

FURTHER into WONDER LAND

extra material for the Dungeons and Dragons 5th Edition adventure

Into Wonderland by William Rotor

FURTHER INTO WONDERLAND

OVERVIEW

This book is a collection of bonus material for the adventure Into Wonderland, set in the Feywild. It is best used in conjunction with [Into Wonderland: A Feywild Book](#).

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SPOILER WARNING

This document is intended for Dungeon Masters only and reveals significant information about the storyline of The Wild Beyond the Witchlight, including the ending and various major surprises. If you complain about spoilers, you only have yourself to blame.

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ROLEPLAY CARDS

INTO WONDERLAND ROLEPLAYING CARDS

MAYOR HITCHEN ATTERCAT



Illustrated By: [RikaRini](#)

Page References: IW 11, 14-18, 23, 27, 29-30, 41-42, 89, 98-99, 102-106, 148, 154-156, 158-160, 164, 170-171

Flustered and incompetent, Mayor Attercat struggles to maintain control of the city of Endercoast after it is spirited to the Feywild. His lack of competence has opened up opportunities for several competing factions to vie for control, all under his nose.

Mayor Attercat can be represented by a human **king** (NPC 298). He relies on his magic items, given to him as bribes throughout his political career, to reassure him of his self-image as an effective leader.

Appearance. Short, overweight, with a bright red nose from his alcoholism. He's dressed in glorious purple robes.

Voice. He has a nasally voice and a sneering affectation. New York accent.

Personality. Paranoid and mousey.

Ideal. One's financial standing is a measure of one's worth as a person. The richer you are, the more deserving of those riches you are. The poor oughtta pull themselves up by their bootstraps. (Lawful Evil)

Bond. Indebted to the Union of Small Business Owners who have bribed him with luxurious piles of magic items and gold.

Flaw. Easily bribed, which means that his government really has no identity distinct from its "investors". Whatever the lobbyists say is what goes.

COMMISSIONER HUCK LASICK OF THE ENDERCOAST GUARD



Illustrated By: [RikaRini](#)

Page References: IW 11, 13-15, 29-31, 36, 38, 41, 88, 98-99, 105-106, 155-158, 161, 164, 170-171, 175

Commissioner Lasick is a brutal, no-nonsense infrastructure coordinator who has built his career in the engineering sector. He has recently acquired the badge of commissioner and intends to reform the slipshod Endercoast guards into a fighting force to be reckoned with.

Commissioner Lasick can be represented by a stout halfling (IW 189) **trebucheter** (NPC 269).

Appearance. A dark-skinned halfling with deep scars on his face and calluses of a life working with his hands. He wears drab, functional armor somewhat visible underneath his commissioner's uniform.

Voice. Deep, gruff, and a bit snarly. Canadian accent.

Personality. No nonsense.

Ideal. A single competent person can make all the difference in the world. (Lawful Neutral)

Bond. His six chiefs and their immediate underlings are his "untouchables" -- they cannot be bought.

Flaw. His failures as an engineer follow him. He sees his mistakes in Endercoast's infrastructure everywhere he goes.

HERMIONE GALANODEL OF THE SENTINELS OF EQUITY



Illustrated By: [RikaRini](#)

Page References: IW 11, 16, 21, 34, 83, 98-99, 105-106, 151, 155, 158-160, 165, 171

Hermione Galanodel is a devotee and spokeswoman of the Sentinels of Equity whose goals are to return Endercoast to a state of nature. She believes that by presenting her arguments reasonably, people will be turned to her point of view. Anyone who isn't convinced is therefore unreasonable and should be eliminated.

Hermione can be represented by a wood elf (IW 188) **court debater** (NPC 49).

Appearance. Tall, thin, covered entirely in white robes.

Her long black hair trails out from her hood.

Voice. Oozes like honey. Upper class non-rhotic Southern American.

Personality. Affable, insistent, and self-assured. Prides herself in her stoic affectation.

Ideal. All shall be made equal. (Chaotic Neutral)

Bond. Joined the sentinels after her high elven village elder betrayed her people to become a lich.

Flaw. Cannot suppress her emotions as well as she thinks.

TURPH MUSHEEN OF THE UNION OF SMALL BUSINESS OWNERS



Illustrated By: [RikaRini](#)

Page References: IW 11, 17, 21, 36, 41, 98-99, 105-106, 154-156, 159-161, 165, 171, 185

Turph Musheen is a retired adventurer and small business owner. He owns a flower shop. He's also on the board of the Union of Small Business Owners and has gained massive support from the other union members for his rejection of the Feywild's influence over Endercoast. The city should be self-sufficient. It should not give in to the magic of the Fey.

Turph is represented by a half-orc (IW 188) **commander** (NPC 290).

Appearance. Well-dressed grey-skinned man with tusks.

Braided through his hair are four flowers: a white rose, two daffodils, and a chrysanthemum.

Voice. Rough and working class, hiding a sharp intelligence. Heavy cockney accent.

Personality. Everything's a negotiation to him. He likes to beat around the bush before getting to the point.

Ideal. If we don't stand up for ourselves, nobody's gonna do it for us. (Neutral)

Bond. His son was killed in the Endercoast salt mines ten years ago. He vowed never to let anything like that happen again, no matter the cost. His wife and two daughters now live a respectable lifestyle in a nice part of town. The four flowers in his hair symbolise his family. Flowers need a gardener.

Flaw. Not above using dirty tricks and intimidation to get what he wants, and he doesn't see the hypocrisy in his actions.

LORD CALS OF THE LITTER AND THE PEAT



Illustrated By: Scodo

Page References: IW 12, 16, 18, 43, 59, 63, 80-81, 87, 98-99, 108-116, 119, 127, 133, 165, 167-168, 171, 179, 182, 190-192, 216, 228

Lord Cals of the Litter and the Peat is an ancient archfey, perhaps older than the Feywild itself. He is as patient as the winds that flatten a mountain. He is as determined as a root that grows in a crack in a stone. He waits, sometimes for millennia, as eventually all good things shall fall into his lap. Lord Cals knows that the problem of Endercoast will soon go away. He only has to nudge it along.

Lord Cals is represented by the **Lord Cals** statblock (IW 190). He primarily uses **time vultures** (IW 216) and **stone golems** (MM 170) as minions.

Appearance. He appears to mortals as a black-cloaked skeletal specter, his head the skull of a goat, wearing a rope necklace adorned with a beautiful red rose.

Voice. Deep, slow, cracked, and sonorous.

Personality. Patient. His wrath is unearthed only after careful deliberation.

Ideal. It doesn't matter who you are. Your time will end eventually. (Neutral Evil)

Bond. The red rose pinned to his rope necklace is a symbol of a long-lost faerie queen whose advances he spurned. When she gathered her forces to destroy him, he slew them all and locked her forever away in his rose.

Flaw. He does not sweat small failures, knowing that in the end he will be victorious. But for mortals with short lives, this means he can be defeated. At least for a while.

CIRRUS THE JESTER



Based on Artwork By: Tithi Luadthong

Page References: IW 10, 12, 19, 29, 43, 46, 59, 81, 87, 98-99, 109, 118-124, 127, 133, 159, 165, 168, 171, 179, 193-195, 229

Cirrus the Jester is a trickster spirit. They tell jokes to soothe their addled, sickened mind. But nothing suffices.

Cirrus is represented by the **Cirrus** statblock (IW 193). They primarily use eladrin **jokers** (NPC 297), **jesters** (NPC 52), and **clowns** (NPC 281) as minions.

Appearance. They generally appear to mortals as a clown with a formless, indistinct body, wearing a wooden mask that betrays no emotion. They can shapeshift at will into any mortal that has ever laughed at their jokes.

Voice. Modulating wildly between masculine and feminine, deep and high, joking and serious. They have an unsettling, mirthless, megalomaniacal laugh.

Personality. Desperately clownish. More mean-spirited than comedic.

Ideal. Humour is how we cope with the absurdity of an uncaring universe. (Chaotic Neutral)

Bond. As a mortal, Cirrus was a genderfluid eladrin circus clown, blessed by Corellon with shapeshifting powers. They fell in love with a beautiful acrobat, a woman who glowed with the joy of life itself. The acrobat asked for Cirrus' hand in marriage, and on the night of their wedding, she revealed that her true form was that of Lliira, Goddess of Joy. Overwhelmed by the revelation, Cirrus descended into madness.

Flaw. Cirrus would like nothing more than to return to Lliira and join her in Elysium. But they know they are too far gone for her to ever want them back. So much has gone wrong. So much is lost.

DAILILI, THE TREE OF INFINITY



Based on Artwork By: [Tithi Luadthong](#)

Page References: IW 12, 20, 59, 61, 64-65, 70, 82, 87, 98-99, 102-106, 109, 119, 126-130, 133, 151, 165-166, 168-169, 171, 179-183, 196-197, 203, 218, 230

Dailili was once a dryad whose many children in the material realm were cut down by an overzealous woodsman. She slew the woodsman but was banished to the Feywild for the crime of murder. In the Feywild, she grew to the power of an archfey on spite alone.

Dailili is represented by the **wild guardian** (NPC 160) statblock (her dryad form) and her true **Dailili** (IW 196) form. She primarily uses **dryads** (MM 121) and either **wood woads** (VGM 198) or **primeval guardians** (NPC 171) as minions, plus other plant monsters, each of which are an extension of herself.

Appearance. She appears to mortals as an ordinary (if toweringly tall) dryad. Only her sheer size and her glowing magenta-tinted eyes give away her true identity as an archfey. Her true form is the entire forest around her court, where every tree shares the same root system with the Tree of Infinity at the center.

Voice. Soft, bitter, and rumbling.

Personality. Brimming with rage, spite, and hatred for all things except the plants and creatures she has birthed.

Ideal. Mortals have no respect for nature. She will make them respect her. (Chaotic Evil)

Bond. She was banished from the Material Plane, her birth plane, for the crime of murder. Perhaps there is a chance that she can be pardoned for her crimes. But what then of her court in the Feywild?

Flaw. Dailili does not value the lives of creatures other than herself. They are so small, and she is so big.

TETTLEBUG MOONFLOWER



Illustrated By: [Jack Homer](#)

Page References: IW 12, 21, 31-32, 59, 72, 80, 83, 87, 99, 109, 119, 132-137, 146, 165-167, 171, 179, 198-199, 231

The Princess of Dewdrops brings rain, fog, and chill in her endless dance, wreaking havoc across the Feywild as she revels in the melancholy of distant thunder.

Tettlebug Moonflower is represented by the **Tettlebug** statblock (IW 198). She primarily uses **stormcloud mephits** (IW 216), **sprites** (MM 283), and **pixies** (MM 253) as minions.

Appearance. Tettlebug appears to mortals as an ordinary pixie. Her status as an archfey is revealed by the intricate patterns on her wings that glow with barely-contained thunderous energy, and by the fact that every beat of her wings lets loose a minor thunderclap.

Voice. She has a tiny little voice that somehow booms across the land.

Personality. She is a reveller, a dancer, a singer, and a destroyer, and she hardly knows the destruction she has wrought.

Ideal. There is nothing more comforting than the sound of rain pattering against the leaves and the boom of thunder in the distance in the night time. (Chaotic Neutral)

Bond. She has a family of **pixies** that are very worried about her. They do not know the immense power that she has gained since she went missing. She is just their lost sister.

Flaw. She is unaware of the true extent of her power.

DEAREST GRAN



Illustrated By: RikaRini

Page References: IW 13, 59-63, 65, 98, 108-114, 139-141, 150-151, 166-168, 171, 179-180, 232-236

The hag in the woods can grant you your wildest dreams, but if you cross her, those dreams will become a nightmare. And you'll never wake up.

Dearest Gran has her own statblock in this book (IW 232).

Appearance. A crooked old woman in simple clothes, wielding a disarmingly kind smile like a carving knife.

Voice. Her voice is like that of a traditional fairy-tale witch, all scratchy and cackly and manic, though her words are always sober and dangerous.

Personality. Dearest Gran has no issues whatsoever with enslaving others to her will, and she will often lazily use her servants for simple tasks. She dotters around like a harmless old woman most of the time, but if she is crossed, her wrath is absolute.

Ideal. Dearest Gran despises a cheater. (Neutral)

Bond. Her most powerful magic comes from a coven between her and her two sisters, **night hags** (MM 178) that have retreated to the Nine Hells and mostly ignore her. She resents her sisters but dares not confront them for fear of losing her powers.

Flaw. While she cannot explicitly be said to be evil, Dearest Gran is typical of the immorality of hags, having no issues with stealing children, enslaving people against their will, and sending people hurtling into horrors worse than death.

MAGPIE RAVENWING



Illustrated By: RikaRini

Page References: IW 143-146

Magpie is a teenage dwarven girl with the stars in her eyes. She grew up convinced that she was never truly an only child, and that her seven brothers had been whisked away to some far-off land. Turns out she was right.

Magpie can be represented by a teen (NPC 325) dwarf (IW 188) **courtier** (NPC 291).

Appearance. A dwarven girl with the start of a beard growing on her chin. She has the feather of a magpie tucked behind her ear. Her eyes are wide in search for a new dawn.

Voice. A rough Scottish accent that tends to trail off, as if in a dream.

Personality. Filled with the overwhelming urge to explore. She relies on metaphors and emotions to explain herself.

Ideal. She who wanders is not lost. (Chaotic Good)

Bond. My parents kept the existence of my seven raven brothers from me.

Flaw. I put more stock in dreams than reality.

ANHAERN LEPORIDA



Illustrated By: RikaRini

Page References: IW 148-152

Anhaern Leporida was once the princess of a beautiful eladrin kingdom. Her father made a deal with a hag and earned himself a castle in the dark underground to die in. She has spent the last hundred years grieving what is lost by taking the form of a rabbit and distracting herself with only the fulfillment of simple needs, but after falling in love with a human, she has found a new purpose in life.

Anhaern can be represented by an eladrin (IW 188) **liminal druid** (NPC 91) statblock.

Appearance. Anhaern is a beautiful eladrin princess with icy skin and hair like snowdrifts. Her time as a jackrabbit has permanently given her long, drooping rabbit ears. She is stricken with grief.

Voice. Blustery with emotion.

Personality. Like all eladrin, I feel emotions more deeply, more truly than other races. But I envy the dead, who feel nothing at all. The dead should be respected for that.

Ideal. Soulmates. I believe that everyone has their one true love waiting for them somewhere. (Chaotic Good)

Bond. I fell in love with Jacob Pleasant, a human from Endercoast. I invited him into the Feywild to marry me, but he died.

Flaw. I forget how fragile human lives truly are.

JILWOCKY NIFTYWOOP

Page References: IW 13, 35, 52, 151

Despite his diminutive size, Jilwocky is a dangerous force to be reckoned with. It was his savvy that allowed the Sylvan Gardens to remain as large and impressive as they are in the middle of an otherwise industrial city.

Jilwocky can help the party enter the Feywild. On a fullmoon, he will take the form of a wolf and ask the party to reveal to him a deep, powerful truth about themselves. Only then can they pass through the Shimmer.

Jilwocky can be represented by an **archdruid** (VGM 210) or by an **archdruid coven leader** (NPC 83).

