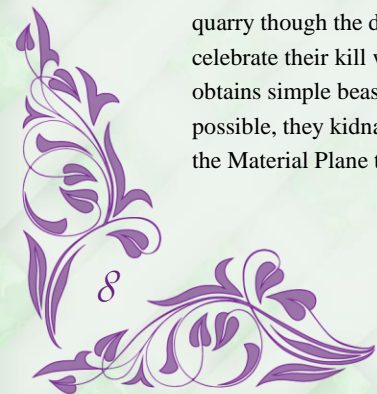
Convictions. The Moon Court's laws are enforced by violence: those that disagree with a Court decree must answer to Leto for their dispute to be heard, and few survive that conversation. However, by virtue of taking part in a number of Blood Hunts, most in the Moon Court believe the following:

- Survival is a privilege that must be earned by the strong.
- Every person should look out for themselves; it is unfair to expect others to support you.
- Nothing tastes better than something you've personally killed.

OBSIDIAN COURT

Like the great standing stones that mark fey bridges in the Material Plane, the Obsidian Court seeks to be resolute, stately, and enduring. They see themselves as the wardens and protectors of the permanent fey bridges, and thus are protectors of the Feywild as a whole—though from the outside, one could paint a less flattering picture. The Obsidian Court is known to meddle in the affairs of others (for the greater good, as they claim), and it is as inflexible as it is traditionalistic. Furthermore, they do expect remuneration for their efforts, to the extent that other Courts disdain them for hoarding wealth—in the form of secrets, magic, favors, and talented servants—among a privileged few. More than others, Obsidian fey tend to defer to the senior members of the Court, who keep a close watch on everything that their subordinates do.

Archfey. A number of archfey pledge allegiance to the Obsidian Court, but only one rules the court with an iron fist. **Carnavon** is a giant, literally and metaphorically, among the fey courts. Standing a full 20 feet tall, his commanding presence and forceful personality does much to enforce loyalty among his followers. Carnavon rules his court from the Obsidian Throne, a seat carved from a single piece of stone to his stature, such that no other archfey could think of usurping him and filling his shoes.



Convictions. The Obsidian Court's policies are enshrined in an ancient tome, which is not lightly amended. Some of the many rules therein are:

- Your first priority is the Court. Everything you do should advance the Court's goals.
- The archfey are an umbrella under which lesser folk can shelter. What is good for them is good for everyone.
- Never do anything unless you're getting something in return.

ROSE COURT

The Rose Court attracts some of the most benevolent fey into its ranks. United by their sense of charity, Rose fey do everything they can to help others. The Court provides shelters and safe havens for fey creatures in the Material Plane, as well as humanoids lost in the Feywild. There is some division within the Rose Court on the subject of pacifism: some members oppose violence under all circumstances, while others believe that fighting in self-defense can be justified.

Archfey. The Rose Court is a large organization with many archfey in its ranks. The most senior among them form the Council of Seven Thorns, which decides upon the Court's internal rules and external priorities. Prominent archfey who have sat on this council include **Aoibie, the Shining Princess**, a sithe famed for her persuasive oratory and staunch advocacy on behalf of tiny fey, **Black Jakodak**, a handsome fey elf whose bargaining skills have three times averted war between the Emerald and Moon Courts and **Vaorise Syolkiir**, who rose to the rank of archfey after serving for one-hundred-and-one years with the Caelagarm Oath-Keepers; she only recently switched allegiances from the Frolicking Court to the Rose Court.

Convictions. The members of the Rose Court keep the following priorities in mind, though they do make an effort to adapt their approach depending on the current political trends in the Feywild:

- Do not allow others to come to harm, even if it means placing yourself in danger.
- Fear and anxiety are just as dangerous as slings and arrows. It is just as important to protect people's feelings as it is their bodies.
- We are stronger when we work together. Always seek to work with like-minded people towards shared goals.
- Treat humanoids as equals. After all, some of the archfey were elves, once.



GUIDANCE FOR GMs

Campaigns are usually designed with specific expectations about the kinds of player characters that will engage with them: typically, all characters are Small or Medium humanoids from the Material Plane, without the ability to fly until at least 5th level. Fey characters, for a variety of reasons, break these expectations across the board, requiring Game Masters to think outside the box when designing adventures that feature them heavily.

This section will present additional rules for unusual player characters, as well as provide advice for Game Masters as to how to best craft adventures around such characters.

EXTRAPLANAR PCs

A majority of fey creatures are not native to the Material Plane—they originate in the Feywild or one of the Outer Planes. This is usually not an issue in a game, but it is something to bear in mind if the party visits other planes. People native to a given plane are usually immune to any unusual magical effects that might be prevalent there, which can be advantageous but, on the other hand, anyone who leaves their home plane needs to be especially careful about the *banishment* spell and similar magical effects.

When a player creates a character with the Fey Creature racial trait, they should decide which plane is their character's true home, and think about how that might inform their background.

FLYING PCs

Some of the playable races in this book have the ability to fly, which be noted in the individual race entries as a fly speed. All flying creatures in this supplement are subject to the following rules:

All creatures with a fly speed can hover, and their wings do not take up any more space than their body normally would. However, they cannot fly in strong wind (20 mph for Tiny creatures, 30 mph for Small and Medium creatures) or while wearing heavy armor.

Fey creatures' wings are not inherently magical and therefore continue to work in antimagic fields. They can be

disabled by physical restraint, though, and may be made unusable for other reasons, at the GM's discretion.

Abilities that increase a creature's movement speed, such as the monk's unarmored movement or the *longstrider* spell, only affect their walking speed. The *haste* spell is an exception to this; it doubles all speeds. The *fly* spell works normally when cast on flying creatures.

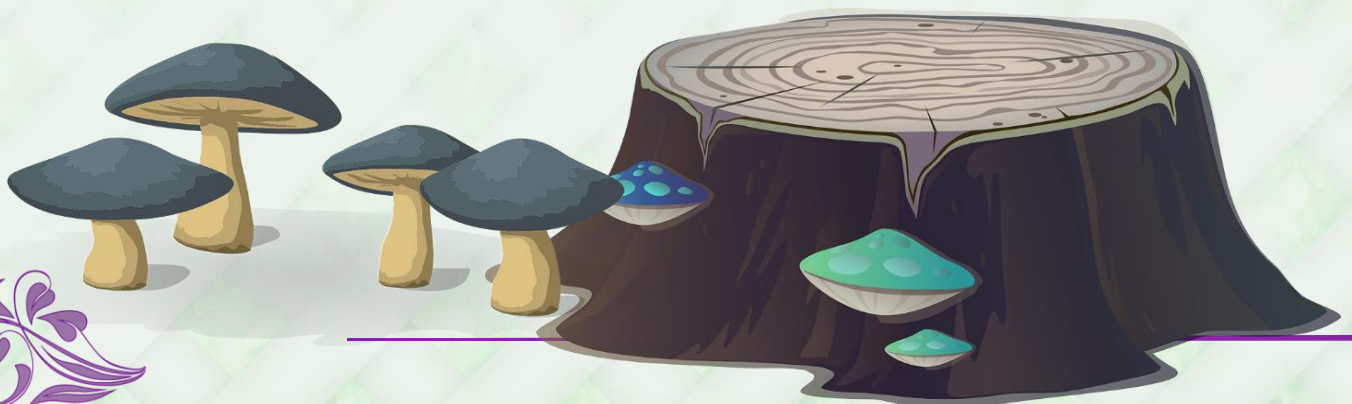
Creatures that attempt to push, drag or lift a load while flying can only manipulate objects up to their normal carry weight, rather than double.

ADVICE FOR GMs

Widespread access to flight among PCs can sometimes create issues for GMs when it comes to encounter design and general storytelling. For example, high walls, hilltop fortifications, and tripwire-based traps offer little defense against airborne attackers, and an encounter that hinges on bridging a chasm is unlikely to pose a significant challenge. On the flipside, dynamic battlefields (such as ships) and the risk of falling damage can make life surprisingly hard for flying PCs in certain situations.

If one or more of the PCs in your campaign has a flight speed, consider the limitations of that flight and design encounters around it. Perhaps, if the only flying characters in the party are fairly large, they'll struggle entering an evil wizard's tower through its narrow, uppermost windows. Or perhaps the flying character is Tiny size, and will be unable to lift the heavy shutters on the wizard's windows, or will otherwise be able to carry important equipment (or other party members) in a fashion that allows them to circumvent obstacles for the whole party.

Additionally, pay special attention to the ranged attacks of monsters and NPCs the party is likely to fight. No matter how deadly the monster, if it has no ranged options and even one character can fly indefinitely and cast a damaging cantrip like *fire bolt*, the monster is as good as dead to attrition. The same can be said for a flying character armed with a sufficiently large number of arrows. Remember that it's okay to introduce incidental flying creatures to keep your flying PCs occupied while the non-flying PCs face off against a grounded threat.



It is generally a good idea to include a mixture of environments in your campaign: encounters where space is limited, such as underground or indoors, can limit the impact of flying characters, while locations with multiple vertical levels (like a treehouse village or complex cave) can create interesting options for them. It should also be noted that monsters with the ability to restrain targets at range, such as giant spiders, are particularly entertaining in these situations.

TINY PCs

Many fey creatures belong to the Tiny size category and, as such, are subject to a number of special rules and restrictions. As per the standard rules, they occupy a 30-inch cube—a quarter of the area and an eighth of the volume taken up by a Small or Medium creature. The standard rules for grappling also apply, meaning that a Tiny creature cannot attempt to grapple a Medium or larger creature.

A creature can move through a space occupied by a creature if that creature is two size categories bigger or smaller; this means that Tiny and Medium creatures do not block each other's movement (though the space remains difficult terrain).

The carrying capacity in pounds of a Tiny creature is equal to five times their Strength score, rather than the usual 15. Additionally, their hit point maximum is reduced by 1 point per level.

Furthermore, most standard weapons are not usable by Tiny creatures. Their weaponry options are detailed in the

weapons table on page 47. They cannot use or gain proficiency in any weapon that is not on this table.

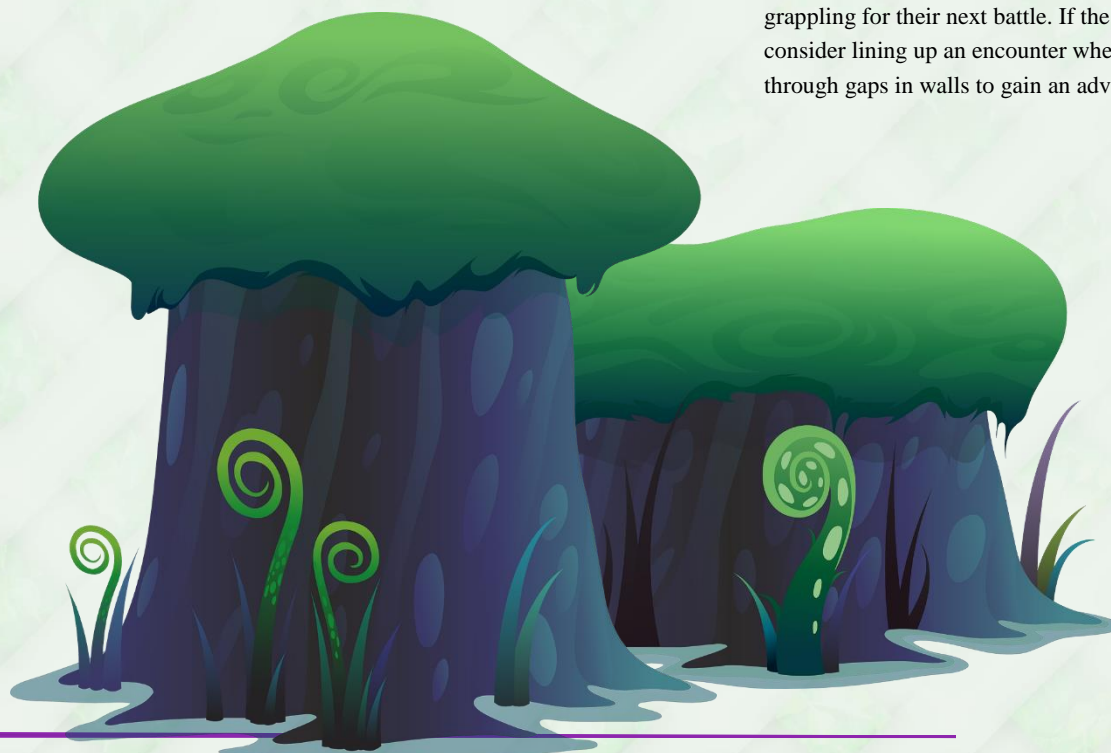
In general, tiny equipment, including shields or armor, costs a quarter of the normal price and weighs an eighth of the normal weight. However, a Tiny creature's tools or musical instruments must also be made in their size at twice the normal cost, except for thieves' tools, which may be used as normal.

ADVICE FOR GMS

Tiny PCs face a number of unique challenges, as well as having a few advantages over their Small and Medium comrades. Structures built to human scale are often not secured against Tiny folk, who may be able to exploit this in ways even Small folk cannot; there are also far more places in the world that are suitable for a Tiny person to hide.

On the other hand, since Tiny characters have reduced Strength and carrying capacity, they will tend to be more reliant on strong allies or beasts of burden for general adventuring tasks; this can mean that even if Tiny characters are able to slip through the cracks of the world themselves, they are still somewhat dependent on traditional infrastructure such as roads, stables and mountain passes to transport their gear.

It is important to consider Tiny characters in every encounter you design, but overall, Tiny characters should not be as troublesome as flying characters. There are not many challenges that they completely trivialize, and there are more built-in disadvantages to being six inches tall. If you are finding Tiny characters are proving too strong, you could put them up against a monster that specializes in grappling for their next battle. If the reverse is true, consider lining up an encounter where they can creep through gaps in walls to gain an advantage.



Chapter 2: Races

Fey tend to be mystical, haughty, and jovial, but above all else, fey creatures are diverse. Those hailing from the Feywild range from the diminutive pixies, which flutter about on butterfly wings, to raucous satyrs, who live for wine and revelry, to despicable boggarts, who cause suffering wherever they go, with a thousand variations in between. This chapter offers a small variety of fey creatures that might be popular races for player characters.

BOGGART

"You see that old farm house about two fields distant, shaded by the sycamore-tree: that was the spot which the Boggart or Bar-gaist selected for his pranks; there he held his revels, perplexing honest George Cheetham—for that was the farmer's name—scaring his maids, worrying his men, and frightening the poor children out of their seven senses, so that at last not even a mouse dared show himself indoors at the farm, as he valued his whiskers, five minutes after the clock had struck twelve."

— John Roby, *The Bargaist, or Boggart*

Boggarts are small, malicious fey creatures that live on the fringes of humanoid settlements and prey upon any unwary folks who venture out alone. Some are more dangerous than others; their cruel intent ranging from simple mockery and insults, through blight and plague, up to outright murder. Boggarts revel in inflicting these pains on others, for they can siphon their victims' life energy through suffering.

UGLY DIVERSITY

A wide range of appearances can be found among boggarts, leading some to believe they are shapeshifters—though this is not actually the case. In fact, a boggart's appearance is dependent on their personality and disposition. Rage-filled red caps might look like shrunken, curmudgeonly old men, while inquisitive bogles might look more like big-nosed gnomes. The only thing that is certain is that no two look alike.

DESPICABLE FEY

Humanoids sometimes find feykind to be unsavory—priests will often warn about fey excesses and cruelty, for example—but none

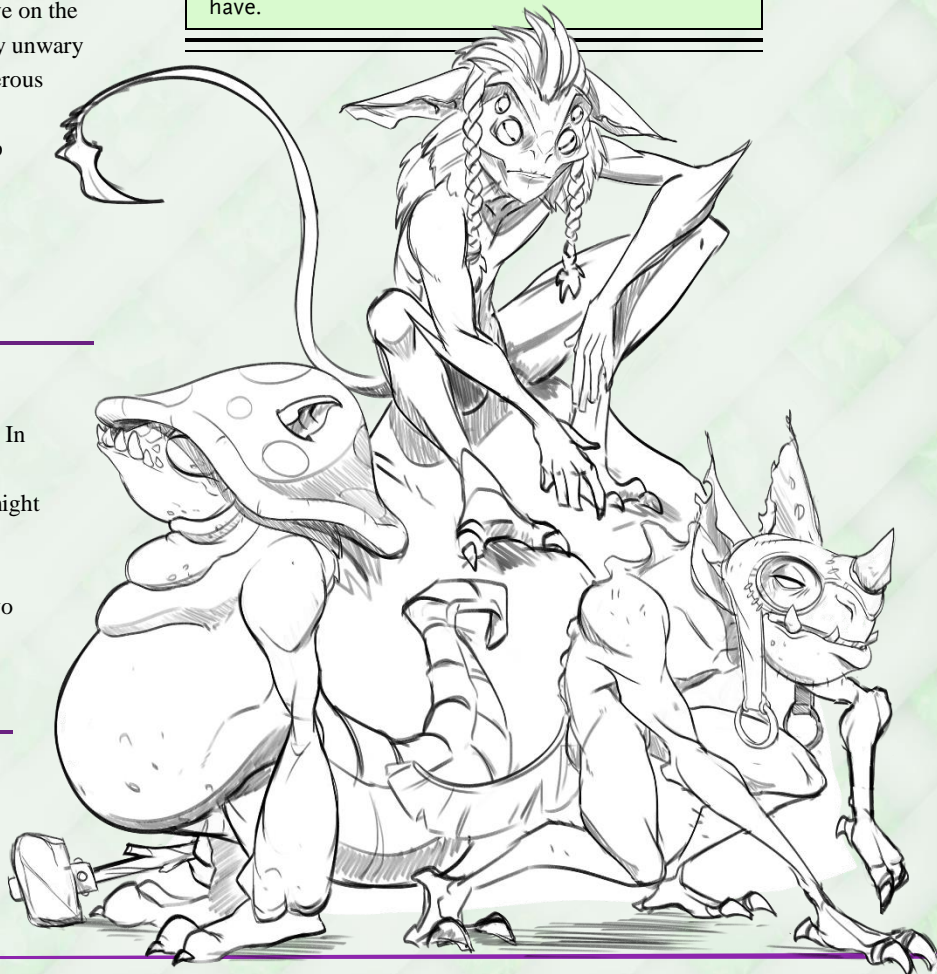
are so universally hated as boggarts. Given the chance, a boggart will simply slip into a humanoid's household and stubbornly dwell there, causing mischief of all kinds to the residents. As such, it's often better to simply vacate your house if a boggart squats there.

VARIANT RULE: COLD IRON

Many fey creatures dislike iron, reacting to it as if it were a poison or allergen to them. This can be a problem on the Material Plane, where iron and its alloys are widespread, but you may decide to include this variant rule for PCs with the Fey Creature trait, as well as fey monsters.

Cold Iron. If you touch or are touched by any object made from iron or an iron alloy while in your natural form, you must make a Charisma saving throw (DC 10) or lose the ability to use your Innate Spellcasting trait for 1 minute. You also become poisoned for 1 minute. You can repeat this saving throw at the end of each of your turns to remove these effects.

Iron-based weapons also bypass any damage resistances or immunities that a fey creature may have.



BOGGART NAMES

For all their misgivings, boggarts don't burden themselves with delusions of grandeur, preferring common names and eschewing all titles.

Male Names. Alpin, Brucie, Boyd, Conall, Donald, Fergo, Hamish, Mungus, Pàl, Rabbie, Tam

Female Names. Agnes, Effie, Glenna, Grizel, Isa, Keitha, Morag, Nessa, Senga, Sine

BOGGART TRAITS

Boggarts have the following racial traits:

Ability Score Increase. Your Constitution score increases by 2.

Age. Boggarts certainly age, though the mechanism by which they gain maturity is not necessarily tied to the progression of time. Rather, they grow older by absorbing the life essence of other creatures. Indeed; if a boggart does not feed, it starts behaving in immature and unpredictable ways, like a petulant child deprived of their dinner.

Alignment. Boggarts are nasty, spiteful creatures that usually exhibit chaotic and evil alignments. They are capable of understanding morality, but most reject it nonetheless.

Size. Boggarts are diminutive creatures, usually shorter than three feet. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Boggarts are most active at night, giving them keen vision in the darkness. 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 grey.

Sustenance from Suffering. Whenever you reduce a creature to 0 hit points, you gain a number of temporary hit points equal to your Constitution modifier, which last for 1 hour. You do not need to eat or drink on any day when this ability activates.

Fey Creature. You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are, however, affected by any spell or effect that would specifically affect fey creatures.

Innate Spellcasting. You can cast the spell *fog cloud* once without expending a spell slot and regain the ability to do so when you finish a long rest.

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

Subrace. Boggarts come in a number of varieties. You may choose to be a bogle, a red cap or a shellycoat.

BOGLE

The most common kind of boggart is the bogle, a mean-spirited creature that can be found in fields, marshes, and even people's homes. Boggles are known to inflict various torments on humanoids, including killing their livestock and blighting their crops, stealing or destroying their property, and kidnapping their children.

Sometimes, boggles may follow a more benevolent path, offering protection and guidance to those in need. Such creatures are known as brownies, and their friendship is much sought-after by humanoids.

Ability Score Increase. Your Wisdom score increases by 1.

Bad Luck. When another creature you can see makes an ability check, attack roll, or saving throw, you can impose disadvantage on that roll. Once you use this trait, you can't use it again until you finish a long rest.

REDCAP

Redcaps are wild, violent creatures with incredible strength despite their small stature. Their name comes from the distinctive red mushroom hats that they wear, which are dyed in the blood of those they have slain; the deeper the crimson of a redcap's hat, the more it has killed. All boggarts draw sustenance from suffering, but redcaps' preference for murder makes them one of the most feared of all fey creatures.

Redcaps are notoriously superstitious. Most will refuse to bathe in rivers for fear of shellycoats, and all redcaps take great pains to avoid even numbers.

Ability Score Increase. Your Strength score increases by 2.

Mighty Build. Despite your Small size, you suffer no penalties when wielding heavy weapons and may attempt to grapple with Large creatures.

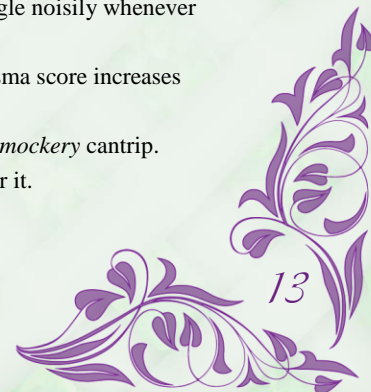
SHELLYCOAT

Less dangerous than other types of boggart, shellycoats inhabit streams and rivers, where they play cruel pranks on anyone who travels past (which generally involve people falling into the river). Shellycoats feed off of embarrassment and humiliation, and they can be merciless in inflicting it.

They are named for the coats they traditionally wear, which are made from seashells that jangle noisily whenever they move.

Ability Score Increase. Your Charisma score increases by 2.

Cruel Joker. You know the *vicious mockery* cantrip. Charisma is your spellcasting ability for it.



FAIRY

"Hey! I'm not an adventurer, I'm a life traveler. An experiencer-er... person. I experience things by traveling! I may go on adventures but calling me an adventurer makes me sound dirty. I'm more like... like... like a traveler without a direction! That's more like it!"

— Kyu Sweetbreeze, pixie wild magic sorceress

Aside from fey elves, the principal inhabitants of the feywild are fairies. These tiny, winged folk cluster in treetop villages and hidden enclaves, where they go about their business much like any other group of people.

MAGICAL WONDER

Most fairies lack the size or strength of other races, which puts them at a disadvantage in many aspects of life. To offset this, fairy society is steeped in magic: pixie artisans rely on conjured servitors and magic spells to do their heavy lifting, while sithe armies field entire regiments of sorcerers and warlocks. Almost all fairies have some amount of arcane skill, so simple magical effects are commonplace in their towns and villages.

LIGHT HEARTS

It is not only fairies' bodies that are lightweight: their hearts are also buoyant. While easily buffeted by the winds of fate, they are quick to return to their natural dispositions, whatever that might be. Pixies tend to be sunny and cheerful, sprites are rather more understated, and wry, wolfish smiles are never far from the lips of a sithe.

Fairies, especially pixies, have an easy time making friends. Though most fey are decidedly lighthearted, pixies find much less satisfaction if they're the only ones who are happy.

HIDDEN PEOPLE

All fairies are experts in staying hidden. Their safety depends on this, since their homes could easily be destroyed by an angry hill giant or hungry phase spider. The exact methods they use to conceal themselves vary, however. Sithe favor illusion magic, shrouding their strongholds with powerful invisibility spells. Sprites are more proactive, always watchful for intruders and quick to strike when strangers get too close. Pixies mostly prefer to



rely on the natural world to shelter them, blending into the trees more seamlessly than any humanoid ranger ever could.

FAIRY NAMES

Fairy names are always bright and welcoming, and frequently include natural themes, which can either complement or contrast their personalities. Fairies are often reluctant to give their true names to strangers, instead vying with each other to make up the most outlandish pseudonyms possible (while still convincing the strangers that it is their true name).

Male Names. Acorn, Aron, Cosmo, Davie, Deon, Drake, Merten, Ronnie, Soren, Tommo

Female Names. Astra, Daisy, Emerald, Gloria, Ivy, Jeni, Lissa, Lydia, Moira, Reena, Tina

Family Names. Brightfire, Candycake, Cottonwood, Dreampearl, Flutterfrost, Glitterwing, Greenmarsh, Rivergleam, Seaspray, Silkpenny, Snowbelle, Twinklenose, Winterglow

FAIRY TRAITS

As a fairy, you have the following racial traits:

Age. Fairies enter adulthood at age 12 and can live for up to 400 years.

Alignment. Fairies subscribe to many different philosophies. Pixies and sprites are strongly inclined towards good—but have very different approaches to law and chaos—while sithe are usually lawful but could be anywhere along the good-evil axis.

Size. Fairies typically stand between 8 and 12 inches tall. Your size is Tiny. For additional rules regarding Tiny player characters, see page 11.

Speed. Your base walking speed is 10 feet and your base flying speed is 30 feet.

Natural Stealth. You have proficiency in the Stealth skill.

Fey Creature. You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are, however, affected by any spell or effect that would specifically affect fey creatures.

Innate Spellcasting. You know the *dancing lights* and *druidcraft* cantrips. When you reach 3rd level, you can cast the *entangle* and *sleep* spells once each with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells if you are a pixie or sprite; Intelligence is your spellcasting ability if you are a sithe, and you can cast them using only fairy dust as a material component.

Language. You can speak, read and write Sylvan. Fairies mostly avoid other races, so have little opportunity to learn other languages.

Subrace. There are several different types of fairy. You could be either a pixie, a sithe or a sprite.

PIXIE

Pixies are mostly kind, good-natured people who are more interested in gardening, fashion, and baking than wizardry or war-making. Those that take to adventuring usually do so because they have no other choice.

Ability Score Changes. Your Strength score decreases by 3 (to a minimum of 1), your Dexterity score increases by

3 and your Charisma score increases by 1. The maximum for your Dexterity score is 22, rather than 20.

Innate Spellcasting. In addition to the Innate Spellcasting detailed above, you can also cast *faerie fire* at will, without spell slots or material components.

SPRITE

Sprites are predisposed towards being dour, stern, and stoic. They are brave in battle, implacable when on a mission, and intolerant of anyone who doesn't pull their weight. However, some people might say they aren't much fun to be around.

Ability Score Changes. Your Strength score decreases by 1 (to a minimum of 1) and your Dexterity score increases by 2. The maximum for your Dexterity score is 22, rather than 20.

Heart Sight. You can touch a creature and magically know its current emotional state. If the target fails a Charisma saving throw (DC = 8 + your Charisma modifier + your proficiency bonus), you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Potion Mastery. You can drink potions or coat a weapon with poison as a bonus action.

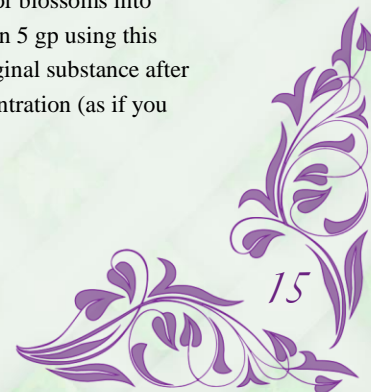
Sprite Weapons Training. You have proficiency with tiny longswords and tiny shortbows.

SITHE

While sithe look superficially like pixies, they can be easily distinguished by their (even) shorter stature, natural skin tones, and a certain cunning sharpness behind the eyes. Sithe love to scheme and plot, whether it be for harmless pranks or more sinister ends, and they are also among the most organized and collectivist of fey species. Sithe mages have erected tiny palaces and castles across the Feywild, all hidden by clever illusions or tucked away inside pocket dimensions; these provide vital outposts and waystations that help to bring the various inhabitants of the Feywild together in times of need.

Ability Score Changes. Your Strength score decreases by 3 (to a minimum of 1) and your Intelligence score increases by 2. The maximum for your Dexterity score is 22, rather than 20.

Faerie Gold. As an action, you can transmute a handful of small objects such as leaves, seeds, or blossoms into gold coins. You can create no more than 5 gp using this ability, and the coins revert to their original substance after one hour, or when you lose your concentration (as if you were concentrating on a spell).



Shapechanger. You can use your action to magically assume the shape of a beast of CR 1/8 or lower that you are familiar with. Changing into a beast is otherwise similar to a 2nd level druid's Wild Shape feature, except that you can't choose to merge your equipment with your new form, you are not barred from flying and swimming forms, and resuming your normal form takes an action. You can remain transformed up to 10 minutes, or until you fall unconscious, drop to 0 hit points, or die.

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

MANDRAKE

There was little doubt in our minds that these woods were dangerous—haunted, even. The locals told tales about people who had been lost within it and speculated what horrors might be lurking in its shade. After some consideration, we laid these superstitions aside, and pressed on anyway. What folly!

We had nightshade for werewolves, garlic for vampires, but nothing for what awaited us.

On our first night in the forest, a mandrake strode up to our camp. It was an ancient thing of moss-covered wood, breathing and speaking as a man. It warned us that this forest was not protected by any monster, nor force of man; it was under his purview alone. Silently, but steadily, the trees themselves crept in closer around us...

— An expedition encountering a mandrake warden

The layman will say that mandrakes are screaming, crying babies grown from the roots of the mandrake plant; however, this could not be further from the truth. Small, crying mandrakes are those which are harvested too early, literally children still in infancy. If allowed to grow for a year and a day before being harvested, they emerge fully-formed, able to mature into great and powerful tree people.

FLESH FROM WOOD

With a skin of thick bark and leaves growing at their extremities, you could be forgiven for believing that mandrakes are simply living plants, treants or animated trees. This might even be partially true: it seems that mandrakes originated from some plant ancestor, but through strange magic or stranger evolution, they have become something midway between animal and plant.

Mandrake anatomies are filled with paradoxes: they bleed a ruby ichor, reminiscent of both blood and sap. Their hearts, which look much like a knot of roots, pump this around their body, enriching it with oxygen borne by leaves and special pores on their extremities. Simultaneously, mandrakes can bask in the sunlight or consume living

things to gain nourishment, and can even absorb nutrients through their feet, though they don't often subsist by sunlight and water alone.

BRIDGE-KEEPERS

Alchemists and arcanists alike scratch their heads at mandrakes, but druids know them well as the green wardens that stand guard at the old bridges to the Feywild. To druidic tradition, mandrakes are unique, ancient constructions of Mother Nature herself, intended to keep the Plane of Faerie and the Material Plane separate. Mandrakes are credited with permitting the first elves to the Feywild to build their cities, allowing nymphs into the Material Plane, and barring the less magical humanoid races (chiefly men and dwarves) from the Feywild entirely.

Today, mandrakes are rare, and make their homes in the forests near where fey bridges can be found. Humans tell tales of mandrakes savaging those who enter their domain, but elves and druids, who respect the old traditions of the forest, know that such ire is well-deserved.

MANDRAKE NAMES

Taking their names from nymphs and other old spirits of the forest, which have long been forgotten by men, mandrakes treat their names with great reverence.

Male Names. Akathaso, Bistonis, Cithaeron, Hathor, Nomina, Orseis, Othrys, Yggdras

Female Names. Argyra, Circe, Claea, Hadryade, Helike, Lauma, Moria, Thronia

MANDRAKE TRAITS

Because you are neither beast nor plant, you have the following characteristics:

Ability Score Increase. Your Wisdom score increases by 1.

Age. Mandrakes must grow undisturbed for a year and a day before they are harvested. They then mature in a decade and live for centuries, growing wider, with more gnarled bark as they age.

Alignment. Mandrakes are known to keep centuries old concords known only to the oldest of creatures. Though they stay neutral in most matters, they tend to lean toward lawful alignments.

Size. Mandrakes usually stand tall and slim, usually almost seven feet high, with spring mandrakes being smaller, and winter mandrakes being slightly larger, and often hunched over. Your size is Medium.

Speed. Your base movement speed is 30 feet.

Plant Nature. Even though you are not fully a plant, you still possess many of the same traits as one. As long as you are within direct sunlight for at least 4 hours a day, you do not need to eat. Additionally, you can breathe through your leaves and extremities and can absorb water and nutrients through your feet.

Even if you are not proficient in Stealth, you can add your proficiency bonus to Dexterity (Stealth) checks that you make while in natural environments, such as forests.

Root Magic. You know the *shillelagh* cantrip and can target yourself with the spell, imbuing your unarmed strikes with magic. When you reach 3rd level, you can cast the *goodberry* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common. You can also communicate simple ideas to nonmagical plants and can question plants about events that occurred nearby during the past day, gaining information about creatures that have passed, weather, and other circumstances.

Seasonal Subrace. Depending on the season in which mandrakes are harvested, they take on vastly different characteristics when they mature. Pick one seasonal subrace from Spring, Summer, Autumn, and Winter.

SPRING

Mandrakes harvested in the spring are limber and flexible, with lighter bark and short green buds instead of leaves. They are by far the thinnest and also the most agile of the mandrakes.

Ability Score Increase. Your Dexterity score increases by 2.

Storm Resistance. Accustomed to the thunderstorms of spring, you have resistance to lightning damage.

Sprightly Movement. Your base movement speed increases by 5 feet.

SUMMER

Summer mandrakes grow high and strong, with they are accustomed to the warm months and ever-abundant sunlight. Their leaves almost form a canopy, and the roots along their feet can hold fast to the loam, when the need arises.

Ability Score Increase. Your Strength score increases by 2.

Wildfire Resistance. Having withstood the dry conditions and occasional forest fires of midsummer, you have resistance to fire damage.

Deep Roots. As long as your feet are on natural ground, you have advantage on Strength saving throws and all ability checks you make to resist being pushed, shoved, knocked prone, or otherwise moved involuntarily.

AUTUMN

Mandrakes of the autumn are more colorful than their kin, often literally so, decorated with leaves in a myriad of reds, purples, and yellows, and also representing all the hues in between. They reflect the natural world at its most bountiful, and seek to share the harvest's gifts with all who will accept them.

Ability Score Increase. Your Charisma score increases by 2.

Toxin Resistance. The vibrant colors of autumn bring with them the promise of harvests to come. To protect such a harvest, you have resistance to poison damage.

Abundance. You gain the ability to cast the *goodberry* spell, as per your Root Magic trait, when you choose this subrace at 1st



level, rather than at 3rd level. When you cast this spell using this trait, each creature that consumes a berry regains hit points equal to your proficiency bonus.

WINTER

Mandrakes which are harvested in winter first glimpse the natural world at its harshest, becoming harsh in return. Winter mandrakes never grow leaves, and develop gnarled bark that makes them look much older than they are. In addition, they grow large, for surviving the winter months fosters a certain strength that other mandrakes rarely, if ever, develop.

Ability Score Increase. Your Constitution score increases by 2.

Frost Resistance. Due to the bitter frost of the long winter months, you have resistance to cold damage.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

NYMPH

"My hill is out far enough that visitors are rare, so it's very quiet, though the stones tell me that it wasn't always that way. The one time someone did move in, they started up a mining operation and, um, things got difficult. I really hope nothing like that ever happens again."