Appearance. Diminutive, yet self-assured and powerfully built.

Voice. Gnomes have high voices, and he has a deep voice for a gnome, meaning he just has a relatively unassuming voice that hides a deep wisdom.

Personality. He always knows more than he lets on.

Ideal. The wilds can't be dismissed as mindless chaos.

There is a rhythm to them. An understanding you must reach if you are to survive. (Neutral)

Bond. Jilwocky lives in a little hill in the Sylvan Gardens with his wife and six kids. He's not available in the evenings because he always cooks dinner for them all.

Flaw. Jilwocky is extremely reluctant to use his power. He is afraid that he will be overtaken by the wilds and forced into direct service to Silvanus. He likes the pocket of lawfulness he has achieved for himself in Endercoast.

RITA BARNACKY

Page References: IW 13, 19, 40-41, 154-161

Everyone assumes the Saltine Herald has been publishing papers for a long time, but no record exists from before Endercoast came to the Feywild. No one can say that they have ever seen its editor in person, Rita Barnacky. In actual fact, she is a formless fey spirit that was trapped in Endercoast when it was teleported to the Feywild.

Rita Barnacky can be represented by a **banshee** (MM 23) if she is ever summoned.

Appearance. Rita will take on the form of a winter eladrin banshee if somehow summoned.

Voice. Rita is voiceless, only able to communicate through her newspaper. If fought in banshee form, she screams random headlines in a shrill, high-pitched middle-aged woman's voice.

Personality. Rita is extremely conservative and theocratic, an unusual trait for a fey. This is likely why she immediately became attached to Endercoast when it arrived.

Ideal. Rita is nothing without her new identity as a newspaper editor, and if the city falls, she will go back to being a formless spirit. She only cares for others to the extent that they would make a good story in her paper. (Neutral Evil)

Bond. Of the four factions in the city, she often flip-flops in her biases, but generally likes the government and the Sentinels of Equity and hates the union and commissioner.

Flaw. Rita is inflammatory to a fault and can't resist publishing attack pieces of even those who should be on her side.

MATTHEW

Page References: IW 13, 17, 24, 32, 36, 38-39, 41

Matthew is the owner of a large adventuring shop in Endercoast where he sells all gear that any adventurer could conceivably want. He is secretly a powerful fighter/cleric, though he does not like to advertise this fact. A terrible curse prevents him from ever leaving his shop.

Matthew is represented by the **indefatigable** (NPC 99) statblock with the quick features of a **forge priest** (NPC 68).

Appearance. A barrel-chested man in his mid-to-late fifties, a thin layer of fat over a thick layer of muscle. His curly black hair and beard is neatly trimmed in a Greek style.

Voice. Sonorous, with always a hint of amusement and interest in others' stories.

Personality. He doesn't get a lot of human connection locked up in his shop, so he tries to make conversation with his regulars wherever possible. He's lived a long, hard life with many twists and turns and loves to swap stories.

Ideal. He is a cleric of Hephaestus and values independence and freedom. He feels he lacks these things in his own life. (Neutral Good)

Bond. If he can break his curse, he may be able to return to the Plane of Fire to be with his one true love, a fiery salamander.

Flaw. He has little patience for those who rely too much on others. An adventurer should be effective even on their own. Specialisation is for insects.

SURRIC

Page References: IW 29-36, 56-65

Surric is an elf of indeterminate age and gender. They just happen to show up whenever the party is in need of direction. They seem to fit in fine in Endercoast, even despite their eccentricities, and in the Feywild, they are as free as a bird.

Surric can be represented as an eladrin (IW 188) **jester** (NPC 52). If killed, they just reappear later as though nothing happened, claiming to have no memory of the incident.

Appearance. They have big floppy rabbit ears instead of elf ears, and their two front teeth are almost too big for their jaw. They have a massive shield strapped to their back. The shield is made of wood, but its face is covered in thick black fabric. It almost resembles a turtle shell. The shield is an odd piece of equipment for someone without weapons and who is otherwise dressed in simple fabrics.

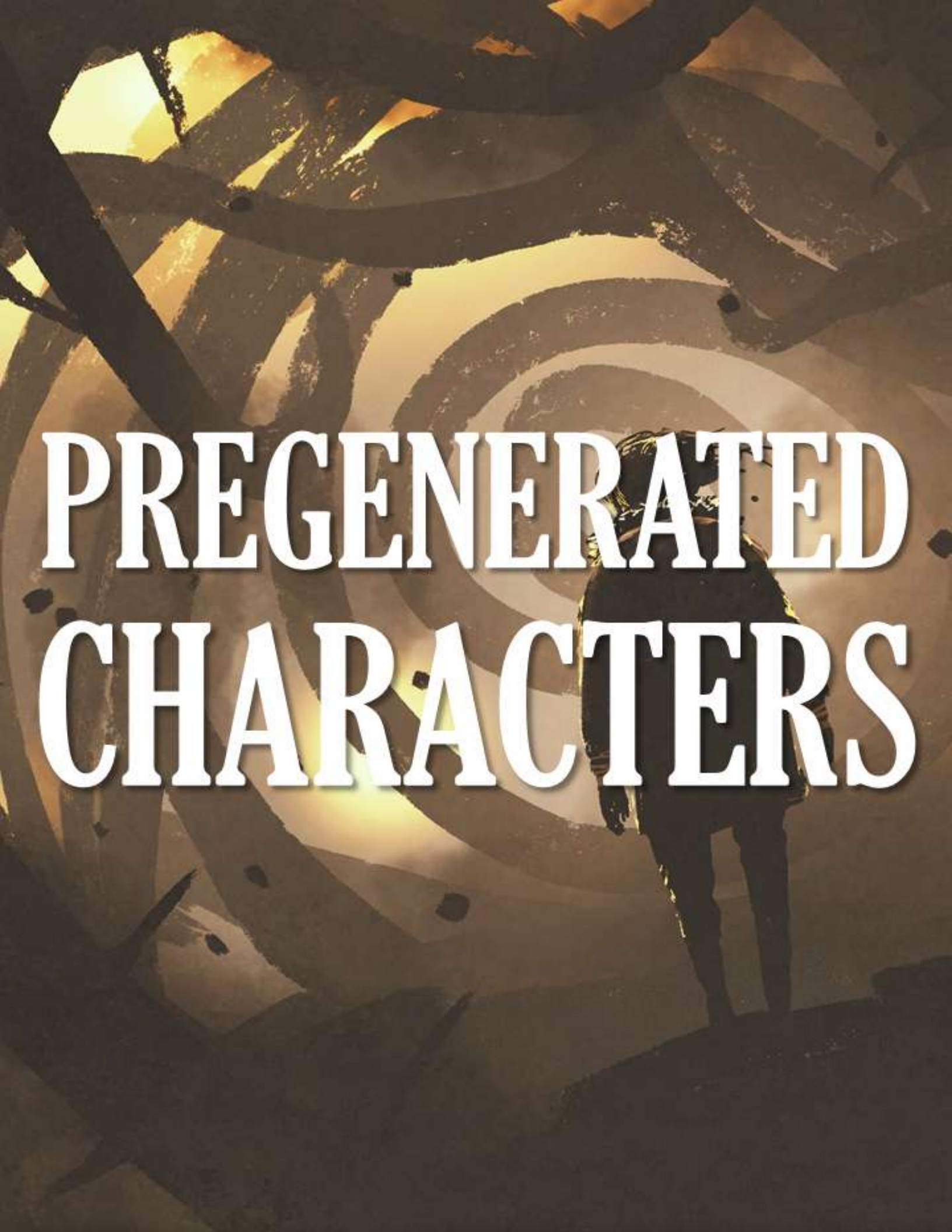
Voice. Casual, always delivered with a half smile and a roll of the eyes.

Personality. Subtle digs and jabs at the party, and an overall cynicism towards the world at large and the party's chances of survival within it. Thinks it's all a bit amusing.

Ideal. Humour is how we cope with the absurdity of an uncaring universe. (Chaotic Neutral)

Bond. Surric is secretly the archfey Cirrus in disguise. If the disguise is revealed, Surric's skin sloughs off like snakeskin, revealing a hideous mess of strings and pulleys within. The shield's fabric burns away to reveal the large wooden mask of Cirrus, the puppeteer. Even after the disguise is revealed, Surric will reappear at a later time for the party as though nothing has happened. It's still Cirrus.

Flaw. Surric offers nothing to the party but snarky directions. They never ask for anything from the party, either, so maybe it balances out.



PREGENERATED CHARACTERS

LIST OF CHARACTERS

Anraste Quelyanus, elf ranger (primal warden)	FIW 14
Brant Marcelus, human rogue (thief)	FIW 15
Fenzi DeFibbish, gnome wizard (witch)	FIW 16
Fulcrum Ironbrow, dwarf paladin (ancients)	FIW 17
Gadry, faerie dragon druid (growth)	FIW 18
Kabo, bullywug sorcerer (wild magic)	FIW 19
Marshal Warren, human fighter (survivalist)	FIW 20
Muse, changeling warlock (Cirrus)	FIW 21
Oolsploon, kuo-toa monk (gardens)	FIW 22
Peck, faerie ranger (hunter)	FIW 23
Thilder, centaur warlock (Lord Cals)	FIW 24
T'biah, satyr barbarian (mercury)	FIW 25
Yelsandorel, dryad warlock (Dailili)	FIW 26
Zapp, stormcloud mephit warlock (Tettlebug Moonflower)	FIW 27

ANRASTE QUELYANUS

Medium humanoid (elf, eladrin), chaotic good

Level 8 ranger (primal warden)

Armor Class 17 (mithril half plate)

Hit Points 60 (8d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +2, Dex +8

Skills Animal Handling +5, Perception +5, Medicine +5, Nature +3, Stealth +8, Survival +5

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elvish, Giant, Kuo-Toa, Sylvan

Pronouns they/them

Proficiency Bonus +3

A Hag's Eye View. I understand innately the meaning of any deals a hag (or other similar deal-making fey creature) offers my group.

Athlete. I can stand up from prone using only 5 feet of movement, instead of half my movement. Also, I only need to move 5 feet to make a running start for a jump.

Favoured Enemy (Fey, Plants). I have advantage on Wisdom (Survival) checks to track fey and plants and Intelligence checks to recall information about them. By studying them, I have learned the ancient language of Druidic.

Fey Ancestry. I have advantage on saving throws to resist being charmed, and magic can't put me to sleep.

Guardian Grove. If my group takes a short rest in the Feywild, I can extend a 20-foot dome of restfulness and safety. No noise penetrates from inside the radius to the outside unless I allow it, smoke or other environmental effects from within the radius are harmlessly and invisibly dispersed, each creature of my choice within the radius gains a +10 to the results of their Dexterity (Stealth) checks (unless already under the effects of *pass without trace*), and if a creature within the radius spends a hit die to regain health, they can roll the hit die twice and take either result.

Land's Stride. I ignore difficult terrain. Nonmagical plant hazards such as thorns and nettles don't slow me down or deal me damage. I have advantage on saving throws to resist magical plant hazards that would slow me down.

Mithril Armor. When making stealth checks, I don't roll with disadvantage based on the armour I wear.

Natural Explorer (Forest, Feydark). I roll +8 on Wisdom (Survival) checks while in the listed terrain types. While travelling for over an hour in these terrains, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I have the following ranger spells prepared.

Cantrips (at will): *druidcraft, mold earth*

1st level (4 slots): *cure wounds, detect poison and disease, ensnaring strike, entangle, jump, speak with animals*

2nd level (3 slots): *enhance ability, euphoria, locate object, pass without trace*

ACTIONS

Extra Attack. I can make two attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Primeval Awareness. I expend a spell slot to magically extend my awareness to the land around me. For 1 minute per spell slot expended, I detect whether aberrations, celestials, dragons, elementals, fey, fiends, or undead are within 1 mile of me (or within 6 miles in the forest or feydark).

BONUS ACTIONS

Two Weapon Fighting. After making at least one attack with a scimitar on my turn, I can make an additional scimitar attack.

Winter Fey Step (Recharges after a Short or Long Rest). I magically teleport to an unoccupied space within 30 feet of me that I can see. One creature of my choice that I can see within 5 feet of me before I teleport must succeed on a DC 13 Wisdom saving throw or be frightened of me until the end of my next turn.

EQUIPMENT

explorer's pack, mithril half plate, longbow, quiver of 20 arrows, 2 scimitars, a petrified crow, a mirror that shows my face when I am old, an iron rat's skull, an unopenable tiny chest that beats rhythmically, a voodoo doll of a long-dead enemy of Dearest Gran, and a bright pink mushroom

CHARACTERISTICS

Reason to Leave. My mithril half plate can't be removed and drains my ability to feel joy.

Personality Traits. The world is a cruel, cold place. I would rather revel in its joys, but my service to the hag Dearest Gran is not yet finished.

Ideal. Nature: I appreciate the beauty of every defiant little pocket of life found in the natural world. (Good)

Bonds. Dearest Gran has perpetually trapped me in my winter state, which I must endure for fourteen years. I would do anything to truly feel the warmth of summer within my blood once again, but I have been in winter so long I fear it is permanently a part of me.

Flaws. Everything dies eventually. Why bother building anything that is supposedly meant to last?

BRANT MARCELUS

Medium humanoid (human), neutral

Level 8 rogue (thief)

Armor Class 17 (studded leather)

Hit Points 51 (8d8 hit dice)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +8, Int +5

Skills Acrobatics +8, Arcana +5, Deception +8, Dragon Chess +5, Investigation +5, Perception +3, Sleight of Hand +11, Stealth +11, Thieves' Tools +11

Senses passive Perception 13

Languages Common, Halfling, Thieves' Cant

Pronouns he/him

Proficiency Bonus +3

Criminal Contact. My contact is Hermione Galanodel, the speaker for the Sentinels of Equity. I helped her obtain books on the Feywild from Mayor Attercat's library, and now she owes me a favour.

Evasion. When I make a Dexterity saving throw that would halve an effect's damage against me, I take half damage on a failure and no damage on a success.

Lucky (3 Uses, Recharges after a Long Rest). I can reroll an ability check, attack roll, or saving throw and take either result.

Second Story Work. Climbing doesn't cost me extra movement, and when I make a running jump, I can jump an additional 5 feet.

Sneak Attack (1/Turn). When I roll with advantage and hit a target, or when I hit a target that is within 5 feet of a creature hostile to it and I don't have disadvantage on the attack roll, I deal an additional 4d6 damage if I'm using my shortbows or shortbow.

ACTIONS

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Dust of Disappearance (2 Uses). I throw the dust into the air. I and each creature and object within 10 feet of me become invisible for 2d4 minutes. If an affected creature attacks or casts a spell, the invisibility ends for it.

BONUS ACTIONS

Off-Hand Shortsword. After making at least one attack with a shortsword on my turn, I can make an additional shortsword attack for just 1d6 damage on a hit.

Cunning Action. I can take the Dash, Disengage, Hide, or Use an Object action (including using my Dust of Disappearance), or I can make a Dexterity (Sleight of Hand or Thieves' Tools) check.

REACTIONS

Uncanny Dodge. When an attacker I can see hits me with an attack, I can halve the attack's damage against me.

EQUIPMENT

burglar's pack, studded leather armour, shortbow, quiver of 20 arrows, 2 shortswords, thieves' tools, a crowbar, a set of dark common clothes including a hood, a pouch containing 15 gp, and a small bag filled with dust of disappearance

CHARACTERISTICS

Reason to Return. The deed to my family's property will pass to my evil step-sister if I cannot return home in time to stop her.

Criminal Specialty. Burglar.

Personality Traits. I am incredibly slow to trust. Those who seem the fairest often have the most to hide. I always have a plan for what to do when things go wrong.

Ideal. People: I'm loyal to my friends, not to any ideals, and everyone else can dunk their heads in the Bullywug Swamp for all I care.

Bonds. My prized possession, a crystal prism containing my mother's soul, was stolen from me by an archfey. I'm going to steal it back.

Flaws. I have a "tell" that reveals when I'm lying: my hand resting on the hilt of my shortsword or on the shaft of an arrow.

FENZI DEFIBBISH

Medium humanoid (gnome, forest), neutral good

Level 8 wizard (witch)

Armor Class 12 (15 with *mage armor*)

Hit Points 50 (8d6 hit dice)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Int +8, Wis +4

Skills Arcana +7, Herbalism Kit +8, History +7, Medicine +4, Religion +8

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Gnomish, Sylvan; telepathy 60 ft. with members of my coven

Pronouns she/her

Proficiency Bonus +3

Arcane Recovery (1/Day). When I finish a short rest, I can recover expended spell slots up to a combined total of 4.

Discovery. I've learned that Lord Cals has a son who lives in Endercoast and would do anything to see him again.

Gnome Cunning. I have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

Potions (Maximum 5). As part of a short or long rest, I can spend 1 hour brewing a potion, infusing it with the effects of a spell of 3rd level or lower that I have prepared. If the spell requires a creature to target, a creature becomes targeted by the spell either by drinking the potion or having its contents splashed on it. If the potion is drunk, the target has disadvantage on any saving throws they must make as part of the spell. I know when a creature drinks my potion. I can choose to cast the spell originating from the drinker (I provide all other components). Otherwise, the drinker is targeted by the spell as normal. Once the potion has been drunk, emptied, shattered, or left unused for 14 days, it is no longer infused and its magic fades. If it still has liquid in it, the liquid becomes clean water. I have the following potions prepared.

Potions: *bestow curse*, *bestow curse*, *lesser restoration*, *mage armor*, *Melf's acid arrow*

Ritual Casting. I can cast the following spells as rituals, adding 10 minutes to their casting time.

At will: *comprehend languages*, *detect magic*, *find familiar*, *gentle repose*, *identify*, *illusory script*, *magic mouth*, *unseen servant*

Speak with Small Beasts. I can communicate simple ideas with Tiny beasts using sounds and gestures.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). I have the following wizard spells prepared.

Cantrips (at will): *coin toss*, *dancing lights*, *druidcraft*, *mending*, *minor illusion*, *prestidigitation*

1st level (4 slots): *find familiar* (no material components needed), *goodberry*, *mage armor*, *protection from evil and good*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *euphoria*, *knight's hop*, *mouse*

3rd level (3 slots): *babble*, *plant growth*, *speak with dead*

4th level (2 slots): *despair*, *death ward*

Witch's Coven. The party I travel with is part of my coven. I can cast any of my spells as though they originated from a coven member of my choice, except spells with a range of self, as long as I otherwise fulfill the spell's requirements and components.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

Throw Potion. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* The potion is splashed on the target, which becomes the target of the infused spell. The spell hits, if relevant. The potion shatters. *Miss:* The potion shatters without effect.

Drink Potion. I drink one of my brewed potions. I can then immediately cast the associated spell.

Wand of Magic Detection (3 Charges). I cast *detect magic*. The wand regains 1d3 expended charges at dawn.

EQUIPMENT

explorer's pack, spellbook, dagger, component pouch, wand of magic detection, a scroll case stuffed full of notes from my studies, a winter blanket, a set of common clothes, a herbalism kit, and 5 gp

CHARACTERISTICS

Reason to Return. I had to say goodbye to my husband and seven children when I was exiled.

Life of Seclusion. I was exiled from the Material Plane for practicing witchcraft. I found my way into the Feywild after some time wandering.

Personality Traits. I feel tremendous empathy for all who suffer. I'm oblivious to etiquette and social expectations.

Ideal. Greater Good: My gifts are meant to be shared with all, not used for my own benefit.

Bonds. My isolation gave me great insight into Lord Cals, whom I consider to be a great evil blighting the land.

Flaws. I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell. The foolish gnomes of the Material Plane were wrong to cast me aside when I possess so much *power*.

FULCRUM IRONBROW

Medium humanoid (dwarf, hill), neutral

Level 8 paladin (ancients)

Armor Class 20 (plate, shield)

Hit Points 68 (8d10 hit dice)

Speed 25 ft.

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

Saving Throws Str +9, Dex +2, Con +4, Int +1, Wis +7, Cha +7

Skills Athletics +6, Brewer's Supplies +5, History +2, History (Stonework) +5, Intimidation +4, Lyre +5, Performance +5

Damage Resistances poison; damage from spells

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Audience with Lord Cals. As a courtier of the Litter and the Peat, I can obtain an audience with Lord Cals. I must present a compelling argument for why he should pay attention to my concerns.

Aura of Protection. While conscious, I and friendly creatures within 10 feet of me add +2 to saving throws (already included above).

Aura of Warding. I and friendly creatures within 10 feet of me have resistance to damage from spells.

Divine Health. I am immune to disease.

Divine Smite. When I hit with a melee weapon attack, I can expend a spell slot to add extra radiant damage. The damage is 2d8 for a first level spell slot, plus 1d8 for each level above 1st, plus 1d8 if the target is undead or fiend.

Lord Cals Patron Bonus. My party and I share a pool of spells granted by Lord Cals. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth*

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I have the following paladin spells prepared.

1st level (4 slots): *command, detect poison and disease, ensnaring strike, purify food and drink, protection from evil and good, speak with animals, wrathful smite*

2nd level (3 slots): *moonbeam, misty step, zone of truth*

ACTIONS

Extra Attack. I can make two attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage. If I drop my shield to wield the battleaxe with two hands, I deal 1d10 + 6 slashing damage instead.

Channel Divinity (Recharges after a Short or Long Rest). I choose one of the following options.

Nature's Wrath: Spectral vines reach for a creature within 10 feet of me that I can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Turn the Faithless: I present my symbol of Lord Cals, and each fey or fiend within 30 feet of me that can hear me must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from me as it can, and it can't willingly move to a space within 30 feet of me. 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. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Divine Sense (3 Uses; Recharges after a Long Rest). I extend my awareness until the end of my next turn to detect the location of celestials, fiends, and undead, as well as consecrated or desecrated grounds, within 60 feet of me that aren't behind total cover. I know the type of creatures but not their identity.

Lay on Hands (Pool of 40 HP). I draw from my pool to restore hit points to a creature I touch (except undead or constructs). Alternatively, I can cure disease or neutralize poison, expending 5 hit points from the pool per affliction cured.

EQUIPMENT

explorer's pack, battleaxe, shield, plate mail, holy symbol, lyre, 4 sets of beautiful courtier's robes (one for each season), a ram's horn (a token of Lord Cals), a potion of healing, and a belt pouch containing 25 coins of an ancient forgotten civilisation

CHARACTERISTICS

Tenets of the Ancients. I must obey the tenets given to me by the archfey Lord Cals in order to retain my paladin features. Through great determination and stewardship, I will beat back the darkness that threatens the Feywild. Where life flourishes, I will stand against the forces that would render it barren. Life is a precious gift; if I waste mine wholly in the service of others, I fight for nothing. The world is an absurd, unfair place, but by raging against this unfairness, we can achieve great things in a single lifetime.

Reason to Return. I gave up a dream of my name etched in the halls of legend next to my dwarven ancestors when I swore an oath to Lord Cals.

Personality Traits. I am utterly devoted to my master, who is perfect in every way. I AM VERY LOUD.

Ideal. Devotion: I have sworn myself to Lord Cals because I believe in his cause.

Bonds. I believe that Lord Cals and I share a special relationship, deeper and truer than with other courtiers.

Flaws. There is none more glorious than my archfey, and I will smite without hesitation anyone who claims otherwise.

GADRY

Tiny dragon, fey (faerie dragon), chaotic neutral

Level 8 druid (growth)

Armor Class 13 (16 with *barkskin*)

Hit Points 51 (8d8 hit dice)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Int +3, Wis +6

Skills Acrobatics +6, Herbalism Kit +4, Nature +3, Panpipes +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Draconic, Druidic, Sylvan

Pronouns he/him

Proficiency Bonus +3

Faerie Magic. My innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells innately.

At will: *dancing lights*

1 use (recharges after a long rest): *color spray*

Floral Aura. While using my Wild Shape to take the form of a plant, I release a pleasant-smelling aura in a 30-foot radius. I and creatures of my choice within the radius gain one of the following benefits of my choice. I can choose a different benefit each time I use Wild Shape.

Armor of Barkness. A target's skin develops a rough, bark-like texture. If a target isn't wearing armor, its AC is increased by 1.

Clear Heads. A target has advantage on saving throws to resist being charmed or frightened or to end such an effect on themselves.

Photosynthesis. A target gains 1d6 temporary hit points when it starts its turn in direct sunlight.

Rooted Defense. Other creatures provoke an opportunity attack from your targets when they enter the target's reach.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). I have the following druid spells prepared.

Cantrips (at will): *druidcraft, mending, poison spray*

1st level (4 slots): *charm person, entangle, faerie fire, fog cloud, thunderwave*

2nd level (3 slots): *barkskin, heat metal, moonbeam, pass without trace, spike growth*

3rd level (3 slots): *call lightning, plant growth, return to earth, speak with plants*

4th level (2 slots): *awaken, reincarnate, tree stride*

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

ACTIONS

Euphoria Breath (Recharges after a Short or Long Rest). I exhale a puff of euphoric gas at one creature within 5 feet of you. The target must make a DC 14 Wisdom saving throw. On a failed save, for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn, as per the options below. Each ongoing effect (other than the inability to take reactions) ends at the end of the target's turn, at which point it the target can repeat the save, ending all effects on a success.

- 1: The target takes no action or bonus action and uses all of its movement to move in a random direction.
- 2: The target uses all of its movement to move in a random direction. It can otherwise act normally.
- 3: The target drops prone and immediately ends its turn.
- 4: The target takes the Dodge action and immediately ends its turn.
- 5: The target can act normally, but all its attack rolls are made with disadvantage and all saving throws against its spells and effects are made with advantage.
- 6: The target behaves normally.

BONUS ACTIONS

Wild Shape (2 Uses, Recharges after a Short or Long Rest).

I transform into a beast of CR 1 or lower or a plant of CR 2 or lower, or revert back to my true form. My equipment either falls to the ground, merges with my new form, or is carried by it. I automatically revert back after 4 hours or if I fall unconscious, die, or am reduced to 0 hit points; in the latter case, any excess damage carries over to my true form. In wild shape form, I retain my alignment, characteristics, mental ability scores, skill and saving throw proficiencies, and features (if the new form is physically capable of performing them). I can't use legendary or lair actions, cast spells, or speak, but I can maintain concentration and take actions for ongoing spells.

EQUIPMENT

explorer's pack, sprig of mistletoe, a lucky rabbit's foot, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. I regret taking an oath to assist those lost in the Feywild, but it has been so long since it has been sworn that I can no longer break the magic keeping me here.

Origin. I guide newcomers in the Feywild ... to their DOOM!! Or sometimes to a nice glade.

Personality Traits. I watch over my friends as if they were a litter of newborn pups. I have a lesson for every situation, drawn from observing nature.

Ideal. Nature: The natural world is more important than all the constructs of civilization.

Bonds. An injury to the unspoiled wilderness of the Feywild is an injury to me.

Flaws. Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

KABO

Medium humanoid (bullywug), chaotic good

Level 8 sorcerer (wild magic)

Armor Class 12

Hit Points 50 (8d6 hit dice)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Con +5, Cha +7

Skills Acrobatics +5, Insight +4, Persuasion +7, Survival +4, Stealth +5, Stealth (Swampy Terrain) +8

Senses passive Perception 10

Languages Bullywug, Elvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Amphibious. I can breathe air and water.

Font of Magic. I have a pool of 8 sorcery points, which recharge after a long rest.

Bullywug Magic. My innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). I can cast the following spells innately.

1 use each (recharges after a long rest): *jump*, *expeditious retreat*, *ray of sickness*

Metamagic. I can choose one of the following metamagic options for my spells.

Heightened Spell (Costs 2 Sorcery Points): When I cast a spell that forces a target to make a saving throw to resist its effects, one target of the spell has disadvantage on the first saving throw it must make as part of the spell.

Twinned Spell (Costs Sorcery Points Equal to the Spell's Level, or 1 Point for Cantrips): When I cast a spell that can only target one creature and doesn't have a range of self, I can target a second creature within range.

Speak with Frogs and Toads. Using Bullywug, I can communicate simple ideas with frogs and toads.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I know the following sorcerer spells.

Cantrips (at will): *acid splash*, *dancing lights*, *friends*, *minor illusion*, *prestidigitation*

1st level (4 slots): *chromatic orb*, *color spray*, *jump*

2nd level (3 slots): *knight's hop*, *web*

3rd level (3 slots): *blink*, *haste*, *stinking cloud*

4th level (2 slots): *polymorph*

Standing Leap. My long jump is 20 feet and my high jump is 10 feet, with or without a running start.

Tides of Chaos (Recharges after a Long Rest or a Wild Magic Surge). I gain advantage on an attack roll, ability check, or saving throw. Any time before I regain a use of this feature, the DM can trigger a Wild Magic Surge without me having to roll.

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

Wild Magic Surge. Immediately after I cast a spell of 1st level or higher, I roll 1d20. On a roll of 1 or 20, I roll on the Wild Magic Surge table (PHB 104) to create a random magical effect.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 bludgeoning damage. If I only use one hand to wield it, it deals 1d6 + 1 damage instead.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Helm of Comprehending Languages (3 Charges). I can use my helm to cast *comprehend languages*. The helm regains 1d3 charges at dawn.

BONUS ACTIONS

Create Spell Slot. I expend 2 sorcery points to regain an expended 1st level spell slot, 3 for 2nd level, 5 for 3rd level, or 6 for 4th level.

Create Sorcery Points. I expend a spell slot and gain sorcery points equal to the level of the slot expended.

REACTIONS

Bend Luck (Costs 2 Sorcery Points). When another creature I can see makes an attack roll, ability check, or saving throw, I can roll 1d4 and add it as a bonus or penalty to the roll (my choice).

EQUIPMENT

dungeoneer's pack, light crossbow, case of 20 bolts, quarterstaff, replica helm of the ancient toad (which is my spell focus and also a helm of comprehending languages), a chromatic diamond worth 50 gp, a hunting trap, the skeleton of the biggest fish I ever caught, a set of traveler's clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. A life in the Bullywug Swamp under the rule of King Slithercloak is a life of uncertainty and pain.