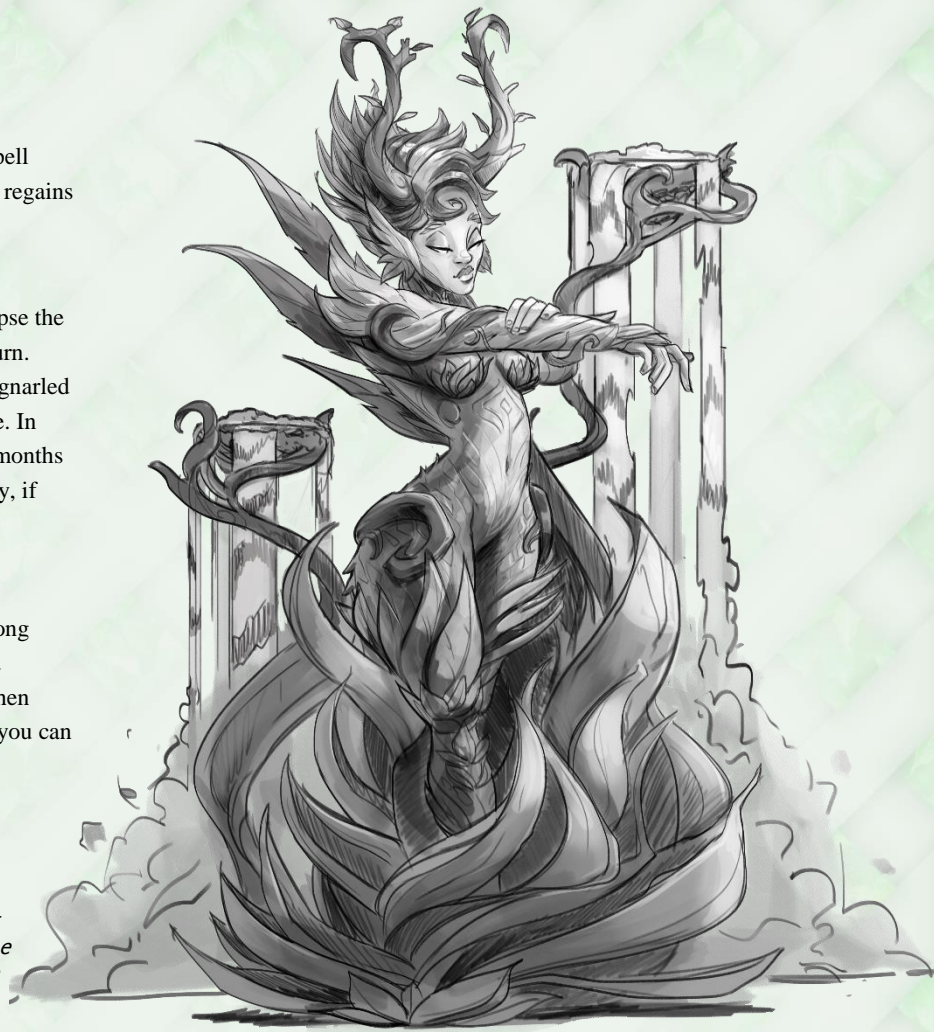
— Opal Orlaith, oread

For most humanoid, brushes with fey creatures are once-in-a-lifetime events, if they happen at all. A large majority of these encounters involve nymphs—slender, graceful, and beautiful fey spirits bound to natural landmarks—for they can be compelled to confront humanoids who threaten their homes, whether by accident or by design.

BOUND TO NATURE

Every nymph is magically bound to a natural feature. Dryads are bound to trees, oreads to rocky features, undines to bodies of water, and so on. As long as the nymph is bound, their health and wellbeing are tied to their home—destruction of it kills the nymph. For example, a dryad would die if their tree were felled. Thus, humanoid logging or mining works can place a nymph in mortal peril, something that is sure to draw some kind of response from the fey creature.

Of course, if a nymph's home is well cared for and not despoiled by monsters or exploited by humanoids, the nymph will remain pristine and beautiful forever. In this way, nymphs can be said to be functionally immortal—a rarity, even among the fey folk.



BOUND TO NATURE

All nymphs are magically bound to some earthly feature, which is their permanent home and anchor in the Inner Planes. Their health is tied to their homes, such that any harm done to the place they are bound to also harms the nymph.

If a nymph's home is destroyed or contaminated so completely that life can no longer thrive there, you enter a state of long-term madness lasting 2d10 days, after which you will die. No magic short of a *wish* spell can restore life to a nymph killed in this way.

If you are killed by any other means (including exhaustion or the *disintegrate* spell), your spirit is not removed to the Outer Planes. Instead, it returns to your home, where you may convalesce. You are able to manifest in your nymph body after $5 \times (1d4 + 2)$ days have passed. During this time, your spirit is unaware of anything happening in the outside world, and you retain no memories of it.

While the place you are bound to is within 100 miles of you, you can communicate with it telepathically. As an action, you may transport your consciousness there until the end of the next turn, allowing you to use all of your senses (sight, hearing, etc.) as if you were standing in that place. During this time, you are blind and deaf with regard to your own surroundings.

EXILES AND PRISONERS

Most nymphs were not born in their present form, but began life as some other type of fey creature, only to be transformed into a nymph as punishment for some misdeed. Archfey consider this an effective sanction, because it imprisons them far away without mortally harming them or actually restricting their freedom: a nymph could do whatever they wanted, but leaving their home undefended is a risk few are willing to take.

OBJECTS OF OBSESSION

Nymphs are known for their beauty, which is strangely enchanting to humanoids that encounter them. Commonly, when a humanoid stumbles across a nymph, its mysterious and beguiling influence takes hold of the mortal's mind, fostering an obsession with the nymph. This can be just as problematic as someone who wishes to despoil the nymph's domain, but it is also the reason why so many half-nymphs exist in the world.

NYMPH NAMES

Nymph names are ancient, dating back to eras of forgotten gods and powerful nature spirits that shaped the continents and constellations of the natural world. Nymphs choose their own names to honor those who came before them, and strive to live up to those legacies.

Male Names. Amphiphas, Ariron, Atos, Chrysanthos, Epaphros, Euphrenor, Euxinon, Gorosil, Hilario, Kratosios, Losionos, Mirron, Musitho, Polosius, Thales, Zoticos

Female Names. Aspasia, Cala, Charma, Deipho, Dore, Eirenis, Eonen, Gaiane, Iphaes, Kypreia, Maefydia, Meleia, Menedore, Nestra, Opal, Opes, Phaedra, Phisbe, Thalla, Xana

NYMPH TRAITS

Nymphs have the following racial traits:

Ability Score Increase. Your Wisdom score increases by 2.

Age. Nymphs age at the same rate as whatever natural feature they are bound to, meaning that many are functionally immortal, as long as their home remains uncorrupted.

Alignment. The alignments of nymphs vary depending on what sort of place they live in, how they came to be bound, and any number of other factors. Many lean towards neutral alignments, owing to their connection to nature.

Size. Nymphs are roughly human-sized. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fey Creature. You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are, however, affected by any spell or effect that would specifically affect fey creatures.

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

Subrace. The location of your home has a profound effect on your appearance and traits. Choose one of the following: dryad (bound to a tree), lampad (bound to a cave or underground cavern), oread (bound to a hill, mountain or valley) or undine (bound to a body of water).

DRYAD

Dryads act as guardians of their woodland demesnes. Shy and reclusive, they watch interlopers from the trees. A dryad struck by the beauty of a stranger might investigate more closely, perhaps even try to lure the individual away to be charmed.

Dryads work with other sylvan creatures to defend their forests. Unicorns, treants, and satyrs live alongside them, in addition to druids that share the dryads' devotion to the woods they call home.

Ability Score Increase. Your Charisma score increases by 1.

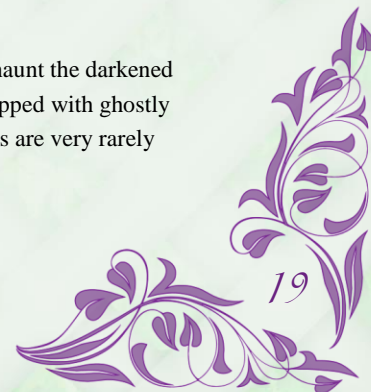
Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Innate Spellcasting. You know the *duidcraft* cantrip. Once you reach 3rd level, you can cast the *entangle* spell once with this trait and regain the ability to do so when you finish a long rest. Once you reach 5th level, you can also cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells, and you do not need material components to cast them.

Woodland Guardian. You have proficiency in the Nature skill and may apply double your proficiency bonus to any Intelligence (Nature) or Wisdom (Survival) checks you make relating to forests, jungles, or woodland.

LAMPAD

Nymphs of the underworld, lampades haunt the darkened tunnels carrying long, slender staves topped with ghostly flame. Beautiful but secretive, lampades are very rarely



seen and tend to shy away from the various inhabitants of that shadowy realm.

Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. Accustomed to subterranean caverns, you have superior vision in dark and dim conditions. 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 grey.

Shadow Creep. You can attempt to hide even when you are only lightly obscured, as long as you are in dim light or darkness.

Innate Spellcasting. You can cast the spell *continual flame* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell, and you do not need material components to cast it.

OREAD

Oreads are nymphs of the land who are bound to mountains, valleys and ravines. They are creatures of surpassing beauty, with elegant, sculpted bodies that belie their strength and resilience, which mimics that of the earth itself. The long lifespans of oreads gives them much time for intellectual and philosophical pursuits, and many are fond of music, dance and theatre. They greatly enjoy watching the performances of humanoids, sometimes becoming obsessed with a certain artist or singer.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Durable as Stone. You have resistance to poison damage and advantage on any saving throw against poison or disease. In addition, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Innate Spellcasting. You know the *diamond edge* cantrip. Wisdom is your spellcasting ability for this spell, and you do not need material components to cast it.

UNDINE

While most fey creatures are reticent to approach humanoids, water nymphs are more forthcoming, and will happily mingle with the people who share their home (for naiads—fresh water undines—they might even live within the walls of a city). It is not unusual for an undine to fall in love with a humanoid and attempt to lure them into their watery abode, though this rarely ends well for anyone involved.

Water nymphs are deeply emotional and share a strong empathetic connection to their environments. This grants them an intuitive understanding of everything and everyone

they encounter, a skill they can apply in both social and more solitary pursuits.

Ability Score Increase. Your Dexterity score increases by 1.

Speed. You gain a base swimming speed of 30 feet.

Amphibious. You can breathe normally in either air or water.

Innate Spellcasting. You know the *acid splash* cantrip. When you reach 3rd level, you can cast the *silent image* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *aid* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

SATYR

When I awoke, a single beam of light shot past my eyelid and landed, screeching, into my brain. By degrees, I fought past the pain in my cranium to take in my surroundings: a grassy field, far from the tavern in which I last remembered myself. Every detail of the night blurred together in a collage of shapes and colors, devoid of meaning.

"Rough night, huh?" a voice behind me beckoned suddenly. A cheerful satyr lounged on a broad stone nearby, his fingers quietly drumming on an idle pan flute in his lap.

As he began to raise the pipes to his lips, I sensed his intent far too late to intervene.

"Please, don't..." I choked out quietly.

Alas, he started on a melody, which thumped, and screeched, and howled into my throbbing brain.

My fellow adventurers: don't forget my mistake. Never try to out-drink a satyr.

— Mal, the Channeler, after drinking with a Satyr

Squat, hairy, human-shaped fey with goat-like features and hooved feet, satyrs love to dance, sing and frolic. They are wholly devoted to the pursuit of pleasure, and will celebrate any festival they hear of—the wilder the better! Satyrs will take any excuse to cut loose, often inventing flimsy pretexts to derail conversations and make themselves the center of attention.

LIFE OF THE PARTY

Given their proclivity for living in the moment, it can be difficult to get satyrs to follow orders or even stay in one place for any length of time—though in an adventuring party they make up for such flakiness with the entertainment they provide, as well as their unsurpassed skill at gossip and rumor-mongering. Satyrs are very much at home in inns and taverns, sometimes venturing into humanoid settlements (usually in disguise) purely to



sample the atmosphere of a particularly famous common room, gaze upon an extremely beautiful person, or taste an especially rich food.

WILD AT HEART

Although they enjoy the pleasures of humanoid society, a satyr's true home is in the forest, and any visit to civilized lands will ultimately prove fleeting. Enchanted woodlands provide shelter and safety, as well as the companionship of other fey creatures, thus most satyrs make their homes in small, hidden villages. Others are more solitary, retreating to some secluded hermitage to perfect a piece of music or recover after a particularly intense festival.

CAPRINE APPEARANCE

Satyrs have many goat-like aspects, including thick fur on their arms and legs, curling horns on their heads and hooves instead of feet. This makes them easy to identify, for they generally make no attempt to hide these features. A variety of different shades of fur are found among satyrs, with whites and browns being most common. The grooming habits of satyrs are unpredictable, as fey fashions

can change rapidly, but the vast majority put at least some effort into looking good at all times.

All Satyrs are male; female goat-legged fey are 'glaistigs', a completely different type of creature.

SATYR NAMES

Though satyrs are given a name by their parents, they also take great pride on any nickname they can earn through their revelry and debauchery.

Given Names. Adronus, Avery, Barases, Canteon, Dantes, Gilderos, Grover, Jed, O'Connor, Pan, Phaegan, Puck, Romeus, Silenus, Tarteron, Tum-Tum, Willie

Nicknames. Count Topsy, Fairy-Dance, The Holy Drinker, Horny Devil, Mister Handsome, Ol' Three Sheets, The Roarin' Lord

SATYR TRAITS

Cheerful and light-footed, satyrs have the following traits:

Ability Score Increases. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Satyrs are shorter-lived than most fey, gaining adulthood at two years old and living for around 50 years.

Alignment. Satyrs care little for the consequences of their actions. They are almost always chaotic.

Size. Satyrs are fairly short, usually around five feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

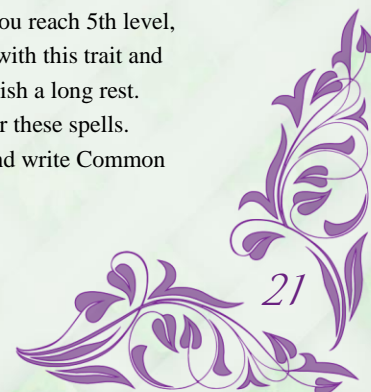
Fey Creature. You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are, however, affected by any ability that would normally affect fey creatures.

In Vino Veritas. Any creature that has been drinking alcohol with you regards you as a trusted friend for as long as it remains drunk, unless you deliberately harm it. Additionally, you can never become sick or poisoned from drinking alcohol.

Satyr Music. You gain proficiency in the Performance skill and one of the following instruments: pan flute, singing, or viol. You have advantage on any ability check made relating to musical contests.

Innate Spellcasting. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

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



SIRINE

“Come this way, honored Odysseus, great glory of the Achaians, and stay your ship, so that you can listen here to our singing; for no one else has ever sailed past this place in his black ship until he has listened to the honey-sweet voice that issues from our lips”

— Sirens tempting Odysseus, Homer’s *Odyssey*

A sirine is a beautiful, amphibious fey creature often found on beaches and riverbanks. Humanoids regard them as unpredictable and dangerous, but the reality is more nuanced.

BEACH PARTY

To a sirine, nothing is more important than living in the moment. They act as they please, seeking joy and pleasure wherever it may be found—especially if that happens to be by the seaside! Sirines love the fresh breeze and the feel of warm sand between their toes as much as anyone else; staking out the best spots on beaches to make sure their frolics attract just the right amount of attention.

As with most fey folk, their emotions are strong and shift rapidly, such that they may want to kiss someone one minute and kill them the next. And a sirine’s commitment to spontaneity is deep: they do not hesitate to act on these impulses. This can make them seem wild, but to a sirine, it is the natural state of things.

UNDERWATER HOMES

Sirines may gather on the shore to dance and sing, but they always return to their sunken villages when night falls. There, they hunt pearls, catch fish, and grow crops much like humanoids, if humanoids could breathe underwater. Some sirines even share their homes with other aquatic creatures such as undines and merfolk, leading to widespread misconceptions among humanoid sailors.

UNEARTHLY BEAUTY

Any humanoid that sees a sirine is liable to be struck by their incredible beauty. With perfectly clear skin that ranges in tone from pinks through golds to greens and blues, delicate flowing hair (in equally vibrant color) and lithe, elegant bodies, there is no such thing as an ugly sirine. Furthermore, all are born with a fabulous singing voice, though some may be too shy to use it.

SIRINE NAMES

Sirines have short, beautiful names that flow off the tongue like water.

Male Names. Adro, Boroda, Cas, Miza, Nook, Sharo, Zebus

Female Names. Banu, Esta, Jalli, Kohi, Noella, Roxin, Shora, Simi

SIRINE TRAITS

Sirines have the following racial traits:

Ability Score Increases. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Sirines grow quickly, reaching adult-size by age 10. Their personalities remain childlike, however, until they are much older. A sirine can live up to 600 years.

Alignment. Sirines are generally fickle and impulsive, favoring chaotic alignments.

Size. Sirines are slightly taller than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet and your base swimming speed is 30 feet.

Amphibious. You can breathe normally in either air or water.

Fey Creature. You have advantage on saving throws against being charmed, and magic can’t put you to sleep. You are, however, affected by any spell or effect that would specifically affect fey creatures.

Alluring Charm. When you cause a target to become charmed using a spell that only targets one creature, you can target a second creature with the spell.

Song and Dance. You have proficiency in the Performance skill.

Innate Spellcasting. You can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so after you finish a long rest. Charisma is your spellcasting ability for these spells and you do not need material components to cast them.

Languages. You can speak, read and write Sylvan and one other language of your choice.

Chapter 3: Character Options

This chapter contains character options for characters that are associated with the Feywild. You need not be a fey creature to use most of these options, nor do you necessarily need to have visited the Feywild to use them.

This chapter begins with a selection of fey-themed archetypes for characters of almost every class. Then it contains a list of backgrounds that might be appropriate for fey characters, as well as other characters in a Feywild-centered campaign. Lastly, it contains a section of feats that can help further define a character as they grow in level.

Archetypes

A humanoid character can begin and end an entire career exploring the depths of the Feywild, pursuing quests for the Courts, or defending the fey bridges from sinister outsiders. Similarly, a fey character might pursue an entire lifetime exploring the Material Plane, diving into dungeons and wooing women in taverns. And some characters merely exist on the nebulous boundaries between these planes, living and hunting in the magical forests that house permeant fey bridges.

There are a million expressions of a character tinged with fey magic, regardless of the class. The archetypes in this section will help define those characters, and give them abilities that can help them tame the Feywild or bring magic to the Material Plane.

FIELD OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, where others focus on research or potion-brewing. Fields of study are as varied as the alchemists which research them, and have applications equally as diverse.

AMORIST

The study of mind-affecting alchemy is a delicate one, practiced only by a small number of alchemists, known as amorists. Often called “love doctors” by their clientele, amorists specialize in the brewing of potions that produce strong emotional responses in their drinkers. While love potions are by far their most popular product, amorists can also craft pungent pheromone bombs which can even soften the hearts of terrible monsters.

BONUS PROFICIENCIES

When you select this field of study at 2nd level, you gain proficiency in the Deception and Persuasion skills.

PEROMONE BOMB

Starting at 2nd level, you can craft pheromone bombs. By replacing your bomb's explosive reagent with a potent pheromone you can change it into a pheromone bomb. A pheromone bomb deals requires a Wisdom saving throw instead of a Dexterity save. The bomb deals no damage, and instead causes the target, as well as each creature within the blast radius that fails its saving throw, to be charmed by you until the end of its turn or it takes damage.

MAGNETIC PERSONALITY

Starting at 6th level, you can add your Intelligence modifier to Charisma checks that you make.



ALCHEMIST CLASS

This subclass makes use of the Mage Hand Press Alchemist class and its accompanying rules. This class can be found for free on magehandpress.com

ALCHEMICAL PERFUME

Beginning at 10th level, you wear an aromatic mind-altering perfume which endears others to you. When a hostile creature within 5 feet of you makes an attack roll against you, it must make a Wisdom saving throw against your bomb save DC or have disadvantage on the attack roll. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours. Creatures which are immune to being charmed automatically succeed this save.

ALCHEMICAL ROMANCE

Starting at 18th level, during a long rest, you can spend 4 reagent dice to make an extremely potent *potion of true love*. This potion acts much like a *philter of love*, except that when you make the potion, you choose the creature the target regards as its true love, provided the target knows the creature or meets it within 24 hours of consuming the potion. Additionally, this effect lasts indefinitely, ended only when you make a new *potion of true love*, or the effect is removed with a *remove curse* spell or similar magic. When this potion's effects are ended on a target, it regards the creature it once loved with total disgust, and can never love that creature again.

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE WILDS

Among all the people of the world, few spend as much time in the wilderness as barbarians. Consequently, the men and women called to this life are more likely than anyone else to come into contact with fey creatures. Some even journey in the Feywild itself, testing their strength against the sylvan colossi and their survival skills against the deepest, darkest forests and swamps.

Warriors who walk the Path of the Wilds tend to be jovial and good-natured sorts who eschew the mindless fury of the berserker or the ritualistic traditions of the totem warrior in favor of a more organic aesthetic.

SERENE GRACE

When you choose this path a 3rd level, you learn to channel your rage into an otherworldly calmness. Taking the Dash

or Hide actions on your turn counts as attacking a hostile creature for the purposes of sustaining your rage.

LANGUAGE OF FLOWERS

Also at 3rd level, you gain the ability to speak to both mundane plants and plant creatures as if you shared a language. Plants that aren't creatures can't speak to you, but can be persuaded to perform simple tasks, such as opening or closing flowers, moving branches or shedding leaves.

FY TRICKERY

At 6th level, you learn some of the secret tricks of the fey folk. When you activate your rage, you come under the influence of a *blur* spell that lasts for the duration of that rage. The effect ends early if it is dispelled or you take damage from any source.

UNEARTHLY CHARM

Starting at 10th level, you can use your action to seduce someone with your mysterious presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be charmed by you until the end of your next turn, regarding you as a trusted friend. On subsequent turns, you can use your action to extend the duration of this effect on the charmed creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

PHASE LEAP

When you reach 14th level, your connection to the Feywild enables you to blink from place to place. While you are raging, you can use all of your movement to teleport up to 30 feet to any unoccupied space you can see.

BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF FEY

Bards that hail from the Feywild are of truly sublime skill. The fey create unmatched songs and sonnets, some of

which can magically charm the minds of men through lyrics alone. Perhaps driven to capture some of this skill, some mortal bards befriend the fey and, with practice and dedication, learn to adopt their art and magic. These bards join the College of Fey and begin to approach the unearthly grace of feykind.

FEY MEDLEY

You can bind yourself to a single musical instrument in a 1-hour ritual. This instrument takes on an otherworldly appearance and, if you are on the same plane of existence as it, you can summon it as a bonus action on your turn, causing it to teleport to your hand.

Additionally, you learn a number of spells native to fey. These spells count as bard spells for you but don't count against the number of bard spells you know.

FEY COLLEGE BONUS SPELLS

Bard Level	Spells
3rd	<i>entangle, goodberry</i>
5th	<i>barkskin, misty step</i>
9th	<i>conjure animals, wind wall</i>
13th	<i>conjure woodland beings, dominate beast</i>

DUPLICITOUS TUNE

At 3rd level, you can spin tunes which confound your enemies, fooling their senses and lower their defenses. As a bonus action, you can target a creature you can see within 60 feet of you and expend a Bardic Inspiration die. This creature must succeed a Charisma saving throw against your spell save DC or subtract the number rolled from its AC, to a minimum of 10, for 1 minute.

The creature automatically succeeds this saving throw if it can't hear you or if it is immune to being charmed. At the beginning of each of its turns, it can repeat this saving throw to end this effect early.

RITUAL NOTES

Starting at 6th level, you have a spellbook written in musical notes only you can read (other creatures require a comprehend languages spell, or similar effect to read this book.) This spellbook contains every 1st-level ritual spell from the druid spell list, which you can cast from the book as a ritual as if they were bard spells known to you.

If you observe a ritual spell being cast that is of a level for which you have spell slots, you can expend a Bardic Inspiration die to magically add that ritual to your

spellbook. If the spellbook is stolen, misplaced, or destroyed, a new one magically appears on your person 24 hours after you were separated from it.

OUT OF THIN AIR

At 14th level, you can choose one of the following tricks. This selection can be changed when you take a short or long rest.

In Hand. You can produce most material components for spells out of thin air, ignoring all material components under 100 gp which are not consumed by the casting. Additionally, you can magically produce up to 10 gold pieces each day. If not spent, this currency vanishes at dawn.

Flitter. You can expend a Bardic Inspiration die to teleport 15 feet to a space that you can see, expending movement normally for this teleport.

Call for Help. You can expend a Bardic Inspiration die to cast a modified version of the spell *conjure fey*. You can cast this spell as an action, rather than a minute, and its duration is the number of rounds rolled on the Bardic Inspiration die.

CRAFTSMAN PROFESSION

All master craftsmen learn the basics of smithing, leatherworking, woodworking, and other necessary disciplines on the path to mastery. However, as they hone their skills, craftsmen must narrow their field of expertise to achieve excellence, and each selects a profession which defines them.

FINESMITH

The master artisans of the great fey elf cities are some of the most talented craftspeople anywhere in the multiverse. While they *could* make anything, they generally prefer to show off their incredible skills by working on decorative items: jewelry, sculptures, and ornaments. The masterpieces forged by a finesmith are treasures that will be passed down in families for generations, jealousy buried in tombs, and unearthed centuries later, looking every bit as magnificent.

CRAFTSMAN CLASS

This subclass makes use of the Mage Hand Press Craftsman class and its accompanying rules. This class can be found for free on magehandpress.com



EXOTIC JEWELRY

When you enter this profession at 3rd level, you learn to craft exotic jewelry that duplicates the effects of magic items. You can craft any magical amulet, bangle, bracelet, brooch, earring, necklace, pendant, periapt, ring, or tiara, even if you cannot normally cast spells. Any items created in this way still require attunement, but are non-magical in nature and therefore will continue to work in an *antimagic field*.

DAZZLING DETAILS

Also at 3rd level, everything you make is covered in beautiful filigree and intricate detailing. For every one of your masterwork items or items of exotic jewelry that a creature attunes to, it can add +1 to any Charisma check it makes.

Furthermore, as long as you are attuned to at least one of your masterwork or exotic jewelry items, you can use Intelligence instead of Charisma for any Charisma checks you make.

ALLURING FINERY

By 7th level, as an action, you can cause one creature that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your glorious accoutrements. For the next minute, it has disadvantage on attack rolls against creatures other than you.

The effect ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

You can use this ability a number of times equal to your Intelligence modifier, and regain all expended uses when you finish a long rest.

MAGNIFICENCE

When you reach 10th level, you can spend 10 minutes polishing your gear until it sparkles. You gain one of the following features of your choice:

Illuminate. As a bonus action, you can cause your weapon or armor to glow, shedding dim light in a 30-foot radius for 1 minute.

Inspire. When a friendly creature that can see you makes a saving throw, it has advantage on the save.

The feature can be used once, after which the sparkling effect fades. The effect also disappears if you take a short or long rest without using it.

BEJEWELED WEAPONS

At 14th level, your weapons shine with the rainbow hues of dozens of gemstones. When you deal damage with one of your masterwork weapons, you can use this ability to distract the target, giving them disadvantage on the next saving throw they make.

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

MASTER FINESMITH

At 18th level, you reach the peak of your craft. You learn the following Legendary crafting technique:

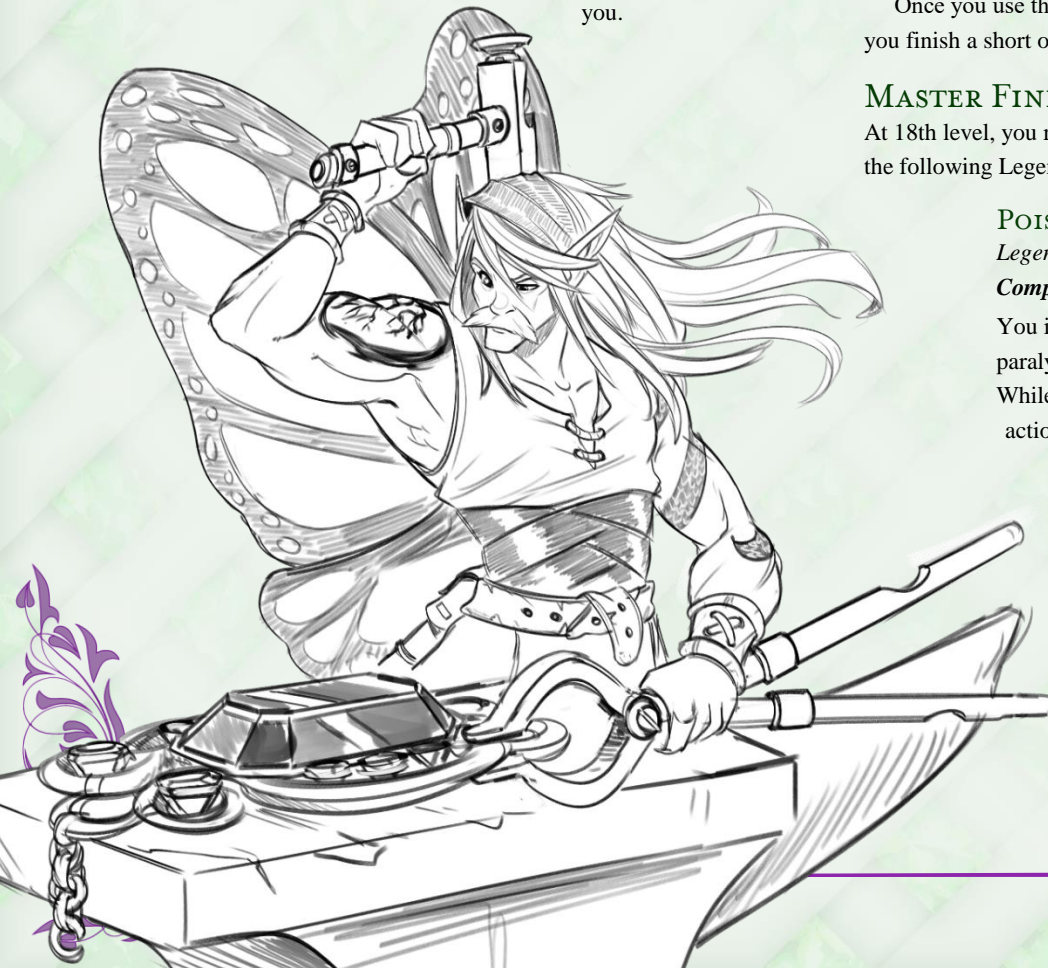
POISON NEEDLE

Legendary technique

Components Exotic ring

You incorporate a hidden needle loaded with paralyzing toxin into one of your exotic rings. While wearing this ring, you can use a bonus action to prick a creature within 5 feet of you. They must make a Constitution saving throw or be paralyzed for 1 minute. The victim can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Once you use this poison, you can reload it when you take a short or long rest.



DRUID CIRCLE

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

FAERIE CIRCLE

Though all druids are deeply entwined with nature on a physical and spiritual level, those who spend their time near fey bridges come to know an even deeper connection. Like the fey, druids who align themselves with the liminal in-between spaces that are fey bridges can twist their natural magic for trickery and guile. These Faerie Circles (so named for the ring of mushrooms often found at fey bridges) are practically invisible to the outside world, even to other druids, for they can vanish in a moment's notice or shapeshift in the blink of an eye.

BONUS PROFICIENCIES

When you join this circle at 2nd level, you gain proficiency in the Deception and Stealth skills.

FEY INHERITANCE

At 2nd level, you have advantage on saving throws against being charmed, and magic can't put you to sleep. This feature counts as the Fey Ancestry feature for prerequisite purposes.

SLY SPELLCASTING

Your mystical connection to the Plane of Faerie infuses you with the ability to cast certain Spells. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed on the following table.

Once you gain access to a spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



FAERIE CIRCLE SPELLS

Druid Level	Spells
3rd	<i>invisibility, misty step</i>
5th	<i>major image, nondetection</i>
9th	<i>confusion, greater invisibility</i>
13th	<i>mislead, tree stride</i>

REFLEXIVE WILD SHAPE

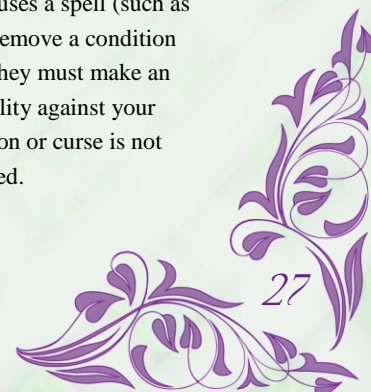
Starting at 6th level, you can assume a diminutive animal form instantly, confounding others. As a reaction at the beginning of another creature's turn, you can use your Wild Shape to transform into a Small or smaller beast, move up to its movement speed, and take the Hide action. A creature that did not see you transform and does not see your beast form might simply think that you have vanished or turned invisible, and must make a Wisdom (Survival) check against your spell save DC to determine that you are in an animal form.

FAERIE FORM

At 10th level, you can expend one use of your Wild Shape to transform into any fey creature you have seen in the past, up to a maximum CR of 4. While transformed, you can cast any spell available in the fey's Innate Spellcasting trait, expending spell slots as if the spell was cast using the lowest possible slot.

SLIPPERY SPELLS

By 14th level, your closeness to the realm of faerie makes your spells exceptionally hard for other mages to counteract. Any spell you cast counts as being cast from a 9th level spell slot for the purposes of *counterspell* and *dispel magic*, and whenever a creature uses a spell (such as *lesser restoration* or *remove curse*) to remove a condition or curse caused by one of your spells, they must make an ability check with their spellcasting ability against your spell save DC. On a failure, the condition or curse is not removed, and the curative spell is wasted.



MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CAELAGARM OATH-KEEPER

The Caelagarm champions are elite warriors who seek to defend all non-evil fey everywhere. Although their oaths are sworn to the Frolicking Court, they are independent of the political system and will work with fey from any Court: their remit is to preserve the peace of the Feywild, which means they are free to concentrate on defending the innocent against monsters such as goblin hordes, trolls, giants, and cyclopes, as well as resolving disputes between warring parties.

SWIFT DISARMAMENT

Starting at 3rd level, you can use a bonus action to attempt to disarm a creature within your reach by making an attack roll and comparing it with a Strength (Athletics) or Dexterity (Acrobatics) check made by the target. If your attack roll is higher, the target drops up to two weapons or items it is holding. The defender has advantage on its check if it is larger than you.

ROYAL APPOINTMENT

Also at 3rd level, the patronage of the archfey makes you welcome in the sacred spaces of the fey. You are considered to be a fey creature for the purposes of qualifying for feats, attuning to magic items and entering places that are barred to non-fey (your actual creature type does not change). You have advantage on Charisma (Persuasion) checks when dealing with fey creatures.

CAELAGARM PRESENCE

By 7th level, your ability to resolve disputes has become the stuff of legends. Whenever you make a Charisma (Deception) or Charisma (Persuasion) check, you can treat any roll of 9 or lower as a 10.

FELL THE MIGHTY

At 10th level, you have mastered techniques to combat the threats, like the terrible sylvan colossus, that can't be disarmed and reasoned with. You deal an additional 1d6 damage on melee weapon attacks to creatures that are Large size or larger.

DIPLOMATIC IMMUNITY

At 15th level, all creatures must respect your authority as a Caelagarm champion. You are permanently under the influence of a *sanctuary* spell (DC equals 8 + your proficiency bonus + your Charisma modifier.) Any creature that you target with an attack or harmful spell can ignore the *sanctuary* effect for the next 24 hours.

ARCHFEY'S BLESSING

When you reach 18th level, as long as you are conscious, you gain 5 temporary hit points at the beginning of each of your turns.

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE BUTTERFLY

Martial arts are a popular pursuit among the elves of the Feywild. Their long lives give them ample time to meditate on the how best to achieve the perfection of form, and to refine their natural elven agility into supreme balance and grace in battle. Hidden in the twilight forests, several monasteries teach the Way of the Butterfly, a technique that emphasizes gentleness and beauty as being the most important things in life.

SWALLOWTAIL STRIKE

The monks of the Feywild prioritize careful, precise strikes over raw power. When you choose this tradition at 3rd level, you adopt this attitude and incorporate it into your fighting style. War fans count as monk weapons for you.

Furthermore, whenever you make an unarmed strike or attack with a monk weapon against a target within your reach as part of an action or bonus action, you can replace it with a Swallowtail Strike. When you make a Swallowtail Strike, as long as it is physically possible to hit the target (in other words, you can't use this ability to hit ethereal targets), you do not need to roll to hit or for damage; the attack always hits and always deals damage equal to your Dexterity modifier.

FREE AS A BIRD

Starting at 6th level, you cannot be bound by nonmagical restraints such as ropes or manacles, and you automatically succeed on any ability check you make to free yourself from the restrained or grappled conditions.

FLOATING FEET

By 11th level, your lightness of being transcends the bonds of gravity. When you use your Slow Fall ability, you do not fall at all until the end of your next turn. Until then, you can move horizontally in the air, treating it as difficult terrain, but you cannot change your altitude.

DAZZLING METAMORPHOSIS

When you reach 17th level, you can spend 5 ki points to transform yourself into a creature of striking beauty, with large, butterfly-like wings on your back. For the next hour, you have a 60-foot fly speed, can hover, and have advantage on Charisma (Performance) checks.

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THE NEVER-SETTING STARS

Humanoid paladins with an affinity for fey creatures and the natural world often become so-called 'green knights', swearing an oath to the ancient spirits of the forest. True fey creatures, however, hold themselves to higher standards. All of them, even the vilest of the unseelie fey, share an innate bond to nature that compels them to defend the living and beautiful things in the world. They do not need to swear an oath to do so; it is the entire foundation of their existence.

Instead, fey paladins (those who are not devoted to an archfey or on a quest for vengeance) tend to choose a narrower focus, dedicating their lives to the defense of a



location, the protection or acquisition of an item or the perfection of a skill or creative work. Paladins of the never-setting stars pursue their focus to the exclusion of all else, which sometimes leads them to exhibit extremely strange—and chaotic—patterns of behavior that can only be understood in the context of their singular goal.

This oath therefore appeals particularly to nymphs and satyrs; the former usually swearing to defend their homes and the latter dedicating their lives to composing the perfect song.

TENETS OF THE NEVER-SETTING STARS

All paladins who swear this oath respect the following ideals:

Respect the Natural World. All living things, from the most ancient trees to the smallest insect, are equal in your eyes. You must show the same respect to all.

Strive for Perfection. If a thing is worth doing, it is worth doing properly. You must always strive for perfection in all things.

Be the Silence. Your quest is yours alone. You must embrace solitude and meditation, so that you may foster the peace and quiet your quest demands.

Stand by Your Convictions. It is vital to remain firm and consistent in your beliefs if you wish to stay the course and succeed in your quest. Have courage in your convictions and do not bend when the winds of change start to blow.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE NEVER-SETTING STARS SPELLS

Paladin Level	Spells
3rd	<i>entangle, faerie fire</i>
5th	<i>hold person, invisibility</i>
9th	<i>meld into stone, speak with plants</i>
13th	<i>conjure woodland beings, grasping vine</i>
17th	<i>tree stride, reincarnate</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Perfect Clarity. You can use your Channel Divinity to completely clear your mind, devoting yourself single-mindedly to your quest. As an action, you can say a brief mantra. For the next minute, you can't be charmed or frightened, and any attempt to influence your thoughts or emotions using enchantment or illusion spells automatically fails.

Repel the Interloper. As an action, you present your holy symbol and invoke your divine power to cast out those who would defile your presence. All humanoids within 30 feet of you, except those you specify by name, must make a Wisdom saving throw or be turned for 1 minute or until they take damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF CERTAINTY

Starting at 7th level, you can project your inner sense of conviction onto others around you. You and friendly creatures within 10 feet of you cannot be pushed, shoved or in any way subjected to involuntary movement unless they choose to be. At 18th level, the range of this aura increases to 30 feet.

MISTY FORM

By 15th level, your body takes on a blurred, shifting appearance that makes you very difficult to hit. Any ranged attack made against you at a distance of more than 30 feet has disadvantage.

GUARDIAN OF THE WILDS

At 20th level, you gain the ability to transform into a terrible monster in defense of all that you hold dear. This ability works like the spell *shapechange*, except that the transformation only lasts 1 minute, you can only choose one of the following forms: spirit naga, tyrannosaurus rex, or young green dragon and, if you choose the spirit naga, you can use its spellcasting trait.

Once you use this ability, you must complete a long rest before using it again.

OATH OF REVELRY

Paladins who swear the Oath of Revelry make a solemn vow to party day and night until their hearts give out. Indeed, as an old proverb says, "There ain't no party like a paladin party, 'cuz a paladin party don't stop. Amen."

TENETS OF REVELRY

Paladin who swear the Oath of Revelry must abide by the Codicis Brotherhoodum, often known as the Code of Bro, a series of moral judgments, both foul and fair, about the way one should conduct life and party. Dishonoring this code is known as a Major Dick Move, and can alienate a paladin from fellow partygoers. In general, paladins who takes this oath abide by the following principles:

Work Hard Party Hard. Paladins must fight for their right to party

Bros Before Hoes. It is said that this edict lays a natural order for alliances that a paladin should forge.

Live for Tonight. Long-term consequences shouldn't stand in the way of a good party.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REVELRY SPELLS

Paladin Level	Spells
3rd	<i>charm person, hideous laughter</i>
5th	<i>calm emotions, crown of madness</i>
9th	<i>haste, slow</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>mislead, raise dead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Conjure Drink. When you finish a long rest, you can summon to your flask a frothy ale from the heavens itself. Up to three creatures can drink from this flask, and each has advantage on the next saving throw it makes before it takes a long rest, after which the buzz wears off. When you take a short rest, any remaining ale becomes nonmagical.

Song and Dance. You can spend your Channel Divinity as an action to dance a catchy jig. Each creature you choose within 15 feet must make a Wisdom saving throw or join in. Creatures continue to dance as long as you dance. This effect ends for a creature if you stop on your turn (no action required), or if the creature reattempts and succeeds the Wisdom saving throw at the end of its turn.

A creature that is dancing spends all its movement tapping its feet and shuffling about without leaving its space. It also has disadvantage on Dexterity saving throws and attack rolls that rely on Dexterity. Creatures that can't be charmed are immune to this effect.

AURA OF FRATERNITY

At 7th level, you and your allies fight better together. While you have one or more ally adjacent to you, you and each of your allies within 5 feet deal an additional 1d4 damage on melee attacks.

At 18th level, the range of this aura increases to 15 feet.

MERRYMAKER

At 15th level, when you or an ally within 30 feet makes an ability check or saving throw that doesn't have disadvantage, you can cause it to be made with advantage. You can use this ability three times, and regain all expended uses when you finish a long rest.

PARTY ANIMAL

Starting at 20th level, you can use your action to become supernaturally intoxicated. Doing so is a frenzy of indulging in your vices, after which you are intoxicated for 1 hour, followed by 10 minutes of unconsciousness.

While you are intoxicated, you have resistance to all damage and immunity to psychic damage. Also, you are quick to start a fight. When you roll initiative, you can replace your roll with a 20 if it was lower.

After becoming supernaturally intoxicated, you must finish a long rest before you can do so again.

RANGER ARCHETYPE

The ideal of the ranger can have many expressions.

CRYSTAL GUARDIAN

There are places in the Feywild where crystals grow as tall as trees, shining with vibrant color and powerful magic. These stones are prized as spell components, arcane foci, ornaments, and tools of healing. The latter aspect is of particular interest to rangers, who often find themselves alone in the wilderness, needing to treat wounds or cure illnesses without access to clerical magic or alchemical potions. In these situations, knowledge of crystal magic is invaluable, so it is no surprise that fey rangers have spent thousands of years perfecting it.

CRYSTAL HEALING SURGE

At 3rd level, your studies into crystal healing give you the ability to accelerate a creature's natural healing using crystals you gather from the environment. You have 3 healing crystals. As a bonus action on your turn, you can expend one of your healing crystals to enable a creature you can see within 30 feet to roll one of their hit dice. They recover a number of hit points equal to the roll, plus their Constitution modifier plus your Wisdom modifier. You regain all expended crystals when you complete a long rest.

PROTECTIVE CRYSTALS

By 7th level, you have mastered the use of crystals as protective charms. You are immune to all disease. Also, you can use a reaction when you are hit by an attack to expend one healing crystal and increase your AC by 5 until the start of your next turn.

SOULSTONE

When you reach 11th level, you gain the ability to channel the life energy of a creature through a special crystal

RANGER VARIANTS

This archetype makes use of the SRD Ranger class, but other variants might apply a special 5th level feature to this archetype. If you wish to use this archetype with another version of the ranger class, add the following feature:

Spell Splitter. At 5th level, you can use crystal prisms to enhance your spellcasting. Whenever you cast a ranger spell of 4th level or lower that targets one creature and doesn't have a range of Self, you can target a second creature in range with the same spell.

called a soulstone. Whenever you hit a creature with a weapon attack, you regain hit points equal to your Wisdom modifier.

DIAMOND AND BLACK ONYX

By 15th level, your healing crystals give you ultimate power over life and death. You can cast the spell *raise dead* once without expending a spell slot or spell components, and you regain the ability to do so when you finish a long rest. Furthermore, this spell counts as a ranger spell for you.

Additionally, you have resistance to necrotic damage and your hit point maximum cannot be reduced.

ROGUEISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

GLOAMING KNIGHT

The fearsome, black-clad warriors that call themselves the Gloaming Knights pursue their sworn mission with grim determination, fanatically dedicated to the destruction of the Moon Court and all lycanthropes. The reasons for their crusade are shrouded in mystery—and none of the Courts will have anything to do with them—but none can doubt their efficacy.

Gloaming knights are among the only fey who work with and use iron and steel, having developed magical wards to protect themselves from its noxious effect. Consequently, other fey creatures tend to give them a wide berth, often treating them with scorn or outright hostility.

BEAST SLAYER

When you choose this archetype at 3rd level, all weapon attacks you make count as silvered for the purposes of bypassing damage resistance and immunity. Furthermore, you have advantage on attack rolls you make against creatures with the shapechanger subtype.

IRON BLOOD CHARM

Also at 3rd level, you fall under the protection of the gloaming knight's secret charm. This could take the form of a trinket to be worn, a tattoo on your body or a ritual brew

that you drink. You are immune to all diseases, including magical ones, such as the curse of lycanthropy.

ENSHAEDN'D

At 9th level, you become permanently surrounded by a shifting veil of shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

Additionally, you have advantage on Dexterity (Stealth) checks made at night.

SILVERSMITH

When you reach 13th level, you gain proficiency with smith's tools and jeweler's tools. In addition, you can silver weapons much more efficiently than ordinary smiths. It takes you 10 minutes to silver one weapon or set of 20 missiles, and costs only 25 gp.

HUNT BY MOONLIGHT

Starting at 17th level, when you attack against a creature that can't see you (such as while you're invisible) and hit, the target must succeed on a Constitution saving throw (DC equals 8 + your Dexterity modifier + your proficiency bonus) or be stunned until the beginning of your next turn.

DUALITY

Shugenja specialize in manipulating the fundamental building blocks of the universe. Because the universe is erected in perfect harmony, each elemental force is balanced by its opposite, creating a universal Duality. As one element of a Duality becomes more powerful, the other becomes weaker; it is this symmetry and tension that maintains the universe's balance.

Shugenja each choose a duality as a focus of study, becoming expert in not one element, but also its opposite. In learning to balance the elemental duality, shugenja also learn to find balance within themselves.

SHUGENJA CLASS

This subclass makes use of the Mage Hand Press Shugenja class and its accompanying rules. This class can be found for free on magehandpress.com

SUMMER AND WINTER

The most essential elements of nature are distilled in the Plane of Faerie, where magic suffuses all things. In this land, the changing of the seasons influences the underlying fabric of magic itself; in summer, Life flourishes and becomes more abundant, and in winter, Death reigns supreme.

Shugenja that seek to master Summer and Winter embrace the juxtaposition that defines all of feykind, for the fey are as changeable as the seasons, swinging between heats of passion and frozen cruelty. So too does their magic change, flowing from playful illusions to sinister curses.

SUMMER AND WINTER SPELLS

Shugenja Level	Spells
1st	<i>disguise self, hideous laughter</i>
3rd	<i>enthrall, misty step</i>
5th	<i>conjure animals, major image</i>
7th	<i>greater invisibility, polymorph</i>
9th	<i>commune with nature, seeming</i>

MARK OF THE FAERIE

Starting at 1st level, whenever you deal damage with a spell of 1st level or higher, you can use a bonus action to surround the target with shimmering lights. Choose one of the spell's targets to make a Dexterity saving throw. On a failure, the next attack made against that creature before the start of your next turn has advantage, and the creature cannot benefit from being invisible for the same duration.

ADVANCED ILLUSION

At 6th level, your understanding of fey magic makes your illusions far more effective. When you cast an illusion spell, its duration is doubled and it cannot be detected or identified by *detect magic* or similar effects.

ENCHANTING DANCE

Also at 6th level, you can perform a faerie dance that lasts for one minute. For that duration, your base movement speed is halved, but any creature within 60 feet that can see

you has disadvantage on Wisdom saving throws against spells that you cast.

Once you use this ability, you must finish a short or long rest before using it again.

FOREST AFFINITY

By 14th level, your experience with fey creatures grants you the knowledge of secret ways and paths through forested terrain. You and anyone who travels with you can move at double the normal speed when travelling through forests and jungles. You have advantage on Wisdom (Survival) checks related to tracking or scavenging in woodlands.

SEASONAL MAGIC

At 18th level, you are so in tune with the seasons that your magical abilities shift along with them. Every time you complete a long rest, you can choose one of the moods below, gaining the benefits specified. You can only have one mood active at a time.

Autumn. Abundant magic springs forth from your fingertips. You gain two additional blank scrolls of 1st level.

Spring. You are filled with new life, just like the spring. Whenever you start your turn with fewer than half of your maximum hit points, you regain hit points equal to your Intelligence modifier.

Summer. You are suffused with the energy and excitement of summer. Your base movement speed to doubles and opportunity attacks made against you have disadvantage.

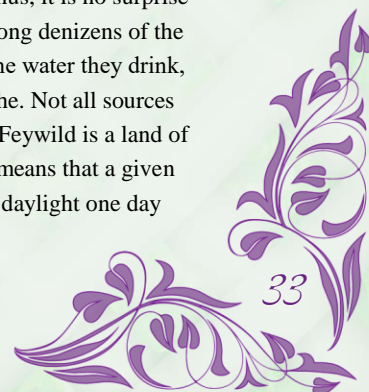
Winter. You numb yourself to endure the punishing trials of winter, gaining resistance to acid, cold, fire, lightning, and poison damage.

SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

DARK WILD MAGIC

Wild magic permeates the Feywild, infusing everything in that realm with unpredictable power. Thus, it is no surprise that sorcery is unnaturally common among denizens of the faerie realm—after all, magic lives in the water they drink, the food they eat, and the air they breathe. Not all sources of wild magic are equal, however. The Feywild is a land of ambiguity and constant change, which means that a given pocket of wild magic could glitter with daylight one day



and ooze with shadows the next. Sorcerers influenced by dark wild magic are just as chaotic as their lighter cousins, but significantly more destructive.

WEIRD ARCANA

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the GM can have you roll a d20. If you roll a 1, roll on the Weird Arcana table to create a random magical effect.

CHANNEL CHAOS

Also at 1st level, you can draw on the power of chaos to add your Charisma modifier to the damage dealt by a spell that you cast on your turn. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the GM can have you roll on the Weird Arcana table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

UNSTABLE POWER

At 6th level, whenever you cast a spell that has an ‘At Higher Levels’ clause, roll 1d6 - 2 and add the result to the slot level you used. Then you treat the spell as if it was cast using a slot of this level, unless the result would be below the minimum slot level that would normally be needed to cast the spell, in which case the spell fails and the spell slot wasted.

WILD COUNTER

Starting at 14th level, when a creature you can see within 60 feet of you casts a spell, you can use your reaction to replace their spell with a Weird Arcana effect.

Once you use this feature, you must finish a long or short rest before you can use it again.

ALLURING PRESENCE

At 18th level, you can flaunt the seductive power of your dark magic, causing those around you to become ensorcelled. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of allure to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were concentrating on a spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be incapacitated until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE GREAT TREE

The inimitable princes of the Feywild are not the only source of power in the enchanted forests and magical jungles of that realm—and indeed, there are good reasons why a prospective warlock might not wish to deal with them. Far more stable and reliable partners can be found in the towering, ancient trees whose roots have long drunk from the natural undercurrents of magic that permeate the Feywild soil.

Although journeying out into the woods to find a Great Tree with which to form a pact can be dangerous, the rewards are clear: these patrons are generous with their power, seeking to nurture their mortal charges, guiding and pruning them until they are fit in body and mind to serve as guardians of the forest.

EXPANDED SPELL LIST

The Great Tree grants you the choice of an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT TREE EXPANDED SPELLS

Spell Level	Spells
1st	<i>entangle, faerie fire</i>
2nd	<i>barkskin, spike growth</i>
3th	<i>conjure animals, speak with plants</i>
4th	<i>blight, dominate beast</i>
5th	<i>insect plague, tree stride</i>



SPRIGGAN

Starting at 1st level, you can use your bonus action to assume the form of a primal force of nature. Your body becomes covered entirely in bark, any hair you have becomes leaves and moss, your eyes glow amber, and you sprout a twisting pair of branch-like antlers. This form lasts for 1 minute, or until you dismiss it (no action required).

For the duration, you have the following benefits:

- Your AC equals 13 + your Constitution modifier.
- Your fingers twist into sharpened roots which can be used as natural weapons, dealing 1d4 slashing damage on a hit.
- You have advantage on Dexterity (Stealth) checks made while in a forest.
- You gain temporary hit points equal to your Charisma modifier when you enter this form.

You can use this ability twice. You regain all expended uses when you finish a short or long rest.

CREEPING ROOTS

Starting at 6th level, when a hostile creature that you can see within 30 feet of you attacks one of your allies, you can use your reaction to ensnare them. Immediately after the attack, you slam your arms into the ground, and they transmute into twisting roots that ensnare the hostile creature. That creature must make a Strength saving throw against your warlock spell save DC. On a failed save, you drag it to an unoccupied space within 5 feet of you.

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

WILDWOOD GUARDIAN

Starting at 10th level, you are immune to disease, and when you use your Spriggan feature, you gain the following benefits:

- You gain temporary hit points equal to 5 + your Charisma modifier at the start of each of your turns.
- You have resistance to poison damage, and advantage on saving throws against being poisoned.

IRONWOOD

Starting at 14th level, while using your Spriggan feature, you have resistance to bludgeoning, piercing, and slashing damage.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same

CHOOSING A FEY PATRON

Warlocks who make their pact with a fey prince can decide which Faerie Court (if any) their patron belongs to. If they belong to one of the seven Courts presented in this book, the warlock can choose the invocation that is specific to that Court. The warlock can retain this invocation even if their or their patron's circumstances change such that the warlock is no longer sworn to a member of the relevant Court. One could potentially obtain multiple Court-specific invocations by repeatedly transferring their pact between different patrons, or by having a patron that frequently changes their political allegiance.

time that you meet its prerequisites. A level prerequisite refers to your level in this class.

AUTHORITY OF THE OBSIDIAN COURT

Prerequisite: Obsidian Court patron, 5th level

You can cast the *command* spell at will, without expending a spell slot.

CURSE OF THE GRIMM COURT

Prerequisite: Grimm Court patron

When you cast a spell that places a curse on a target, or create a magic item that can cause a target to become cursed, that curse cannot be broken by the *remove curse* spell. Instead, you must specify one or more other circumstances that will end the effect. These can be as complex and convoluted as you desire, as long as it is still physically possible to accomplish. A *wish* spell can still break the curse.

DANCE OF THE FROLICKING COURT

Prerequisite: Frolicking Court patron

You gain proficiency in the Acrobatics and Performance skills.

EMPATHY OF THE ROSE COURT

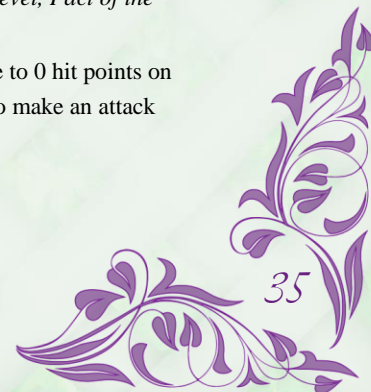
Prerequisite: Rose Court patron, calm emotions spell

When you cast the *calm emotions* spell, its duration is increased to 10 minutes, and it can affect any type of creature except for constructs and undead.

FURY OF THE MOON COURT

Prerequisite: Moon Court patron, 9th level, Pact of the Blade feature

Whenever you reduce a hostile creature to 0 hit points on your turn, you can use a bonus action to make an attack with your pact weapon.



SANCTUARY OF THE EMERALD COURT

Prerequisite: Emerald Court patron, 5th level

You can cast the spell *wooden sanctuary* at will, without expending a spell slot.

SPRIGGAN MAGIC

Prerequisite: Spriggan feature, 5th level

You learn the *druidcraft* and *shillelagh* cantrips. These cantrips count as warlock spells for you. In addition, you can target your claws with *shillelagh*, treating both hands as one weapon. Starting at 5th level, you can make an additional attack with your claws as a bonus action, adding your ability modifier to the damage.

TRICKERY OF THE LARK'S COURT

Prerequisite: Lark Court patron

You can use a bonus action on your turn to play a trick on a creature you can see within 30 feet of you. When you do so, make a Charisma (Deception) check, contested by their Wisdom (Insight). If you win, the target creature has disadvantage on the first attack roll it makes within the next minute.

WARMAGE HOUSE

Within the College, different warmages are divided into separate Houses, each of which emphasizes a different approach to combat.

HOUSE OF JANUS

Named for its founder's patron, an immortal, fey-born empress of an ancient mortal kingdom, the House of Janus was founded through ritual and Pact instead of training and instruction. While members of the House of Janus are not warlocks (as their founder was eventually discovered to be), they seek to link themselves to that ancient patron and her considerable magical abilities through a number of mystical, eldritch rites. Doing so comes with an exceptional amount of risk, as initiates find that even the most basic of the House's rites leave an indelible mark on their mind and soul; however, the power gained is seen as more than worth the risk.

Though once a merely an offshoot of the House of Bishops, the house of Janus broke away from their original house when the leadership of the college branded their practices as antithetical to Warmage doctrine. Among other Warmage houses, those of the House of Janus (also known as Emperors or Empresses) are viewed in much the same light as most churches view blasphemers and heretics: at best, they offer no kinship or brotherhood to these warriors

JANUS SPELLCASTING TABLE

Warmage Level	Spells Known	Spell Slots	Slot Level
3rd	3	1	1st
4th	4	1	1st
5th	4	1	1st
6th	4	1	1st
7th	5	1	2nd
8th	6	1	2nd
9th	6	1	2nd
10th	7	2	2nd
11th	8	2	2nd
12th	8	2	2nd
13th	9	2	3rd
14th	10	2	3rd
15th	10	2	3rd
16th	11	2	3rd
17th	11	2	3rd
18th	11	3	3rd
19th	12	3	4th
20th	13	3	4th

of the fey, and at worst they attack them on sight. The House of Janus has no standing or space in the college at Mt. Camberly (or any other proper Warmage campus, for that matter), instead training its initiates in a fortress within the bounds of the Feywild.

RITE OF THE EMPRESS

When you choose this house at 3rd level, you undergo a secretive, eldritch ritual, linking your spirit to the chaotic energies of the Feywild and your house's immortal founder. Following the completion of this ritual, which takes 24 hours, whenever you would make an attack roll, saving throw, or ability check that uses your Charisma modifier you can use your Intelligence modifier instead.

Additionally, you gain proficiency in the Deception and Persuasion skills, and with Charisma saving throws.

PACT MAGIC

When you reach 3rd level, you draw on the untamed magic inherent to the Feywild, augmenting your spellcasting ability.

WARMAGE CLASS

This subclass makes use of the Mage Hand Press Warmage class and its accompanying rules. This class can be found for free on magehandpress.com

Spell Slots. The Janus Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your wizard spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice. The Spells Known column of the Janus Spellcasting table shows when you learn more wizard spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

VISAGE OF THE EMPRESS

Starting at 7th level, you undergo a second rite, allowing you to tap into the presence and power of your empress, cowering your foes. As an action, you can cause each creature within 10 feet of you to make a Wisdom saving throw against your warmage spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once a creature succeeds on a saving throw against this ability, it cannot be affected by it again for 24 hours.

HEART OF THE EMPRESS

Starting at 10th level, you undergo a third rite, granting you a portion of your empress's potent protective magics, aiding you against other spellcasters. You can add your proficiency bonus to all saving throws you make against spells.

BODY OF THE EMPRESS

At 15th level, you undergo a fourth rite, granting you a measure of your empress's immortal fortitude and fey ancestry. You no longer need to eat, drink, breathe, or sleep, and you are immune to effects that would charm you or put you to sleep.

In addition, you no longer age. You suffer none of the fragility of old age, you cannot die of old age, and you cannot be magically aged.

SOUL OF THE EMPRESS

At 18th level, you undergo the final rite, granting you the deepest connection to your Empress and her immense power. Select a 1st level wizard spell you know. You can cast this spell at will without expending a spell slot or using verbal, somatic, or material components.

WARMAGE TRICKS

If a Warmage Trick has prerequisites, you must meet them to choose it. You can choose the Trick at the same time that you meet its prerequisites.

EYES OF THE EMPRESS

Prerequisite: 10th level, House of Janus

You draw upon the piercing gaze of your empress to freeze a foe in his tracks. You can cast the spell *hold monster* once without using a spell slot or components and regain the ability to do so when you finish a long rest.

HAND OF THE EMPRESS

Prerequisite: House of Janus, mage hand cantrip

You are capable of more skilled and powerful manipulations with the *mage hand* cantrip. When you cast *mage hand*, you can make the spectral hand invisible, and you can manipulate object weighing up to 10 pounds per warmage level with it. Additionally, as an action, you can use your *mage hand* to attempt to shove or grapple a target within 5 feet of it. Your mage hand uses your Intelligence modifier and proficiency bonus for its Strength (Athletics) or Dexterity (Acrobatics) check.

MIND OF THE EMPRESS

Prerequisite: 5th level, House of Janus

You tap into the ever-present mind of your empress, expanding your knowledge. You learn three languages of your choice. Following a short or long rest, you can become proficient in a single Charisma, Intelligence, or Wisdom skill of your choice until you next take a short or long rest.

ROYAL COUNTENANCE

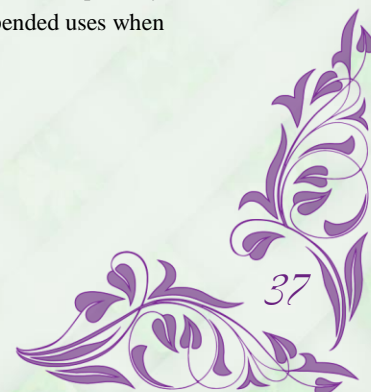
Prerequisite: House of Janus

You can learn tricks available to the House of Kings and the House of Bishops.

WORDS OF THE EMPRESS

Prerequisite: 5th level, House of Janus

You adopt the stately dictum of the Empress, which demands the attention of others. You can cast the spells *charm person* and *enthrall* without using a spell slot. You can cast one of these spells a number of times equal to your Intelligence modifier and regain all expended uses when you finish a long rest.



WITCH'S CRAFT

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic. Though others also exist, there are two primary crafts, White Magic, which seeks to mend and restore, and Black Magic, which seeks to rend and destroy.

GINGERBREAD MAGIC

Witches that learn the fine details of Gingerbread Magic become masters in all things confectionery. Some witches, particularly those with a sweet tooth of their own, use their magic to bring joy to others: for example, turning pebbles into gumdrops, and giving them to children. Evil gingerbread witches, however, have a penchant for cruelty, and use their delectable powers to tempt others into traps, or to transform their valuables into sweet treats.

GINGERBREAD MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>hideous laughter, sleep</i>
2nd	<i>arcane lock, protection from poison</i>
3th	<i>create food and water, tiny hut</i>
4th	<i>confusion, hallucinatory terrain</i>
5th	<i>animate objects, dream</i>

HEX: SWEET TOOTH

Starting at 3rd level, your touch can make anything sweet. As an action, you can touch an unattended nonmagical object that can fit within a 1-foot cube and transform it into an edible candy replica. You choose the type of candy it is made out of, whether it be gingerbread, candy cane, licorice, or a combination of various candies.

GINGERBREAD FAMILIAR

Also at 3rd level, when you summon your familiar, you can conjure a version of it made from gingerbread. Your gingerbread familiar has the same statistics as it normally would, but it has blindsight with a range of 10 feet and the following traits:

WITCH CLASS

This subclass makes use of the Mage Hand Press Witch class and its accompanying rules. This class can be found for free on magehandpress.com



Distracting Aroma. A hostile creature that is within 5 feet of the familiar has disadvantage on attack rolls against targets other than it.

False Appearance. While the familiar remains motionless, it is indistinguishable from an ordinary gingerbread construction.

Fragile. Your familiar has 25% fewer hit points.

SUGAR RUSH

By 6th level, as a bonus action, you can give an ally you touch a burst of quickly-fading energy. The creature can take the Dash, Dodge, or Disengage action as a bonus action on its next turn.

CANDIED DECOY

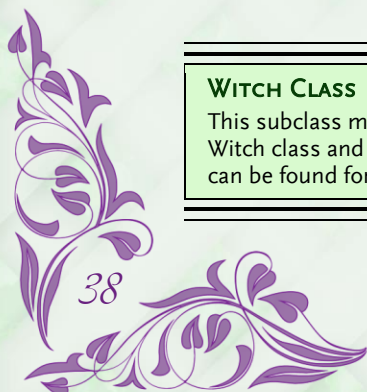
Starting at 10th level, you can use your action to conjure an identical duplicate of yourself, created from chocolate, candy, and other sweet treats, in an empty space within 5 feet of you. You can choose to swap places with the decoy when you conjure it. The decoy has AC 10 and 10 HP, and appears at first to be indistinguishable from you, but cracks in its candy shell appear when it takes damage. The decoy moves when you do, to a location that you choose, but can't take actions. The decoy collapses into an inanimate pile of candy when it is reduced to 0 HP, or after 1 minute. Once you use this ability, you can't use it again until you finish a long rest.

ROTTEN TOOTH

At 14th level, when you use your Sweet Tooth hex, you can target a living creature with it to transform it into a confectionery statue. While you concentrate on the hex, it acts as the spell *flesh to stone*, but transforms the target into edible candy instead of stone. Once you use this ability, you can't use it again until you finish a long rest.

ARCANE TRADITION

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other



institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF ANIMISM

Far from the Material Plane's regimented colleges of wizardry, fey wizards learn to tap into the essential magic of the natural world in a manner similar to druids of wild mages.

Although animists still strive to master magic through study and logical reasoning like other wizards, they have a tendency to be somewhat irrational, given to superstition and animism. This may manifest in their mannerisms, methods, or moral compass—and is responsible for the distrust they face from more conventional wizards.

Animists appreciate diversity in all things, and seek to incorporate many different ideas and techniques into their magic. This means they are much more open to new ideas, making them talented diviners and transmuters, though they place no special emphasis on any one school.

ANIMIST'S FAMILIAR

Starting when you choose this tradition at 2nd level, you add the spell *find familiar* to your spellbook if it was not there already.

While your familiar is summoned, you can use an action to touch your familiar and fuse yourself with it. Your normal body is removed from the world and your consciousness now controls the familiar. Your game statistics are replaced by those of the familiar, except that you retain your Intelligence, Wisdom, and Charisma scores, your ability to speak, and your ability to cast spells, including those with somatic or material components. You can use an action to undo the fusion at any time.

If your familiar is reduced to zero hit points while you are fused with it, you are immediately ejected and any excess damage is applied to you. The familiar is then dismissed.

WILD MAGIC RECOVERY

Starting at 6th level, you gain the ability to draw upon the wild magic of the Feywild. When you use this ability as an action, you roll 1d6 and recover expended spell slots with a combined level equal to the number rolled. You then trigger a Weird Arcana effect as detailed in the Appendix. Once you use this ability, you must finish a long rest before you can use it again.

MOONSIGHT

At 10th level, you gain blindsight out to a range of 5 feet and are immune to the blinded condition.

SPIRITUAL REBIRTH

At 14th level, your familiar gains the ability to store your spirit in the event of your death. If you die after failing three death saves while your familiar is summoned, your body immediately melts into nothing, while your spirit is transferred to your familiar. 1d10 days later, you return to life in a new body that is spontaneously generated within 5 feet of your familiar.

While you are dead, you are able to see and hear through your familiar's senses, but you are not able to control it or communicate in any way. It will do its best to preserve itself and go to a safe location so that you can regenerate.



Backgrounds

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a Caelagarm Oath-Keeper, sworn to protect the Feywild from external threats, or they might be an interloper that has slipped into the fey lands on accident. Your wizard could have been an animist or even a former familiar. Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed?* Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have *more* money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

FAMILIAR

Some fey creatures, particularly tiny ones such as pixies, sprites, and faerie dragons, find themselves bonded to humanoids as familiars or companions—in your case, you have spent much of your life in such a position, but have recently been set free to pursue adventures of your own.

There are several different ways you could have become a familiar. Some have no choice, being bound against their will or chained to a humanoid by a fey prince as some kind of punishment (for either or both parties). Others serve willingly, becoming close friends with their masters, or seeing the partnership as more of a transaction—familiarity does have its advantages, after all. Equally, there are many reasons why a familiar could be set free. Perhaps your master died, or maybe they found another creature to bond in your stead.

In any case, it is now up to you to make your own way in the world, free from the shackles of crude humanoids, but shorn of the protections that the familiar's bond offers.

Skill Proficiencies: Insight, Perception

Languages: Two of your choice

Equipment: A spellcasting focus, a small knife, a scrap of paper containing half of a complex arcane ritual, a set of common clothes, and a pouch containing 10 gp

FEATURE: FAMILIAR BOND

You are so used to working in close partnership with another person that you form a special bond with your companions. You always know roughly where they are in relation to yourself—such that you would never stumble into them when sharing a darkened or confined space—and you can recognize them by small signs like the sound of their footsteps or the pattern of their breathing.

MASTER

Many different humanoids keep fey familiars, and the nature of your former master might have a profound effect on your character. To determine who your master was, choose one of the options below.

d10 Master

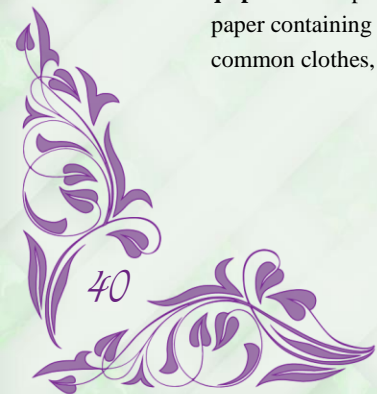
- | | |
|----|---|
| 1 | Good Wizard |
| 2 | Neutral Wizard |
| 3 | Evil Wizard |
| 4 | Warlock |
| 5 | Witch |
| 6 | Intelligent Monster (e.g. Dragon, Hag, or Lich) |
| 7 | Apprentice Mage |
| 8 | Adventurer |
| 9 | Child |
| 10 | Ranger |

SUGGESTED CHARACTERISTICS

A familiar depends on their master for their window into the world, so their personalities are almost always colored by the people they have served—and by their relationship with them.

d8 Personality Trait

- | | |
|---|--|
| 1 | I am comfortable in towns and cities. |
| 2 | I look down on uncivilized creatures. |
| 3 | I am constantly talking; my mouth never stops! |
| 4 | I don't like being alone. |



- 5 I am fascinated by shiny objects.
- 6 Travelling has always interested me.
- 7 I like to feel useful.
- 8 I am interested in human culture.

d6 Ideal

- 1 **Companionship.** The most important thing to me is that I am always surrounded by friends. (Neutral)
- 2 **Exploration.** I want to see the world as a footloose wanderer. (Any)
- 3 **Service.** It's important that everybody does their duty. (Lawful)
- 4 **Freedom.** No one will enslave me again! (Chaotic)
- 5 **Protection.** I must guide the foolish and protect the weak. (Good)
- 6 **Revenge.** Humanoids must pay for their barbaric ways. (Evil)

d6 Bond

- 1 I remain on good terms with my old master, and frequently correspond with them.
- 2 My former master treated me poorly. I must seek restitution/revenge now that I am free!
- 3 I made many friends among the other familiars at a local wizard school.
- 4 My companion is dead, and I must avenge them.
- 5 I was kidnapped from my home to become a familiar—my family must be worried sick!
- 6 My master has been captured and only I can free them.

d6 Flaw

- 1 I sometimes forget that death is permanent.
- 2 I am afraid of enclosed spaces and pocket dimensions.
- 3 I annoy people by stating the obvious all the time.
- 4 I am focused on other people and tend to neglect myself.
- 5 I am not good at dealing with hardship and discomfort.
- 6 I don't really know much about fey culture.