Origin. I was a trapper! I had the luckiest catches in the swamp.

Personality Traits. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them. I'm so random!

Ideal. Change: Life is like the seasons, in constant change, and we must change with it.

Bonds. I suffer awful visions of a coming disaster -- Endercoast will instill order on the Feywild if it isn't stopped -- and I will do anything to prevent it.

Flaws. There's no room for caution in a life lived to the fullest.

MARSHALL WARREN

Medium humanoid (human), neutral

Level 8 fighter (survivalist)

Armor Class 19 (padded armor)

Hit Points 76 (8d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +6

Skills Animal Handling +4, Athletics +8, Perception +4, Stealth +5, Survival +4, Sitar +5

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Action Surge (Recharges after a Short or Long Rest). I can take one additional action on my turn.

Boots of Elvenkind. My steps make no sound. I have advantage on Dexterity (Stealth) checks that rely on moving silently.

Great Weapon Fighting. When I attack with my glaive and roll 1 or 2 on the damage dice, I can reroll the die and must use the new roll.

Keep Moving. I ignore detrimental effects of difficult terrain, I have advantage on Constitution saving throws, and I only need half the normal time I would otherwise need for long rests.

Let Me Catch My Breath. When I spend hit dice to heal myself, I regain the maximum amount possible from each die.

Padded Armor Master. While wearing padded armor, my AC is 16 plus my Constitution modifier.

Periapt of Wound Closure. I stabilise whenever I'm dying at the start of my turn. Additionally, whenever I roll a hit die to regain hit points, I double the amount of hit points it restores.

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

ACTIONS

Extra Attack. I can make two attacks. If both attacks use my glaive, I can also take the Glaive Pole Strike bonus action.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Let Me Catch My Breath. I can spend 2 hit dice to immediately gain the effects of a short rest. I don't gain hit points from the hit dice I spend to trigger this feature, but I can immediately spend additional hit dice to heal myself.

BONUS ACTIONS

Glaive Pole Strike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 1d4 + 5 bludgeoning damage.

Second Wind (Recharges after a Short or Long Rest). I regain 1d10 + 8 hit points.

REACTIONS

Polearm Master. I can take an opportunity attack against hostile creatures I can see that enter the reach of my weapons.

EQUIPMENT

explorer's pack, padded armor, glaive, longbow, quiver of 20 arrows, a staff, a hunting trap, the beak of an owlbear, a set of traveler's clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Return. I dreamed of seeing the world beyond my forests. Now, the forests are the world.

Origin. I was a park ranger in the Material Plane. Got lost in my own park. Now I'm here.

Personality Traits. I'm driven by a wanderlust that led me away from home. I trust animals more than people. Animals wear their hearts on their sleeve. People keep it hidden.

Ideal. Honor: There is honor in living simply, making little impact.

Bonds. I was entrusted with the stewardship of a beautiful park in my homeland. The longer I stay in the Feywild, the more I have failed in that duty.

Flaws. I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.

MUSE

Medium humanoid (changeling, shapechanger), chaotic good

Level 8 warlock (Cirrus)
Armor Class 15 (studded leather)
Hit Points 51 (8d8 hit dice)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	20 (+5)

Saving Throws Wis +3, Cha +8
Skills Deception +8, Disguise Kit +8, Forgery Kit +6, Intimidation +8, Investigation +4, Performance +9, Religion +4, Sleight of Hand +6, Stealth +6
Senses passive Perception 10
Languages Common, Elvish, Sylvan; telepathy with Herschel as long as we are on the same plane of existence
Pronouns she/her
Proficiency Bonus +3

Changeling Spellcasting. My innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). I can cast the following spells innately.

At will: *thaumaturgy*
1 use (recharges after a long rest): *alter self*, *disguise self*

Cirrus Patron Bonus. I and my party members gain proficiency in Performance and can add +1 to our Performance checks.

False Identity. I have a false identity as darling Endercoast socialite Rosemary Regarde, including forged documentation, established acquaintances, and disguises. I can use my forgery kit to forge official papers and letters as long as I've seen the kind of document or handwriting I'm copying.

Pact of the Chain. I can cast *find familiar* as a ritual. My familiar is Herschel, a **quasit**. I can speak through Herschel with my own voice if I choose.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *detect magic*, *eldritch blast*, *friends*, *minor illusion*, *silent image*, *speak with animals*
1st-4th level (2 4th-level slots): *babble*, *calm emotions*, *charm person*, *confusion*, *faerie fire*, *phantasmal force*, *sleep*, *Tasha's hideous laughter*, *tongues*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Fey Presence (Recharges after a Short or Long Rest). Each creature in a 10-foot cube originating from me must succeed on a DC 16 Wisdom saving throw or become charmed or frightened by me (my choice) until the end of my next turn.

Change Shape. I magically assume the appearance of a Medium humanoid or fey creature I have seen, or shift back to my true form. My statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify me as an impostor have a DC of 16. Additionally, if I willingly allow myself to be targeted by a spell that otherwise can't affect shapechangers, I can choose to be affected by it.

Herschel's Eyes. I blind and deafen myself to my own senses in order to see and hear through Herschel as long as we are on the same plane of existence. This lasts until the start of my next turn.

Herschel's Strike. I command Herschel, my familiar, to make an attack. Herschel must use his reaction to do so.

BONUS ACTIONS

Off-Hand Dagger. After making at least one attack with a dagger on my turn, I can make an additional dagger attack for just 1d4 damage on a hit.

REACTIONS

Penny Circus (5 Uses, Recharges after a Long Rest). When a creature hits me with an attack and it can see and hear me, I can force it to make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened of me until my next turn.

EQUIPMENT

scholar's pack, component pouch, light crossbow, case of 20 bolts, studded leather, 2 daggers, a set of fine clothes, a disguise kit, a forgery kit, a signet ring of an imaginary duke, and a pouch containing 15 gp

CHARACTERISTICS

Reason to Return. I don't remember the details ... but I know that *someone* from my past life is deserving of rightful vengeance.

Hag's Curse. I was originally a member of another race. If I discover my past identity, I can choose to permanently revert to my old race. I keep the skill proficiencies I gained as a changeling.

Scam. I put on new identities like clothes.

Personality Traits. Flattery is my preferred trick for getting what I want. I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment. Maybe one of them is the god I used to worship.

Ideal. Creativity: I try not to disguise myself as the same person twice, with the exception of Rosemary Regarde.

Bonds. I am sure that my false identity, Rosemary Regarde, must have once been my original identity, or was at the very least someone close to me. One day I'll regain my lands and title from those who erased my memory.

Flaws. I'm convinced that no one could ever fool me the way I fool others.

OOLSPLOON

Medium humanoid (kuo-toa), neutral

Level 8 monk (gardens)

Armor Class 18

Hit Points 51 (8d8 hit dice)

Speed 45 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Str +4, Dex +7

Skills Investigation +3, Medicine +7, Perception +7, Religion +3, Weaver's Tools +6

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Kuo-Toa, Sylvan

Pronouns she/her

Proficiency Bonus +3

Amphibious. I can breathe air and water.

Evasion. When I make a Dexterity saving throw that would halve an effect's damage against me, I take half damage on a failure and no damage on a success.

Ki-Empowered Strikes. My unarmed strikes are magical for the purposes of overcoming resistances and immunities.

Ki. I have a pool of 8 ki points I can use for my monk features.

Otherworldly Perception. I can sense the presence and pinpoint the location of creatures that are invisible or on the ethereal plane within 30 feet of me.

Slippery. I have advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). I know the following monk spells.

1st level (4 slots): *animal friendship, charm person, healing word, longstrider*

2nd level (2 slots): *enhance ability, hold person*

Stunning Strike (Costs 1 Ki). When I hit another creature with a melee weapon attack, I can force the creature to make a DC 15 Constitution saving throw. The target is stunned until the end of my next turn on a failure.

Unarmored Defense. While not wearing armour, my armour class is 10 plus my Dexterity and Wisdom modifiers.

Unforeseen Consequences. After hitting a target with an unarmed strike, each subsequent hit with an unarmed strike on the target for the next minute deals an additional 1 poison damage. The minute resets after each hit.

ACTIONS

Extra Attack. I can make two attacks.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 bludgeoning damage. If I wield it in one hand, it deals 1d6 + 5 bludgeoning damage instead. This is a +1 magic weapon.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 bludgeoning damage.

Stillness of Mind. I end one effect on myself that is causing me to be charmed or frightened.

BONUS ACTIONS

Martial Arts. I make one unarmed strike.

Flurry of Blows (Costs 1 Ki). I make two unarmed strikes.

Patient Defense (Costs 1 Ki). I take the Dodge action.

Step of the Wind (Costs 1 Ki). I take the Dash or Disengage action, and my jump distance is doubled until the end of my turn.

REACTIONS

Deflect Missiles. I deflect a missile from a ranged attack that hits me. The damage is reduced by 1d10 + 11. If this reduces the damage to 0 and I have a free hand, I catch the missile if it's small enough, and I can immediately spend 1 ki point to make a ranged attack with it (shown below).

Caught Missile: Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. *Hit:* 1d6 + 4 damage of appropriate type.

Slow Fall. I reduce my falling damage by 40.

Tree Hugger (Costs 2 Ki). When a creature other than myself that I can see within 30 feet of me takes bludgeoning or piercing damage, I shield the target with a thick layer of bark, granting it resistance to the damage of the attack or effect.

EQUIPMENT

dungeoneer's pack, quarterstaff, a bottle of ink, a quill, a small knife, a confusing letter written in Elvish warning of "the slings and arrows of order", a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. The quarterstaff I wield is cursed. It absorbs the shadows of those I slay with it. I fear its power is strengthening some horrible monster, but I know that if I were to get rid of it, it would kill me and take my shadow itself.

Specialty. My studies into "the real gods" have discredited me in kuo-toa society.

Personality Traits. I'm willing to listen to every side of an argument before I make my own judgment. I'm horribly, horribly awkward in social situations.

Ideal. Knowledge: The path to power and self-improvement is through knowledge.

Bonds. My life's work is blasphemous to other kuo-toas. By cataloguing the gods, I am turning my back on the creative aspect of devotion.

Flaws. I speak without really thinking through my words, invariably insulting others.

PECK

Tiny fey (faerie, pixie), chaotic neutral

Level 8 ranger (hunter)

Armor Class 15 (16 with *barkskin*)

Hit Points 52 (8d10 hit dice)

Speed 10 ft. (Tiny), 25 ft. (Small), fly 30 ft. (Tiny)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +1, Dex +8

Skills Animal Handling +5, Nature +4, Perception +5, Stealth +8, Survival +5, Woodcarver's Tools +5

Senses passive Perception 15

Condition Immunities charmed

Languages Bullywug, Common, Elvish, Giant, Goblin, Kuo-Toa, Sylvan

Pronouns she/her

Proficiency Bonus +3

Colossus Slayer (1/Turn). When I hit a creature that is below its hit point maximum with a weapon attack, it takes an additional 1d8 damage.

Faerie Magic. My innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I can cast the following spells innately, using dust from my wings as the material and verbal components.

At will: *dancing lights*, *druidcraft*, *minor illusion*

1 use (recharges after a long rest): *sleep*

2 uses (recharges after a long rest): *invisibility* (self only)

Favoured Enemy (Bullywugs, Goblins, Humans, Kuo-Toas).

I have advantage on Wisdom (Survival) checks to track the four humanoid subtypes listed and Intelligence checks to recall information about them. By studying them, I have learned their languages.

Fey Nimbleness. I can move through the space of any creature that is of a size larger than mine.

Land's Stride. I ignore difficult terrain. Nonmagical plant hazards such as thorns and nettles don't slow me down or deal me damage. I have advantage on saving throws to resist magical plant hazards that would slow me down.

Natural Explorer (Forest, Feydark). I roll +8 on Wisdom (Survival) checks while in the listed terrain types. While travelling for over an hour in these terrains, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Rustic Hospitality. I can find a place to hide, rest, or recuperate among other small folk, unless I've shown myself to be a danger to them. They will shield me from the forces of order or anyone else searching for me, though they will not risk their lives for me.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I know the following ranger spells.

1st level (4 slots): *alarm*, *detect magic*, *detect poison and disease*, *fog cloud*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *barkskin*, *euphoria*, *pass without trace*, *silence*

Steel Will. I have advantage on saving throws against being frightened.

ACTIONS

Extra Attack. I can make two attacks.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 6 piercing damage. If I wield it while Small sized, it deals 1d6 + 5 piercing damage instead.

Faerie Longbow. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. *Hit:* 7 piercing damage. If I wield it while Small sized, it deals 1d8 + 6 piercing damage instead. This is a +1 magic weapon. Once per day, when I kill a creature with this weapon, I regain one use of an expended spell from my Faerie Magic trait.

Primeval Awareness. I expend a spell slot to magically extend my awareness to the land around me. For 1 minute per spell slot expended, I detect whether aberrations, celestials, dragons, elementals, fey, fiends, or undead are within 1 mile of me (or within 6 miles in the forest or feydark).

BONUS ACTIONS

Enlarge. I magically enlarge myself into a Small creature or return to my original Tiny size. My equipment is also enlarged or reduced to suit my size, except for magic items. If there isn't enough space to grow, this bonus action has no effect.

Off-Hand Shortsword. After making at least one attack with a shortsword on my turn, I can make an additional shortsword attack for just 1 damage on a hit, or 1d6 damage on a hit if wielded while Small sized.

EQUIPMENT

explorer's pack, 2 shortswords, longbow, quiver of 20 arrows, a set of woodcarver's tools, a shovel, an iron pot, a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. A fomorian cursed me with his evil eye: if I remain in the Feywild for 1 year after the day that I killed him, I will become a fomorian myself.

Defining Event. Not one month ago, I led a militia that drove out the big folk from my homeland. I personally slew the fomorian that mustered the forces of evil against my people.

Personality Traits. When I set my mind to something, I follow through no matter what gets in my way. Thinking is for other people. I prefer action.

Ideal. Freedom: Tyrants must not be allowed to oppress the people.

Bonds. I protect those who cannot protect themselves.

Flaws. I have a weakness for the vices of the big folk, especially hard drink.

THILDER

Medium fey (centaur, unicorn), lawful good

Level 8 warlock (Lord Cals)

Armor Class 13 (studded leather)

Hit Points 67 (8d8 hit dice)

Speed 45 ft.

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

Saving Throws Wis +3, Cha +6

Skills Athletics +6, Bone Dice +3, Deception +6, History +2, Intimidation +6

Senses passive Perception 10

Languages Elvish, Goblin, Sylvan

Pronouns he/him

Proficiency Bonus +3

Ever Waiting. I don't need to use my concentration to ready a spell.

Eyes of the Rune Keeper. I can read all writing.

Lord Cals Patron Bonus. My party and I share a pool of spells granted by Lord Cals. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth*

Invocation Spellcasting. My invocation spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells through invocations.

At will: *false life*

Military Accomplishments. Courtiers of Lord Cals and other centaurs recognise me for my part in destroying an archfey a quarter century ago. I can invoke my military accomplishments to exert influence over others and request simple equipment for temporary use.