FEY WANDERER

Many fey creatures are famed for their itinerant lifestyle, traveling from place to place with few cares, responsibilities or obligations. As such a wanderer, you have a wealth of experience when it comes to living in the wilds and have probably had some contact with humanoid society too.

Perhaps you set off on your travels specifically to meet other people, or maybe you were exiled from your former home. Or was it just that you got sick of staying in one place? Wanderlust strikes fey creatures of all stripes, after all. Whatever your reasons, the time has come to exchange aimless rambling for purposeful adventuring!

Skill Proficiencies: Stealth, Survival

Languages: One of your choice

Tool Proficiencies: One type of artisan's tools

Equipment: A blanket, a walking staff, a set of traveler's clothes, and a pouch containing gemstones worth 10 gp

FEATURE: UNDER A ROOF OF STARS

As a fey creature, you are quite at home in wild places, surrounded by plants and animals. Unless you are in a completely man-made environment (such as a dungeon), you can always find a safe place to hide, rest, and recuperate. Civilized humanoids cannot find your hiding place unless you want them to.

SELF-DISCOVERY

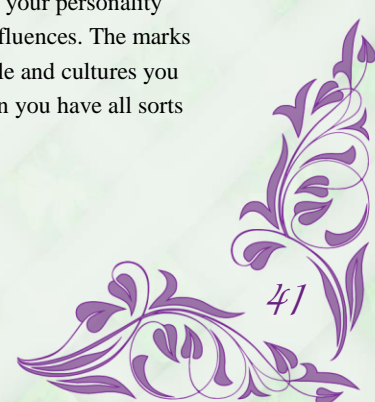
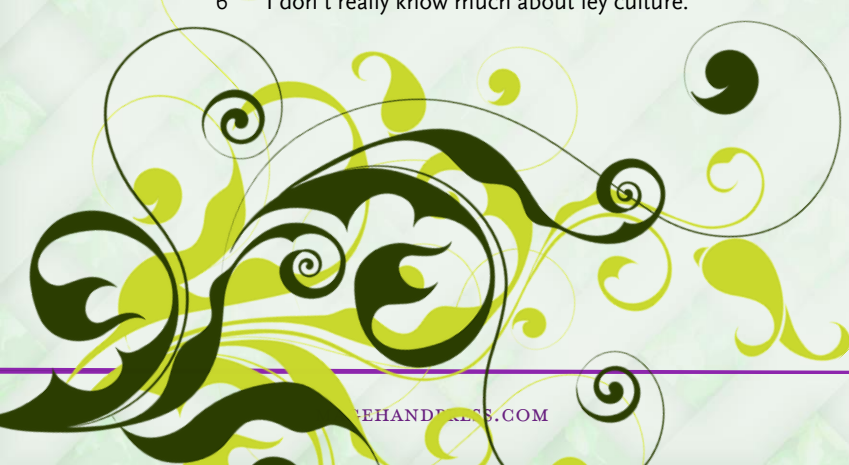
During your travels, you have learned something about yourself...

d6 Self-Discovery

- 1 I was beset by enemies and discovered that I am capable of killing people.
- 2 I was lost and alone until someone rescued me. I now understand the importance of friends.
- 3 I learned that I can support myself pretty well.
- 4 I found out the hard way that I must be tougher if I want to survive.
- 5 I finally understand just how insignificant I am.
- 6 I have discovered that nothing means more to me than my principles.

SUGGESTED CHARACTERISTICS

As a wanderer, the pieces that make up your personality could be drawn from many different influences. The marks left on you by the wide variety of people and cultures you have experienced almost certainly mean you have all sorts of hidden depths and surprising quirks.



d8 Personality Trait

- 1 I am very prone to mood swings and temper tantrums.
- 2 I am wild and energetic.
- 3 I like to play games and pull pranks.
- 4 I am always curious to try new things and see new places.
- 5 Learning new skills fascinates me.
- 6 I get bored easily if there's nothing to do.
- 7 I have terrible manners.
- 8 I will eat anything that looks even vaguely like food.

d6 Ideal

- 1 **Liberty.** What's the point of living without the ability to do as you please? (Chaotic)
- 2 **Peace.** Violence is not the answer. (Good)
- 3 **Discovery.** We must push the boundaries to experience something unique. (Neutral)
- 4 **Escape.** I just want to get away from all these people! (Neutral)
- 5 **Destruction.** I seek to spread death and misery wherever I go. (Evil)
- 6 **Tradition.** I must visit all the sacred sites of my culture to uphold the traditions of my people. (Lawful)

d6 Bond

- 1 Love is a passing thing—I've loved many in the past and will love even more in days to come.
- 2 A dear friend is waiting to meet me somewhere.
- 3 I make sure to stay in touch with my family back home.
- 4 There is something terrible that follows me wherever I go.
- 5 I owe a grave debt to someone who helped me when I was in trouble.
- 6 Because I sometimes travel with companions, I have close friends scattered across the world.

d6 Flaw

- 1 I don't know the meaning of "subtle".
- 2 I'm not very good at focusing on one thing for long periods.
- 3 I lie. Compulsively.
- 4 Sometimes, I take risks without considering the downsides.
- 5 I don't care about offending people, because I'm usually moving on before the consequences manifest.
- 6 I've met so many people that I find it hard to care about any individual.

HOUSE SPIRIT

Although most fey creatures pursue quiet lives in the wild places of the world, there is also a small group that lives not just close to humanoids, but in their very houses. Hidden from sight, you have provided supernatural protection and other blessings to your adoptive home, usually in exchange for something you could not get in the wilderness. Perhaps you promised to befriend a human child, or you simply cannot get enough of halfling cuisine. In any case, you have lived a life of relative comfort but constant vigilance—for no house fairy worth their salt would ever be seen by the people they live with.

This background is most common for brownies, jogah, and zashiki-warashi, but is not unheard of for other creatures, including pixies and even naiads (in manor houses with water features on the grounds, for example).

Skill Proficiencies: Stealth and either Animal Handling or Sleight of Hand

Languages: One of your choice

Tool Proficiencies: One type of gaming set

Equipment: A children's toy, a hair accessory, a set of common clothes, and a pouch containing gemstones worth 10 gp

FEATURE: PARLOR GAME MASTER

Having observed countless games of charades, taboo, and wink murder, you are familiar with all manner of word games. You know or can quickly deduce the rules, conventions, and winning strategies (if applicable) for any kind of parlor game, and you are adept at keeping people occupied for extended periods with little in the way of props or equipment.

SUGGESTED CHARACTERISTICS

House fairies are a varied group, with different attitudes and beliefs depending on where in the world they grew up. Their childlike perspective can be both a help and a hindrance, but is always unique from that of other adventurers. Often, they form bonds with specific houses and/or families.

d8 Personality Trait

- 1 I treat everything as a game.
- 2 I am bubbly and positive, even when things look bleak.
- 3 I get nervous when I'm not hidden from sight.
- 4 I collect all sorts of useless trinkets.
- 5 I often find myself admiring people and wishing to be more like them.
- 6 My manner of speaking is frank and blunt.

- 7 I never back down from a challenge!
- 8 I love cute things.

d6 Ideal

- 1 **Tidiness.** A place for everything and everything in its place. (Lawful)
- 2 **Joy.** I just want everyone to have a good time. (Good)
- 3 **Mischief.** I aim to cause trouble wherever I go! (Chaotic)
- 4 **Curses.** My goal is to spread a dark curse. (Evil)
- 5 **Safety.** I am mainly looking for somewhere safe to settle down. (Neutral)
- 6 **Protection.** I want to protect my friends from the hidden dangers of the world. (Good)

d6 Bond

- 1 I am on a quest to find the grandest mansion in the world.
- 2 Someone I laid a curse on is hunting me down.
- 3 I once made friends with a humanoid child. I'd like to see them now that they've grown up.
- 4 I never knew my real parents, so I'd like to track them down.
- 5 I make sure to keep in touch with the owners of the houses I've stayed in.
- 6 I have an old rival who keeps trying to take my stuff.

d6 Flaw

- 1 If there is any food left lying around, I will eat it!
- 2 I scare easily.
- 3 I don't take anything seriously.
- 4 People tell me I'm very gullible.
- 5 I am nosy and always prying into other people's lives.
- 6 I annoy everyone with my melodrama.

STARLIGHT SCHOLAR

The grand city of starlight, the largest settlement in the Feywild, is home to the most learned and civilized fey, many of whom attend one of the colleges and universities nestled amongst its crystal spires. Insulated from the petty, mortal concerns that dominate the distant Material Plane, the scholars of the Feywild spend their time unraveling the mysteries of the universe.

Skill Proficiencies: Investigation and either Arcana or Nature

Languages: One of Elvish, Primordial, or Sylvan

Tool Proficiencies: One of Alchemist's Supplies, Calligrapher's Supplies, or Painter's Supplies

Equipment: A set of fine clothes, two scroll cases, and a pouch containing 15 gp

FEATURE: CRITICAL THINKING

Years of training in rhetoric and philosophy mean that you are a force to reckoned with in logical debates. Whenever another person attempts to baffle you with jargon or fast-talking, you can see through their words and understand what they really mean, even if you were previously unfamiliar with their specific trade.

This feature also allows you to puzzle out the meaning of densely-written legal documents, given sufficient time, though you may still need to speak to an expert on local laws to put that meaning into context.

SPECIALISM

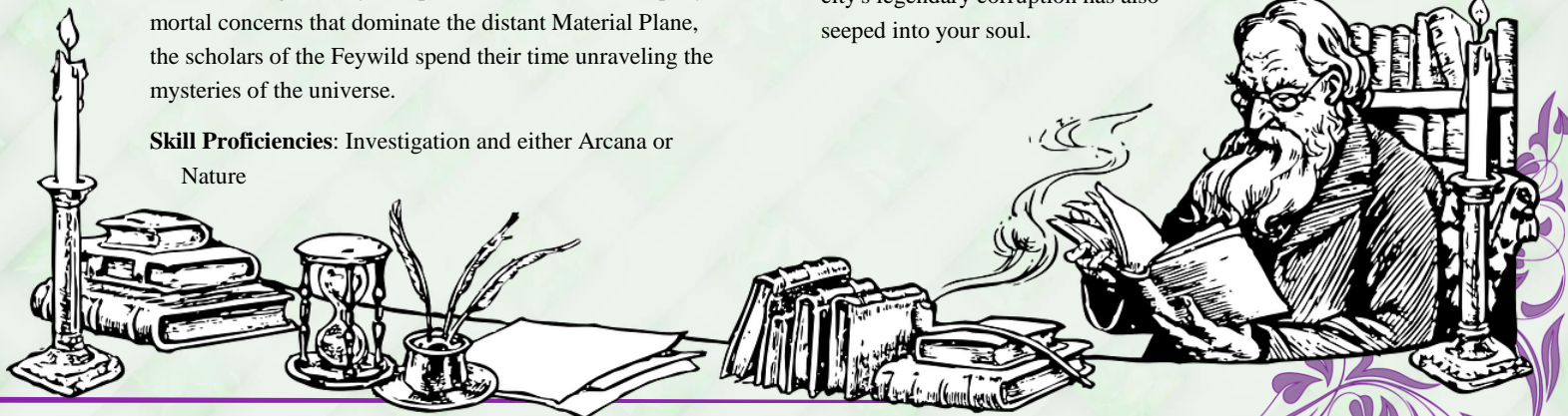
The starlight scholars study a diverse range of topics. Roll a d10 or choose one of the options below to determine what you spent your time studying.

d10 Specialism

- 1 Alchemy
- 2 Art
- 3 Astronomy
- 4 Botany
- 5 Language
- 6 Literature
- 7 Music
- 8 Sorcery
- 9 Theatre
- 10 Wizardry

SUGGESTED CHARACTERISTICS

A starlight scholar's upbringing tends to be lavish, even by the standards of humanoid nobles. The luxury, beauty, and sophistication of their home leaves deep marks on any who visit, let alone those who have lived there for any length of time. The bonds you have forged with teachers and fellow scholars are unlikely to compare to anything you could form in the Material Plane and, just maybe, some of the city's legendary corruption has also seeped into your soul.



d8 Personality Trait

- 1 Nothing is more valuable to me than my books.
- 2 I know the words to every song every written.
- 3 I appreciate fine art, but disdain art that I don't consider to be 'fine'.
- 4 I always keep up to date with the latest fashions.
- 5 Money is not interesting to me. Gold pieces are nothing compared to wisdom and knowledge.
- 6 I have a passing interest in politics.
- 7 I collect high-precision astronomy instruments.
- 8 I speak in a very formal, arcane style.

d6 Ideal

- 1 **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)
- 2 **Beauty.** What is beautiful points us beyond itself toward what is true. (Good)
- 3 **Logic.** Emotions must not cloud out logical thinking. (Lawful)
- 4 **No Limits.** Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
- 5 **Power.** Knowledge is the path to power and domination. (Evil)
- 6 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

d6 Bond

- 1 My old master left their greatest work unfinished. It is up to me to complete it.
- 2 I've been searching my whole life for the answer to a certain question.
- 3 I am on a mission to gather up rare tomes for my library.
- 4 A fellow student—the love of my life—left the city and hasn't been seen since.
- 5 I have racked up huge debts during my studies, and they'll soon be due.
- 6 Going on an adventure away from the Feywild is a right of passage for a club I want to join.

d6 Flaw

- 1 I am not shy about taking bribes. Everyone knows I have a price.
- 2 I cannot hide my scorn for lesser mortals.
- 3 I have a siege mentality that makes it hard for me to see peaceful options in a conflict.
- 4 I tend to turn a blind eye to things that don't affect me.
- 5 I go slightly mad if I go too long without proper mental stimulation.
- 6 My decadence knows no bounds!

Feats and Boons

Feats and Boons are optional rules for advancement which allow players to further elaborate on their characters. This section presents new feats for characters with some tie to the Feywild and boons for characters of epic level.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

ADVENTUROUS

Prerequisite: Charisma 13 or higher, Fey Ancestry or Fey Creature trait

You have grown used to the rigors of the adventuring life and feel at home around humanoids of every stripe. You gain the following benefits:

- You have advantage on any saving throw against a spell or effect that targets you because you are a fey creature. If you are a faerie, you also have advantage on saving throws triggered by your Cold Iron trait.
- Any spells you can cast with your Innate Spellcasting ability recover on a short or long rest instead of only on a long rest.

BRILLIANT SHAPESHIFTER

Prerequisite: Sithe race

Years of practice have honed your shapeshifting abilities far beyond those of your peers. When you use your Shapechanger feature, you can choose any Medium or smaller beast up to CR 2, or you can adopt the shape of a human, elf, dwarf, or halfling commoner.

FEY MAGIC MASTER

Prerequisite: Fey Creature trait

Through intense study and practical experience, you have unlocked powers far beyond those of your peers. You learn the following spells, which you can cast using the same spellcasting attribute as your Innate Spellcasting ability:

At will: *cheat, friends, prestidigitation*

Recharges after a Short or Long Rest: *alter self, dissonant whispers*

Recharges after a Long Rest: *blink*

HALF-NYPH

Prerequisite: 1st level only, Near-Human variant

You are the product of a dangerous liaison between a human and a nymph (a fey creature bound to a natural feature like a tree, river or cave). Half-nymphs look like unnaturally beautiful humans, but are flighty and inconstant, never letting themselves to be tied down in one place for too long. You gain the following racial traits:

- Your Charisma score increases by 1.
- You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are considered to have the Fey Ancestry trait for prerequisite purposes.
- You learn one cantrip of your choice from the bard spell list. Charisma is your spellcasting ability for it.
- You can speak, read and write Sylvan.

HAMADRYAD

Prerequisite: Dryad race

Usually, a dryad is bound to their tree forever. In your case, however, powerful magics or strong emotions have overcome your bonds and set you free. You are now a Hamadryad and gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You are no longer subject to the Bound to Nature trait.
- You have advantage on any Charisma checks you make when trying to flirt with or seduce someone.

NEAR-HUMAN RACE

The Half-Nymph feat makes use of the Near-Human race from the Mage Hand Press book, *Men and Monsters*.

- You can communicate with Small and smaller beasts and plants as if you shared a language.

MISTLING

Prerequisite: Fey Ancestry or Fey Creature trait

Having been exposed to a corrupting blight that only affects fey creatures, you are subject to the following changes:

- You are immune to poison damage and all nonmagical diseases.
- Any creature that targets you with an ability or spell that detects your thoughts or communicates with you telepathically must immediately roll on the short-term madness table.
- Your unarmed strikes deal 1d4 magical slashing damage.



WILDERNESS SPIRIT

Prerequisite: Fey Ancestry or Fey Creature trait

You are at one with the wilderness, with an unparalleled natural empathy and instinctive bond with wild creatures of all kinds. Choose two terrain types from the following list: arctic, coast, desert, forest, grassland, jungle, mountain, swamp, underground. While in one of your chosen terrain types, you gain the following benefits:

- You and anyone traveling with you can ignore all non-magical difficult terrain.
- You cannot become lost, except by magical means.
- You can hide even if you are only lightly obscured.
- Wild creatures can sense that you are a friend to be trusted. No wild beasts, monstrosities, or plants are ever hostile to you or your companions, unless they are magically compelled or you or your allies attack them first.

BECOMING ARCHFEY

Any creature that gains the boons of Fey Justice, Fey Majesty and Fey Pact-Making (detailed below) may call themselves archfey. The title has no power in and of itself, but it carries significant authority among fey creatures nonetheless. Archfey command respect from other creatures and may reasonably expect to socialize with deities and other powerful beings. Many archfey establish courts in the faerie style—or serve in the courts of even greater archfey—even if they are not faeries themselves. These courts typically wander the planes hosting balls, parties and celebrations, forming one of the central pillars of fey culture by bringing together the oft-isolated enclaves of fey creatures into something resembling a society.

EPIC BOONS

Though characters that achieve 20th level no longer gain class levels or other forms of advancement, they can gain special powers called Epic Boons, which are awarded by the GM. Each boon should represent a character's growth in some way, and should accompany an appropriately important moment, such as when a character completes a major quest, defeats a nemesis, or learns a crucial piece of information. Each boon can only be awarded to a player once, unless otherwise specified

BOON OF FEY IMMORTALITY

Prerequisite: Fey Ancestry or Fey Creature trait

The most powerful fey are true immortals, untouched by time and impossible to kill. You do not age, and indeed, can alter your appearance to look like yourself at any age. If you are killed by any means, including by being disintegrated or having your home destroyed, you are resurrected 2d10 days later in the spot where you died. Your new body is in perfect health; all negative conditions and injuries you suffered from when you died are removed. During those days, your soul experiences whatever afterlife it would normally have.

BOON OF FEY JUSTICE

Prerequisite: Fey Ancestry or Fey Creature trait

You can turn other fey creatures into nymphs and cold riders (use the dryad and wight stat blocks). This functions in the same way as the *true polymorph* spell, except that its duration is instantaneous, shapechangers are not immune to it, and the effects are automatically permanent. If the target has class levels, they retain them after the transformation.

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

BOON OF FEY MAJESTY

Prerequisite: Fey Ancestry or Fey Creature trait

You can grant divine magic to clerics and create favored souls. Choose up to two cleric domains (which should reflect your values and personality); your clerics and favored souls must belong to one of your domains. You can revoke a cleric's powers at any time, though you are also obliged to answer them if they cast the *commune* spell. Favored souls must be chosen before they are born; you must appear in person to bless (or curse) the pregnancy—it is traditional but not compulsory to do this in disguise.

Once per day, you can appear to one of your clerics or favored souls in a vision or dream. There is no limit on the nature or duration of this vision, and you can alter your appearance during it in any way you like.

BOON OF FEY PACT-MAKING

Prerequisite: Fey Ancestry or Fey Creature trait

You can make pacts with warlocks and grant any relevant pact boons, as if you were an Otherworldly Patron. You can also transfer warlocks to and from other archfey—and can renegotiate the terms of the pact in the process.

You can terminate a pact at any time, but when you do so, you immediately take 10d10 necrotic damage which cannot be avoided or resisted in any way.

Chapter 4: Equipment

Relics taken from the Feywild, even nonmagical ones, are things of the beauty on the Material Plane: beautifully wrought tiny daggers, blown-glass vials of a sugary poison, or a sprig from an immortal tree. This chapter contains weapons, poisons, and magical equipment that might be useful to fey characters, to humanoid characters delving into the Feywild, and as trinkets related to this magical plane.

WEAPONS

Fey creatures and those they associate with use a number of unusual and exotic weapons. Details for these can be found below.

ALTERNATIVES TO IRON

Iron and steel are poisonous to some fey creatures, so it is common for fey smiths to make their war-gear from bronze. Other materials, such as stone, silver, and mithral are also fairly common in fey armories (adamantium is not, because it must be alloyed with iron to survive in sunlight). Bronze and stone equipment use the same game statistics as standard equipment.

TINY WEAPONS

The Tiny Weapons table below details all of the weapons that may be used by Tiny fey. These weapons are only

TINY WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Tiny Club	1 cp	1 bludgeoning	—	Finesse
Tiny Dagger (Needle)	2 cp	1 piercing	—	Finesse, light
Tiny Greatclub (Club)	1 sp	1d6 bludgeoning	2 lb.	Cumbersome, two-handed
Tiny Spear (Bolt)	5 cp	1d2 piercing	1/10 lb.	Thrown (range 10/20), two-handed
Tiny Staff	5 gp	1d4 bludgeoning	1/2	Two-handed
Tiny Unarmed Strike	—	0 bludgeoning	—	Becomes 1 with Martial Arts feature†
<i>Simple Ranged Weapons</i>				
Tiny Shortbow	10 gp	1d2 piercing	1/4 lb.	Ammunition (range 40/160), two-handed
Tiny Sling	2 cp	1 bludgeoning	—	Ammunition (20/60)
<i>Martial Melee Weapons</i>				
Tiny Greataxe (Handaxe)	5 gp	1d8 slashing	2 lb.	Cumbersome, two-handed
Tiny Greathammer (Light Hammer)	2 gp	1d8 bludgeoning	2 lb.	Cumbersome, two-handed
Tiny Greatsword (Dagger)	2 gp	1d6 slashing	1 lb.	Two-handed
Tiny Longsword	10 gp	1d4 slashing	1/2 lb.	Versatile (1d6)
Tiny Rapier	20 gp	1d3 piercing*	1/4 lb.	Finesse
Tiny Sabre	20 gp	1d3 slashing*	1/10 lb.	Light
Tiny Seax	10 gp	1d2 piercing	1/10 lb.	Finesse, light
<i>Martial Ranged Weapons</i>				
Tiny Crossbow (Hand Crossbow)	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), loading, two-handed
Tiny Longbow	25 gp	1d4 piercing	1 lb.	Ammunition (70/300), two-handed
<i>Other Weapons</i>				
Tiny Improvised Weapon	—	1 (type varies)	—	—

*1d3: If you do not possess a 3-sided die, roll 1d6 and halve the result, rounding up

†Tiny Monks: A tiny monk's unarmed strikes use a damage die two steps smaller than usual; d8 becomes d4, d6 becomes d2, d4 becomes 1, etc.

FEY WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Butterfly Net	1 sp	—	2 lb.	Reach, special, two-handed
<i>Exotic Melee Weapons</i>				
Parrying Cane	15 gp	1d4 bludgeoning	1 lb.	Finesse, light, parry
Small-Sword	30 gp	1d6 piercing	1 lb.	Finesse, light, swift
War Fan	20 gp	1d2 slashing	1/2 lb.	Finesse, light, parry, thrown (range 20/60)
Whip Scythe	20 gp	1d6 slashing	6 lb.	Finesse, reach
<i>Exotic Ranged Weapons</i>				
Gossamer Longbow	100 gp	1d8 piercing	2 lb.	Ammunition (range 200/800), heavy, silvering, two-handed
Spider Bolas	5 gp	1 bludgeoning	1 lb.	Finesse, special, thrown (range 30/90)

manufactured by Tiny creatures and may be difficult to obtain in human-sized shops, though if a weapon or item is shown in brackets, a standard-sized version of that object may be used as if it were a tiny weapon. Note that Small or larger creatures cannot use tiny weapons or treat normal weapons as if they were tiny.

OTHER FEY WEAPONS

Larger fey creatures have their own martial traditions, often emphasizing graceful styles and extreme finesse, or tricky approaches that blend weapon attacks with magic. The weapons below are often associated with fey creatures, though anyone with the right proficiencies can use them.

WEAPON DESCRIPTIONS

Unfamiliar weapons are described here.

Seax. A seax is a long, single-edged dagger, worn horizontally on the belt. Seaxes count as monk weapons.

Small-Sword. Similar to a rapier, but lighter, thinner, and shorter, a small-sword is designed for rapid, thrusting attacks that disable an opponent before they can bring their own arms to bear.

Spider Bolas. A spider bolas resembles a traditional bolas, but are made from giant spider silk, making them lighter and stronger.

Tiny Arrows. A bundle of 20 tiny arrows costs 40 sp

and weighs 2/5 lb. Blowgun needles can be used in place of arrows, if desired.

WEAPON PROPERTIES

Some weapons have special properties related to their use, as shown in the table above. New properties are detailed below.

Cumbersome. You can't use the Extra Attack feature while wielding a cumbersome weapon. These weapons cannot count as monk weapons.

Parry. While wielding this weapon and not wielding a shield, you gain a +1 to your AC against melee attacks. You can only gain the benefit of one weapon with this property at a time.

Silvering. Any piece of ammunition fired from this weapon is automatically considered to be silvered.

Swift. You gain a +10 bonus to your initiative while wielding this weapon. This bonus can be applied (or removed) retroactively if you draw (or stow) this weapon during combat; your position in initiative order should be re-evaluated at the start of every round. The bonus does not stack if you wield more than one swift weapon.

SPECIAL WEAPONS

The following weapons have special rules.

Butterfly Net. This can be used as a regular net, but can only be used to restrain Tiny or smaller creatures.

Spider Bolas. A creature hit by a bolas falls prone until it is freed. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas. You can only throw one bolas on your turn.

EXOTIC WEAPONS

Some of the weapons in the table above are exotic weapons, which no character of any class gets proficiency with by default. You can find more examples of exotic weapons and rules related to their use in the *Complete Craftsman*.

POISONS

The Feywild is rich in both exotic plants and talented herbalists, which means that adventurers might encounter all manner of strange poisons while travelling there. Some notable examples include:

Concentrated Euphoria Gas (Inhaled). This smoky gas, exhaled by faerie dragons, shifts color constantly, casting a prismatic glow on everything around it. Each creature that inhales it must make a DC 16 Constitution saving throw or be poisoned for 1 minute. The creature can't take actions, bonus actions, or reactions and must roll a d4 on the table below to determine their behavior. The poisoned creature can reattempt the saving throw again at the end of each of their turns, ending the effect on a successful save.

d4 Effect

- 1 The poisoned character moves as fast as it can in a random direction, with a new direction chosen every turn. It believes it is fleeing from a swarm of wasps.
- 2 The poisoned character stands on the spot, laughing uncontrollably. It is completely unable to explain what it finds so funny.
- 3 The poisoned character can see 60 feet into the Ethereal Plane, but is blind to their true surroundings, including creatures. They are totally awestruck and cannot communicate in any way.
- 4 The poisoned character gains the Sunlight Sensitivity trait for the next hour. This effect can only be removed by magic such as *lesser restoration* (the saving throw does not end it).

Fairy Sugar (Ingested). This bittersweet powder, made from dried mushrooms, causes painful stomach cramps in its victims. A humanoid subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour (creatures other than humanoids suffer no ill effect). While poisoned, the target's base movement speed is halved. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Fog of Mirages (Inhaled). A creature subjected to this poison must succeed on a DC 15 Intelligence saving throw or be poisoned for 10 minutes. The poisoned creature perceives a false image of their immediate surroundings, as if a *hallucinatory terrain* spell had been cast, centered on the creature. The creature that made the poison can set general tones and themes for what the false images will contain, but the bulk of what a victim sees is drawn from

POISONS		
Name	Type	Price Per Dose
Concentrated Euphoria Gas	Inhaled	150 gp
Fairy Sugar	Ingested	200 gp
Fog of Mirages	Inhaled	750 gp
Heartfreeze	Ingested	2,500 gp
Queen's Poison	Contact	5,000 gp
Quintessence	Injury	250 gp
Sleeping Poison	Injury	25 gp

their own subconscious. The GM determines exactly what images appear. The creature can repeat the saving throw once per minute, ending the effect on a success.

Heartfreeze (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 10 minutes. The poisoned creature is paralyzed. The creature can repeat the saving throw once each minute, ending the effect on a success. If the creature is paralyzed by this poison for the full 10 minutes, it suffers a heart attack and drops to 0 hit points.

Queen's Poison (Contact). A creature subjected to this poison must succeed on a DC 19 Constitution saving throw, taking 65 (10d12) poison damage on a failed save, or half as much on a successful one.

Quintessence (Injury). This ineffable extract fizzes and sparkles with otherworldly power. A creature subjected to it must succeed on a DC 15 Charisma saving throw or be poisoned for 1 minute. At the start of each of its turns, the poisoned creature is teleported to a random unoccupied space within 30 feet of it. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Sleeping Poison (Injury). This poison, brewed mainly by sprites, induces a brief, pleasant sleep. Fey creatures often use it to incapacitate big folk who trespass in their realms. A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the result of the saving throw is 5 or lower, the creature also falls unconscious for the same duration.



MAGIC ITEMS

The following magical items are closely associated with fey creatures, being either used by the creatures themselves, or gifts commonly given to friendly humanoids.

BASKET OF DELIGHTS

Wondrous item, uncommon

This wicker basket is covered with a gingham sheet. It always weighs 30 pounds, whether full or empty. You can use an action and name one of the substances from the list below, causing the basket to fill with the specified quantity of that substance.

Once the basket has filled itself, it cannot produce any more of any substance until the next sunset.

Substance	Qty.	Substance	Qty.
Berries	12 lb.	Cold Meat	10 lb.
Bread	20 lb.	Cookies	8 lb.
Cake	4 lb.	Fruit	16 lb.
Candies	2 lb.	Meat Pie	6 lb.
Cheese	10 lb.	Nuts and Seeds	12 lb.

BASKET OF TURNIPS

Wondrous item, rare

This wicker basket superficially resembles a *basket of delights* but in fact has been cursed to produce only turnips. It always weighs 30 lb., whether full or empty. You can use an action and name one of the substances from the list above, causing the basket to fill with 20 pounds of turnips. There is no limit to how many turnips the basket can produce in a day.

BOTTLE OF INSTANT INTOXICATION

Wondrous item, rare

This bottle, visually unremarkable except for a smiling face stamped into the underside of its cork, is always filled half-filled with liquid enchanted to intoxicate any who drink it. Any willing humanoid that takes a drink from this bottle becomes intoxicated one minute later and remains intoxicated for 1 hour. An unwilling creature that drinks from this bottle can make a DC 16 Constitution check to resist intoxication. An intoxicated creature is poisoned and has disadvantage on Wisdom saving throws.

CANE OF YOUTH

Wondrous item, rare (requires attunement)

While attuned to this cane, you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however.

CLAYMORE OF FREEDOM

Weapon (greatsword), very rare (requires attunement)

Also known by their elven name, *morathil* (meaning darkbane), these swords are often given to fey knights going into battle against ettercaps and giant spiders. You gain a +2 bonus to attack and damage rolls with this magical weapon and, as long as you are attuned to it, you are permanently under the effects of a *freedom of movement* spell.

COAT OF SHELLS

Armor (scale), very rare (requires attunement)

While wearing this noisome suit of armor you have a swimming speed equal to your movement speed and you can cast the *control water* spell using Charisma as your spellcasting ability. Once you have used the coat to cast this spell, you can't do so again until 24 hours have passed and the coat has been immersed in flowing water.

ELEVEN-LEAF CLOVER

Wondrous item, very rare

This ridiculously deformed plant is so lucky, it's not even funny. You can consume the eleven-leaf clover before you make any dice roll. After rolling the dice (but before determining the outcome), you can change the result on one of the dice to any number that could have been rolled on that die.

You can also consume the clover as a reaction to dice being rolled by another creature or object. This allows you to change the number on one of their dice.

FAERIE BELLS

Wondrous item, uncommon (requires attunement)

These small bells are worn around the neck by people who regularly travel through fey-haunted places. All fey creatures have disadvantage on attack rolls against a person wearing faerie bells, as long as they moved at least 15 feet in their previous turn.

FAERIE WAND

Wand, uncommon

This tiny wand has 7 charges. While holding this wand, you can cast the *dancing lights* cantrip at will, or expend one charge to cast the spell *faerie fire* (save DC 13) from it. The



wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

FEY MISTLETOE SPRIG

Druidic focus, uncommon (requires attunement by a druid)

This piece of fey mistletoe is saturated with wild magic, which you can draw upon to empower your spells. When you cast a druid spell using this focus, your spell save DC is increased by 1.

GOWN OF LUSHNESS

Wondrous item, common (requires attunement)

This long gown is made of impossibly fine silk and lace. Wherever its train sweeps across the ground, beautiful flowers spring up. The flowers bloom continuously and will never die as long as you remain attuned to the gown.

HAG'S DOORKNOB

Wondrous item, very rare

Hags are wily and cunning, and it is difficult to keep them out of places they're not supposed to be. One of the tricks they use is the hag's doorknob, a round brass handle imbued with powerful transmutation magic.

As an action, you can fix the doorknob to a wooden, plaster or stone surface (such as a wall, ceiling or floor) within your reach. This causes a doorway, 5 feet wide and 8 feet tall, to appear in the surface, as long as there is an open space within 5 feet of the other side of it (the doorknob fails to attach to a deeper surface). The doorway creates no instability in a structure surrounding it.

The doorway persists until a creature uses an action to remove the doorknob from it (this can be done from either side).

RUBY SLIPPERS

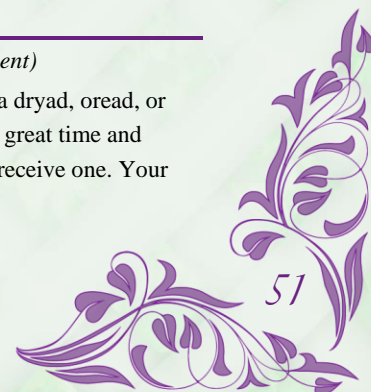
Wondrous item, rare, (requires attunement)

These slippers are carved from a deep ruby, but fit perfectly whoever wears them. While wearing the slippers, you can click your heels together as an action to teleport yourself back to the location where you last finished a long rest.

NYMPH CLOAK

Wondrous item, rare (requires attunement)

This silky, iridescent cloak is made by a dryad, oread, or undine out of their own hair. They take great time and effort to make, so it is a great honor to receive one. Your



Charisma score is 21 while you wear this cloak. It has no effect on you if your Charisma is already 21 or higher.

If the cloak is stolen or taken by force, it loses its magic and turns into a threadbare, grey rag.

OFUDA TALISMAN

Spell scroll, rare

This sheet of paper, inscribed with ancient runes and the names of fey princes, contains powerful magic that can subdue and repel fey creatures. As an action, a word of power may be spoken to activate the talisman; this causes it to disappear in flash of colored light. All fey creatures within 60 feet of the talisman must make a DC 16 Charisma saving throw or become frightened for 1 minute. During this time, the creature must move as quickly as it can directly away from the location where the talisman was activated.

PIXIE DUST

Wondrous item, uncommon

This vial of glittering dust contains a vast amount of raw magic. It is harvested from pixies via a lethal (and excruciating) process. You can use the dust by sprinkling it in the air when casting any spell; the dust replaces any spell components normally required to cast the spell. One vial contains enough dust for one spell.

The dust leaves a visible residue that cannot be removed by any means, mundane or magical, on the hands of anyone who handles it. The residue slowly disappears, becoming invisible after 1d4 days have passed.

PUMPKIN OF TRANSPORTATION

Wondrous item, uncommon

This object appears as a pumpkin with a diameter of 12 inches. It weighs 10 pounds and is edible, though it loses its magic if any part of it is eaten. This item has three command words, each of which requires an action to speak.

One command word causes the pumpkin to instantly expand into a Large pumpkin with 16 (3d10) HP, AC 10, and immunity to psychic damage. This giant pumpkin weighs 5,000 pounds.

The second command word causes the pumpkin to transmute itself into a luxurious carriage with space inside for 4 medium creatures. It weighs 500 pounds. This command word only functions if the pumpkin has already been expanded to Large size.

The third command word causes the *pumpkin of transportation* to shrink back into its initial state, provided no creatures are inside. Any objects in the carriage that can't fit inside a 12-inch pumpkin remain outside when it shrinks, while any objects that could fit inside the pumpkin do so.

REDCAP SLING

Weapon (sling), uncommon

These slings, manufactured and wielded exclusively by red caps, imbue their ammunition with wrathful magic. This sling functions in exactly the same way as a mundane one, except that each piece of ammunition inflicts 1d6 magical bludgeoning damage, and the wielder can use either their Strength or Dexterity modifier for their attack and damage bonuses.

SPINNING WHEEL OF WEALTH

Wondrous item, legendary

This item, coveted by many, is capable of turning straw into spun gold. For every hour you spend working this machine, you can spin 10 pounds of straw into 10 pounds of gold thread (worth 500 gp). If you benefit from any effects that would improve your crafting speed, you can apply these to the amount of straw you can process.

Only characters with the Fey Creature trait may use the spinning wheel; other creatures are unable to fathom it, no matter how hard they try.

THORNY MANACLES

Wondrous item, uncommon

You can use an action to place these manacles on an incapacitated or surprised creature (if attempting to shackle a surprised creature, you must make a Dexterity (Sleight of Hand) roll, opposed by the creature's Wisdom (Perception) roll). The manacles automatically adjust to fit a creature from Tiny to Medium size. In addition to serving as mundane manacles, a creature bound by these cannot speak a deliberate lie. The creature is aware of this effect and may avoid questions or be evasive in its answers, as long as it remains within the boundaries of the truth.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 25 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

ARTIFACT

An artifact is a unique magic item of tremendous power, with its own origin and history. An artifact might have been created by gods or mortals of awesome power. It could have been created in the midst of a crisis that threatened a kingdom, a world, or the entire multiverse, and carry the weight of that pivotal moment in history.

Some artifacts appear when they are needed most. For others, the reverse is true; when discovered, the world trembles at the ramifications of the find. In either case, introducing an artifact into a campaign requires forethought. The artifact could be an item that opposing sides are hoping to claim, or it might be something the adventurers need to overcome their greatest challenge.

Characters don't typically find artifacts in the normal course of adventuring. In fact, artifacts only appear when you want them to, for they are as much plot devices as magic items. Tracking down and recovering an artifact is often the main goal of an adventure. Characters must chase down rumors, undergo significant trials, and venture into dangerous, half-forgotten places to find the artifact they seek. Alternatively, a major villain might already have the artifact. Obtaining and destroying the artifact could be the only way to ensure that its power can't be used for evil.

MISPELLED SPELLBOOK

Wondrous item, artifact (requires attunement by a spellcaster)

Penned by a mischievous archfey in the early days of the world, the *Mispelled Spellbook* was devised as a prank on foolish mortal spellcasters who take magic too seriously. To the fey, arcana isn't a logical discipline, and treating it as such simply ruins all the fun! Since then, the book has wandered from owner to owner, spreading havoc and occasional joy wherever it wanders.

Like the other ancient fey tomes, the spellbook is bound in rich leather, sewn with gold thread, and written in rhyming verse. Unlike the other books, however, the *Mispelled Spellbook* is cursed with potent dyslexia hex, which is the source is much of its unique magic.

Magic Spellbook. The *Mispelled Spellbook* is a magical spellbook that can be used by a spellcaster to record any number of spells. While attuned to the spellbook, you gain a +3 bonus to spell attack rolls and ignore half cover when making a spell attack.

Random Properties. The spellbook has the following random properties:

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

Bonus Spells. While attuned to the spellbook, you are considered to have a number of additional spells prepared, which you can cast using whatever Spellcasting or Pact Magic abilities you have. These Misspelled Spells are detailed at the end of the Spells chapter. You can't cast these spells with the Dubious Scroll trait below.

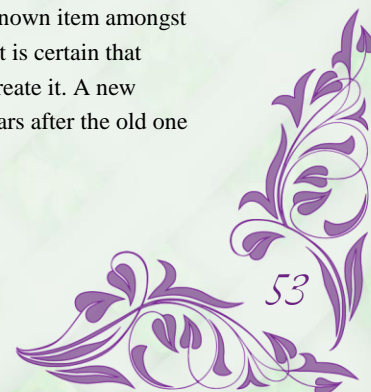
Spell Recognition. While you are attuned to the spellbook, you instantly recognize any spell that you see being cast by another creature, and you know what slot level it was cast from.

Counter-Misspell. While you are attuned to the spellbook, you can use a reaction when you see a creature within 60 feet of you cast a spell to expend a spell slot of equal level and change the spell's effects. When you use this ability, you can add, remove, or change up to two letters from the name of the spell that was cast in order to create a new spell. The GM determines the effects of the modified spell, using the spell's level and the effects of preexisting spells as a guide. As an example, you could use this ability when a hostile creature attempts to bolster an ally with the spell *fly*, changing the spell into *fry*, which might deal fire damage to the target instead.

Dubious Scroll. As an action, you can rip out a page from the *Mispelled Spellbook* and use it as if it were a spell scroll to cast any spell you know without expending a spell slot. When you do so, the book's hex causes you to cast a misspelling of the original, often with disastrous (or at least humorous) changes. The GM determines the changes to the spell and the effects of the newly modified spell, using the spell's level and the effects of preexisting spells as a guide. You can use this feature 6 times per day; torn pages reappear inside the book daily at midnight.

Destroying the Spellbook. The only way to destroy the *Mispelled Spellbook* is to go through the text meticulously, correcting every single error of spelling, grammar, and punctuation in it using magical red ink. 1,000 gp worth of magical ink and 10 consecutive successful DC 30 Intelligence checks (only one of which can be performed per day) would be required to find every error.

The *Mispelled Spellbook* is a well-known item amongst the fey, and if it were to be destroyed, it is certain that someone will eventually attempt to recreate it. A new *Mispelled Spellbook* is written 5d20 years after the old one is destroyed.



Chapter 5: Monsters

The Feywild was not named for its untamed, transformative magic, nor was it named for its unending frontiers; it was named for the fey that inhabit it. From the sprawling politics of the archfey, to the savage ruminations of the sylvan colossi, to the humble hermitages of talking beasts, the Feywild's residents personify the beautiful, chaotic magic that permeates it.

If the assortment of beasts, monstrosities, aberrations, giants, undead, and dragons residing on the Material Plane seems daunting for categorization, the Feywild is exponentially more diverse, and its monsters that much more terrifying. Fey monsters run the gambit from deadly plants with sinister intent, to shapeshifters and hags, to intelligent, talking beasts, to traditional feykind (like satyrs and pixies) of all shapes and sizes.

This chapter presents some options for fey monsters (including those suitable as combatants and as familiars), and then includes a number of NPCs that might be encountered while wandering the Feywild.

ALRAUNE

Huge, intelligent flowers with pistils shaped like beautiful humans, alraunes are hard to miss even in their natural woodland environment. Owing to their unusual reproductive cycle, they have a troubled relationship with humanoids, but are usually friendly towards fey creatures.

Shell of Petals. An alraune's petals can be moved at will. Normally they are fully open, splayed out at ground level. However, they can rapidly snap closed, enclosing the alraune in a protective shield that blocks swords and spells alike. When the petals are closed, the alraune can secrete a sweet smelling but powerfully acidic nectar into a pool around its 'legs', which is used to dissolve both food and any creature that attempts to harm the plant.

Human Fertilizer. In order to produce viable seeds, an alraune must digest the bodily fluids of humanoids in its acidic nectar. Depending on their alignment, some accomplish this by violent action, capturing and killing

ALRAUNE

Large plant, any alignment

Armor Class 10 (16 with petals closed)
Hit Points 97 (13d10 + 26)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Con +4, Wis +4
Skills Deception +9, Persuasion +9
Senses tremorsense 30 ft., passive Perception 12
Languages Sylvan
Challenge 4 (1,100 XP)

Magic Resistance (Petals Closed Only). The alraune has advantage on saving throws against spells and other magical effects.

Open/Close Petals. As a bonus action on its turn, the alraune can open or close its petals. When its petals are closed, its AC changes to 16 and it gains the Magic Resistance ability and Digest action, but it is blinded and cannot cast spells or use its Claw action.

If the alraune is grappling a creature when it closes its petals, the creature is trapped within. The escape DC for the grapple raises to 17 and the creature is blinded until it breaks free.

Tight Embrace. When a Medium or smaller creature grapples or is grappled by the alraune, it is immediately pulled into the alraune's

space. If the grapple is broken, the creature is moved to an unoccupied space of its choice within 5 feet of the alraune.

Sweet Scent (Petals Open Only). The alraune constantly exudes an overwhelmingly sweet aroma. Any creature that starts its turns within 30 feet of the alraune must make a DC 12 Wisdom saving throw or be forced to use all of its movement to move as close as possible to the alraune. A creature affected by this ability can choose its own route and will avoid obviously dangerous ground.

Innate Spellcasting (Petals Open Only). The alraune's spellcasting is Charisma (spell save DC 15). The alraune can innately cast the following spells, requiring no material components:

At will: *acid splash, druidcraft, thorn whip*
3/day each: *charm person, entangle*
1/day each: *calm emotions, cure wounds, grease, lesser restoration*

ACTIONS

Multiattack (Petals Open Only). The alraune makes two claw attacks.

Claws (Petals Open Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and if the target is a creature, it must succeed on a DC 12 Strength saving throw or be grappled by the alraune. Until the grapple ends, the target is restrained, and the alraune can't grapple another target (though it can still make attacks with its claws.)

Digest (Petals Closed Only). The alraune secretes digestive acid within the enclosed bulb formed by its petals. Any creature the alraune is grappling takes 45 (10d8) acid damage or half as much on a successful DC 12 Constitution saving throw.

unwary travelers, and digesting their blood. Others might lure in unwitting prey with sweet perfume and honeyed words. Good *alraunes* do not kill at all, but instead solicit non-fatal donations—though this is far less efficient. Biologically, all *alraunes* are female, but their human-shaped bodies come in a wide variety of forms, including male and androgynous appearances.

Curative Properties. *Alraunes* are magical plants, flush with the natural magic of the Feywild. Hence, they have access to innate healing magic, which they can sometimes be persuaded to use on other people, for the right price. The various parts of a dead *alraune* can also be harvested and turned into medicine—especially the petals and nectar.

COLD RIDER

Mounted atop its undead steed and armored in heavy plate, a cold rider cuts a fearsome figure in any environment. In the frozen tundra—its favorite terrain—it is imperious; more than a match for any heavy cavalry force from greener lands.

Unselie Creations. Cold riders are created from humans and elves by evil fey creatures using dark and unspeakable rituals wherein the victim's heart is removed from their body and replaced with some other object, usually a stag's heart, a shard of ice, or a pine cone. Though they retain their memories of life, a cold rider's personality is invariably twisted and evil—they love to inflict violence and depravity of all kinds, and gleefully serve their creators as soldiers and enforcers. This moral corruption is mirrored in their appearances, which are mutated with animalistic features such as antlers, horns, and hooves.

Cold Hearts, Cold Steel. In battle, cold riders are brutal, taking cruel delight in the slaughter they spread. They almost always fight from horseback, usually as heavy lancers, using terror and shock to break whatever foes they face. To this end, they are known to favor grisly and gruesome images, affixing rotten corpses to their battle standards and choosing names for themselves to inspire fear and dread in the hearts of mortals.

On foot, these undead horrors fight with polearms, combining fearless discipline, tireless endurance, and centuries of combat experience to stand head and shoulders above other heavy infantry forces.

Undead Nature. A cold rider doesn't require air, food, drink, or sleep.

COLD RIDER

Medium undead, any evil alignment

Armor Class 18 (plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	15 (+2)	13 (+1)

Skills Animal Handling +6, Intimidation +3, Stealth +4
Damage Immunities cold, necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages any languages it knew in life, Sylvan
Challenge 3 (700 XP)

Horse Master. The cold rider has advantage on ability checks and saving throws related to controlling and staying on a mount. Furthermore, it has advantage on any melee weapon attack it makes against a target smaller than its mount while it is mounted.

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

At will: *find steed* (warhorse skeleton only), *ray of frost*
1/day: *freedom of movement*

ACTIONS

Multiattack. If the cold rider is mounted, it makes one attack with its lance and its mount makes one weapon attack if it has any attacks in its statistics. If the cold rider is on foot, it makes two glaive attacks.

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

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.



CUCA HAG

A particularly hideous variety of hag with scaly skin and the heads of crocodiles, a cuca combines animalistic savagery with sinister magic and towering arrogance.

Taste for Bad Behavior. Cuca love to misbehave: they are loud, obnoxious and covetous, even among their own covens. When dealing with humanoids, they can be truly vicious, being motivated primarily by spite and bitterness.

These hags are drawn to misbehavior in others. Witnessing disobedience and malice is invigorating for them, and nothing tastes better to them than the flesh of a naughty child. Hence, bad children need to sleep lightly, lest a cuca snatches them from their bed and gobbles them up.

Hatred of Heroes. Honorable heroes and brave warriors are anathema to cuca. Being incapable of such righteous devotion, a hag will try to undermine and corrupt any hero they encounter. Barely able to conceal their contempt of such people, it does not take much to provoke them into launching a physical assault with snapping jaw and slashing claws.



CUCA HAG

Medium fey, neutral evil

Armor Class 18 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	13 (+1)	14 (+2)	14 (+2)

Skills Perception +6, Performance +6, Sleight of Hand +4, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag can see the hag's true form must make a DC 12 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Innate Spellcasting. The hag's spellcasting is Charisma (spell save

DC 12). The hag can innately cast the following spells, requiring no material components:

At will: *minor illusion, ray of frost*

1/day each: *alter self, beast sense, sleep, speak with animals*

ACTIONS

Multiattack. The hag makes one attack with its bite and one attack with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag might appear to have smooth skin, but someone touching it would feel its rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 18 Intelligence (Investigation) check to discern that the hag is disguised.

Spirit Away. The hag targets one frightened creature it can see within 30 feet of it. If the target can see the hag, it must succeed on a DC 12 Charisma saving throw against this magic or be teleported to an unoccupied space within 5 feet of the hag. The creature is then grappled by the hag (escape DC 15).

SWARM OF DREAD BLOSSOMS

Large swarm of Tiny plants, unaligned

Armor Class 13

Hit Points 106 (14d10 + 28)

Speed 5 ft., fly 30 ft.

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

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage

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

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Forest Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Poison Pollen. The swarm of dread blossoms constantly exudes an airborne pollen that acts as a contact poison for all humanoid. Consequently, any humanoid that starts its turn within 15 feet of the swarm must make a DC 13 Constitution saving throw or be poisoned until the start of its next turn. While the creature is poisoned by this ability, it is also paralyzed.

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 creature. The swarm can't regain hit points or gain temporary hit points, except through the use of its Blood Drain ability.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +6 to hit, one creature in the swarm's space. *Hit:* 27 (6d8) necrotic damage, or 13 (3d8) necrotic damage if the swarm has half of its hit points or fewer. The swarm regains hit points equal to half of the damage dealt.

DREAD BLOSSOM

Found primarily in the Outer Planes, but also occasionally in the Feywild, the flowers of dread blossoms form scarlet carpets that might be beautiful if viewed from a distance. Seen up close, it becomes clear that these carnivorous plants take root only in humanoid corpses.

Merciless Hunters. When approached, the flowers spring into the air and attack as a swarm, paralyzing their prey with noxious pollen. Once they have killed the target, the dread blossoms will then take root in its flesh and slowly digest it while waiting for their next victim. Anyone who prefers their blood to stay inside their body would do well to steer clear of these most dangerous plants.

The blossoms can expand further by preying on detritivores attracted to the decaying flesh. Most vultures instinctively avoid the scarlet flower patches, but the occasional hungry animal will fall into the flower's clutches, further expanding their macabre garden.

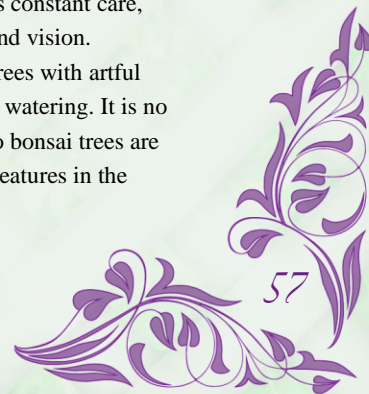
Seeding Frenzy. Dread blossoms spread quickly in the aftermath of large battles. If the fallen are not buried, they present an abundant feast that dread blossoms are more than willing to gorge upon. These plants are adapted to spread their seeds quickly when such an opportunity arises, self-pollinating to spread huge numbers of clones across the battlefield before other scavengers arrive to steal the prize.

DRYADS

Dryads are nymphs bound to trees and plants. Like most fey, they are highly sensitive to their environment, as well as whimsical and inconstant in their fancies, which can make them both alluring and infuriating by turns. Given that most plants have limited lifespans—and are vulnerable to sudden, premature death—dryads can be very conscious of their mortality, in a way that other fey are not. For this reason, dryads can sometimes seem closer to humans in their outlook on life: active, engaged, and keen to leave their mark upon the world.

Pruned & Manicured. Fey elves take great pride in their ability to master complex and intricate crafts; most acquire several over the course of their long lives. One of their oldest traditions is the art of bonsai—a method of growing miniaturized trees that requires constant care, attention, intuition, balance, restraint, and vision.

Elven bonsai masters pamper their trees with artful pruning, hand-mixed soils and frequent watering. It is no surprise, therefore, that dryads bound to bonsai trees are among the most vain and demanding creatures in the



multiverse. Worse still, the pruning techniques that are used to keep a bonsai tree small trap it in a sort of endless infancy, meaning that bonsai dryads are usually immature and childish. On the other hand, they are well aware that their delicate trees would never be able to survive without the care of humanoids, which means they tend to be more willing to work alongside them, as compared to other nymphs. Thus, a bonsai dryad can be a valuable familiar, given that they have access to the same magic as their larger kin.

Twisted Deadwood. Dryads can be found wherever trees grow, which includes some rather inhospitable places: the dark forests of Shadowfell may be bathed in perpetual night and haunted by frightful undead monsters, but the trees there are still very much alive. Being bound to the Shadowfell is deeply unpleasant—the foul magic of that plane usually ends up corrupting the unfortunate fey—but it can also enhance their powers far beyond those of the typical Material Plane dryad.



DRYAD, BONSAI

Tiny fey, neutral

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages Elvish, Sylvan
Challenge 0 (10 XP)

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

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

At will: *druidcraft*
1/day each: *entangle*, *goodberry*

ACTIONS

Club. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

DRYAD, SHADOWFELL

Medium fey, neutral evil

Armor Class 12 (16 with *barkskin*)
Hit Points 68 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	16 (+3)	15 (+2)	20 (+5)

Skills Perception +5, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons; necrotic
Damage Vulnerabilities fire
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 5(1,800 XP)

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

Sunlight Sensitivity. While in sunlight, the dryad has disadvantage on attack rolls, as well as on Wisdom (Perception) checks which rely on sight.

Tree Stride (1/Turn). The dryad can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

Innate Spellcasting. The dryad's spellcasting ability is Charisma (spell save DC 16). The dryad can innately cast the following spells, requiring no material components:

At will: *chill touch*
3/day each: *faerie fire*
2/day each: *blight*, *pass without trace*, *web*
1/day each: *barkskin*, *circle of death*, *darkness*, *shillelagh*

ACTIONS

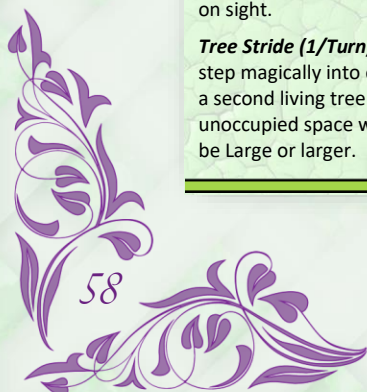
Multiattack. The dryad makes two club attacks.

Club. *Melee Weapon Attack:* +3 to hit (+8 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that it can see within 30 feet of it. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 24 hours. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's request or actions in the most favorable way possible.

Each time the dryad or its allies deal damage to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect ends early if the dryad dies, the dryad is on a different plane of existence from the target, or if it ends the effect as a bonus action. On a successful saving throw, a target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than 1 humanoid and three beasts charmed at the same time.



GLITTERFIRE

Medium ooze, unaligned

Armor Class 10

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	13 (+1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

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

Ooze Cloud. The glitterfire takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the glitterfire's Engulf and has disadvantage on the saving throw.

Creatures inside the glitterfire can be seen but have half cover. They cannot benefit from invisibility or take the Hide action while inside the glitterfire.

A creature within 5 feet of the glitterfire can take an action to pull a creature or object out of the ooze. Any creature making such an attempt takes 10 (3d6) fire damage.

The glitterfire can move through any object that allows air to pass through it, though it moves through passages with a diameter smaller than one inch as if it were difficult terrain.

Slow Fall. The glitterfire is immune to falling damage. If it is above ground level, it sinks gently at a rate of 60 feet per round.

Innate Spellcasting. The glitterfire's spellcasting ability is Constitution (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *faerie fire*, *firebolt*

3/day each: *fireball*, *glitterdust*

ACTIONS

Engulf. The glitterfire moves up to half its speed. While doing so, it can enter a Medium or smaller creature's space. Whenever the glitterfire enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to dodge 5 feet back or to the side of the glitterfire. A creature that chooses not to dodge suffers the consequences of a failed saving throw.

On a failed save, the glitterfire enters the creature's space, and the creature takes 21 (6d6) fire damage and is engulfed. The engulfed creature must make a DC 13 Constitution save or be blinded until it leaves the glitterfire's square, and takes 28 (8d6) fire damage at the start of each of the glitterfire's turns.

If the glitterfire leaves a creature's square on the same turn it enters, they may only make an opportunity attack against it if they opted not to make a save against being engulfed in the first place. The glitterfire may not attempt to engulf the same creature twice in one turn.

GLITTERFIRE OOZE

Oozes defy the conventions of other living things. Even without organs, skin, senses, or any discernible anatomy, oozes thrive where other creatures would starve by having a simple, yet effective survival strategy: envelop and digest anything within reach.

Simple Predators. Much like molds and fungi, oozes thrive in dark, moist spaces. They prowl around in the dark, earless and eyeless, relying on vibration alone to seek out movement and possible prey. Oozes are mindless, acting on rudimentary instinct to find and consume.

In a fiendishly clever adaptation, oozes require no special method to eat or digest; they simply envelop organic material into their bodies and slowly dissolve it. The entire ooze is digestive—a mass of acidic slime that can break down any organic thing into its component parts, given enough time. Different oozes can digest different materials, but all oozes can liquefy an adventurer.

Fortunately for adventurers, the slow death of an ooze affords greater opportunity for rescue. It's far easier to pull someone from the belly of an ooze than it is to pull them from the belly of a dragon, after all.

Glitterfire. Glitterfires are normally found on old battlefields and wandering the forests of the Feywild. These stormy clouds of smoke and lights are created where warring mages have cast the spells *glitterdust*, *faerie fire*, and *fireball* to illuminate and destroy their targets. The glitterfire drifts aimlessly, a mindless echo of magical, destructive will.

Ooze Nature. An ooze doesn't require sleep.

HIDEBEHIND

The dreaded hidebehind is a dark and shadowy being that is almost impossible to detect, thanks to its ability to disappear behind thin objects such as trees and poles.

Hide and Seek Myth. Residents of the Material Plane often don't believe stories about the hidebehind, and for good reason—it is almost never directly seen. Slender, shadowy, flexible, and nimble, the hidebehind can dive behind the trunks of trees, twisting and bending in incredible ways to become practically invisible, moving perfectly to always stay hidden from the observer. Feywild residents know the hidebehind's tricks well, and are wary of the grounds that hidebehinds haunt. In contrast, foolish humanoids are quick to blame wolves, bears, and other natural causes when no creature can be accounted for.

Axe-Hate. Whenever people start disappearing in the woods at night, it is likely the work of a hidebehind. In particular, lumberjacks and woodsmen are vulnerable. Such predations are a long-term defense mechanism for the hidebehind; without trees to hide behind, the hidebehind can't hunt or remain hidden. Therefore, even so much as carrying an axe at night can bring upon the ire of a nearby hidebehind.

In the Feywild, the hidebehinds are naturally aligned with the Emerald Court, and make their homes around the densely-forested groves of Great Trees.

HIDEBEHIND

Medium fey, chaotic evil

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	9 (-1)

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 2 (450 XP)

Hide Behind. The hidebehind can Hide as a bonus action as long as it is within 5 feet of an object that is taller than itself. The hidebehind can use this ability even if the object ought to be too thin to conceal it, such as a tree trunk, fence post, or flagpole. The hidebehind does not need to be in cover and remains hidden until it moves, even if an observer were to circle around the object.

ACTIONS

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

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

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

JOGAH

Although jogah look very similar in appearance to fairies, their behavior could not be more different. Jogah live in close association with humanoids, offering spiritual guidance in exchange for physical protection. Most jogah are well-adjusted to humanoid society, and it is fairly common for them to form close individual bonds with 'big folk'.

Looking After the Children. A majority of jogah live alongside humanoids, especially halflings, in their very homes. In this setting, jogah usually spend most of their time with their hosts' children, guarding and protecting them like the proverbial 'fairy godmother'. It is not unusual for jogah to be trusted with work of babysitting or even tutoring young humanoids, tasks which they excel at thanks to their natural empathy and understanding of the minds of children.

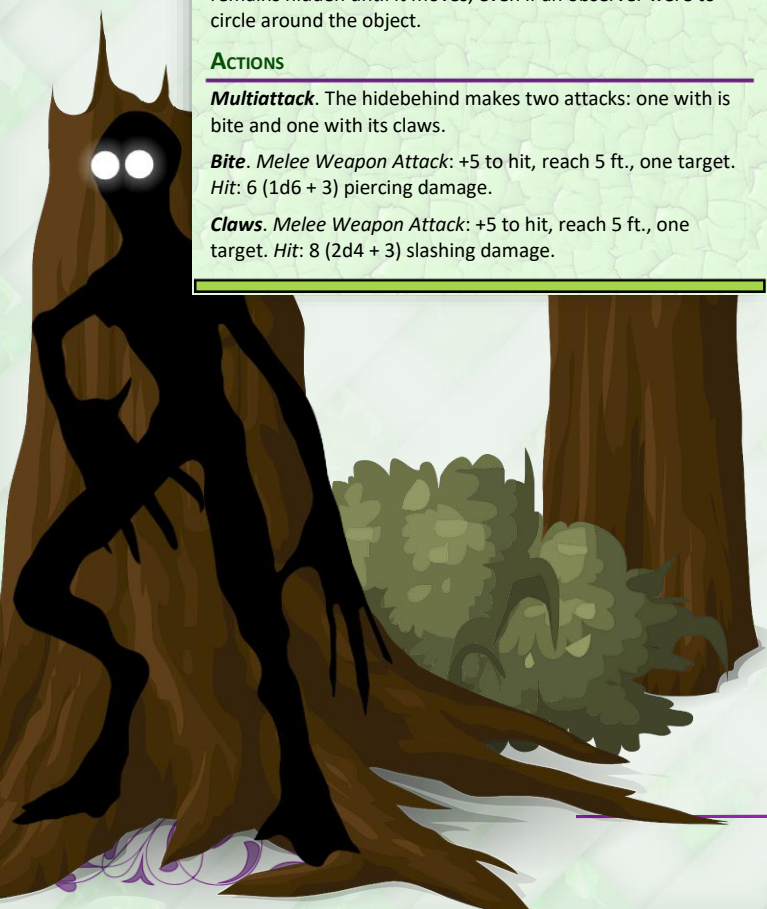
Agricultural Magic. Aside from childcare, jogah are also known to help humanoids with other tasks, such as farming, herbalism, and quarrying. These tiny fey use their magic powers and affinity for the earth to boost crop yields, blast apart stones, and mix up curative potions. The only area that jogah will not help in is metalworking, which they disdain. Jogah believe that it is better to shape the world with spells than with steel.

Upbeat Jokers. Jogah love giving and receiving gifts, and generally have a playful outlook on life. This can go too far, though, and the jogah definition of 'play' is somewhat wide-ranging. As an example, the long-lived jogah view age-changing magic as a funny joke, and think nothing of adding or subtracting ten or twenty years to a person's age, heedless of the psychological and social ramifications that such 'jokes' could have for a human.

VARIANT: FAMILIARS

Any spell caster that can cast the *find familiar* spell is likely to have a familiar. The familiar can be one of the creatures described in the spell or some other Tiny fey creature, such as a bonsai druid, jogah, kuda-gitsune, or shimmerling. Such creatures have the following trait:

Familiar. The fey can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the fey senses as long as they are within 1 mile of each other. At any time and for any reason, the fey can end its service as a familiar, ending the telepathic bond.



JOGAH

Tiny fey, any alignment

Armor Class 13 (leather armor)

Hit Points 17 (7d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	13 (+1)

Skills Nature +4, Perception +4, Performance +3, Stealth +4, Survival +4

Damage Resistances psychic

Senses passive Perception 14

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Innate Spellcasting. The jogah's spellcasting ability is Wisdom (spell save DC 12). The jogah can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *invisibility*, *levitate*, *speak with dead*, *thunderwave*

ACTIONS

Tiny Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) bludgeoning damage.

Tiny Sling. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1 + 2) bludgeoning damage.



KUDA-GITSUNE

The kuda-gitsune, or 'pipe-fox', is a tiny, foxlike creature with a tubular body. They possess powers of divination and are sometimes summoned by wizards seeking to learn secrets known by no one else.

Collectors of Knowledge. A kuda-gitsune spends most of its time hiding, observing the world around it. In this way, it gathers a vast store of memories—a kuda-gitsune forgets nothing. Beyond this, these creatures can read both people's thoughts and the hidden currents of fate that twist through the lives of everyone. It is unclear why knowledge is so treasured by pipe-foxes; they do not seem especially selective about what they learn, nor are they particularly reticent to share what they know when asked nicely.

Haughty Associates. When a kuda-gitsune is called as a familiar, it will refuse to serve unless the summoner makes it a worthy offer for its services. They value themselves highly, believing they are superior to humanoids and only entering into partnerships with wizards that prove themselves an intellectual equal. Once a deal is struck, however, these creatures are curious and helpful, being particularly interested in arcane research in libraries and ancient ruins.

KUDA-GITSUNE

Tiny fey, neutral

Armor Class 13

Hit Points 4 (3d4 - 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	9 (-1)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +5

Skills Arcana +4, Perception +2, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 0 (10 XP)

Innate Spellcasting. The kuda-gitsune's spellcasting ability is Intelligence (spell save DC 12). The kuda-gitsune can innately cast the following spells, requiring no material components:

At will: *mage hand*

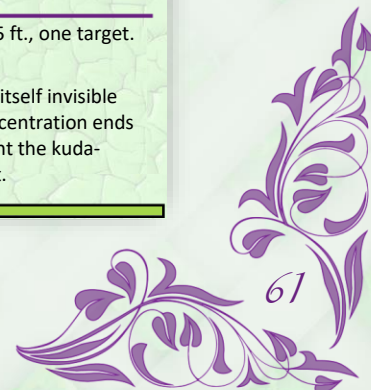
3/day: *augury*, *invisibility*

1/day each: *detect thoughts*, *divination*

ACTIONS

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

Invisibility. The kuda-gitsune magically turns itself invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the kuda-gitsune wears or carries turns invisible with it.



LAMPAD

Nymphs of the underworld, lampades haunt the darkened tunnels carrying long, slender staves topped with ghostly flame. Beautiful but secretive, lampades are very rarely seen and tend to shy away from the various inhabitants of that shadowy realm.

Faintest Light. The world in which lampades live is one of total darkness, in which even creatures with darkvision struggle to find their way. Lampades use this to their advantage, leading would-be interlopers astray with tiny glimpses of light. Against those that are not fooled, lampades might deploy their powers of illusion to create a trap or ambush.

Though they are slow to trust, befriending a lampad can provide an invaluable boon to underground adventurers. In addition to providing their persistent, ghostly light, lampades make natural guides to the mazelike tunnels which they call home, leading their followers around the homes of underground monsters and helping them avoid natural hazards on the way to their destination.

Dark Charms. Lampades are pale and wan, with mournful expressions that rarely permit any kind of smile. Despite this, they possess a mysterious charm. One look into their inky-black eyes has spelled a lifetime of heartbreak for many a mortal and a swift death for others. More than other nymphs, lampades are highly circumspect about using this ability, saving it only for dire emergencies.

LUBBERKIN

A lubberkin is a large, hairy fiend with a broad face and a long tail, which is most often found in old houses, churches and wine cellars.

Place by the Fire. A lubberkin's deepest desire is to lounge around by the fire with a cup of warm milk. They are willing to do absolutely anything to realize this dream, including murder, but most of the time they can be persuaded to do useful work in fair exchange for sedentary comforts. Lubberkin can be handy domestic servants thanks to their strength and endurance, though they are also extremely lazy, so it is a constant struggle to get them to do an honest day's labor.

Alcoholic Temptation. The laziness of lubberkin extends to their commitment to evil. Despite being fiends, born to torture and corrupt mortals, most lubberkin do little more than frustrate and annoy their victims. The only

LAMPAD

Medium fey, neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Arcana +5, Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Undercommon

Challenge 2 (450 XP)

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

Shadow Step. While the lampad is in dim light or darkness, it can use a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee weapon attack it makes before the end of its turn.

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

At will: *continual flame*, *druidcraft*

3/day: *faerie fire*, *invisibility*, *magic missile*

1/day each: *mage armor*, *pass without trace*, *shillelagh*

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit (+6 with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The lampad targets one humanoid or beast that it can see within 30 feet of it. If the target can see the lampad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 24 hours. The charmed creature regards the lampad as a trusted friend to be heeded and protected. Although the target isn't under the lampad's control, it takes the lampad's request or actions in the most favorable way possible.

Each time the lampad or its allies deal damage to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect ends early if the lampad dies, the lampad is on a different plane of existence from the target, or if it ends the effect as a bonus action. On a successful saving throw, a target is immune to the lampad's Fey Charm for the next 24 hours.

The lampad can have no more than 1 humanoid and three beasts charmed at the same time.

exception to this is when a lubberkin has the opportunity to lure a righteous priest or cleric into drink. Lubberkin love to see holy people losing their inhibitions and, if possible, forsaking the gods of good.

LUBBERKIN

Medium fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	9 (-1)	8 (-1)	9 (-1)

Saving Throws Con +5

Skills Deception +1

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Sylvan

Challenge 1/2 (100 XP)

ACTIONS

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d4 + 4) bludgeoning damage.

NIGHT TWIST

Night twists are dark, leafless, thoroughly evil trees that use enchantments and illusions to trap and kill sentient creatures, their main source of nourishment.

Stronger than Oak, Tougher than Ironwood. Although they do not look much different from natural trees (save their lack of leaves in summer), night twists are bolstered by unholy magic, which makes them fantastically durable. When they swing their boughs, they can exert incredible forces, making them fearsome combatants. Unfortunately, these magical properties disappear once a night twist is felled; timber made from their bodies is damp and spongy; useless both for construction and firewood.

Beware the Silent Forest. Night twists are voracious predators. A single plant can depopulate hundreds of thousands of acres of forest, drawing intelligent creatures to its location, so as to enrich the soil with their dead bodies. The forest around a night twist is therefore eerily quiet and devoid of life—it may also seem darker and twisted, as if the monstrous tree is spreading an invisible corruption to the surrounding area.