Monstrous Build. My carrying capacity is 480 pounds, and I can push or drag up to 940 pounds of weight. Also, when climbing, each foot of movement costs me 4 extra feet.

Pact of the Blade. My pike is a +1 magic weapon. It disappears if it is more than 5 feet away from me for 1 minute or more, if I dismiss the weapon freely, or if I die. Creatures hit with my pike take an additional 3 necrotic damage (included in the attack).

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *prestidigitation, mage hand, minor illusion*
1st-4th level (2 4th-level slots): *armor of agathys, death ward, despair, faerie fire, hellish rebuke, hex, mirror image, protection from evil and good, warding bond*

Unicorn Spellcasting. My innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells innately, using my horn for all components.

At will: *spare the dying*

1 use (recharges after a long rest): *cure wounds*

ACTIONS

Thirsting Blade. I can make two attacks with my pike.

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 1d10 + 4 piercing damage plus 3 necrotic damage. This is a +1 magic weapon.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 3 piercing damage.

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

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 piercing damage.

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

Fey Presence (Recharges after a Short or Long Rest). Each creature in a 10-foot cube originating from me must succeed on a DC 14 Wisdom saving throw or become charmed or frightened by me (my choice) until the end of my next turn.

BONUS ACTIONS

Charge. After moving at least 30 feet straight toward a target and then hitting it with a melee weapon attack on the same turn, I can immediately make one attack against the target with my hooves or horn.

EQUIPMENT

dungeoneer's pack, pike, 5 javelins, longbow, quiver of 20 arrows, a pickled spiked rose, studded leather armor, an insignia of Lord Cals, a curious banner from a forgotten enemy, a set of bone dice, a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. My mother and father have arranged me to be married to a beautiful mare from another centaur herd, unifying our people and ending a centuries-long conflict. However, I have no interest in marriage, certainly not to a mare.

Specialty. I was part of the cavalry Lord Cals used to scour another archfey's court and erase them from existence. I have very few memories of that conflict.

Personality Traits. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation. Also, centaur culture dictates that any who cannot carry their weight must sacrifice themselves for the herd.

Ideal. Responsibility: I do what I must and obey just authority.

Bonds. I am wracked with guilt -- not for destroying an archfey. No, that was a just action. I feel guilty for being unable to even remember who it was that I slew.

Flaws. I have little respect for anyone who is not a proven warrior.

T'BIAH

Medium fey (satyr), chaotic good

Level 8 barbarian (mercury)

Armor Class 18 (half plate, shield)

Hit Points 69 (8d12 hit dice)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Str +7, Con +5

Skills Athletics +7, Deception +5, Fiddle +5, History +2, Panpipes +5, Perception +5, Performance +6

Damage Resistances bludgeoning, piercing, and slashing while raging

Senses passive Perception 15

Languages Elvish, Sylvan

Pronouns she/her

Proficiency Bonus +3

Cirrus Patron Bonus. I and my party members gain proficiency in Performance and can add +1 to our Performance checks.

Danger Sense. I have advantage on Dexterity saving throws against effects I can see unless I'm blinded, deafened, or incapacitated.

Feral Instinct. I have advantage on initiative rolls, and if I am surprised at the beginning of combat and I'm not incapacitated, I can act normally on my first turn as long as I first use my bonus action to enter a rage.

Magic Resistance. I have advantage on saving throws against spells and other magical effects.

Reckless Attack. When I make my first attack on my turn, I can choose to attack recklessly, granting myself advantage on all melee weapon attack rolls using Strength until the end of my turn, and granting advantage on any attack rolls made against me until the start of my next turn.

Unarmored Defense. While I'm not wearing armour, my AC includes my Constitution modifier.

ACTIONS

Extra Attack. I make two attacks.

Flail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 bludgeoning damage, plus 2 damage while raging. This is a +1 magic weapon.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 bludgeoning damage, plus 2 damage while raging.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 4 piercing damage, plus 2 damage if used to make a melee attack while raging.

MERCURY ACTIONS

While raging, I can choose to take a Mercury Action instead of a regular action. I roll 2d8 and choose either of the corresponding Mercury Actions. When I roll an 8, I can choose to reroll that die and then take the corresponding Mercury Action of both dice, instead of just one. If I would take the same action twice, I instead waste the second action.

If at any point the result of both dice is 8, I don't reroll them and instead take one Mercury Action of my choice.

Charge. I target a creature I can see at minimum 20 feet away and move up to my speed towards it (without expending movement), then make a melee weapon attack against it if I'm in range. On a hit, the target takes an additional 3d8 damage and, if it is Large or smaller, it must succeed on a DC 13 Strength saving throw or fall prone.

Escape. I take the Dash, Disengage, and Dodge actions.

Flurry. I make four melee weapon attacks.

Frighten. Each creature within 30 feet of me that can see or hear me must succeed on a DC 13 Wisdom saving throw or become frightened of me until the end of my next turn.

Grow. I cast *enlarge/reduce* on myself, using the enlarge option. I can then make one melee weapon attack. The spell ends at the end of my next turn or when my rage ends.

Rejuvenate. I regain 1d12 + 1 hit points and I gain 1d12 temporary hit points.

Wild Magic Surge. I roll on the Wild Magic Surge table (PHB 104). Any ongoing effects end when my rage ends.

A result of 21-22 refers to any effect originating from me that requires the target to make a saving throw.

A result of 27-28 allows me to make one melee weapon attack as a bonus action each round for 1 minute.

A result of 33-34 maximises the damage of the next attack I make within the next minute.

A result of 59-60 replenishes one use of my rage.

BONUS ACTIONS

Rage (4 Uses, Recharges after a Long Rest). I start or stop raging. While raging, I have advantage on Strength ability checks and saving throws, I have resistance to bludgeoning, piercing, and slashing damage, and I add 2 to the damage of my melee weapon attacks. I can't cast or concentrate on spells while raging. My rage lasts for 1 minute. It ends early if I'm knocked unconscious or if my turn ends and I haven't attacked a hostile creature or taken damage.

EQUIPMENT

explorer's pack, 4 javelins, flail, the wooden mask of Cirrus, four sets of beautiful courtier's robes (one for each season), a spell scroll of *Tasha's hideous laughter* (spell save DC 13), and a belt pouch containing 25 coins imprinted with the image of Cirrus' mask

CHARACTERISTICS

Reason to Leave. I cannot remove this wooden mask from my face until I am free. Although Cirrus has always been kind to me, I regret having to follow the limitations of performing for their court.

Personality Traits. The music I play captures the hearts of all who listen. All the world's a stage, and I am but an actor on that stage. I say my lines, and I am done.

Ideal. Music: I hope to one day play a song so beautiful that the Weave itself sings along.

Bonds. I have seven lovers in seven realms. May they never meet.

Flaws. I'd rather play a song than have an honest heart-to-heart conversation.

YELSANDOREL

Medium fey (dryad), chaotic neutral

Level 8 warlock (Dailili)

Armor Class 13 (studded leather, 16 with *barkskin*)

Hit Points 59 (8d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Deception +7, History +3, Intimidation +7, Lute +7, Nature +3, Performance +7, Persuasion +7

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 12

Languages Druidic, Elvish, Sylvan

Pronouns she/her

Proficiency Bonus +3

Agonising Blast. When I hit with *eldritch blast*, the target takes an additional 4 damage.

Audience with Dailili. As a courtier of the Tree of Infinity, I can obtain an audience with Dailili. I must present a compelling argument for why she should pay attention to my concerns.

Dryad Magic. My innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I can cast the following spells innately.

At will: *druidcraft*, *shillelagh* (using my own arm)
1 use each (recharges after a long rest): *barkskin*, *entangle*

Feywild Navigator. I innately understand the emotional frame of mind needed to travel to any area of the Feywild, and I have advantage on Wisdom (Survival) checks and Charisma saving throws made as part of navigating the Feywild.

Dailili Patron Bonus. My party and I share a pool of spells granted by Dailili. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *barkskin*, *entangle*, *grasping vine*, *hail of thorns*, *plant growth*, *speak with plants*, *spike growth*

Pact of the Tome. My grimoire is a thick strip of bark taken from the Tree of Infinity. I can use my grimoire to cast the following spells as rituals, adding 10 minutes to the casting time. These are warlock spells for me (spell save DC 15, +7 to hit with spell attacks).

At will: *animal messenger*, *detect magic*, *locate animals or plants*, *purify food and drink*, *speak with animals*

Speak with Plants. Using Sylvan, I can communicate simple ideas with plants.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *eldritch blast*, *entangle*, *false life*, *friends*, *guidance*, *mending*, *prestidigitation*, *thaumaturgy*
1st-4th level (2 4th-level slots): *blight*, *charm person*, *despair*, *dominate beast*, *hail of thorns*, *hallucinatory terrain*, *hex*, *protection from evil and good*, *spike growth*

ACTIONS

Shillelagh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 bludgeoning damage. This is a magic weapon.

BONUS ACTIONS

Shillelagh. I cast the cantrip *shillelagh*, allowing me to use my Shillelagh action for the next minute.

Splitting Earth. I activate or deactivate this feature. While active, natural ground in a 15-foot radius around me becomes difficult terrain for creatures other than me and up to six creatures of my choice.

EQUIPMENT

scholar's pack, a boiled root from the Tree of Infinity (my arcane focus), studded leather, lute, four sets of beautiful courtier's robes (one for each season), a spell scroll of *animal friendship* (spell save DC 15), and a belt pouch containing 25 acorns

CHARACTERISTICS

Reason to Leave. Dailili destroyed my forest and replaced it with her own. I only escaped destruction by swearing myself to her service. I fear that as soon as my usefulness has run out, she will make me a part of her like she has done to everyone else.

Personality Traits. The music I play captures the hearts of all who listen. My mood changes dramatically depending on the season.

Ideal. Love: You can't argue with how you feel.

Bonds. I was once a human on the Material Plane. Look how times have changed.

Flaws. I have little patience for things that do not bring me immediate joy.

ZAPP

Small elemental (stormcloud mephit), chaotic good

Level 8 warlock (Tettlebug Moonflower)

Armor Class 13

Hit Points 67 (8d8 hit dice)

Speed 10 ft., 30 ft. (hover)

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

Saving Throws Wis +4, Cha +7

Skills Arcana +2, Deception +7, Harp +7, Nature +2, Perception +4 Performance +7, Persuasion +7

Damage Resistances lightning, poison, thunder

Senses passive Perception 14

Languages Elvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Audience with Tettlebug Moonflower. As a courtier of Dewdrops, I can obtain an audience with Tettlebug Moonflower. I must present a compelling argument for why she should pay attention to my concerns.

Elemental Resistance. I have advantage on saving throws against being poisoned.

Tettlebug Moonflower Patron Bonus. I and everyone in my party automatically succeed on all nonmagical weather-related saving throws, and we are immune to nonmagical weather-related damage as long as we are within 30 feet of another party member.

Pact of the Tome. My grimoire is a crackling globe of plasma. I can use my grimoire to cast the following spells as rituals, adding 10 minutes to the casting time. These are warlock spells for me (spell save DC 15, +7 to hit with spell attacks).

At will: *alarm, magic mouth, silence, Tenser's floating disc, unseen servant*

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *dancing lights, disguise self, friends, minor illusion, prestidigitation, resistance, silent image, thaumaturgy, thunderclap*
1st-4th level (2 4th-level slots): *babble, blink, call lightning, counterspell, faerie fire, hallucinatory terrain, greater invisibility, shatter, storm sphere*

ACTIONS

Cloud Breath. I exhale a cloud of smoke at one creature within 5 feet of me. The target must make a DC 14 Constitution saving throw. On a failed save, it takes one level of exhaustion.

Wingclap. I cast an improved version of *thunderclap*: I create a thunderous burst of sound that can be heard up to 100 feet away. Each creature within 15 feet of me, other than me, must succeed on a DC 15 Constitution saving throw or take 2d6 thunder damage. I can choose to make the spell silent to all but those who fail their save against it.

REACTIONS

Static. When I take damage from a melee attack, I can deal 1 lightning damage to the attacker.

Misty Escape (Recharges after a Short or Long Rest). When I take damage, I can turn invisible and teleport up to 60 feet to an unoccupied space I can see. I remain invisible until the start of my next turn or until I attack or cast a spell.

EQUIPMENT

scholar's pack, a lock of stunningly-coloured hair gifted to me by Tettlebug Moonflower, a harp, four sets of beautiful courtier's robes (one for each season), a spell scroll of *heroism*, and a belt pouch containing 25 chocolate coins

CHARACTERISTICS

Reason to Leave. I was created by Tettlebug Moonflower, but this family is not one I would have chosen for myself. I am not recognised for my talents. I'm just a minion to her.

Personality Traits. I am as carefree as the wind. Only I know the true nature of Tettlebug Moonflower. And she has secrets I shall never tell.

Ideal. Trickery: The world needs pranksters as much as it needs lawyers and bankers and accountants.

Bonds. My harp was carved by Sundellaie, an ancient eladrin woodcarver. It still bears a portion of her soul. She whispers sweet melodies in my dreams that have broken me free of Tettlebug Moonflower's influence.

Flaws. Responsibility is a four letter word.

THE WRATH OF SNAIL GOO



THE WRATH OF SNAIL GOO



nce upon a time, a servant girl was entrusted with two silver rings with which a prince intended to marry his beloved. She travelled with a caravan of adventurers through the deep woods, but the woods grew angry at her dark thoughts, for she intended to steal the silver rings and marry the prince herself. The

woods struck out at her caravan with numerous green-eyed monsters, and all but the servant girl were killed while she hid under the heavy wheels in the mud.

When finally it was safe to emerge, she knew she would not last long in the dark, deep woods. She built a shelter, ate what little rations she had left, and wrapped herself up in the meager blankets she had salvaged. When morning came and she was not dead, she found berries left at her feet, and these berries did satisfy her hunger.

A white dove came to her and declared that he had given her the berries and protected her from the dangers of the forest at night. He told her he was the real prince of the land, and the one who had summoned her was a false prince, a usurper. To depose this prince, the white dove planned to swap the silver rings with two cold mercury rings, which would reveal the false prince's true face and restore the white dove to his true self. Unfortunately, these mercury rings were held by the evil Snail Goo, the hag who had transformed him in the first place.

The servant girl, now madly in love with the white dove and planning to marry him herself, agreed to the plan. She would enter the abode of Snail Goo, answer no questions, and pluck the rings from the hag's very fingers. The white dove led her where she needed to go.

There, nestled deep in the woods, was a mechanical snail the size of a house that blustered and sputtered with smoke. The servant girl made her way inside, and there she saw the hag Snail Goo, who very much resembled a snail herself. The hag was an ugly little woman with a spiral shell and with stalks for eyes. The hag demanded from the servant girl, "Why are you here? What do you want?" but the servant girl knew not to answer a hag. She searched the hag's fingers for a ring, but found none, and then saw that the two mercury rings were worn on the hag's two eye stalks. She leapt upon the hag, shrieking, and tore the mercury rings from her eyes.

The servant girl returned to the white dove with her prize, intending to ask him to marry her. She gave the white dove one of the rings in her possession. The white dove, covetous of the other ring, flashed his green eyes, pecked out the servant girl's eyes, and stole the second one for himself.

What he did not realize was that she had offered him her silver rings, not mercury. As the servant girl bled to death, blind, cold, and heartbroken, he squawked with fury that she had failed him. The servant girl sank into the mud. So too, secretly, did the mercury rings upon her fingers.

PARTY LEVEL

This quest is best suited to an 8th level party.

QUEST SUMMARY

The party are approached by a white dove wearing two silver rings on his ankles. He claims that he has been transformed into a dove by an evil hag, Snail Goo, who binds him with her two mercury rings. He asks the party to steal them from her.

When the party arrives at the mechanical snail hut, Snail Goo is in a blind rage and attacks on sight. She has lost her two mercury rings and blames the party. When she finds that the party has not stolen her rings, she performs a witchy spell to reveal the white dove's influence. She tells the introductory story to the party. Snail Goo does not help the party further, as she cannot travel far from her mechanical hut, which moves very slowly.

The party seeks out the final resting place of the servant girl, finding her in the form of a shrieking banshee. If the banshee is soothed and the mercury rings discovered buried in the mud, the white dove attacks them. When defeated, the white dove transforms into a horrific green-eyed monster.

DM PREPARATION

- Read the Brothers Grimm story [The Old Woman in the Wood](#)
- Prepare the following foes. All foes except swarms of ravens are included in this document for reference.
 - **Snail Goo** (FIW 35)
 - **Mercury Snails** (FIW 36)
 - **The Unmarried Servant** (FIW 38)
 - **The White Dove** and **The Green-Eyed Dove** (FIW 39)
 - **Rock Gnome** (IW 189) **Mercury Berserkers** (FIW 37)
 - **Swarms of Ravens** (MM 339)

CALL TO ADVENTURE

- The party is approached by the **White Dove** while travelling through the Feywild.
- The White Dove asks the party to steal two "Mercury Rings" from the hag Snail Goo, which will restore him to his true form as a handsome prince.
- The White Dove gives the party a white feather, a sign of trust.

Before you, a white dove flutters down from the canopy and alights upon a muddy tree branch. The dove frantically cleans off the mud from its wings and speaks to you in fluent Sylvan, cooing and cawing.

"Please, you must help me! I have been cursed by a witch in the woods, the one known as Snail Goo. Do you see the shackles on my legs?"

Upon each of its two ankles is fitted a silver ring.

"Yes, they were fitted on me by the evil Snail Goo! I was once a prince, and now I am only a white dove. These silver rings cannot be removed without the use of the Mercury Rings. Please, sneak into Snail Goo's snail hut, just up ahead, and steal the Mercury Rings to end my curse! Go quickly! This forest is liable to consume a dove like me! Oh, gods, I can hear them coming for me. I must alight! Meet me back at this tree stump when you have the two mercury rings."

With that, the white dove flutters away. You hear the thundering and crashing of terrible beasts up high in the canopy. Hopefully the dove will be alright.

DISTRUST

The party will likely attempt to remove the silver rings from the white dove's ankles. It shrieks in horror if they try it.

"No, no! You do not know what will happen! I could die if they are removed!"

If the party removes them anyway, the dove uses its mimicry trait to mimic the sound of a witch cackling. It then dives down into the mud, dirtying its otherwise lustrous white wings. Then, it flies away, cackling madly, leading the party to Snail Goo's hut.

This is, of course, only theatrics. The party can discern that the white dove is misleading them with a successful DC 18 Wisdom (Insight) check. If its deceptions are uncovered, the white dove attacks immediately (see *The White Dove Fight*) and the party can then meet Snail Goo and complete the remainder of the quest.

If the dove's deceptions are unrevealed, it asks them to do the following task.

THE SNAIL HUT

Any Wisdom (Survival) check takes the party to Snail Goo's hut. A result of 15 or higher reveals that the hut's slime trail is poisonous and deals 5 (1d10) poison damage on contact.

The snail hut is enormous, the size of a mansion, made up of interlocking clockwork machinery that expels foul-smelling green lubrication. Various bolts and portholes along its spiral plates seem to clank in and out of place as it trundles along. Clear tubes of quicksilver pump liquid metal coolant through its gears. You can see an unnatural yellow and blue glow emanating from within the hut.

The snail hut turns its massive clockwork head to look at the party, but seems largely disinterested. It continues moving very slowly. A DC 10 Intelligence (Investigation) check reveals that its machinery is gnomish in origin.

Ask the party how they intend to sneak inside. Some suggestions are included below.

Disguise. The party can walk right up to the front door and walk in if they are disguised as gnomes or snails. All they need to do is succeed on a DC 14 Charisma (Deception) check.

Pry Open. The metal plates are quite loose and can be pried open with a successful DC 14 Strength (Athletics) check.

Teleportation. If the party has access to teleportation magic, such as *misty step*, *teleport* or *transport via plants*, portholes in the side of the hut offer a way in, and there are elements like mushrooms and sigils from within that allow any sort of teleportation available.

Wait for an Opening. Periodically, a gnome wielding a hammer will emerge from within the hut and poke around the outside to make sure the snail hut is still functioning. Breaking any part of the snail hut will ensure this happens quickly. A DC 14 Dexterity (Stealth) check will allow a party member to slip into the hut unnoticed while repairs are being done.

If a character fails a roll to get into the hut, Snail Goo spots them through a scrying sensor in the snail hut's eye stalks and immediately teleports the whole party inside the shell.

FIGHT WITH SNAIL GOO

- There's no opportunity to be stealthy inside the shell. The whole party is here.
- Snail Goo assumes the party is here to steal her Mercury Rings. She is hostile.
- Her Mercury Rings have already been stolen.
- If killed, her hut falls apart at the seams.
- If spared, she casts *legend lore* on the white feather given to the party by the White Dove, which reveals the backstory of the servant girl.

The metal plates slam shut behind you. The snail hut is bigger on the inside than the outside. Its shell is hollow and bristling with metal plates. Mushrooms growing in cracks in the plating glow with blue light.

You can see smaller mechanical snails sliding up and down the inside walls of the shell. Their own shells are painted with the portrait of a gnome. Several other gnomes tinker with a few mechanical snails which seem to have broken down.

The hag, a horrifically ugly little green gnomish woman wearing a metal snail shell, turns her head to lock eyes with you. Most frightening of all, her eyes squirm at the ends of slimy stalks.

"Come to steal from me again, have you?" she cackles. "You know what they say. Measure twice, cut once!" The shell begins to rock. Her gnome companions grab hammers. The mechanical snails converge on your location.

Roll initiative. You can save time by using the pre-rolled initiative scores below. The participants of this fight are ...

- **Snail Hut Lair Actions** (20)
- **3 Mercury Berserkers** (14)
- **Snail Goo** (6)
- **4 Mercury Snails** (3)

SNAIL HUT LAIR ACTIONS

Snail Goo will first use her Retreat lair action to protect herself. After that, she'll use any of her lair actions in any order she pleases. If her mercury berserkers need some help, she'll use her **Shake** action to give them advantage against any party members that fall prone. She'll use the **Empower** action to get more tries out of *slow* if she can't affect anyone with it or if she loses concentration. Her **Slime** action is best used later in the battle to be paired with her *rays of sickness*. Slime the group, then blast anyone who isn't already poisoned.

MERCURY BERSERKERS

The hammers are gnomish tools. You can describe them as bristling with gears and metal plates, a hyper-specialised tool that also is good for smashing heads. The berserkers wield their hammers with two hands, dealing 1d10 damage rather than 1d8.

Their main goal is to protect their beloved Snail Goo, and a secondary goal is to protect one of the Mercury Snails, one that they personally built. If the party attacks a mercury snail, have one of the mercury berserkers launch themselves at them in a frothing rage, screaming something about "I built her with my own two hands, you son of a bitch!"

The fun of the mercury berserkers is their unpredictability. Play them just as surprised by the actions they take as the party members. Have your Wild Magic Surge table (PHB 104) on hand.

You can name them after their Mercury Action list: Knee Knocker, Slippery Slick, and Little Big Guy.

MERCURY SNAILS

The mercury snails do nothing except approach the party intimidatingly slowly and spread poisonous slime. They'll use their slam attack if they're in melee range.

You can shock the party by having a mercury snail on the ceiling retreat into its shell and then drop down, smashing to the floor right in front of them, totally unharmed.

SNAIL GOO

Still angry about having her mercury rings stolen from her, Snail Goo assumes the party is here to finish the job and is therefore extremely hostile to them.

She moves quite slowly. Her modus operandi is to slowly work her way up the inside of her snail hut's shell, where in a few rounds she'll be totally out of reach, all the while slinging spells. She'll usually take the multiattack action to cast a spell, then Retreat into her shell to gain access to her shell immunities.

The best way to deal with Snail Goo's Retreat ability is to use the Ready action to trigger a reaction attack when she emerges from her shell. Acid, necrotic, psychic, and radiant damage are effective. She has resistance to poison, but not immunity, so that's not the worst option either. A party member can intuit which damage types she likely has immunity to by using an action and succeeding on a DC 15 Wisdom (Insight) or Intelligence (Nature) check.

You can start Snail Goo off with *flesh to stone*, but you might want to wait until later in the fight for a more dramatic impact for that killer spell. She'll use *slow* liberally, as if it completely fails she can cast it three times. If she's concentrating on *slow* or *flesh to stone* already, she'll sling out *ray of sickness*.

Her Slam attack is used only if she doesn't have *slow* or *flesh to stone* remaining, she's got someone within melee range of her (in which case her *ray of sickness* would be made with disadvantage), and she can't move away. She'll try and avoid that scenario whenever possible.

Since she can still move while she has taken the Retreat action, she'll happily incur attacks of opportunity while in her shell, which is great for Snail Goo for two reasons. First, opportunity attacks are usually physical attacks, which she is immune to while in her shell. Secondly, if they've used their reaction to attack her shell, they can't use their reaction as part of a Readied attack for when she emerges from her shell and isn't immune to physical attacks anymore.

STEALING THE MERCURY RINGS

A party member can use their action to make a DC 10 Wisdom (Perception) or Intelligence (Investigation) check. On a success, they realize that the mercury rings are simply not here in the hut.

REDUCING HOSTILITIES

A party member can use their action to attempt to calm Snail Goo's hostilities. This will move Snail Goo from Hostile to Indifferent, ending the fight. To do so, they must cater to one of Snail Goo's characteristics, and then succeed a DC 14 Charisma (Deception, Persuasion, or Intimidation) check.

As a free action, a party member can make a DC 14 Wisdom (Insight) check, revealing any or all of Snail Goo's characteristics as the DM decides.

SNAIL GOO

Personality. I'm a wicked little tinkerer who prefers to stay locked up in my home all day because modern life is just too fast-paced for me.

Ideal. Why can't everyone slow down for an old woman? Is that so hard?

Bond. My last memories of my husband are the snails with his portrait painted on their shells and our two mercury wedding rings. The rings have been stolen. I'm devastated.

Flaw. I've spent so long in my hut with only my snails and these crazed berserker gnomes as company that I have trouble interacting with normal people.

PEACEFUL ENDING

If the fight ends peacefully, Snail Goo can cure the poisoned condition with *lesser restoration* and restore a creature affected by *flesh to stone* with *greater restoration*.

When it becomes revealed that the party was asked to steal the mercury rings by the white dove, Snail Goo casts *legend lore* based on the dove's description.

Snail Goo's eye stalks roll back to reveal the milky whites of her eyes. From her tear ducts she extrudes tendrils of smoky incense. She speaks forth a legend, one that did not happen so long ago.

Read out this quest's introductory short story to the party.

Once upon a time, a servant girl was entrusted with two silver rings ...

Snail Goo thinks she knows where the servant girl died, but she can't come with the party. She and her minions must remain in her snail hut, which moves very, very slowly.

VIOLENT ENDING

With Snail Goo and her minions dead, the snail hut falls apart, leaving the party standing out in the open amidst a heap of scrap metal.

Searching through the scrap metal allows the party to loot the following items, but does not reveal any mercury rings. They were never here to begin with.

- 2 scrolls of *slow*
- 1 scroll of *ray of sickness*
- 3 nonmagical gnomish warhammers
- 1 inert mercury snail, still intact, which can be reactivated and made a companion with a successful DC 14 Intelligence (Tinker's Tools) check. It's hollow, so it doesn't weigh very much and can stick safely to backpacks.

The White Dove meets up with the party on the forest path. Go straight to the fight with the White Dove.

FIGHT WITH THE SERVANT

- The servant can be dug up in a muddy clearing.
- She has transformed into a vengeful banshee that wears the two Mercury Rings.
- If killed, the White Dove demands the Mercury Rings.
- If spared, she apologises and warns the party of the White Dove.

Snail Goo's directions lead straight to a dead end, a small muddy clearing. Digging into the mud reveals the body of the servant girl, only a few days old. Unearthing her remains summons forth her vengeful banshee, **The Unmarried Servant**. This banshee is immediately hostile.

Mud is wiped away from flesh. You've found a corpse, still in the early stages of decomposition. Just as you realize what you have unearthed, from the servant girl's body rises a horrific ghost, hair wild and matted with mud, skin that shines with quicksilver, and eye sockets that strain with cold fury. She reaches out a hand to you, two mercury rings on her fingers, and wails with the agony of her untimely demise.

Roll initiative. You can save time by using the pre-rolled initiative score below. The participants of this fight are ...

- **The Unmarried Servant** (21)

THE UNMARRIED SERVANT

The Unmarried Servant has rolled high on initiative and begins with a wail. She can use her wail and also attempt to bestow one of the mercury rings on a party member.

When she tries to bestow a ring, roleplay her as fumbling blindly, grabbing wrists and hands and fingers, desperately trying to pass the ring onto someone, anyone else.

She only uses her Steal Item action if she has no more rings to give. At that point, the fight is essentially over as she has no more damaging abilities. You can end initiative early at this stage if you wish.

The damage immunities of Snail Goo should have gotten the party to think about their damage types when facing enemies. The Unmarried Servant is immune to cold, necrotic, and poison damage, and she's resistant to nonmagical weaponry, acid, fire, lightning, and thunder, which is somewhat similar to Snail Goo's immunities. She also is immune to most negative conditions.

One major weakness of The Unmarried Servant is her blindness. This means that the best method of killing her is magical weaponry, as party members have advantage on all attacks against her and it bypasses her immunities.

Some other quirks of fighting the Unmarried Servant include ...

- Her Mercury Rings are physically on her person. As they contributed to her becoming a banshee, her quicksilver skin allows her to wear them.
- The rings actually have no effect on her! She has no abilities that allow her to score critical hits, and she's immune to poison and the poisoned condition.

- Don't forget that if she fails to steal an item, she incurs an attack of opportunity from whoever she was trying to steal from.
- Since it hasn't yet been 10 days since she died, she can actually be revived mid-battle with *raise dead* or more powerful resurrection magic! The banshee returns to her body, and she wakes up. If she isn't wearing a Mercury Ring, she'll desperately try to put it back on so she isn't killed again in one minute by the poison damage.