In the foulest circumstances, a night twist's dark forest might also play host to dread blossoms, hide behinds, and

NIGHT TWIST

Large plant, neutral evil

Armor Class 21 (natural armor, unholy grace)

Hit Points 184 (16d10 + 96)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	23 (+6)	12 (+1)	14 (+2)	21 (+5)

Saving Throws Wis +6, Cha +9

Skills Nature +5, Perception +6, Stealth +2, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities fire

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

Languages Common, Elvish, Sylvan

Challenge 12 (8,400 XP)

Death Curse. If a creature reduces the night twist to 0 hit points, it must make a DC 17 Wisdom saving throw or be cursed with unsettling nightmares. While suffering from this curse, the creature cannot gain any benefits from a long rest, including regaining hit dice and preparing spells. For each 24 hours that passes after being cursed, the victim gains one level of exhaustion.

If a creature is killed by this curse and subsequently buried, a new night twist grows on top of the burial site.

Unholy Grace. The night twist adds its Charisma modifier to its armor class.

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

At will: *gust of wind*, *phantasmal killer*
3/day each: *blight*, *darkness*, *entangle*, *fear*

ACTIONS

Multiattack. The night twist makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 20 (3d8 + 7) bludgeoning damage.

Despair Song (1/Day). The night twist emits a sorrowful sound that inspires melancholy and despair. Each creature with an Intelligence score of 6 or higher within 100 miles of the night twist that can hear it must make a DC 17 Wisdom saving throw. On a failed save, a creature must seek out the source of their sorrow (the night twist) to the neglect of all other tasks or needs, including eating or sleeping. If physically restrained and not allowed to seek out the night twist, a victim of this despair song takes 1d10 psychic damage at sunset every day until it dies or the enchantment is removed. Relocating a victim outside the area affected by the night twist's song does not end the enchantment.

The despair song immediately ceases to affect a subject when the night twist makes a slam attack against it. Otherwise, the enchantment can be ended only by the death of the night twist or a *wish* spell.

wolves-in-sheep's-clothing, all of which slay interlopers without mercy. In the Feywild, where the night twist's power is strongest, such a forest would be impenetrable.

From Beyond the Grave. A night twist's evil persists even after the tree is slain. Whoever lands a killing blow against this foul enemy is subjected to a creeping, deadly curse that causes them to wither away and die in a matter of days if no cure can be supplied. Even worse, if the victim of the curse is buried in the earth, a new night twist will grow from their body. In this way, the night twist ensures its immortality—the only way to break the cycle is to cremate the accursed body, or to raise them from the dead so that their final death is not caused by the night twist's curse.

PETAL

Tiny creatures, only six or seven inches in height, with leafy-green flesh and flower petal wings, petals look like a cross between pixies and dryads.

Masters of Sleep. Petals are often naive and trusting by nature, but are nevertheless skittish around large non-vegetable creatures, a trait that is vital to their self-preservation. The most notable feature of petals is their incredible facility for soporific magic. Many petals are so good at casting the *sleep* spell that they never need any other form of self-defense.

Community Spirited. Petals sometimes travel alone, but more often gather together in groups, known as bouquets or gardens depending on their size. This is partly because the petals enjoy the company of their own kind, but it is also a way to amplify their strength. Groups of petals exhibit a strange phenomenon whereby they are able to work together to cast spells of a power and complexity far beyond anything that could be cast by any individual member of the group. Of course, when neither the *sleep* spell nor this enhanced group-magic is sufficient to defend the community, petals are unafraid to bear their tiny daggers by the dozens to cut an interloper to bits.

BOUQUET OF PETALS

Medium swarm of Tiny fey, neutral good

Armor Class 15

Hit Points 39 (6d8 + 12)

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

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

Skills Nature +3, Stealth +7

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

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

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

At will: *druidcraft*, *sleep*

3/day: *animal messenger*, *detect magic*, *gentle repose*, *speak with animals*, *speak with plants*

1/day each: *commune with nature*, *divination*

ACTIONS

Daggers. *Melee Weapon Attack:* +7 to hit, one creature in the bouquet's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the bouquet has half its hit points or fewer.

GARDEN OF PETALS

Large swarm of Tiny fey, neutral good

Armor Class 16

Hit Points 90 (12d8 + 36)

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

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

Skills Medicine +6, Nature +7, Stealth +9

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,800 XP)

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

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

At will: *animal messenger*, *detect magic*, *druidcraft*, *gentle repose*, *produce flame*, *sleep*, *speak with animals*, *speak with plants*

3/day: *commune with nature*, *dispel magic*, *divination*, *petal storm*

1/day each: *awaken*, *conjure woodland beings*

ACTIONS

Daggers. *Melee Weapon Attack:* +7 to hit, one creature in the garden's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the garden has half its hit points or fewer.

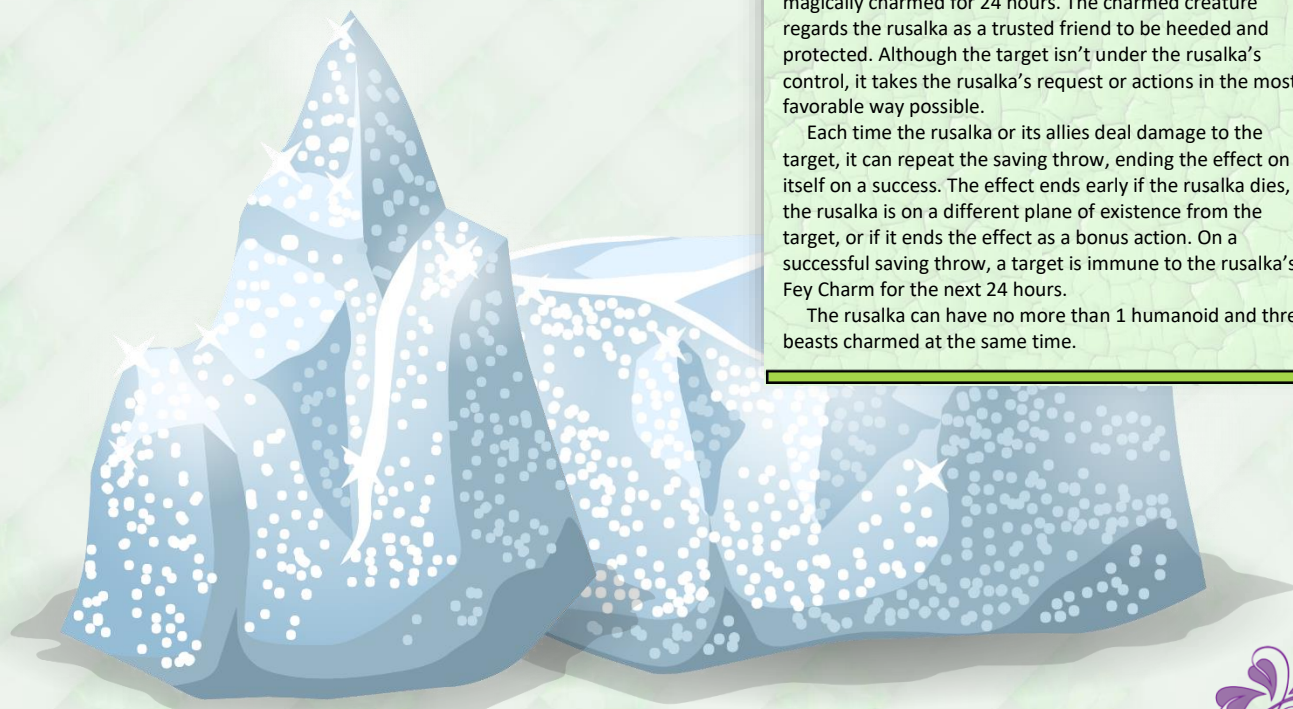
RUSALKA

Rusalka are water nymphs that live solitary lives in icy polar waters. Many a mortal has been known to become obsessed with these fey beauties, despite it being common knowledge that such obsessions rarely end well.

Bound to Nature. Much like dryads and naiads, rusalka are bound to the land—or in their case, a stretch of northern water—and will suffer dire consequences if it becomes polluted or damaged. While the arctic seas are not often at risk of pollution by humanoids, the constant fluctuations in salinity thanks to the melting and freezing of sea ice do present a threat to any rusalka that are bound to them. Too much change in either direction could cause sickness, depression, and even death for the nymph.

Lonely Spirits. Rusalka are generally reluctant to leave their homes, lest they be unable to prevent the water from being poisoned. By unfortunate consequence, most of these creatures lead extremely lonely lives. The odds of another intelligent creature stumbling upon a rusalka's hermitage are slim, and there are few who would willingly seek out these obscure souls, for there is little profit and much danger in such a venture.

Friends for Life. When rusalka interact with humanoids, it is usually in order to slake their thirst for companionship. They use their beauty and guile to ensnare anyone who passes too close to their lairs, resorting to threats and violence if necessary to keep their new 'friend' close. Since rusalka usually live underwater, few humanoids are willing to stay long, even if the nymph is generous enough to cast a *water breathing* spell on them. Suffice to say, few are allowed to escape alive.



RUSALKA

Medium fey, chaotic neutral

Armor Class 14

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	19 (+4)

Skills Deception +6, Persuasion +6, Stealth +8

Damage Immunities cold

Senses passive Perception 12

Languages Aquan, Elvish, Sylvan

Challenge 1 (200 XP)

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

Amphibious. The rusalka can breathe both air and water.

Ice Stride. Once on its turn, the rusalka can use 10 feet of its movement to step magically into one piece of ice within its reach and emerge from a piece of ice within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second location. Both sections of ice must be Large or larger.

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

At will: *ray of frost*, *water breathing*

3/day: *snowshoes*, *thaw*

1/day each: *fog cloud*, *ice shape*, *pass without trace*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Fey Charm. The rusalka targets one humanoid or beast that it can see within 30 feet of it. If the target can see the rusalka, it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 24 hours. The charmed creature regards the rusalka as a trusted friend to be heeded and protected. Although the target isn't under the rusalka's control, it takes the rusalka's request or actions in the most favorable way possible.

Each time the rusalka or its allies deal damage to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect ends early if the rusalka dies, the rusalka is on a different plane of existence from the target, or if it ends the effect as a bonus action. On a successful saving throw, a target is immune to the rusalka's Fey Charm for the next 24 hours.

The rusalka can have no more than 1 humanoid and three beasts charmed at the same time.



SHIMMERLING

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	15 (+2)

Skills Stealth +7

Senses passive Perception 12

Languages understands Sylvan, but can't speak

Challenge 0 (10 XP)

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

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

At will: *light*

SWARM OF SHIMMERLINGS

Medium swarm of Tiny fey, chaotic neutral

Armor Class 16

Hit Points 45 (10d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	11 (+0)	7 (-2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +10

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 14

Languages Sylvan

Challenge 3 (700 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 shimmerling. The swarm can't regain hit points or gain temporary hit points.

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

At will: *color spray*, *dancing lights*, *daylight*, *faerie fire*, *light*
1/day each: *hypnotic pattern*

ACTIONS

Dazzle. *Melee Weapon Attack:* +8 to hit, one creature in the swarm's space. *Hit:* 14 (4d6) radiant damage or 7 (2d6) radiant damage if the swarm has half its hit points or fewer.

SHIMMERLING

Many faerie mages keep shimmerlings as familiars. These minuscule creatures, never taller than one inch, are extremely playful and love to illuminate the night with their innate magic. When threatened, shimmerlings can gather into swarms, whereupon they develop a sort of hive mind that coordinates their lights into a dazzling weapon.

Living, Breathing, Dancing Lights. Some say that the creator of the spell *dancing lights* was inspired by watching the mesmerizing movements of shimmerlings in the wild. Whether or not that is true, anyone who has ever taken even the briefest of strolls through the Feywild would agree that these monsters do parallel the colorful balls of light produced by the spell. When left to their own devices, they flit and drift aimlessly, almost like insects, lighting up forest paths with their prismatic hues.

Shimmerlings know that strangers to the Feywild sometimes follow their dazzling flights and love to make a game of leading them around. Of course, shimmerlings possess nearly childlike intelligence and will normally end up flying around aimlessly, guiding their guests to interesting leaves, rocks, and flowers they've found.

The Tiniest Familiar. Ordinarily, witches and wizards choose tiny creatures like cats and ravens as their familiars. This may be fine for dwarves or elves, but such beasts tower over the average fairy, making them difficult to accommodate indoors and offering no advantage when it comes to sneaking through tiny openings or passing unnoticed through crowds. Shimmerlings, on the other hand, are just the right scale for performing such tasks in a fairy village.

Dazzling Swarms. A swarm of shimmerlings is a daunting thing to fight, since they are capable of casting all manner of distracting and disorienting spells, while teeming around their targets' visual organs. They can be vulnerable to offensive magic, but the high risk of catching allies in the blast makes this a difficult strategy to pursue. Most Feywild natives advise that it is better to try to calm the swarm with diplomacy rather than trying to defeat them at sword-point. Even if they are highly agitated, shimmerlings remain playful and can be distracted using toys and games to defuse the situation.

SILKBLOOM

Silkblooms drift through the forests of the Feywild, acting as semi-sentient guardians and wardens that offer aid to forest creatures and drive off interlopers. They resemble large, leafy flowers with spindly tendrils dragging behind, and can be quite startling on first sight.

Colors and Temperaments. Many different colors of silkbloom exist—white and pink being the most common. White silkblooms are the least aggressive; they will seek to disengage and withdraw when faced with powerful attackers, while those with pink flowers will attempt to frighten off hostile creatures with non-lethal attacks where possible. It appears that green silkblooms have a particular affinity for wind magic—they seem happiest when strong gusts blow through the trees. Caution is advised around violet silkblooms. These will lash out with thorn whips at the slightest provocation.

Natural Guardians. Silkblooms are not very intelligent and understand what they see only on the most simplistic level. They do, however, have a strong instinctive

SWORD SPIDER

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Athletics +6, Stealth +9

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

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

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

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

ACTIONS

Multiattack. The sword spider makes 4 claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) poison damage.

SILKBLOOM

Medium plant, true neutral

Armor Class 11

Hit Points 38 (8d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	5 (-3)	17 (+3)	5 (-3)

Skills Medicine +5, Nature +1

Damage Vulnerabilities fire

Senses passive Perception 13

Languages understands Sylvan but can't speak

Challenge 1 (200 XP)

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

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

At will: *druidcraft*, *gust of wind*

3/day each: *entangle*, *goodberry*, *moonbeam*

1/day each: *black tentacles*, *plant growth*

ACTIONS

Thorn Lash. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage and if the target is Large or smaller, it is pulled 5 ft. closer to the silkbloom.

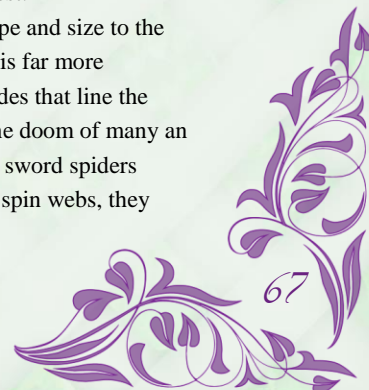
Regenerate. The silkbloom regains 5 (1d4 + 3) hit points, unless it is in total darkness.

connection to the forest, which means they almost always know what is best for the trees and animals around them. A silkbloom is able to tell when someone is a threat even if they have yet to do anything harmful, and they are very difficult to deceive.

SWORD SPIDER

The forests of the Feywild are home to many fearsome monsters, some of which are familiar to adventurers from the Material Plane. Ettercaps, giant spiders, and phase spiders are a constant threat and, while a few spiders might be manageable for seasoned warriors, vigilance is still required, in case one happens to encounter some of the more exotic arachnids that stalk the forest.

Speedy Killers. While similar in shape and size to the common giant spider, the sword spider is far more dangerous. Named after the wicked blades that line the inside of their legs, they have spelled the doom of many an adventurer through the years. Although sword spiders possess only a weak poison and cannot spin webs, they



SYLPH

Medium elemental, true neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 28 (8d8 - 8)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Dex +5, Con +1

Skills Acrobatics +7, Animal Handling +7, Stealth +7

Damage Resistances cold, lightning, thunder

Senses passive Perception 13

Languages Auran, Sylvan

Challenge 3 (700 XP)

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

Metamagic. The sylph has 8 sorcery points and knows the Empowered Spell and Quickened Spell metamagics.

Spellcasting. The sylph is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sylph has the following sorcerer spells prepared:

1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*

2nd level (3 slots): *aerial alacrity*, *gust of wind*

3rd level (3 slots): *gaseous form*, *haste*, *lightning bolt*

4th level (2 slots): *conjure minor elementals*

ACTIONS

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

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

have the advantage of incredible speed, springing forth to ambush their prey before they have time to draw a weapon.

A Deadly Combination. Sword spiders typically hunt alone, but under the leadership of an ettercap, they can also work together with others of their kind. The fleet-footed sword spiders make a perfect complement to common giant spiders, which can use their webs to fix targets in place for their pack-mates to slaughter at will.

SYLPH

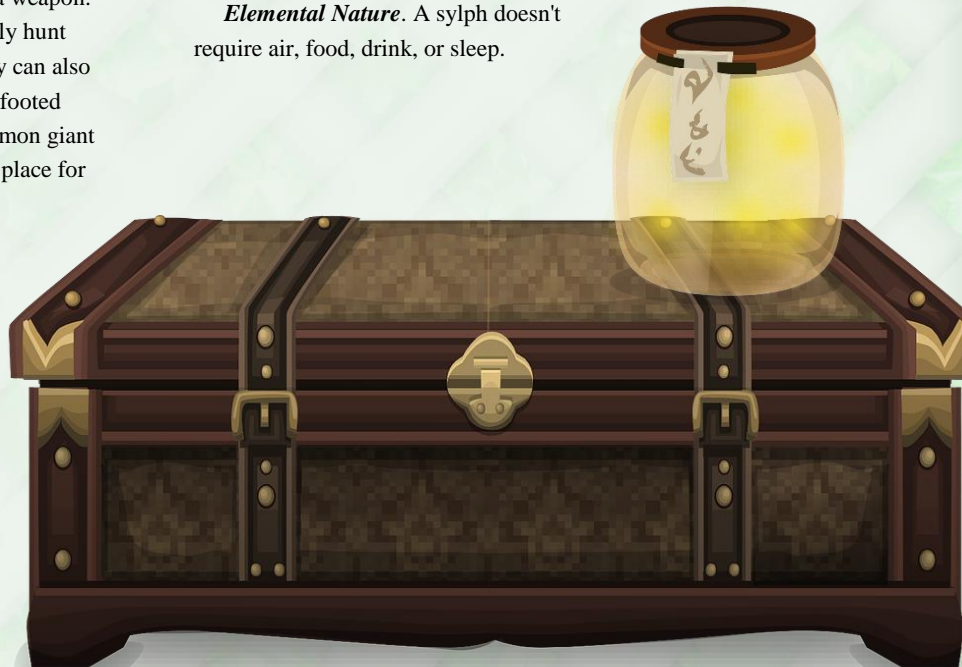
Sylphs are solitary, flighty, air elementals that can be found across the Inner and Outer Planes. The first sylphs were created by the djinn, who fused lesser air elementals with humanoid bodies to create hybrid creatures that were half man, half wind. Over time, the magic of the Elemental Planes transformed the sylphs into winged humanoids with an inborn love of freedom and adventure. They have a natural affinity for storm sorcery and, while normally peaceful, they can unleash powerful magics when cornered.

Chasing the Wind. Sylphs cannot resist the urge to travel far and wide. They tend to drift wherever the wind takes them and become depressed if they get tied down in one place too long. This wanderlust can even bring sylphs far from the Feywild into the Material Plane or the far corners of the multiverse.

They are also curious, especially regarding other people's business, and often use their excellent powers of hearing to eavesdrop on conversations in the hopes of learning some juicy piece of gossip. If ever one comes across multiple sylphs in the same place, it is almost certain that they are swapping stories about the people they have met on their wanderings.

Silk and Jewels. Given that they have little in the way of worldly needs, most sylphs are not interested in traditional treasure. The only form of wealth that will catch a sylph's attention is fine clothing and jewelry; anything beautiful that can be worn is valuable to sylphs. Individual sylphs use differing means to acquire their accoutrements: some craft their own or accept jewelry as payment for irregular work, but a large number are not averse to stealing a particularly nice item.

Elemental Nature. A sylph doesn't require air, food, drink, or sleep.



SYLVAN COLOSSUS

Standing over 18 feet tall, with fists of stone and blank, glowing eyes, a sylvan colossus is an eye-catching sight. They crash through hill and dale, flinging tree trunks like javelins to lay low the gigantic beasts they prey upon.

The Wild Frontier. In the farthest reaches of the Feywild, the forests, jungles, and swamps give way to crags, mountains, and dry uplands. Few fey creatures venture to these rugged lands, where the mighty giants hold sway. Having been touched by strange fey magic, these titans have abandoned their old ways entirely. Most still bear the features of the hill or stone giants they descended

from, but others have been deeply corrupted by wild magic, transforming into strange hybrids of giant and beast. The Feywild's influence accumulates across generations, so giants born there have gradually diverged from their ancestors, eventually becoming a whole new species.

Feral Savages. With the pointed ears of an elf and bodies covered in shaggy fur—or even epiphytic plants—the sylvan colossi look like the living embodiment of the Feywild. They are solitary, volatile, unpredictable monsters; few can guess what is truly going on inside their heads. Neither do sylvan colossi appear to have much in the way of society or culture, though some individuals have been known to create rudimentary artwork. Stones carved by these giants are valued by druids due to the natural magic they contain.

SYLVAN COLOSSUS

Huge giant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	20 (+5)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +12, Perception +4, Stealth +9

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Sylvan

Challenge 8 (3,900 XP)

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

Magic Weapons. The sylvan colossus' weapon attacks are magical.

Swamp Camouflage. The sylvan colossus has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

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

At will: *dancing lights*, *druidcraft*

1/day each: *confusion*, *conjure woodland beings*, *cure wounds* (as a 3rd level spell, targeting itself only), *detect thoughts*, *entangle*, *fear*, *pass without trace*, *teleport*

ACTIONS

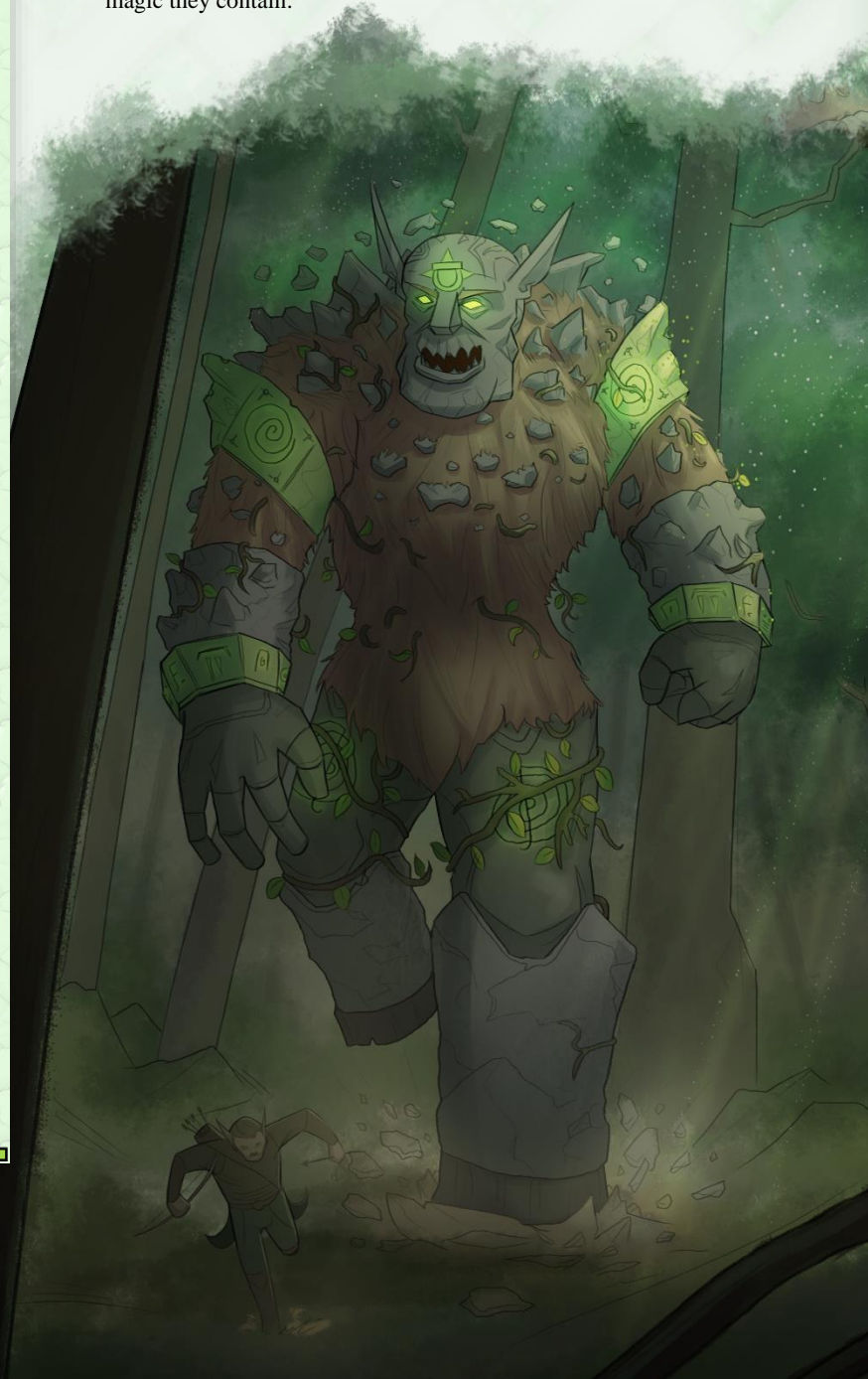
Multiattack. The sylvan colossus makes two attacks with its fist.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 19 (3d8 + 6) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage.

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



TALKING BEAST

The boundless magic that suffuses the Feywild enriches everything within it, from the rocks and trees, to the dullest of beasts, such that many animals in the Feywild can actually speak. No one is sure when the first talking beasts emerged—perhaps they have been in the Feywild since the beginning—but it is known that the Feywild’s magic can spontaneously spark intelligence in animals brought there, so it is clear that talking beasts are as much a natural phenomenon as golden apples or wild magic springs.

Modest Professions. Most often, when beasts gain intelligence, they turn their new talents to simple professions and humble abodes. Most animals are content to fish and raise crops, rather than hunt their fellow beasts, and learn mundane, but useful skills, such as woodworking or sewing. For example, small communities of talking squirrels might build a respectable community in the trees, trading acorns for currency and building banks for the winter months. Intelligent owls, on the other hand, might simply reside nearby other animals, enriching their lives with witticisms and nuggets of wisdom.

Animal Protectors. Within the woodland realms that most talking beasts inhabit, it is the role of the large to protect the tiny, both from wild predators and unaware adventurers. A telltale sign that a hunter has encountered a talking beast (other than hearing them speak, of course) is seeing a bear or lion hold their ground in defense of a rabbit or mouse.

Among communities of talking beasts, the importance of bravery and respect are taught in fables passed down through the generations. One such tale tells the story of a kingly lion and a courageous mouse who save a kingdom from an evil witch; another tells the tale of a foolish tortoise and a wise hare who engage in a foot race. All the tales of talking beasts teach moral lessons on how to live, no matter where in the animal kingdom they originate.

TALKING BEAST TEMPLATE

A talking beast is any beast touched by the magic of the Feywild, granting it sapience and the ability to speak. Some talking beasts in the Feywild are born that way, while others are spontaneously created from unintelligent animals. The following characteristics change or are added to a beast that is magically transformed into a talking beast:

Ability Scores. The talking beast’s Intelligence, Wisdom, and Charisma scores become 10, if they were lower.

TALKING LION

Large beast, neutral good

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3, Persuasion +4, Stealth +6
Senses passive Perception 13
Languages Common, Sylvan
Challenge 1 (200 XP)

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

Magical Attacks. The lion’s attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

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

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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

Skill Bonuses. The talking beast gains skill bonuses with two skills appropriate to its base form, determined by the GM. For example, a snake might become practiced in Deception and Stealth, whereas a bear might become exceptionally skilled with Athletics and Intimidation.

Languages. The talking beast can speak and read Common and Sylvan. If its form is capable of writing, it can also write in these languages.

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

Magical Attacks. If the beast’s original CR was 1 or higher, its attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

TALKING MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills Insight +5, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

TALKING OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +6, Insight +3, Perception +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 0 (10 XP)

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

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

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

ACTIONS

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

TASLOI

The tasloi (pronounced TAZ-loi) are a race of primitive, goblinoid skulkers that dwell mainly in jungles and warm forests—something they find in abundance on the Plane of Faerie. Weaker and more cowardly even than true goblins, tasloi rely on hit-and-run tactics to wear their prey down; it is almost impossible to draw a tasloi into a fair fight.

Hunters and Savages. Tasloi society is not complex. They live in tribes of 50 to 70 individuals, typically a handful of extended families, and eke out a living by hunting and gathering. Tasloi will eat almost anything, though they prefer elf meat when it is available. To this end, they form raiding parties that set out to capture anyone who might be tempted to wander the forest alone.

Tasloi villages are established in the treetops with dozens of simple wooden huts. Tasloi are most comfortable when elevated off the ground, since their lightweight bodies are well-adapted to moving along branches. With their gangly, simian limbs, they are sometimes mistaken for monkeys—though their foul goblinoid stench and grey-green fur do not resemble any natural monkey in the slightest.

Ambush the Vulnerable. Tasloi may not be very fearsome on their own, but they do have some important strengths. Notably, they possess a natural instinct about

TASLOI

Small humanoid (goblinoid), chaotic evil

Armor Class 11 (shield)

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	9 (-1)	9 (-1)	9 (-1)	9 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Tasloi

Challenge 1/8 (25 XP)

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

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

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

TASLOI HUNTER

Small humanoid (goblinoid), chaotic evil

Armor Class 14 (leather armor, shield)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	9 (-1)	12 (+1)	9 (-1)

Skills Acrobatics +3, Nature +1, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan, Tasloi

Challenge 1/2 (100 XP)

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

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

ACTIONS

Multiattack. The tasloi makes two melee weapon attacks.

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

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

TASLOI CHIEF

Small humanoid (goblinoid), chaotic evil

Armor Class 17 (studded leather, shield)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Intimidation +2, Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, Tasloi

Challenge 2 (450 XP)

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

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

ACTIONS

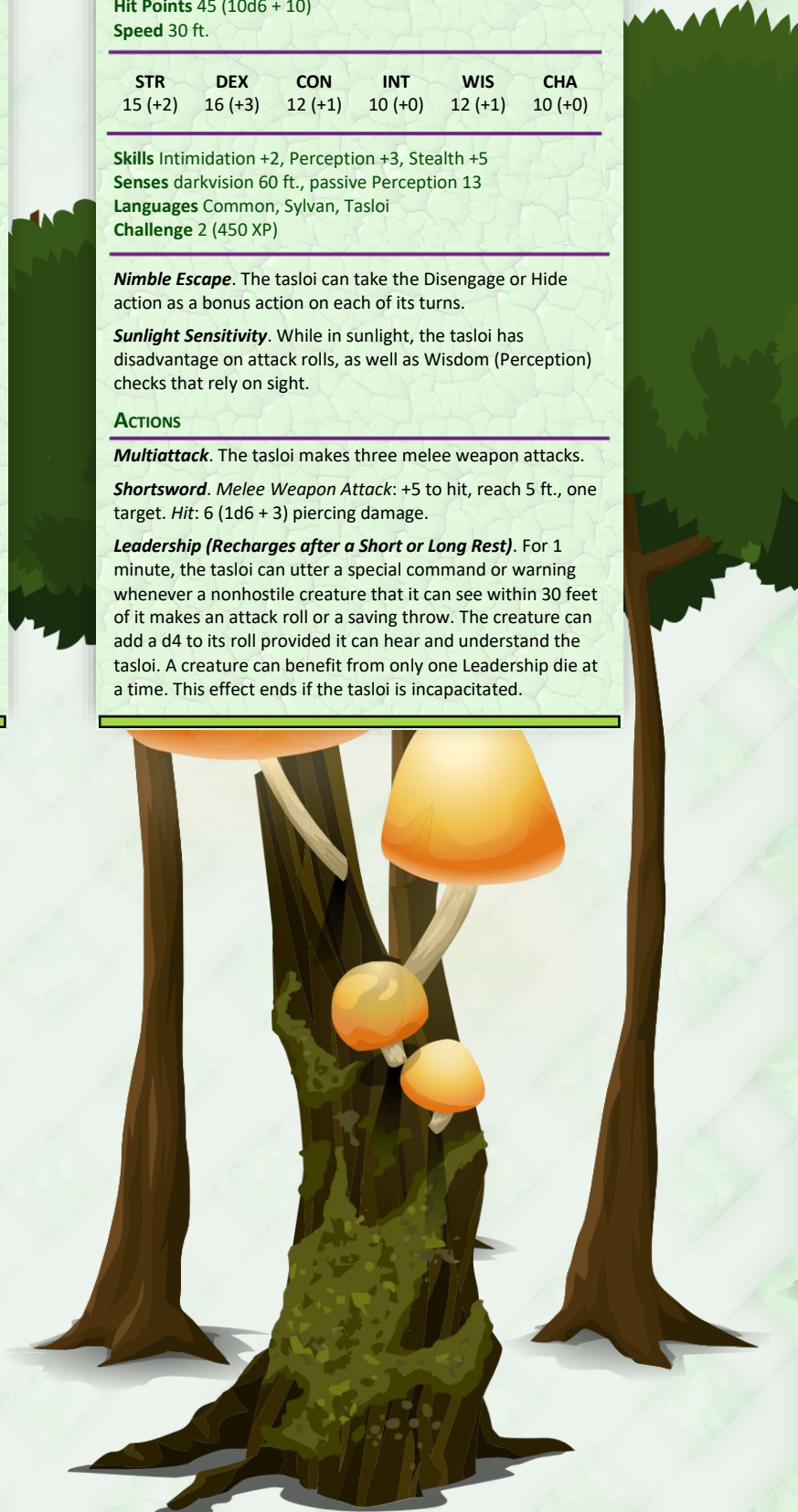
Multiattack. The tasloi makes three melee weapon attacks.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the tasloi can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the tasloi. A creature can benefit from only one Leadership die at a time. This effect ends if the tasloi is incapacitated.

their forest home: they can navigate through the trees with ease and excel at setting traps that are almost impossible to detect. Furthermore, they always take note of where powerful forest monsters set up their lairs, such that they can set up ambushes on the paths that defeated adventurers might use when fleeing. In this way, tasloi hunters are able to exploit moments of weakness to pick off targets that would normally be beyond their strength.

Tasloi ambushers favor the tactic of concealing themselves in the treetops, waiting for their unsuspecting targets to pass below, and then launching a surprise assault with javelins and nets. War parties led by tasloi chieftains, all of which are experienced warriors, are particularly dangerous, and have been known to employ complex strategies involving multiple traps and feints to set up even more decisive ambushes.



TOTEMA

Totema are horrifying beasts, spirits of the primitive wilds made flesh. Towering conglomerations of powerful animals, teeming with the oldest fey magic, these ancient spirits are living embodiments of the brutal wilderness and its untamed fury.

Proto-Fey. In the dawning years of the world, the Feywild was still a formless realm, an unshaped embodiment of purest magic. Its denizens were not yet capricious tricksters, for magic had yet to be refined into true spells, and the fey themselves had yet to assemble their courts. The original fey—if they could be called that—were a brutal reflection of nature, strange aggregates of plants and beasts, known to early peoples as totema.

As the world developed, so too did the Feywild, and totema became an ancient breed, exiled to the edge of the Feywild, yet they continue to thrive in the untamed wildernesses at the perimeter of the known world.

Monuments to Strength. Early humanoids honored totema for their unearthly power, and built wooden effigies in their honor, seeking to capture that strength for their own. Totema obliged, as they always shall, for a small blood offering at the foot of one of their effigies.

WILD ELEMENTAL

Roiling, churning clouds of elemental chaos, these unstable creatures can be harnessed by spellcasters, though only the most foolhardy would dare do so.

Primordial Magic. In the Feywild, an abundance of raw and uncontrolled magic sometimes gives rise to a wild elemental. They are constituted from pure energy, which manifests in various forms, including fire, ice, and thunder. By channeling this energy, wild elementals are able to lash out with a range of spells, or augment their physical attacks with magical power.

Mysterious Shimmering Clouds. The form of a wild elemental is indistinct, appearing as a gaseous mass of smoke, glitter, colored lights, and transient effects. Swords and axes pass through them easily, doing little harm to the elemental and, while they are not as fast as air or fire elementals, their ability to strike at range makes them just as dangerous.