REDUCING HOSTILITIES

The party can convince the banshee to stand down by appealing to her characteristics and then taking an action to attempt a DC 12 Charisma (Persuasion) check, causing her to become indifferent on a success.

THE UNMARRIED SERVANT

Personality. I've always hated being a servant girl. I know that I'm destined for more than this. I have to be.

Ideal. I wish that I could marry rich to escape my poor life.

Bond. I was killed by the White Dove. The curse of the Mercury Rings and the devastation I felt when he betrayed me have twisted my soul into a screaming blind banshee.

Flaw. I see marriage as the end all and be all, and haven't thought about how I could seek fulfillment in other ways.

Her name, if the party thinks to ask, is Sylvia Matrian. In life, she was a human **commoner** (MM 344).

PEACEFUL ENDING

An expression of horror and regret passes across her face, and she settles down into the mud, utterly spent. "I'm sorry," she whispers. "I'm sorry."

The servant confirms the hag's story of the betrayal of the White Dove. She asks the party not to harm the White Dove, for she still believes he is a prince. She can change him. (she can't change him; he's an asshole)

VIOLENT ENDING

With one final shriek of sadness and regret, the banshee evaporates, and the servant girl's soul is forfeit to the wind. The Mercury Rings are yours for the taking.

The White Dove swoops down and demands that the party give him the Mercury Rings immediately. Doing so would be harmful to anyone who is wearing the rings, due to their curse, but he doesn't care.

FIGHT WITH THE WHITE DOVE

- The White Dove demands the Mercury Rings.
- If his request is denied, he attacks the party.
- If defeated, he transforms into the Green-Eyed Dove, a dangerous monster.
- Peace was never an option.

The party might return to the White Dove in a few separate scenarios. Again, they can discern the white dove's true evil nature with a successful DC 18 Wisdom (Insight) check if they think to make one.

"Oh, thank the gods you made it! Tell me, do you have the mercury rings? Am I saved?"

Snail Goo has been killed and the Mercury Rings have not been found. The White Dove curses Snail Goo for her trickster ways. He stresses that the curse is still not lifted and makes a theatrical show of considering his next options. Then he leads the party to where the servant girl died, claiming that she was once Snail Goo's servant and must have stolen the mercury rings before she escaped.

Once the party retrieves them from the banshee, the White Dove demands that they immediately hand over the rings and attacks them if they don't comply.

The Mercury Rings have been recovered from the Unmarried Servant. The party will certainly know of the White Dove's true nature by now. He does not suspect that they know and demands that they give him the rings. When they don't, he attacks them, shrieking that they are just as useless as that nameless servant girl.

At some point, a fight with the White Dove is inevitable. Roll initiative.

This fight occurs in two parts.

THE WHITE DOVE

In the first part of the fight, only the White Dove is hostile to the party.

- **The White Dove** (13)

The White Dove can only really do one thing, which is to peck the party. He'll do that even if it's certain he'll be ganged up on and reduced to 0 hit points quickly. There's a fun bit of roleplay where his eyes flash green to reveal his evil nature when he attacks, but this doesn't have a significant mechanical effect.

Instead of pecking the party, you can have the White Dove use *phantasmal force* where he summons a ring that slowly begins to squeeze around a party member's finger, threatening to sever it. This is all in their mind, but still deals 1d6 psychic damage per round.

His Mimicry trait is used as part of his deception but won't be relevant to the fight.

Importantly, don't use his silver rings until the second phase, as he only has two of them and his transmogrification ends any negative effects targeting him anyway.

Go to the second phase immediately when he is reduced to 0 hit points. He'll take his first turn as the green-eyed dove when initiative count 13 rolls around.

THE GREEN-EYED DOVE

In the second part, the White Dove transforms into the Green-Eyed Dove, a terrifying monster.

- **The Green-Eyed Dove** (13)
- 3 swarms of wicked pigeons, using the **swarm of ravens** (MM 339) statblock (4)

Immediately when he transforms, he summons three swarms of wicked pigeons, each with wicked pinprick green eyes. They'll take their first turn when initiative count 4 rolls around.

He gains the ability to cast both *phantasmal force* and take another action on his turn. He can still peck, but he'll use *inflict wounds* unless there's a magic-suppressing effect. He'll use his Steal Item action to steal a mercury ring if nobody is wearing it. His *phantasmal force* will take the form of a white dove that the target is convinced is the "real" enemy trying to escape. He'll lead them away, pecking them with the illusion for 1d6 psychic damage a turn while he focuses on the others.

If targeted with a magical effect, he'll use a silver ring at the start of his turn. He actually doesn't know that these rings are magical. Play up his surprise as the ring melts away, and then his smug satisfaction as he realizes that he is freed from a magical effect. If you stress that using the ring destroys it, the party might strategically avoid using concentration debuffs on him just so he won't have an opportunity to use the second ring. That way, they can take it for themselves once he's dead.

PEACEFUL END

The dove will attempt to escape if he manages to steal both Mercury Rings. If he can't, he'll fight to the death.

It may be tempting to try to peacefully resolve the situation by marrying the servant girl and the white dove, but he'll just try to kill her and take her ring for himself. Again. He absolutely cannot be trusted.

VIOLENT END

With its last breath, the dove coos a vile curse upon your family names, and then dissolves into disgusting green bile that sinks into the earth. This wicked creature has finally met its end.

Left behind are the unmarried silver rings if they haven't already been used by the dove. These rings were enchanted by the anguish of the servant girl as she died. They allow the wielder to end the concentration of spellcasters targeting them with a spell, but they're one use only.

QUEST COMPLETION

After defeating the White Dove, the party can level up upon their return to civilisation.

The party has had the opportunity to gain a few magic items (the four rings featured in this quest). The Mercury Rings are cursed, but the Unmarried Silver Rings are not. There is also loot from the snail hut if Snail Goo is killed: some spell scrolls and an inert mercury snail.

Snail Goo can be a useful ally for the party if her favour is won. She travels all across the Feywild, albeit quite slowly. There is surely some practical use for her services.

STATBLOCKS

SNAIL GOO

Small fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 10 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	15 (+2)	19 (+4)	11 (+0)

Damage Resistances poison

Skills Perception +7, Tinker's Tools +7

Senses passive Perception 17

Languages Druidic, Gnomish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. Snail Goo's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells innately.

At will: *ray of sickness*

3/day each: *slow*, *lesser restoration*

1/day each: *flesh to stone*, *greater restoration*, *legend lore*

ACTIONS

Multiattack. Snail Goo casts a spell. She can then make a slam attack or take the Retreat action.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

Retreat. Snail Goo retreats into her shell. While in her shell, she benefits from her Shell Immunities listed below. She emerges from her shell at the start of her next turn.

SNAIL GOO SHELL IMMUNITIES

Damage Immunities. cold, fire, force, lightning, thunder; bludgeoning, piercing, and slashing

LAIR ACTIONS

While within Snail Goo's snail hut, Snail Goo can activate one of the following lair actions on initiative count 20. She can't use the same lair action two turns in a row.

Empower. Snail Goo casts a spell from her innate spellcasting list with a casting time of 1 action.

Protect. Snail Goo takes her Retreat action.

Shake. Every creature other than Snail Goo must succeed on a DC 15 Strength save or fall prone.

Slime. Every creature other than Snail Goo must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5 (1d10) poison damage and becomes poisoned until the end of its next turn. On a successful save, a creature takes half damage and isn't poisoned.

SPELL DESCRIPTIONS

FLESH TO STONE

"Slow and steady wins the race!" she cackles. Thick, caked-over layers of slime begin to form over your body, restricting your movement. If you don't break out soon, you'll never move again.

LESSER/GREATER RESTORATION

"Oh, fine, just take a few deep breaths and quell that rapid heart." She places her sucker lips upon your wounds and sucks the sickly bile from your body.

RAY OF SICKNESS

"Not everyone is so eager for a slow death!" she cackles as she sprays slime from her eyeballs.

"Slow down!" she cackles, letting loose a bolt of iridescent mercury.

SLOW

"Let's take it real molasses-like!" she cackles as she produces a droplet of molasses from her tear duct.

"Why don't you stop and smell the roses?" she cackles, excreting slime.

MERCURY SNAIL

Small construct, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 5 ft., climb 5 ft.

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

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages understands Gnomish but can't speak

Challenge 3 (700 XP)

ACTIONS

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

Slime. The snail excretes slime which covers a 10-foot radius area around it and lasts for 1 minute. A creature that starts its turn in the slime must make a DC 13 Constitution saving throw. On a failed save, a creature takes 22 (4d10) poison damage and is poisoned until the start of their next turn. On a successful save, a creature takes half damage and isn't poisoned.

Retreat. The snail retreats into its shell. While in its shell, it benefits from its Shell Immunities listed below. It emerges from its shell at the start of its next turn.

MERCURY SNAIL SHELL IMMUNITIES

Damage Immunities. cold, fire, force, lightning, thunder; bludgeoning, piercing, and slashing



MERCURY BERSERKER

Small humanoid (rock gnome), chaotic neutral

Armor Class 14

Hit Points 58 (9d6 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing

Senses passive Perception 11

Languages Gnomish, Sylvan

Challenge 4 (1,100 XP)

Gnome Cunning. The berserker has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Mercury Action. The berserker rolls 1d6 and takes the corresponding action in its set.

Choose one of the following sets of mercury actions for each mercury berserker.

KNEE KNOCKER

1: Charge. The berserker targets a creature it can see at minimum 20 feet from it and moves up to its speed towards it, then makes a warhammer attack against it if in range. On a hit, the target takes an additional 11 (2d10) damage and, if the creature is Large or smaller, it must succeed on a DC 11 Strength save or be knocked prone.

2: Challenge. The berserker challenges a creature within 60 feet of it that can see and hear it. The target must make a DC 11 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls against creatures other than the berserker, and it can't willingly move further away from the berserker. Whether the target succeeds or fails, the berserker can then make one attack.

3: Flurry. The berserker makes three attacks with its warhammer.

4: Power Strike. The berserker makes one warhammer attack, and its to-hit bonus is +7. On a hit, the berserker scores a critical hit.

5: Rejuvenate. The berserker regains 10 hit points and gains 10 temporary hit points.

6: Teleport. The berserker magically teleports up to 120 feet to an empty space that it can see. If it teleports to within 5 feet of a creature, it can then make one warhammer attack against that creature.

SLIPPERY SLICK

1: Snail Shape. The berserker transforms into a **mercury snail**. Its equipment melds into its new form and it retains its Intelligence, Wisdom, and Charisma scores, as well as its hit points. It can immediately take one of the snail's actions. The berserker reverts to its original form when it is killed or at the beginning of its next turn.

2: Escape. See the Knee Knocker actions.

3: Rally. The berserker calls to two allies that can hear it. The targets can immediately use their reaction to make a weapon attack. If they do so, they have advantage on the attack roll.

4: Rejuvenate. See the Knee Knocker actions.

5: Teleport. See the Knee Knocker actions.

6: Wild Magic Surge. The berserker rolls on the Wild Magic Surge table (PHB 104), with the following changes.

A result of 21-22 instead refers to any effect originating that requires the target to make a saving throw.

A result of 27-28 instead allows the berserker to make one melee weapon attack as a bonus action each round.

A result of 33-34 instead maximises the damage of the next attack the berserker hits with.

A result of 59-60 or 99-100 instead replenishes all of the berserker's hit points.

Any ongoing effects end after 1 minute or when the berserker dies.

LITTLE BIG GUY

1: Snail Shape. See the Slippery Slick actions.

2: Challenge. See the Knee Knocker actions.

3: Frighten. Each hostile creature within 30 feet of the berserker that can see and hear it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the berserker's next turn.

4: Grow. The berserker becomes a Large creature until the end of its next turn, gaining advantage on Strength saving throws and ability checks and a bonus 1d10 damage on its warhammer attacks. The berserker then makes one warhammer attack.

5: Power Strike. See the Knee Knocker actions.

6: Wild Magic Surge. See the Slippery Slick actions.

THE UNMARRIED SERVANT

Medium undead, neutral

Armor Class 14

Hit Points 90 (20d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	11 (+0)	10 (+0)	11 (+0)	14 (+2)

Saves Wis +2, Cha +4

Skills Sleight of Hand +6, Stealth +6

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

Damage Immunities cold, necrotic, poison

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

Senses passive Perception 5

Languages Sylvan

Challenge 4 (1,100 XP)

Blinded. The servant can't see and automatically fails any ability check that requires sight, except for those she has proficiency in. Attack rolls against the servant have advantage, and the servant's attack rolls have disadvantage.

Incorporeal Movement. The servant can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Multiattack. The servant uses her wail, if available. She can then attempt to bestow a ring.

Steal Item. The servant makes a contested Dexterity (Sleight of Hand) check with a creature within 5 feet of her. If she wins the contest, she steals one item of her choice from the target's equipment that it isn't wearing or carrying in its hands. If she loses the check, the target can take an attack of opportunity against her.

Bestow Ring (2 Uses). The servant bestows one of her mercury rings onto a target within 5 feet of her, placing the ring on its finger and dealing it 22 (4d10) poison damage. The target can avoid being bestowed the ring by succeeding on a DC 14 Dexterity saving throw. If the ring is not bestowed, the servant does not expend a use.

Wail (1/Day). releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 12 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

MERCURY RING

ring, rare

While wearing this ring, you roll on the Wild Magic Surge table (PHB 104) whenever you score a critical hit. Any spells or effects produced have a save DC of 10. If the effect references a feature you don't have, such as spellcasting or sorcery points, you instead become poisoned until the start of your next turn.

If you are married to the owner of the other mercury ring, you can roll twice and take your preferred result.

Cursed. After putting on this ring, you fall under its curse. While cursed, if you take off the ring, you immediately become poisoned and take 4d10 poison damage, plus an additional 1d10 poison damage for each minute you fail to put the ring back on. When you put the ring back on, the poisoned condition ends. The curse persists until dispelled with magic such as *remove curse* or a new creature wears the ring, in which case the curse passes to them.



THE WHITE DOVE

Tiny beast (shapechanger), chaotic evil

Armor Class 14

Hit Points 35 (14d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	19 (+4)	10 (+0)	13 (+1)	15 (+2)	18 (+4)

Damage Immunities bludgeoning, piercing, and slashing from nonsilvered weapons

Skills Deception +6, Perception +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 14

Languages Sylvan

Challenge 1/2 (100 XP)

Innate Spellcasting. The dove's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can cast the following spells innately.

At will: *phantasmal force*
1/day: *scrying*

Mimicry. The dove can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Unmarried Silver Ring (2 Uses). At the beginning of his turn, the dove can choose to end the concentration of all creatures targeting him with magical effects. Doing so destroys one of his silver rings.

Transmogrification. When the dove is reduced to 0 hit points, he transforms into his true form, The Green-Eyed Dove. Any excess damage isn't carried over, and all of his conditions and any effects targeting him end. His innate spellcasting and Silver Ring features are shared across his two forms.

ACTIONS

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The dove's green eyes flash when it makes this attack, revealing its evil nature.

UNMARRIED SILVER RING

ring, rare

While wearing this ring, at the beginning of your turn, you can choose to end the concentration of all creatures targeting you with magical effects. Doing so destroys the ring.