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



TOTEMA

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Wis +6, Cha +3

Skills Intimidation +5, Nature +4, Perception +8, Sleight of Hand +6, Stealth, Survival +8

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses blindsight 60 ft., truesight 60 ft., passive Perception 18

Languages Primordial, Sylvan

Challenge 4 (1,100 XP)

Keen Sight. The totema has advantage on Wisdom (Perception) checks that rely on sight.

Primordial Magic. Whenever the totema deals damage with an attack, it can choose to change the damage type to any of the following: cold, fire, lightning, or thunder damage.

ACTIONS

Multiattack. The totema makes one bite attack and either uses its entangling vines or makes one attack with its claws.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 8 (1d12 + 2) acid damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 12 Constitution saving throw or take 9 (2d8) poison damage.

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

Entangling Vines. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* the target is grappled and restrained by the totema (escape DC 13.)



WILD ELEMENTAL

Large elemental, chaotic neutral

Armor Class 14

Hit Points 102 (12d10 + 36)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	6 (-2)	10 (+0)	9 (-1)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 5 (1,800 XP)

Illumination. The elemental sheds dim, multicolored light in a 30-foot radius.

Weird Arcana. Whenever the elemental casts a spell or cantrip, roll a d20. On a 1, it rolls immediately on the Weird Arcana table.

Wild Form. The elemental constantly shifts in form: burning with flames one moment, crackling with electricity the next. At the start of each of the elemental's turns, roll a d6 on the table below. The elemental has resistance to the damage type that corresponds to the result, and the additional damage on its touch attack also changes to that type. Both effects persist until the start of the elemental's next turn.

D6	Damage Type	D6	Damage Type
1	Fire	4	Thunder
2	Cold	5	Acid
3	Lightning	6	Radiant

Innate Spellcasting. The wild elemental's spellcasting ability is Charisma (spell save DC 9). The wild elemental can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *fire bolt*, *ray of frost*, *shocking grasp*

3/day each: *faerie fire*

1/day each: *fog cloud*

ACTIONS

Multiattack. The elemental makes two touch attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) additional damage of a type determined by the Wild Form ability.



WOLF-IN-SHEEP'S-CLOTHING

To the untrained eye, a wolf-in-sheep's-clothing looks like a harmless tree stump. Any adventurer who intendeds to travel through forested terrain must be careful, therefore, to learn the telltale signs that give away this monster's true nature.

Corpse Puppets. The top of a wolf-in-sheep's-clothing's body is covered in hair-like filaments that it can freely manipulate. Typically, the monster captures and kills a tiny animal, such as a rodent or bird, and attaches its filaments to the corpse so that it can control it like a puppet. By moving the corpse to dance around, the wolf-in-sheep's-clothing lures in larger prey to be strangled and eaten.

Though the wolf-in-sheep's-clothing vaguely understands how its corpse puppet might normally act, this understanding is severely limited. For example, it might know that birds fly about, but it might not understand how a bird's song sounds. These inconsistencies can prove to be invaluable clues for adventures that come across this monster.

Toothsome Maw. Once a wolf-in-sheep's-clothing has come out of hiding and committed itself to an attack, a gaping vertical slit opens in its body. Lined with sharp teeth, this mouth is large enough to bite a human's head clean off, though the monster generally prefers to strike with its tentacles (which are disguised as roots before it attacks) and only brings its teeth to bear once the victim is already dead.

WOLF-IN-SHEEP'S-CLOTHING

Medium aberration, neutral

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Wis +4

Skills Insight +4, Nature +0, Perception +6, Stealth +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 3 (700 XP)

Corpse Lure. The wolf-in-sheep's-clothing can use small filaments to manipulate any tiny object that sits on top of it, without requiring an action. It can use this ability to maneuver a Tiny corpse like a puppet, to the extent that it has advantage on any Deception checks it makes to convince others that the corpse is alive.

False Appearance. As long as the wolf-in-sheep's-clothing remains motionless, it is indistinguishable from a tree stump with a dead rodent lying on top.

Infested Corpse. Any creature that eats a corpse that has been animated by the wolf-in-sheep's-clothing's filaments is automatically subjected to the parasitic infestation detailed in the Implant action.

ACTIONS

Multiattack. The wolf-in-sheep's-clothing makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 14). The wolf-in-sheep's-clothing can grapple a maximum of two creatures.

Implant. The wolf-and-sheep's-clothing implants an egg in one creature it has grappled. The target must make a DC 13 Constitution saving throw or become infested.

While a creature is infested, it takes 5 (1d10) necrotic damage daily at dawn for the next four days. This damage cannot be reduced or resisted in any way. On the fifth day, the parasite bursts free from their body, dealing 28 (8d6) slashing damage and ending the infestation.

The infestation can be cured with a DC 25 Wisdom (Medicine) check or a *greater restoration* spell. The victim takes 14 (4d6) slashing damage every time the Medicine check is attempted, regardless of the outcome.

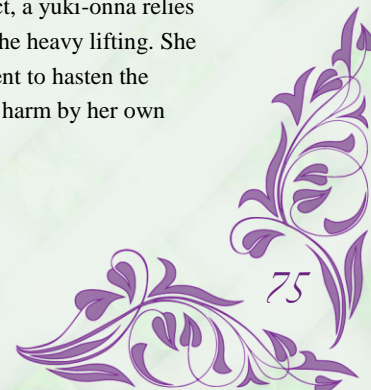


YUKI-ONNA

Beautiful but capricious, yuki-onna appear before mortals during fierce blizzards, sometimes leading lost souls to safety, and sometimes luring them to a frosty grave. It is said that these snow-women must disguise themselves as humans in order to find a husband and bear children, though others assert that they are in fact the transformed spirits of women who got lost in snowstorms.

Unearthly Beauty. These fey creatures always appear as beautiful women with long, black hair, soft, blue eyes, and icy skin. Their snowy robes swirl and billow continuously, even when no wind blows (though they are, of course, rarely seen in such calm conditions). Few humanoid can look upon a yuki-onna without being stunned by their captivating presence.

Bloodless Killers. Yuki-onna disdain physical violence for reasons unknown, which is particularly odd, considering the frequency with which they attempt to kill mortals. Thus, rather than direct conflict, a yuki-onna relies on the natural cold of the tundra to do the heavy lifting. She may use trickery, illusion or enchantment to hasten the process, but will never willingly inflict harm by her own hand.



YUKI-ONNA

Medium fey, any chaotic alignment

Armor Class 14

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+1)	16 (+3)	20 (+5)

Skills Deception +9, Perception +6, Performance +9, Persuasion +7, Stealth +5

Damage Immunity cold

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Magic Resistance. The yuki-onna has advantage on saving throws against spells and other magical effects.

Blizzard Stealth. The yuki-onna is unaffected by extreme cold and can hide as a bonus action during snowy conditions. It does not treat ice or snow as difficult terrain.

Spellcasting. The yuki-onna is an 8th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). The yuki-onna knows the following sorcerer spells:

Cantrips (at will): *chill touch, dancing lights, ray of frost, minor illusion*

1st level (4 slots): *comprehend languages, disguise self, fog cloud*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *sleet storm*

4th level (2 slots): *confusion, greater invisibility, ice storm*

ACTIONS

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

Lose the Way (Recharge 6). The yuki-onna touches a creature, which must then make a DC 15 Wisdom saving throw or be completely unable to find their way anywhere for the next 10 (3d6) hours. An affected character automatically fails all Wisdom (Survival) checks for the duration, cannot navigate anywhere, follow tracks, locate their position on a map, use a compass, or even find the door to leave a room without being led by another person the entire way. Any attempt to navigate results in the affected character becoming hopelessly lost.

utter ruin. For this reason, many people leave treats such as biscuits and cakes out at night, hoping to lure and keep one of these creatures. People who succeed in attracting a zashiki-warashi have been known to go to great lengths to retain them, spoiling them with treats and toys, even doting on their fey tenant more than their own children.

Playful Little Monsters. Zashiki-warashi love large, well-kept, old houses, music, and practical jokes. They often play in the soot from fireplaces and leave ashen footprints all over the house. They also like to cavort with noisy objects in the night, waking up sleeping humanoids. Some zashiki-warashi will even jump up and down on people's beds, vanishing from sight before the sleeper opens their eyes.

ZASHIKI-WARASHI

Small fey, any alignment

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	18 (+4)

Skills Performance +6, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP)

Blessings of the House. When the zashiki-warashi finishes a long rest in a building, each creature that has slept in that building within the last 24 hours gains 1 luck point, which it can spend to re-roll one d20 when it makes an attack roll, ability check, or saving throw. Unspent luck points disappear after 24 hours.

Magic Resistance. The zashiki-warashi has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The zashiki-warashi's spellcasting ability is Charisma (spell save DC 14). The zashiki-warashi can innately cast the following spells, requiring no material components:

At will: *dispel magic, invisibility, minor illusion, pass without trace, silent image*

1/day each: *bane, bestow curse, burning hands, counterspell, knock, teleport* (self only)

ACTIONS

Mischief. *Ranged Spell Attack:* +6 to hit, reach 5 ft., or range 60 ft., one target. *Hit:* 5 (2d4) psychic damage and the target has disadvantage on its next attack roll.

Lucky Charm. One target within 60 feet of zashiki-warashi gains 2d4 temporary hit points and has advantage on its next attack roll.

ZASHIKI-WARASHI

The zashiki-warashi is a small, playful creature that looks like a young child with bobbed hair. Generally harmless, they spend most of their time hiding in people's houses and making mischief.

Blessings and Curses. It is said that if you see one of these fey in your house, it will bring you good fortune, though if the zashiki-warashi ever leaves, you will face

NON-PLAYER CHARACTERS

On adventures through the Feywild, it can be hard to distinguish between monsters and men, for even the Feywild's civil residents vary widely in appearance, to say nothing of its wilder inhabitants. The following statistics, however, are definitively characters, and can be used to populate secret enclaves, fey courts, and the settlements found near fey bridges. The races included are the most humanlike an adventurer is likely to encounter in the Feywild, including fey elves, pixies, sithe, and sprites.

FEY ELF

Originally, the fey elves were fugitives from the Material Plane, seeking to escape the realm of grasping humans and boorish dwarves to find peace and quiet in the Feywild. Over the millennia, they have become the most prominent race in the Plane of Faerie, responsible for constructing its grand cities and building the Faerie Courts from small groups of like-minded fey into interplanar powers.

Long, Luxurious Lives. Fey elves are long-lived: with luck, it is quite possible for them to live over 1,000 years. Most of them spend this time in the Feywild's cities, where they are largely free from want, violence, or privation of any kind, thus affording them the opportunity to spend years studying art or philosophy—or to get involved in fey politics. From the outside, it very much appears that fey elf society is comprised entirely of nobles, with no peasants, merchants, soldiers, or other such unrefined sorts to be found.

More than anything else, fey elven culture values the perfection of skills. A fey elf artisan will not call themselves a master of their trade until they reach a stage where everything they make is completely flawless, each time. Fey elves are sticklers for detail, who struggle to hide their contempt for the clumsy races of the Material Plane. Similarly, fey elf fashion is a never-ending rabbit hole where the most minute tweak in shape or hue can mean the difference between something being beautiful or hideous.

Hidden Darkness. While fey elves present a splendid face to outsiders, in truth they are deeply flawed. Every fey elf carries a murky cloud in their heart, luring them towards degradation, madness, and depravity—the metaphysical price they must pay to balance out their luxurious existence. How this darkness manifests can vary. It is not uncommon for fey elves to be possessed by uncontrollable evil for one night per year, or for their shadows to take on

lives of their own, acting to undermine everything their other half has accomplished.

Call to Arms. Some fey elves feel the same sense of wanderlust that inspires adventurers the world over, though in truth, their numbers are few. Generally, the most adventurous fey elves join the Caelagarm Oath-Keepers or the Gloaming Knights; organizations that allow them to play a role in keeping their homeland safe. When fey elf cities are more seriously threatened, however, almost all of the adults within will be capable of taking up arms. These citizens do not have the discipline or battlefield experience of true soldiers, but their ranks will surely include powerful wizards, athletic fencers, and brilliant tacticians.

Fey elves make up the majority of the zealous **Gloaming Knights**, for they can work with metals such as iron and steel with ease. Of course, these roving knights favor silver above all other metals for its efficacy against lycanthropes, which they are sworn to destroy. The Fey Courts will have nothing to do with this organization, but may sometimes subtly direct the Gloaming Knights' boundless ire toward their enemies when it serves their interests.

FEY ELF GLOAMING KNIGHT

Medium humanoid (elf), true neutral

Armor Class 16 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Dex +6, Int +3

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

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan, plus any one language

Challenge 4 (1,100 XP)

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

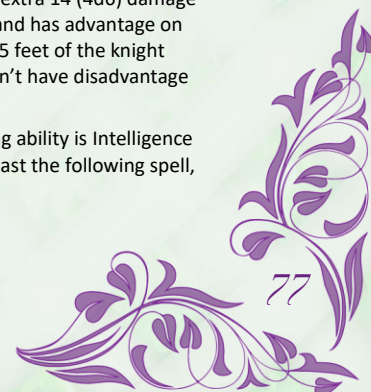
Fey Ancestry. The knight has advantage on saving throws against being charmed and magic can't put it to sleep.

Iron Blood Charm. The knight is immune to all diseases, including magical ones, such as the curse of lycanthropy.

Silvered Weapons. All weapon attacks made by the knight are silvered.

Sneak Attack (1/Turn). The knight deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of the knight that isn't incapacitated and the knight doesn't have disadvantage on the roll.

Innate Spellcasting. The knight's spellcasting ability is Intelligence (spell save DC 11). The knight can innately cast the following spell, requiring no material components:



1/day each: *misty step*

ACTIONS

Multiattack. The knight makes two melee weapon attacks, one of which must be a dagger attack.

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

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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

The closest the Feywild has in the way of authorities are the **Caelagarm Oath-Keepers**, who make a solemn pact to defend their home from outside invaders and internal threats. Resolutely neutral in most conflicts, the Oath-Keepers seek to maintain peace above all else, and try to

spend their days felling dangerous sylvan colossi or night twists, rather than mediating petty disputes between the Courts. That being said, because their Oaths are sworn to the Frolicking Court, the Oath-Keepers are also obligated to oversee the security and sanctity of traditional fey holidays and festivals.

FEY ELF OATH-KEEPER

Medium humanoid (elf), lawful neutral

Armor Class 18 (half-plate, parrying cane)

Hit Points 90 (12d6 + 36)

Speed 30 ft.

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

Saving Throws Str +7, Con +6

Skills Athletics +7, Sleight of Hand +5, Insight +5, Perception +5, Intimidation +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Action Surge (Recharge 6). The oath-keeper can take its multiattack action twice this turn.

Fell the Mighty. The oath-keeper deals an additional 1d6 damage on melee weapon attacks to creatures that are Large size or larger.

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

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

Innate Spellcasting. The oath-keeper's spellcasting ability is Intelligence (spell save DC 12). The oath-keeper can innately cast the following spell, requiring no material components:

1/day each: *misty step*

ACTIONS

Multiattack. The oath-keeper makes three rapier or hand crossbow attacks and either one parrying cane attack or one Disarm action.

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

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Disarm. The oath-keeper makes an attack roll with its rapier against one creature it can see within 5 feet, contested by a Strength (Athletics) or Dexterity (Acrobatics) check from the defender. If the oath-keeper's roll is higher, the target drops up to two weapons or items it is holding. The target has advantage of it is Large or larger.

REACTIONS

Parry. The oath-keeper adds 3 to its AC against one melee attack that would hit it. To do so, the oath-keeper must see the attacker and be wielding a melee weapon.



Scholars can commonly be found dwelling in the libraries in the *secret enclaves* and stunning fey elf cities found throughout the Feywild, but can also be chanced upon researching or investigating some pressing topic outside of their usual urban bastions. Only a few fey scholars dedicate themselves to a single field or subject; with nearly a millennium of time to devote to study, most spend a few decades at a time mastering a new field or subject before moving on.

FEY ELF SCHOLAR

Medium humanoid (elf), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 24 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	9 (-1)	20 (+5)	10 (+0)	17 (+3)

Saving Throws Int +7, Cha +5

Skills Arcana +9, History +9, Investigation +9, Medicine +4, Nature +7, Perception +2, Performance +5, Religion +7

Senses darkvision 60 ft., passive Perception 12

Languages Elvish, plus any five other languages

Challenge 1/2 (100 XP)

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

Jack of All Trades. The scholar adds +1 to all of its ability checks that don't already include its proficiency bonus.

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

1/day each: *misty step*

Spellcasting. The scholar is a 7th-level, multiclassed spellcaster. Its spellcasting ability is Charisma for bard spells (spell save DC 13, +5 to hit with spell attacks) and Intelligence for wizard spells (spell save DC 15, +7 to hit with spell attacks). The scholar has the following spells prepared:

Bard cantrips (at will): *mending, prestidigitation*

Wizard cantrips (at will): *fire bolt, mage hand, minor illusion, ray of frost*

1st level (4 slots): Bard spells: *charm person, detect magic, healing word, identify, illusory script*; Wizard spells: *expeditious retreat, fog cloud, mage armor, floating disk, unseen servant*

2nd level (3 slots): Wizard spells: *hold person, locate object, suggestion*

3rd level (3 slots): Wizard spells: *clairvoyance, dispel magic*

4th level (1 slot): No prepared spells

ACTIONS

Small Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

PIXIE

Fairies are universally tiny, winged fey folk with a degree innate arcana. Different varieties of fairy can easily be distinguished by their wings: pixies are the friendliest and feature vibrant butterfly wings.

Quiet Villagers. Pixies conceal their villages in the treetops and among gardens where nature can hide and shelter them. These tiny, serene villages are quaint and picturesque, albeit on a smaller scale than most humanoids might be used to, with well-tended flower beds and a sprinkling of illusion magic.

Given the choice, most pixies would rather remain in their village homes with their family, friends, and neighbors, rather than gallivant around the Feywild or the Material Plane. It is almost certain that an adventuring pixie has a concrete reason for leaving their village, as opposed to simple wanderlust.

Peaceful Solutions, Where Possible. Pixies are among the most naturally talent arcanists to be found in the Feywild -- no small praise, given the nature of the fey. Despite the devastating magical potential with which pixies are endowed, however, they always seek to utilize their powers in nonviolent ways first. Magic is, after all, a creative force, and pixies know that creativity solves far more problems than mindless destruction.

Masters of herbal remedies and restorative magic, **pixie healers** can bring the mortally wounded back from the brink, cure victims of the Feywild's terrible curses, and lift curses placed by evil fey.

PIXIE HEALER

Tiny fey (pixie), any good alignment

Armor Class 15

Hit Points 12 (5d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	10 (+0)	17 (+3)	15 (+2)

Skills Medicine +5, Perception +5, Stealth +7

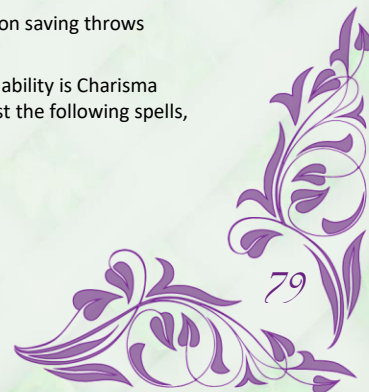
Senses passive Perception 15

Languages Sylvan

Challenge 1 (200 XP)

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

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



1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, fly, phantasmal force, polymorph, remove curse, sleep*

Spellcasting. The pixie is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The pixie has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending*

1st level (4 slots): *cure wounds, entangle, healing word, speak with animals*

2nd level (3 slots): *lesser restoration, pass without trace, protection from poison*

3rd level (2 slots): *dispel magic*

ACTIONS

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

By directly manipulating the Feywild's natural flow of arcana, **pixie mages** can greatly magnify their power. Of course, doing so is risky, and sometimes results in unpredictable effects.

PIXIE MAGE

Tiny fey (pixie), any good alignment

Armor Class 15

Hit Points 16 (11d4 - 11)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	15 (+2)	18 (+3)

Saving Throws Cha +2

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 3 (700 XP)

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

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

At will: *druidcraft, entangle*

1/day each: *awaken, commune with nature, detect evil and good, dispel evil and good, mislead, plant growth, wall of thorns*

Spellcasting. The pixie is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The pixie has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*

1st level (4 slots): *comprehend languages, faerie ward, fog cloud, sleep*

2nd level (3 slots): *detect thoughts, hold person, misty step*

3rd level (2 slots): *dispel magic, fly*

4th level (3 slots): *banishment, confusion, polymorph*

5th level (2 slots): *creation*

6th level (1 slot): *wind walk*

ACTIONS

Release Wild Magic. The pixie taps into the raw magic of the world, with unpredictable consequences. Any spellcaster of the pixie's choice within 120 feet of it immediately roll on the Weird Arcana table.

Release Wild Magic. The pixie taps into the raw magic of the world, with unpredictable consequences. Any spellcaster of the pixie's choice within 120 feet of it immediately roll on the Weird Arcana table.

Wild Magic Burst. The pixie rolls twice on the Weird Arcana table and choose either result.

SITHE

Natural illusionists and shapeshifters, sithe make up for their small stature with cunning, wit, and guile. Sithe resemble other fairies, particularly pixies, but are even shorter and have very different skin tones.

Courtly Politics. Whereas pixies generally avoid webs of political intrigue, sithe relish the opportunity to scheme and plot in the Fey Courts. Sithe have a mind for organization, enemies, and alliances, and constantly look to maneuver situations in their favor. Given an objective, a sithe is extremely resourceful in achieving their goal, using everything from magic to good old-fashioned duplicity to get their way.

Nearly all Fey Courts count a sithe wizard among their number, if not an entire school of them, and highly value their allegiance. As well as being powerful arcanists, sithe advisors are highly valued by the great and good of the Feywild—even archfey, in part because of their devious intuition, and in part because of the sithe information network: a series of tiny castles and miniscule mage towers that dot the Feywild, concealed in illusions or tucked away in secret enclaves. From this network, sithe communities gather all manner of information and communicate it invisibility across the plane.

Everyday Magic. Even moreso than other fey, sithe prefer to solve their problems with magic. Rather than defending their villages with warriors or nestling them deep in natural camouflage, sithe simply wrap them with illusions. If a sithe purchases goods from an unaware humanoid, they're likely to pay with faerie gold, which vanishes after an hour. If a sithe is being pursued by a hungry predator or an angry rival, they'll simply transform into a tiny insect and wait until the coast is clear. Every problem (except the unimportant moral ones) can be resolved magically.

Sithe wizards are sworn to nearly every fey court and are integral to the machinations of fey politics. When major shifts upset the Courts' status quo, a sithe wizard has normally had something to do with it.

SITHE COURT WIZARD

Tiny fey (sithe), any neutral alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 42 (17d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	22 (+6)	16 (+3)	15 (+2)

Saving Throws Int +10, Wis +7

Skills Arcana +14, Nature +10

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

Senses passive Perception 13

Languages Sylvan, plus any other language

Challenge 11 (7,200 XP)

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

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

At will: *dancing lights, druidcraft*

1/day each: *entangle, invisibility, sleep*

Spellcasting. The sithe is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The sithe has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *comprehend languages, detect magic, fog cloud, mage armor, magic missile*

2nd level (3 slots): *darkvision, invisibility, scorching ray*

3rd level (3 slots): *bestow curse, counterspell, detect magic, sending, shrink object, sleet storm*

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

5th level (2 slots): *geas, teleportation circle*

6th level (1 slot): *chain lightning, flesh to stone*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *maze*

9th level (1 slot): *secret enclave*

ACTIONS

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

A secret network of **sithe covert agents** monitors everything in the Feywild from their perches in invisible hideaways, stockpiling secrets, keeping track of the comings and goings of important fey, and searching for imminent threats.

SITHE COVERT AGENT

Tiny fey (sithe), lawful evil

Armor Class 13 (16 with *mage armor*)

Hit Points 45 (13d4 + 13)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	19 (+4)	13 (+1)	10 (+0)

Saving Throws Dex +5, Int +6

Skills Arcana +6, Investigation +6, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Elvish, Sylvan, plus any two other languages

Challenge 2 (450 XP)

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

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

Sneak Attack (1/Turn). The sithe deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of the sithe that isn't incapacitated and the sithe doesn't have disadvantage on the roll.

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

At will: *dancing lights, druidcraft*

1/day each: *entangle, invisibility, sleep*

Spellcasting. The sithe is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The sithe has the following wizard spells prepared:

Cantrips (at will): *dancing lights, fire bolt, mage hand, minor illusion*

1st level (4 slots): *disguise self, illusory script, mage armor, silent image*

2nd level (3 slots): *invisibility, mirror image, suggestion*

3rd level (2 slots): *sending*

ACTIONS

Tiny Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (0 + 3) piercing damage.

Sithe guards patrol the gardens belonging to certain archfey and stand vanguard at the gate of hidden cities and secret enclaves.

SITHE GUARD

Tiny fey (sithe), any lawful alignment

Armor Class 14 (studded leather)

Hit Points 7 (2d4 + 2)

Speed 10 ft., fly 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages Sylvan
Challenge 1/4 (50 XP)

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

Innate Spellcasting. The sithe's spellcasting ability is Intelligence (spell save DC 11). The sithe can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *druidcraft*
 1/day each: *entangle*, *invisibility*, *sleep*

ACTIONS

Tiny Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.

Tiny Dagger. *Ranged Weapon Attack:* +4 to hit, range 70/300 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Despite their small size, sithe culture includes a notable warrior tradition, and many sithe leaders are well schooled in grand strategy and the art of war. Fighting between sithe kingdoms is generally kept to a small scale, where military action is regarded as a brief interruption of the normal political games; this means that a few powerful individuals can have a significant impact on the course of events. Within recent memory, a number of **warrior-queens** have taken advantage of this to carve out domains for themselves, amassing sizeable treasure hoards along the way.

SITHE WARRIOR QUEEN

Tiny fey (sithe), lawful evil

Armor Class 21 (half plate +1, ring of protection, main gauche)
Hit Points 38 (11d4 + 11)
Speed 10 ft., fly 30 ft.

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

Saving Throws Str +7, Dex +3, Con +5, Int +4, Wis +8, Cha +2

Skills Athletics +6, Deception +4, History +9, Perception +2, Persuasion +4, Stealth +5

Senses passive Perception 12

Languages Sylvan

Challenge 6 (2,300 XP)

Special Equipment. The sithe wears a suit of silver *half plate +1* and a *ring of protection*, and carries a *flame tongue* in the form of a tiny sabre and a *tiny seax +1*.

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

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

Main Ganche. As long as the sithe is holding a melee weapon in each hand, it gains a +2 bonus to its AC.

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

At will: *dancing lights*, *druidcraft*
 1/day each: *entangle*, *invisibility*, *sleep*

ACTIONS

Multiattack. The sithe makes four attacks: three with its sabre and one with its seax.

Tiny Sabre (Flame Tongue). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) slashing damage plus 7 (2d6) fire damage.

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

SPRITE

Sprites might look similar to other fairies, albeit with dragonfly wings instead of butterfly wings adorning their backs, but they lack all the friendliness and warmth of other tiny folk. Born warriors, sprites defend their forest domain from evil intruders with force, judging interlopers by listening to their hearts and attacking evildoers with grim determination.

Cold and Pragmatic. Sprites tend to be rather dour, taking their duties, especially the defense of their homes, very seriously. Other fey often tease them for their stern bent, especially when they refuse to indulge in celebrations or merriment, but in times of need, sprites will always be a ready ally.

Masters of Poison. From their lush forest villages, sprites have access to plants and herbs of every type, with which they can brew potions and poisons. Sprites understand that such humble flora can hide complex alchemical secrets critical to making potent reagents. With the right ingredients, sprites can brew healing draughts, sleeping poisons, and even bombs.

The tradition of alchemy is kept alive by the village's **master alchemist**, one of a few sprites permitted to spend time in research and contemplation, rather than defending the city. By sprite standards, the master alchemist brews potions and poisons in huge batches, supplying all the village's warriors with healing potions and poison for their weapons.

SPRITE MASTER ALCHEMIST

Tiny fey (sprite), any alignment

Armor Class 16 (studded leather)

Hit Points 63 (14d4 + 28)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	15 (+2)	20 (+5)	16 (+3)	10 (+0)

Saving Throws Dex +7, Con +5, Int +8

Skills Arcana +11, Investigation +8, Medicine +6

Damage Resistances acid, fire, poison

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

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

Innate Spellcasting. The sprite's spellcasting ability is Intelligence (spell save DC 16). The sprite can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *druidcraft*

1/day each: *entangle*, *invisibility*, *sleep*

ACTIONS

Multitattack. The sprite throws two bombs, or throws one bomb and uses one potion.

Tiny Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (0 + 4) piercing damage.

Drink Potion. The sprite is carrying three *potions of greater healing* and one *potion of stone giant strength*. It drinks one of these potions.

EMP Bomb (1/Day). The sprite throws a bomb into a space it can see within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Constitution saving throw. A target takes 26 (4d12) lightning damage on a failed save, or half as much damage on a successful one.

This bomb deals double damage to constructs.

Fire Bomb. The sprite throws a bomb into a space it can see within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Flash Bomb (3/Day). The sprite throws a bomb into a space it can see within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Constitution saving throw or be blinded until the end of the sprite's next turn.

Fragmentation Bomb (1/Day). The sprite throws a bomb into a space it can see within 60 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. A target takes 18 (4d8) piercing damage and 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Poison Gas Bomb (1/Day). The sprite throws a bomb into a space it can see within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Constitution saving throw. A target takes 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

The gas spreads around corners, but does not affect targets that do not need to breathe.

Smoke Bomb (2/Day). The sprite throws a bomb into a space it can see within 60 feet. Smoke then fills a 20-foot radius sphere around that point, creating an area of heavy obscurement that lasts for 1 minute. The smoke spreads around corners, but can be dispersed by a moderate or stronger (at least 10 mph) gust of wind.

A **sprite ranger's** duty is to keep watch over their territory's border and protect their village from attacks. Occasionally, a ranger will be sent on distant missions to secure a rare alchemical ingredient or to scout enemy movements.

SPRITE RANGER

Tiny fey (sprite), any alignment

Armor Class 16 (studded leather)

Hit Points 18 (4d4 + 8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Skills Animal Handling +7, Nature +5, Perception +7, Stealth +8, Survival +7

Senses passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

Innate Spellcasting. The sprite's spellcasting ability is Intelligence (spell save DC 11). The sprite can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *druidcraft*

1/day each: *entangle*, *invisibility*, *sleep*

Spellcasting. The sprite is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sprite has the following ranger spells prepared:

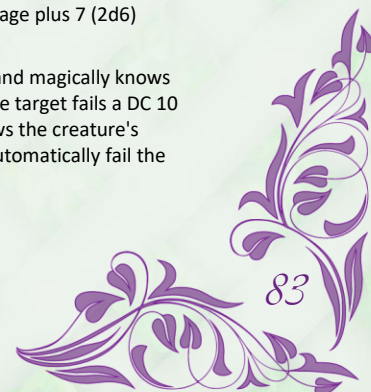
1st level (4 slots): *animal friendship*, *ensnaring strike*, *fog cloud*

ACTIONS

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

Tiny Longbow. *Ranged Weapon Attack:* +6 to hit, range 70/300 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.



Chapter 6: Spells

Fairy tales and fey lore alike are replete with descriptions of terrible and wondrous magic, ranging from sinister (and convoluted) curses, to genuine metamorphoses that redefine what is possible through magic. This chapter contains new spells that are unique to those with a strong connection to the Feywild, where the power of all magic is strengthened. Following that, it contains a list of unique spells available only through attunement to the *Mispelled Spellbook*.

SPELL LISTS

These new spells are available for the following classes, some of which are published by *Mage Hand Press*.

BARD SPELLS

CANTRIPS (0 LEVEL)

Cheat

1ST LEVEL

Chameleon Mask

2ND LEVEL

Nondescript
Vanishing Trick

3RD LEVEL

Glitterdust
Phantasmal Beauty

4TH LEVEL

Curse of Aging
Curse of Youth
Dire Charm
False Vision
Feral Footman

5TH LEVEL

Curse Weapon

6TH LEVEL

Demand

9TH LEVEL

Secret Enclave

CLERIC SPELLS

1ST LEVEL

Faerie Ward

2ND LEVEL

Wooden Sanctuary

3RD LEVEL

Glitterdust

4TH LEVEL

Curse of Aging
Curse of Youth

DRUID SPELLS

CANTRIPS (0 LEVEL)

Diamond Edge

1ST LEVEL

Chameleon Mask

2ND LEVEL

Leaves to Lacquer
Petal Storm
Wooden Sanctuary

3RD LEVEL

Glitterdust

4TH LEVEL

Curse of Aging
Curse of Youth

6TH LEVEL

Mandy's Marvelous
Metamorphosis

8TH LEVEL

Walking Wood

9TH LEVEL

Liveoak
Secret Enclave

PALADIN SPELLS

1ST LEVEL

Faerie Ward

RANGER SPELLS

1ST LEVEL

Chameleon Mask

2ND LEVEL

Leaves to Lacquer
Nondescript
Vanishing Trick
Wooden Sanctuary

4TH LEVEL

False Vision

SHUGENJA SPELLS

CANTRIPS (0 LEVEL)

Diamond Edge

2ND LEVEL

Aerial Alacrity

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Cheat
Diamond Edge

1ST LEVEL

Chaos Shield

2ND LEVEL

Aerial Alacrity
Nondescript
Petal Storm
Reckless Dweomer
Vanishing Trick

3RD LEVEL

Glitterdust
Phantasmal Beauty

4TH LEVEL

Curse of Aging
Curse of Youth
Dire Charm

6TH LEVEL

Mandy's Marvelous
Metamorphosis

7TH LEVEL

Kyu's Discount Wish

9TH LEVEL

Secret Enclave

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Cheat

1ST LEVEL

Faerie Ward

2ND LEVEL

Nondescript
Petal Storm
Vanishing Trick

3RD LEVEL

Glitterdust
Phantasmal Beauty

4TH LEVEL

Curse of Aging
Curse of Youth
Dire Charm
Feral Footman

5TH LEVEL

Gingerbread Cottage



6TH LEVEL

Mandy's Marvelous
Metamorphosis

9TH LEVEL

Secret Enclave

WARMAGE SPELLS

CANTRIPS (0 LEVEL)

Diamond Edge

WITCH SPELLS

CANTRIPS (0 LEVEL)

Cheat

1ST LEVEL

Chameleon Mask
Faerie Ward

2ND LEVEL

Leaves to Lacquer
Nondescript
Vanishing Trick
Wooden Sanctuary

3RD LEVEL

Glitterdust

4TH LEVEL

Curse of Aging
Curse of Youth
Dire Charm
Feral Footman

5TH LEVEL

Curse Weapon
Gingerbread Cottage

6TH LEVEL

Mandy's Marvelous
Metamorphosis

9TH LEVEL

Liveoak
Secret Enclave

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Cheat

1ST LEVEL

Faerie Ward

2ND LEVEL

Aerial Alacrity
Leaves to Lacquer
Nondescript
Petal Storm
Vanishing Trick

3RD LEVEL

Glitterdust
Phantasmal Beauty
Shrink Object

4TH LEVEL

Curse of Aging
Curse of Youth
Dire Charm
False Vision
Feral Footman

5TH LEVEL

Curse Weapon
Gingerbread Cottage

6TH LEVEL

Demand
Mandy's Marvelous
Metamorphosis

7TH LEVEL

Kyu's Discount Wish

9TH LEVEL

Secret Enclave



SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

AERIAL ALACRITY

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a feather from a bird of prey)

Duration: 10 minutes

Target a willing creature within range you can see that has a flying speed (including those with a temporary or magically-bestowed flying speed). That creature gains the following benefits for the duration:

- The target can take the Dash action as a bonus action.
- The target can hover.
- The target has advantage on Dexterity (Acrobatics) checks.
- The target doesn't provoke an opportunity attack when it flies out of an enemy's reach.

CHAMELEON MASK

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chameleon's tail)

Duration: Concentration, up to 10 minutes

You touch a willing creature and place a minor illusion on it that allows it to blend in with its surroundings. For the duration, that creature can replace its Dexterity (Stealth) modifier with your spell attack bonus on any Dexterity (Stealth) checks it makes.

CHAOS SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours



You ward yourself against chaotic energies. For the duration, whenever you roll a d100 to generate a random magical effect, you can add or subtract 1 from the roll. Furthermore, you have advantage on any saving throw you are forced to make against any magical effects generated by such a roll (whether they were created by yourself or others).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can add or subtract any number from your d100 roll, up to the level of the spell slot used.

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of Three Dragon Ante, but not the result of a *Deck of Many Things*.

CURSE OF AGING

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Until dispelled

A creature you touch must succeed on a Wisdom saving throw or become cursed to age and wither. While cursed, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, it has disadvantage on all Strength checks and saving throws.

A *remove curse* spell ends this curse.

CURSE WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You touch a weapon. Until the spell ends, the weapon becomes magical (if it wasn't already) and gains the following property in addition to any others it has:

Curse. This weapon is cursed, and touching it extends this curse to you, unless you are a fey creature, in which case you suffer no ill effect. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times.

Whenever you roll a 1 on an attack roll with this weapon, roll a d6 and apply the result from the table below.

d6 Effect

- | | |
|---|--|
| 1 | You fall prone and your turn ends immediately. |
| 2 | You are blinded until the end of your next turn. |
| 3 | You are deafened until the end of your next turn. |
| 4 | You are immediately teleported 20 feet in a random direction. If you would end up within a solid obstacle, you take 2d6 bludgeoning damage and end up as close to the destination as possible. |
| 5 | All food items within ten feet of you immediately spoil, becoming completely inedible. |
| 6 | The weapon transforms into a live goose (or another animal chosen by the GM), which is magically bound to your hand and cannot be removed by any means (except by ending the curse). It reverts to its original form after one minute. |

A *remove curse* spell ends this curse.

CURSE OF YOUTH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's toy)

Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect. Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

If the target drops to 0 hit points, it reverts back to its original age, and excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The target retains all of its game statistics except its base movement speed, hit points, and size, which are changed to 10 feet, half of the target's maximum, and one size



category smaller, respectively. It cannot take any actions, bonus actions, or reactions, cannot cast spells, and cannot communicate, except by crying (a person using the spell *comprehend languages* or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

A *remove curse* spell ends this curse early.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher and maintain your concentration on it for the entire possible duration, the target makes another Wisdom saving throw. On a failure, the target is cursed to remain as a baby until a *remove curse* spell ends the curse. Additionally, if the target drops to 0 hit points, it does not revert to original age, and begins making death saves as normal. On a success, the effects end.

DEMAND

6th-level enchantment

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a snake's tongue and a piece of copper wire)

Duration: Concentration, up to 8 hours

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per a *suggestion* spell.

DIAMOND EDGE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a tiny diamond worth at least 1 gp)

Duration: 1 minute

The edge of a slashing or piercing weapon you are holding is magically sharpened. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using that weapon, and the weapon deals double damage to objects and structures. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

DIRE CHARM

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nymph's eyelash, worth at least 100 gp. If you are a nymph, you may use one of your own)

Duration: 10 days

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and has disadvantage unless you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends. If you or your companions do anything harmful to it, it can attempt the saving throw. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration becomes permanent (until dispelled).

FAERIE WARD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of acorns, which the spell consumes)

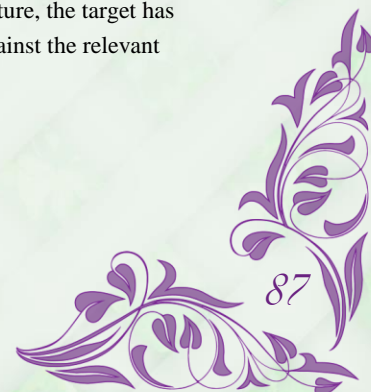
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, constructs, fiends, giants, oozes, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

FALSE VISION

4th-level illusion



Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch each of diamond, ruby, emerald and sapphire dust, worth a total of 100 gp, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, a place, or an object no larger than 10 feet in any dimension. If the target is targeted by any divination magic or perceived through a *scrying* spell's sensors, you are able to present the diviner with false information of your choice, as long as you are conscious at the time of the divination attempt. The target could appear to be in different circumstances, in one or more false locations, or completely undetectable as you desire.

FERAL FOOTMAN

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small servant's bell)

Duration: Special

After spending the casting time singing a song, you touch a Small or smaller beast. The target must have either no Intelligence score or an Intelligence of 3 or less. The beast then transforms into a humanoid of your choosing. All of the creature's abilities scores are changed to 10. The humanoid is of a friendly disposition to you, has a basic understanding of all simple unskilled labors, and can understand the languages you speak, but does not speak themselves. The footman has proficiency in any trade, craft, or profession you have proficiency in and uses your proficiency bonus. Additionally, upon transformation, the animal is clothed in mundane clothing of your choosing with a nominal value no greater than 10 gp (though this clothing cannot be removed from their body for the duration of the spell).

You can instruct the humanoid to do anything that is reasonably within their capability and is not obviously dangerous. They behave as though they are dutifully employed by you.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The humanoid form has

4 (1d8) hit points. When it reverts to its true form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its true form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can transform one additional animal for each spell slot above 4th.

GINGERBREAD COTTAGE

5th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (candies, cookies, and cakes worth at least 10 gp, which the spell consumes)

Duration: 8 hours

This spell conjures a small cottage made from gingerbread centered on a point you can see within range. You determine the floorplan of the cottage, though it must fit within a 15-by-15-foot footprint, and may have no more than one story and one door. The interior is comfortably appointed, and up to six people may rest inside (if there are more occupants, it becomes too cramped to allow resting).

The walls of the cottage are magically reinforced and cannot be destroyed except by a *dispel magic* or *disintegrate* spell. The door has a mundane lock (DC 15 to pick). You can place windows in any of the exterior walls, allowing those inside to see out and those outside to see in. Ranged attacks can be made through windows.

Everything inside the cottage is made out of gingerbread and other sweet treats. There are enough nonessential elements to feed up to six creatures, which gain the following benefits after spending 10 minutes eating in the cottage: the creature is freed from any charm affecting it and is immune the charmed condition. Its hit point maximum increases by 2d6 and it gains the same number of hit points. These benefits last for the next 8 hours.



GLITTERDUST

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a handful of powdered mica)

Duration: Concentration, up to 1 minute

You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Each creature in the area must make a Constitution save or be blinded for the duration. A creature blinded by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

An affected creature or object can't benefit from being invisible for the duration.

KYU'S DISCOUNT WISH

7th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, M (a copper piece, which the spell consumes)

Duration: Instantaneous

This wondrous spell has the power to grant wishes. Unfortunately, it only functions when given a vague, general sense of what the caster wants. When you cast this spell, you must speak the phrase "I wish for..." followed by one of the following words:

Freedom. You are immune to the charmed, grappled, paralyzed, petrified, and restrained conditions for the next 8 hours.

Friendship. The spell conjures two random beasts of CR 2 or lower, as per the *conjure animals* spell, cast with 5th level spell slot.

Happiness. You automatically succeed on the next saving throw you are required to make.

Health. You regain 10d8 hit points and are cured of any diseases and poisons you are suffering from.

Knowledge. You learn 3 things that you didn't know before, determined by the GM. If you are currently engaged in a quest or mission, at least one piece of information will be relevant to it.

Love. One randomly-determined creature that you have previously met falls in love with you.

Peace. Up to 6 creatures of your choice plus 6 creatures of the GM's choice are placed under the effects of a *sanctuary* spell for the next 8 hours.

Power. Your maximum hit points are increased by 25 for the next hour. Also, one of more of your ability scores chosen at random from the table below becomes 19 for the same duration, unless it is already higher.

d6 Ability Score

1	Strength
2	Dexterity
3	Intelligence
4	Wisdom
5	Charisma
6	Roll twice on this table and keep both results (re-roll additional sixes)

Wealth. The spell creates coins or gemstones worth 1d100 × 100 gp, which disappear after 24 hours.

LEAVES TO LACQUER

2nd-level transmutation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (an empty cocoon)

Duration: 24 hours, or until temporary hit points are exhausted

This spell gathers nearby live foliage within its range to encase one object that you touch with a volume of no more than 1 cubic foot. The plant material transforms into a tough, resilient, waterproof, and airtight coating that protects the object. The object is granted 5 temporary hit points, a fixed AC of 16 unless it would normally higher, and gains resistance to acid, cold, lightning, and thunder damage. A container that opens and closes can be sealed in such a way to protect the contents inside, but while the lacquer remains, it cannot be opened by any means.

This spell can also be used to protect weapons and armor from damage and corrosion but does not provide any benefit to the creature using them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each spell level above 2nd increases the total volume affected by 1 cubic foot, grants 5 additional temporary HP, and grants 1 additional point of AC.

LIVEOAK

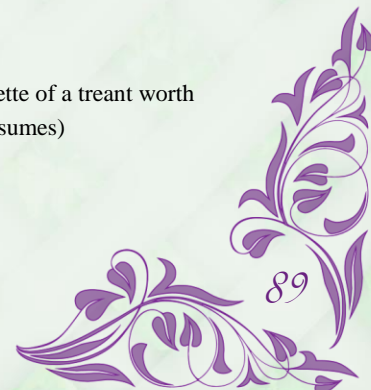
9th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (an amber statuette of a treant worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous



Choose a single Huge or larger oak tree within range that is alive and healthy. The target becomes a treant (the GM has game statistics for it).

The treant is charmed by you for 30 days, or until you or your companions do anything harmful to it, or until you cast this spell again. When the charmed condition ends, the treant chooses whether to remain friendly to you, based on how you treated it while it was charmed.

MANDY'S MARVELOUS METAMORPHOSIS

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a butterfly cocoon)

Duration: Concentration, up to 10 minutes

One willing Large or smaller target of your choosing is surrounded by an opaque cocoon of force. Nothing, not physical objects, energy, or other spell effects, can pass through the cocoon, in or out, though a creature within it can breathe there. The cocoon is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the cocoon damage anything outside it. A *disintegrate* spell targeting the cocoon destroys it without harming anything inside it.

The cocooned creature can use a bonus action to cause the cocoon to instantly dissolve away. The creature then emerges with butterfly wings that grant it a flight speed of 80 feet for the duration. When it emerges, the creature can also choose to have a butterfly proboscis, which lasts for the spell's duration. This prevents it from speaking or performing the verbal components of spells, but grants the creature a melee bite attack that deals 4d6 necrotic damage on a hit. The creature regains hit points equal to half the damage dealt with this attack.

If the creature is in the air when the spell ends, they float gently to the ground.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional creature can be affected by for each slot level above 6th

NONDESCRIPT

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it does not change your actual appearance. Creatures who see you while you were under the influence of this spell are unable to recall specific details of your appearance upon being asked if they had seen you or someone matching your description, though their memory of actions you undertook or events they experienced is unaffected.

PETAL STORM

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of flower petals)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force of swirling winds appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the petal storm must make a Strength saving throw. On a failed save, the creature takes 1d8 slashing damage and has disadvantage on any attack rolls it makes before the end of its next turn. On a successful save, the creature takes half as much damage and suffers no additional penalty. As a bonus action, you can move the storm up to 30 feet in any direction. If it moves over leaf litter, flowers, bushes, or trees, it sucks up extra material and forms a 10-foot-radius cloud of leaves and petals around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

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

PHANTASMAL BEAUTY

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the dreams of a creature you can see within range and create an illusory manifestation of its darkest desires, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes incapacitated and unable to move for the duration. In addition, it has disadvantage on all Wisdom (Perception) checks it makes. The target can repeat its saving throw against this spell when it takes damage, ending the spell on a success.



RECKLESS DWEOMER

2nd-level evocation

Casting Time: 1 action

Range: Special

Components: V

Duration: Special

You draw upon the power of raw chaos to create unpredictable effects. This spell duplicates the effects of a 1st-level spell of your choice from your class' spell list. Any material components required for the spell appear magically in your hands when you cast the dweomer, only to disappear once they have been used. The effects of the spell are then applied instantly.

After you cast this spell, you must immediately roll on the Weird Arcana table.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the potential set of spells that can be duplicated expands to include all of those up to one level lower than the slot from which the dweomer is cast, up to a maximum of 5th. There is no additional benefit from casting the dweomer at 7th level or higher. The spell then counts as being cast at the level that was used for the dweomer minus one, also to a maximum of 5th level.

SECRET ENCLAVE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny, silver bell)

Duration: 10 minutes

You conjure a shimmering, multicolored portal, large enough to admit Large or smaller creatures, which connects to a pocket dimension, much like the *demiplane* spell. The enclave is a cube with 900 foot sides and behaves as if it were part of the Feywild. The floor is made of earth that is fertile but cannot be burrowed through. When the spell ends, the portal into the enclave disappears, but the portal exiting it remains, appearing as an ornate gateway that cannot be destroyed by any means.

As long as you are within an enclave that you originally created, you can freely control the weather inside it, as per the *control weather* spell.

You or anyone else can create another portal leading back to the enclave by casting this spell again. However, once an enclave has been created, its location is fixed, and the portal can only be opened from that same location (or from within the enclave). The location of a secret enclave cannot be detected by divination magic of any kind, though a *wish* spell can reveal the location of the nearest enclave.

You can create *secret enclaves* within *secret enclaves*, but only if the original enclave was created by you.

SHRINK OBJECT

3rd-level transmutation

Casting Time: 1 action

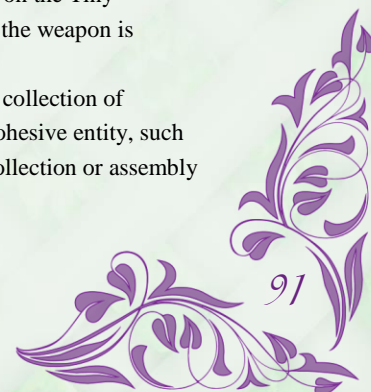
Range: Touch

Components: V, S

Duration: Concentration, up to 1 day

You touch an object that is not being worn or carried and cause it to grow smaller for the duration. The target's size is divided by 4 in all dimensions, and its weight is reduced to one-sixteenth of its previous weight. This reduction decreases its size by two categories—from Medium to Tiny, for example—unless it would still be Gargantuan after shrinking. If the target is a standard weapon, it is transformed into the nearest equivalent on the Tiny Weapons table. If no equivalent exists, the weapon is unusable for the duration.

This spell can affect an assembly or collection of objects, as long as they form a single cohesive entity, such as a ship or building. Contents of the collection or assembly



that are not creatures are also shrunk. Any creatures that are inside an object when it is shrunk are magically shunted to the nearest available space outside the object if they would no longer fit inside it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the object's dimensions are halved again, its weight is divided by 8 again, and its size is decreased by one additional category for each slot level above 3rd, to a minimum of 1/16th the original object's dimensions at 5th level.

VANISHING TRICK

2nd-level conjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack

Range: Self

Components: V, S, M (a pinch of pixie dust)

Duration: Instantaneous

You vanish in a puff of glitter just as your opponent makes their attack. When you cast this spell, you immediately teleport into an unoccupied space within 5 feet. This may cause the triggering attack to miss, either because you are no longer in range, or because it puts you behind cover that raises your AC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the teleport distance increases by 5 feet for every spell level above 2nd.

WALKING WOOD

8th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a branch cut from one of the trees to be awakened)

Duration: Instantaneous

You brandish the branch of a Huge or smaller plant, shouting for it to grow legs and move at your bidding. The target must have either no Intelligence score or an Intelligence of 3 or less. The target, along with up to 5 other Huge or smaller plants within 60 feet of it, gains an Intelligence of 10 and the ability to speak one language you know. The targets also gain the ability to move their limbs,

roots, vines, creepers, and so forth, and gain senses similar to a human's. Your GM chooses statistics appropriate for the awakened plants, such as the statistics for the awakened shrub or the awakened tree.

The awakened plants are charmed by you for 30 days or until you or your companions do anything harmful to any of them. When the charmed condition ends, the awakened creatures choose whether to remain friendly to you, based on how you treated them while they were charmed.

WOODEN SANCTUARY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You step into a wooden object or tree large enough to fully contain your body, melding yourself and all the equipment you carry with the wood for the duration. Using your movement, you step into the wood at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the wood, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the wood. You can use your movement to leave the wood where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the wood doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 3d6 bludgeoning damage to you; the same happens if your concentration is broken while merged with the wood. The wood's complete destruction (or transmutation into a different substance) expels you and deals 25 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.



MISSPELLED SPELLS

The following spells are granted through attunement to the *Mispelled Spellbook*.

BESTOW PURSE

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a wooden cane)

Duration: Instantaneous

A spacious coin purse, laden with 500 gold pieces, appears in your hand. Though this currency appears to be genuine, a recipient can make an Intelligence (Investigation) check, opposed by your spell save DC, to determine that it is of suspicious origin. After 24 hours, the gold pieces and coin purse vanish.

CLOWNKILL

5th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A stream of sickly yellow-green fog extends from your palms, seeking out and asphyxiating all clowns, jesters, and colorful minstrels within range. Whenever each creature within range that fits this description begins its turn, it must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. This fog follows affected creatures within range, but a creature can escape this fog by removing any article of clothing or accessory identifying it as a merry-maker.

COLOR SWAY

1st-level illusion

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a brightly colored pigment)

Duration: 1 hour

For a moment, the colors around you shift in a psychedelic swirl, before coming to rest far from their original hues. The colors of all creatures and objects within range change randomly and remain unnaturally colored for the duration.

CONE OF COD

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a fish)

Duration: Instantaneous

A tidal wave of fish erupts from your hands. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The area of this cone is difficult terrain until the fish are removed.

These fish remain fresh for only about 10 minutes before acquiring a putrid odor and beginning to rot.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DEFECT MAGIC

1st-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a broken mirror)

Duration: Concentration, up to 1 minute

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

FABRICAT

4th-level transmutation

Casting Time: 1 action

Range: 10 feet

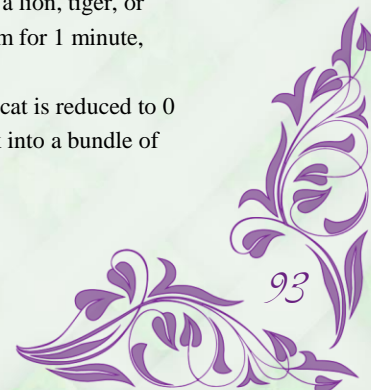
Components: V, S, M (a bundle of fabric, yarn, and thread)

Duration: 8 hours

At the wave of your hand, a bundle of fabric assembles itself into the animated form of a housecat (using cat statistics). This cat follows your commands for the duration and can communicate with you telepathically. The cat acts on your turn and follows your commands.

At any time during the spell's duration, you can use an action to transmute your fabric cat into a lion, tiger, or other large feline. It remains in this form for 1 minute, before returning to its housecat form.

At the end of the duration, or if the cat is reduced to 0 hit points in any form, it collapses back into a bundle of fabric.



FALSE WIFE

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

An illusory woman appears at your arm. The woman is the same race as yourself, but you otherwise decide the illusory woman's appearance. The illusory woman accompanies you wherever you go for the duration. It can respond to simple questions, with answers that you decide, but as an illusion, it fails to hold up to physical inspection.

FEATHER FILL

1st-level conjuration

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you opens a container

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: Instantaneous

Choose an open container within range. That container fills to the brim with nonmagical goose feathers.

FROG CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a frog's leg)

Duration: Concentration, up to 10 minutes

Following a bunch of disgruntled ribbits, a swarm of frogs appear hovering in the air in a 10-foot radius cloud centered on a point within range. This area is difficult terrain, and creatures within it have half-cover from ranged attacks.

HEAR METAL

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You imbue it with limited sentience and animation, giving it the ability to communicate with you and follow your simple commands. You can question the object about events that have happened to it within the

past day, gaining information about tasks it has been used for, things that have been said, and other circumstances.

If cast on a metal door or chest, you can use your action to command the object to open, close, lock, or unlock.

If cast on metallic construct, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause metal heated by the *heat metal* spell to cool down, dispelling the effect.

LIGHTNING BELT

3rd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

A circular arc of lightning whirls around you in a 10-foot radius. Each creature in the area except for you must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

LACK TENTACLES

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

A black aura appears in a 20-foot cube, centered around a point on the ground that you can see within range. Any creature with tentacles, tendrils, or other prehensile limbs in that area must make a Constitution saving throw or take 3d6 slashing damage and lose the use of its tentacles for the spell's duration.

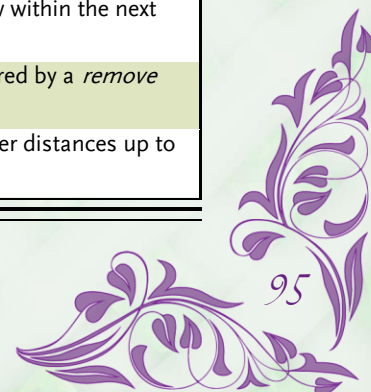
A tentacled creature that enters or starts its turn inside the area automatically takes 3d6 slashing damage and loses the use of its tentacles for the spell's duration.

Appendix: Weird Arcana

Sometimes the turbulent magics of the Feywild will manifest as random effect. When that happens, you must roll on this table and apply the result. If the table requires you to cast a spell, it always uses Charisma as the spellcasting ability; any saving throw required by this table

will be equal to 8 + the caster's Charisma modifier + the caster's proficiency bonus. You never need any spell components to cast these spells, you do not need to concentrate on them, and you cannot choose to end them before the end of their duration.

WEIRD ARCANA	
d100	Effect
1	You shrink to Tiny size for the next minute.
2	You can take two reactions instead of one between now and the start of your next turn.
3	A random item of clothing you are wearing becomes unbearably itchy. You have disadvantage on ability checks until you take the item off and wash it.
4	Your arms stretch out to double their normal length, increasing your reach by 5 feet until the end of your next turn.
5	A jaunty hat appears on your head. It disappears after 1 minute.
6	Your ears expand to enormous size for the next minute. You have advantage on Wisdom (Perception) checks that rely on hearing during that time.
7	10 gold pieces appear in your pocket.
8	If you have spell slots, you lose one of the highest level you have available.
9	You grow a tail and cat ears, which can only be undone by a <i>remove curse</i> spell.
10	You are instantly cured of any diseases, poisons or curses that are currently affecting you.
11	The next time you are forced to make a saving throw, it is an automatic success.
12	You cast the spell <i>lightning bolt</i> in a random direction.
13	You cast the spell <i>slow</i> centered on yourself.
14	You can understand all spoken and written languages for the next hour.
15	If you don't have all your hit points, you gain temporary hit points, which last for 1 minute, equal to the number of hit points you have lost.
16	For the next 24 hours, you gain darkvision out to a range of 120 feet.
17	You cast the spell <i>blur</i> on a random creature within 60 feet.
18	You cast the spell <i>polymorph</i> on yourself, transforming into a hamster.
19	All of your ability scores become 7 for 1 hour.
20	Your hair turns to pink-and-blue stripes for 10 days.
21	Your weight increases by 2d6 pounds.
22	One creature of your choice within 30 feet falls prone in comical fashion.
23	If you are a spellcaster who prepares spells, you can immediately change which spells you have prepared.
24	If you are wearing armor, it starts to fall apart. Your AC while wearing that armor is reduced by 1 point until you have a chance to repair it during a short or long rest.
25	Your skin turns to diamond until the start of your next turn. Whenever you would take damage during that time, you take no damage but instead regain hit points equal to the damage that would be dealt.
26	You feel extremely lucky. The next time you roll a 1 on an attack roll, ability check or saving throw within the next 24 hours, you can re-roll the result. You must accept the second roll.
27	You forget everything that has happened to you in the last 10 days. Your memories can be restored by a <i>remove curse</i> spell.
28	Your eyesight becomes as sharp as an eagle's. For 24 hours, you can see clearly and in detail over distances up to 10 miles.



WEIRD ARCANA CONT.

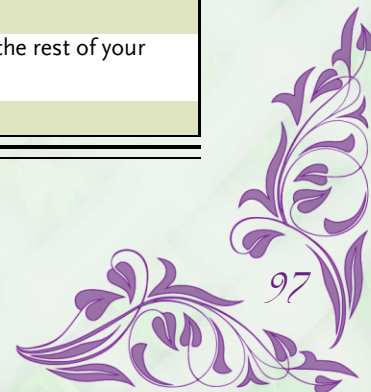
d100 Effect

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|----|---|
| 29 | For the next 10 minutes, you (and only you) can hear the sound of distant windchimes. |
| 30 | You cast the spell <i>stinking cloud</i> centered upon yourself. |
| 31 | Your legs start dancing a jig of their own accord. Your base movement speed is halved for the next minute. |
| 32 | For the next minute, every time you attack with a weapon, it makes strange noises like <i>zwoorp</i> and <i>woup</i> . |
| 33 | If you are a spellcaster, you can immediately cast one spell of your choice, without spending a spell slot or using an action. |
| 34 | Each creature within 90 feet of you is pushed 5 feet in a random direction. If a creature would be pushed into a creature, wall, or immovable object, it takes 1d6 bludgeoning damage. |
| 35 | Your senses become incredibly alert for 1 minute. No creature within 120 feet of you can hide from you for that duration. |
| 36 | One random item in your inventory turns into a flute. |
| 37 | Your head doubles in size, but halves in weight until the beginning of your next turn. |
| 38 | If you are carrying a quiver, bolt case, or bullet pouch that is not full of ammunition, it is magically refilled with ordinary arrows, bolts, or sling bullets as appropriate. If you have multiple containers, you can choose which one is refilled. |
| 39 | You are able to hear the surface thoughts of every intelligent creature within 60 feet of you for the next minute. If there is more than one creature in this radius, you must use your action if you want to focus in on any one creature's thoughts. |
| 40 | You are charmed by the nearest creature until the end of your next turn, regarding them as a trusted friend. |
| 41 | Your voice becomes a deep and sonorous baritone for the next 10 minutes. You have advantage on Charisma (Performance) checks involving singing for that duration. |
| 42 | A rainbow-colored circle of force surrounds you. Until the end of your next turn, you have advantage on Dexterity saving throws. |
| 43 | Your Strength score is reduced by 6 (to a minimum of 1) until the end of your next turn. |
| 44 | A seagull swoops down and attempts to steal a weapon from the nearest hostile creature (they can keep hold of it with a Strength or Dexterity saving throw). If they are unarmed, they instead get pecked for 1d4 piercing damage. If no hostile creatures are nearby, the seagull lurks menacingly, but otherwise does not cause any trouble. |
| 45 | For the next 24 hours, any domestic cats you encounter are inexplicably friendly towards you. |
| 46 | For the next hour, whenever you see natural rocks or stone, you hear the voice of a dwarf inside your head, describing to you in excruciating detail what sort of rock you are seeing, what it can be used for, where it is usually found, how it is formed and various other mundane geological lore. For the duration, you have advantage on Intelligence checks relating to stonework. |
| 47 | An entire egg appears in your mouth. |
| 48 | You and each creature within 30 feet of you becomes invisible until the beginning of your next turn. |
| 49 | You feel cool and well-hydrated. For the next 8 hours, you have resistance to fire damage and are considered to be adapted to hot climates. You do not become thirsty or need to drink for the duration. |
| 50 | If you are attuned to a magic item that has charges, all of its remaining charges are immediately drained. |
| 51 | For the next hour, anyone who presses their ear up against you will hear whooshing ocean waves. |
| 52 | You experience a flash of creativity and inspiration. If you are proficient in one or more types of artisan's tools, you immediately learn the recipe/design for one magic item (determined by the GM) that you did not previously know. |
| 53 | Your movements become supernaturally light and graceful for one minute. You can ignore difficult terrain and leave no footprints in soft ground for that duration. |
| 54 | A swarm of shimmerlings appears in a random space within 30 feet of you. Its behavior is determined by the GM and it disappears after 1 minute. |
| 55 | You cast the spell <i>water breathing</i> on yourself and up to 9 other creatures. |
| 56 | If you are in initiative order, everyone rerolls their initiative. A new round starts using the rerolled values. |

WEIRD ARCANA CONT.

d100 Effect

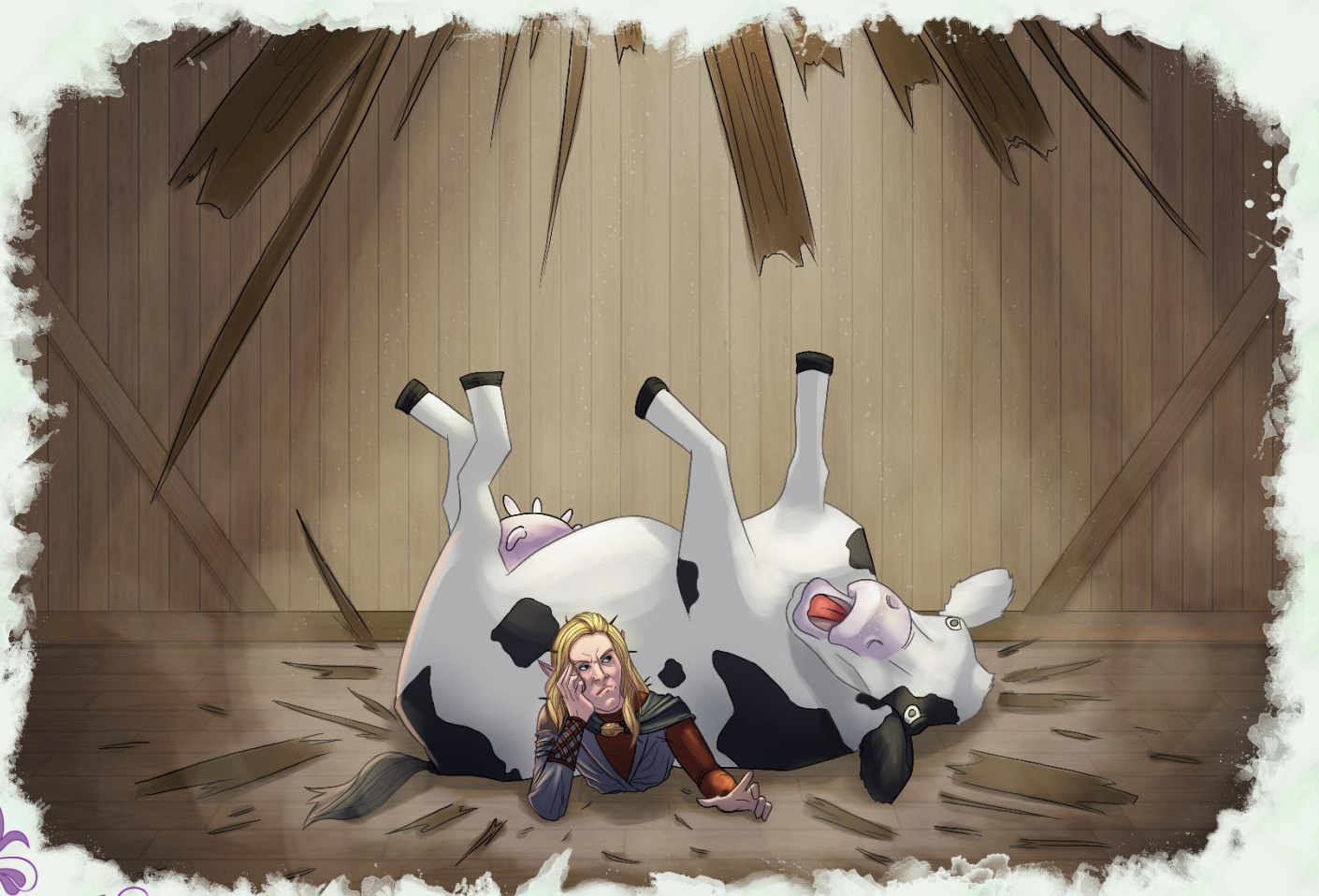
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|----|---|
| 57 | Your hair turns into snakes for one minute. The snakes are under your control, but are not strong enough to lift objects on their own, nor can they cause any damage with their bites. |
| 58 | For the next 24 hours, you develop an intense phobia of animals. For the duration, whenever you come within 60 feet of a Small or larger beast, you become frightened by it. |
| 59 | A hazy mist surrounds you for the next minute. You are considered to be lightly obscured from the point of view of any creature more than 30 feet away from you. |
| 60 | You have advantage on death saving throws you make for the next 24 hours. |
| 61 | 1d6 ravens appear in random unoccupied spaces within 30 feet of you. The GM determines their behavior. |
| 62 | Your Intelligence score becomes 21 for 10 minutes. |
| 63 | You are rotated 180 degrees in your clothes. If you are wearing light or medium armor, your speed is halved until your armor is removed. If you are wearing heavy armor, you are incapable of moving and have disadvantage on ability checks, attack rolls, and saving throws until the armor is removed. |
| 64 | You become proficient in all skills for 1 hour. |
| 65 | You smell like summer flowers for the next 8 hours. |
| 66 | You cast the spell <i>haste</i> on a random creature within 30 feet. |
| 67 | A powerful archfey takes an interest in your struggles. The first time you are reduced to 0 hit points in the next hour, they immediately teleport to your location and stabilize you. The GM then determines their behavior further. |
| 68 | A cow falls from the sky at a random point within 60 feet of you. Any creature underneath it must make a Dexterity saving throw or take 16 (3d10) bludgeoning damage. If you are indoors, the cow smashes through roofs and ceilings until it hits the ground. If you are underground, re-roll this result. |
| 69 | If there are any undead within 120 feet of you, you feel a tingling sensation. You can tell how many undead there are, but not what types or precisely where they are located. |
| 70 | For the next hour, if you begin your turn with fewer than half your hit points, you regain 1d6 hit points. |
| 71 | You burst into flames, taking 1d4 fire damage. You continue to take 1d4 fire damage at the start of each of your turns until you or another creature uses an action to extinguish the flames. |
| 72 | You have resistance to cold and fire damage for the next minute. |
| 73 | If you have a familiar or animal companion, it gains the ability to speak Common for the next 10 minutes. |
| 74 | One random creature within 120 feet of you that has an Intelligence score of 5 or more must make a Charisma saving throw or immediately roll on the Short-Term madness table. |
| 75 | Your body begins to hum with stored magical energy. The next time you make an ability check, you instead make a Charisma check with advantage to channel the stored magic into whatever it was you were trying to accomplish. |
| 76 | A dose of <i>heartfreeze</i> poison (see the poison section) slides down your throat. |
| 77 | Roll on this table twice and apply both results. If you get this result on one or both of the secondary rolls, ignore it. |
| 78 | You are clear of thought and have advantage on Wisdom saving throws you make for the next hour. |
| 79 | All locks within 60 feet of you are instantaneously opened. |
| 80 | You become ghostlike, as per the spell <i>ethereality</i> , for the next minute. |
| 81 | A cold rider upon a warhorse skeleton with plate barding appears in a random location within 300 feet of you. The rider is hostile towards you. |
| 82 | For the next week, whenever you need to make a choice, a Tiny angel and devil appear on your shoulders to debate the morality of the situation. |
| 83 | The next spell you cast counts as being cast from a slot level one higher than whatever slot you expend. |
| 84 | Beams of furious arcane energy erupt from your eyes. Choose a creature that you can see to take 2d8 fire damage. |
| 85 | You regain all of your expended hit dice. |
| 86 | A banana peel appears under your foot when you next move, causing you to fall prone and lose the rest of your movement. |
| 87 | You say all your thoughts aloud for the next hour. |



WEIRD ARCANA CONT.

d100 Effect

88	All of your ability scores become 18 for 1 hour.
89	For the next 24 hours, your hair and fingernails grow at 100 times the normal rate.
90	If you are outside, heavy snow falls in a 1-mile radius of you for the next 24 hours. If you are inside or underground, re-roll this result.
91	Your bones liquefy, collapsing your body into a meaty pile until the beginning of your next turn. While liquefied, you are paralyzed. When this effect ends, you re-solidify instantly, but are no longer wearing or holding anything.
92	You cast the spell <i>detect magic</i> .
93	All of the possessions you are holding, carrying, or wearing (including your clothing), are teleported to random locations within 30 feet of you.
94	The next attack roll that you make that does not have disadvantage automatically hits.
95	Disembodied dramatic music cues accompany all of your actions for the next 24 hours.
96	All your currency is transformed into chocolate coins for 1 hour. After this time, all uneaten coins return to their original material.
97	A knight appears in a random space within 30 feet of you. It is under your control but disappears after 1 minute.
98	You are struck with the sudden sensation that you're not real—none of this is real. Thankfully, after a moment, the feeling passes.
99	You feel refreshed and restored. You instantaneously gain the benefits of a short rest, including the opportunity to spend hit dice.
100	Every attack roll you make on your next turn is a critical hit.



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