The ring has no effect if you are married.

THE GREEN-EYED DOVE

Huge monstrosity (shapechanger), chaotic evil

Armor Class 14

Hit Points 119 (14d12 + 28)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+2)	13 (+1)	15 (+2)	18 (+4)

Damage Immunities bludgeoning, piercing, and slashing from nonsilvered weapons

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

Senses passive Perception 15

Languages Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The dove's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can cast the following spells innately.

At will: *phantasmal force*
1/day: *scrying*

Mimicry. The green-eyed dove can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

Unmarried Silver Ring (2 Uses). At the beginning of his turn, the dove can choose to end the concentration of all creatures targeting him with magical effects. Doing so destroys one of his silver rings.

ACTIONS

Multiattack. The dove casts *phantasmal force*. He can then take any action below.

Inflict Wounds. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) necrotic damage.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

Steal Item. The dove makes a contested Dexterity (Sleight of Hand) check with a creature within 5 feet of him. If he wins the contest, he steals one item of his choice from the target's equipment that it isn't wearing or carrying in its hands. If he loses the check, the target can take an attack of opportunity against him.

THE FAERIE DUST HANGOVER



THE FAERIE DUST HANGOVER

You all gather round the flame and rub your hands to stave off the cold. On nights like these, what distracts you most from the chill of existence are stories of the ancient times, while there still were heroes, before life was complicated. This is not one of those stories. This is a story about people who knew what needed to be done, but couldn't do it themselves.

QUEST SUMMARY

Each player takes on a new character, waking up in the city of Endercoast with no memory of who they once were, and with seemingly no ability to perceive themselves except in relation to others. They must deduce their own identities to find out who they are, why they lost their memories, and what they're meant to accomplish.

DM PREPARATION

- Give each player a blank character sheet. If they can fill out the whole first page correctly, they succeed.
- Use the character reference statblocks in this document, keeping track of which statblock is associated with each player. Strategically reveal information indirectly.
- Read up on the section on Endercoast (IW 22-44).

BEGINNING

The characters all wake up in separate areas of Endercoast, as listed on their character pages. They cannot perceive themselves, not even through mirrors. Read out only to them the equipment that they are carrying on their person, which includes 50 gp and the following note, written in Sylvan:

"Congratulations on your successful infiltration. The first stage is complete. Meet at the Prince to discuss next steps with the other agents. Identify one another with the code word "faerie dust". Beware, for the witch Gertie Grump will impede your efforts. Good luck on the rest of your mission."

CHANGELING TRAITS

Every character has the following racial traits associated with changelings. It's not necessary to include these traits to gain the reward for successfully filling out the character sheet.

Importantly, the characters do not receive the racial features associated with the race they appear to be. For example, Harmony, the tiefling, does not have fire resistance.

Changeling Spellcasting. My innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I can cast the following spell innately.

At will: *thaumaturgy*

Change Shape. As an action, I can magically assume the appearance of a Medium humanoid or fey I have seen, or shift back into my true form. My statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify me as an impostor have a DC of 13.

MIDDLE

The players must use the resources available to them in Endercoast (as well as full permission to metagame!) to discover their identities and find out what their mission is. The truth is, they're all changelings!

Each of these characters have independently asked Dearest Gran for help with sorting out their personal lives. Knowing that these losers are too wrapped up in their own nonsense to be able to do it themselves, Dearest Gran has sent some changelings to take over for a day. The mice are the originals.

The witch Gertie Grump thinks that the hag is being too nice, and, sensing an opportunity to gain a bit of power and leverage over her rival, she erased the changelings' memories.

GERTIE GRUMP

The witch Gertie Grump will attempt to impede the changelings as much as possible. She will send them frequent ambushes to slow them down, hurt them, or kill them, knowing that if the changelings fail their mission or die, the original people will be restored. The ambushes are also intended to demonstrate that the changelings aren't who they say they are. These fights can also be intended for the full party to work together to beat.

- **Poisonous snakes** (MM 334), one per party member, which will indicate Sir Srauks is not a green dragonborn and Tiffany Beardslong is not a dwarf.
- **Steam mephits** (MM 217), half the party size rounded down, which will indicate Harmony Smith is not a tiefling.

END

Gertie Grump will grow frustrated with the changelings. She will ambush them with intent to kill, teleporting them to her location if she has to. Her battle statistics are included on the next page.

If a player successfully fills out the character sheet, the player's usual character receives a reward: a magic item.

If every character in the party successfully identifies and completes their mission, all of the usual characters receive the Epic Boon of Truesight, gaining truesight out to 60 feet.

GERTIE GRUMP

Appearance. An old woman in a fur coat with a comically exaggerated frown upon her face.

Voice. The grumpiest, meanest old woman you've ever heard.

Personality Traits. Grumpy, bitter, and charmless.

Ideal. A lady should just woman up and solve her problems herself. Asking for help is an unforgivable weakness!

Bond. I've always hated how generous Dearest Gran is with bestowing undeserving people with gifts.

Flaw. I'd rather see everyone be miserable forever than let a few people be happy without earning it.

THE FIGHT

Gertie Gran is a multi-stage fight. She has a number of stages equal to the number of players. When she is reduced to 0 hit points, even if the damage would kill her, she does not die and instead advances to the next stage, losing all conditions affecting her and immediately restoring herself to full hit points. She also changes her initiative order such that she will take the next turn. She dies only when she has exhausted all of her stages and reaches 0 hit points.

THE STAGES

Pick the stages to correspond with which characters the players have taken the identities of. Each stage grants Gertie Grump a bonus to her statistics and/or abilities; these bonuses go away when she transitions to the next stage.

NELLA SWEET

Gertie Grump transforms into Bella Sweet.

While in this stage, Gertie Grump is assisted by a **poisonous snake** (MM 334) which appears in an empty space within 5 feet of her and takes its turn immediately after her in initiative. When either Gertie or the snake reach 0 hit points, the snake dies and evaporates into smoke.

JERMA PARR

Gertie Grump transforms into Tyrak Parr.

REACTIONS

Warding Flare. When Gertie is attacked by a creature within 30 feet of her that she can see, she causes light to flare up, imposing disadvantage on the attack roll.

HARMONY SMITH

Gertie Grump transforms into Hudson Smith.

Bardic Inspiration. Gertie adds 1d6 to her attack rolls, ability checks, and saving throws.

GERTIE GRUMP

Medium fey (shapechanger), neutral evil

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	9 (-1)

Senses truesight 60 ft., passive Perception 13

Languages Common, Goblin, Sylvan

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Grumpy Gaze. Each creature within 120 feet of Gertie must succeed on a DC 11 saving throw. On a failed save, the target takes 1d4 psychic damage. The type of saving throw is random; roll 1d6, with each number corresponding to one of the six abilities.

SIR SRAUKS OF ENDERCOAST

Gertie Grump transforms into Tom Brinks.

Armor Class 17 (splint mail, shield)

TIFFANY BEARDSLONG

Gertie Grump transforms into Farsworn Redwork.

Damage Resistances bludgeoning, piercing, and slashing

REVELLON MALECK

Gertie Grump transforms into Babydoll Attercat.

Elven Mask. As a bonus action, Gertie can take the Hide action even when only partially concealed.

LEECH

Gertie Grump transforms into Terren Naels.

Multiattack. Gertie makes two claw attacks.

NELLA SWEET

Medium humanoid (changeling, shapechanger), neutral

Level 1 ranger

Armor Class 14 (leather armor)

Hit Points 9 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +2, Dex +5

Skills Animal Handling +4, Deception +5, Insight +4, Investigation +2, Perception +4, Stealth +5, Survival +4

Proficiencies light armor, medium armor, shields, simple weapons, martial weapons, Woodcarver's Tools +4, Vehicles (Land) +4

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Pronouns she/her

Favoured Enemy (Monstrosities). I have advantage on Wisdom (Survival) checks to track monstrosities and Intelligence checks to recall information about them.

Natural Explorer (Forest). I roll +5 on Wisdom (Survival) checks while in the forest. While travelling for over an hour in this terrain, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Folk Hero Background. Thanks to my participation in the great owlbear hunts back in the Material Plane, the common folk of Endercoast go out of their way to accommodate my needs.

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 1d4 + 3 piercing damage, or 1d4 piercing damage if a second strike is made as a bonus action.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. **Hit:** 1d8 + 3 piercing damage.

STARTING LOCATION

A small apartment in the East District. A DC 10 Intelligence (Investigation) check reveals that this is the home of Bella Sweet, a human ranger. It's filled with hunting trophies.

Allow the player to come up with ideas for what these hunting trophies would be. They're actually Bella's.

REWARD

If the player successfully fills out every aspect of Nella's character sheet, the character they usually play in the campaign receives a mysterious reward: 10 arrows of monstrosity slaying (DMG 152).

CHARACTERISTICS

Appearance. A raven-haired young human woman with sharp, angular features, who moves with some difficulty, clutching her chest in pain.

Voice. Raspy and hoarse. Coughs often.

Languages. Nella can speak Common and Elvish.

Personality Traits. Quiet and bitter.

Ideal. Solitude: The forest was my escape. Now it's too dangerous to leave Endercoast. (Neutral)

Bonds. I was shot in the chest when I was young by my sister, Bella, who was jealous of my talents. I survived, though my left lung has never fully healed.

Flaws. I find it very difficult to accept help from others.

KEY RELATIONSHIP

Bella Sweet is Nella's older sister, now a **hunter** (NPC 168) working for Jilwocky Niftywoop in the Sylvan Gardens. She shot Nella when she was quite young and still claims that it was an accident.

Appearance. A young human with glorious flowing blonde hair. She moves with a dancer's grace.

Voice. Beautiful singing voice.

Personality Traits. Outgoing, a bit intense.

Ideal. There's no sense at being good at something unless you're better at it than others. (Neutral)

Bonds. There's a mother and father owlbear lurking in the Feywild near Endercoast. Our youngest brother, Jimmy, was polymorphed into an owlbear cub by a pixie and adopted.

As much as I hate to admit it, I need my sister's help.

Flaws. I despise having to rely on anyone but myself.

EQUIPMENT

explorer's pack

leather armor

a longbow and a quiver of 20 arrows

2 daggers

common clothes, including a trenchcoat

woodcarver's tools

a white mouse tucked into the trenchcoat's inside pocket

a mysterious note addressed to "Nella Sweet"

REVELATIONS

- Direct Nella to the Sylvan Gardens where her natural explorer and favoured enemy features can be revealed.
- Remind the player of the quality of Nella's voice when they speak for her.
- Have Bella reach out to her sister to attempt to put their past behind them and hunt together again as sisters. Bella's been letting Nella stay at her house after Nella's home in the farmlands was cut off by the Shimmer.
- The owlbear is hanging out in a strip of forest between the city gates and the Shimmer. If fought, it has half health and focuses its attacks on Bella.
- In a moment of emotion, describe *thaumaturgy*.
- The changeling's mission is to forgive Nella's sister and repair their fractured relationship. Bella will burst into tears; in truth, she is deeply ashamed of what she did, how petty her reasoning was, and how permanent and terrible the consequences have been.

JERMA PARR

Medium humanoid (changeling, shapechanger), neutral

Level 1 cleric (light)

Armor Class 18 (scale mail, shield)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5

Skills Acrobatics +4, Deception +5, Insight +5, Investigation +2, Persuasion +5, Religion +2

Proficiencies light armor, medium armor, shields, simple weapons

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Pronouns he/him

Acolyte Background (Lliira). The Church of Her Inimitable Joyousness is a place of refuge for me.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I have the following cleric spells prepared.

At will: *guidance*, *light*, *sacred flame*, *spare the dying*
1st level (2 slots): *bless*, *burning hands*, *command*, *faerie fire*, *healing word*, *sanctuary*

Warding Flare (3 Uses, Recharges after a Long Rest). As a reaction when I am attacked by a creature within 30 feet of me that I can see, I cause light to flare up, imposing disadvantage on the attack roll if the target can be blinded.

ACTIONS

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

STARTING LOCATION

Jerma begins in an empty church in the North Ward. A DC 10 Intelligence (Investigation or Religion) check reveals it is the Church of Kossuth, the Firelord. It once must have been a beautiful shrine, but the great iron braziers are now cold, and there is nobody else here except for Tyrak Parr, spitefully adding wax to a little sputtering candle on the dias.

REWARD

If the player successfully fills out every aspect of Jerma's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the sun blade (DMG 205).

CHARACTERISTICS

Appearance. A bright, skinny, androgynous youth with wild yellow hair. Too small for the priest's robes of a fire god.

Voice. Naturally light and tinkly, but deepens his voice when around strangers, mimicking his father's voice.

Languages. Jerma can speak Common, Dwarvish, Elvish, and Halfling.

Personality Traits. Makes friends easily. Bleeding heart for the desperate or unfortunate.

Ideal. Mediation: It's best if no one is made too uncomfortable. (Neutral)

Bonds. My father doesn't know that I've started worshipping Lliira instead of Kossuth.

Flaws. I would rather inconvenience myself than others.

KEY RELATIONSHIP

Tyrak Parr is Jerma's father, a prominent **priest** for the church of Kossuth, the Firelord. Tyrak is trying to train his son to take over for him once he is too old.

Appearance. A gruff middle-aged human built like a tree trunk with a beard of yellow flame.

Voice. Short, declarative sentences, delivered with purpose.

Personality Traits. I'm but a servant of Kossuth, a force of fire upon the world. Since priests can't seem to reach him while Endercoast is stuck in the Feywild, I will speak for him.

Ideal. The only thing in this world you can rely upon is the heat of a living flame. (Neutral)

Bonds. I've been too soft on my son ever since my wife died. We've grieved enough. It's time he stepped up to his duties.

Flaws. I see only the value of power and force. There's no time for the other pleasures of life.

EQUIPMENT

priest's pack

scale mail

light crossbow and a case of 20 bolts

a sickle

a shield

a pendant depicting three conjoined six-pointed stars (DC 14 Religion check: Lliira, Goddess of Joy)

awkwardly big priest's robes bearing the image of a red flame (DC 14 Religion check: Kossuth, the Firelord)

a set of airy acrobatic vestments, plus a trenchcoat

a white mouse tucked into the trenchcoat's inside pocket

a mysterious note addressed to "Jerma Parr"

REVELATIONS

- Direct Jerma to the Church of Her Inimitable Joyousness, where he has many friends and is recognised for his true self. They can inform Jerma of his cleric abilities.
- With *thaumaturgy*, Jerma has too many cleric cantrips!
- Have the warding flare automatically activate the first time Jerma is targeted with an attack.
- If the player obviously attempts to use a specific cleric spell, you can swap it out for any of the prepared spells except for burning hands or faerie fire.
- The changeling's mission is to admit to Jerma's father that he doesn't worship Kossuth anymore. Tyrak accepts him anyway and makes plans for Jerma's new career track.

HARMONY SMITH

Medium humanoid (changeling, shapechanger), neutral

Level 1 bard

Armor Class 14 (leather armor)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	16 (+3)

Saving Throws

Skills Deception +5, History +2, Insight +4, Investigation +2, Performance +5, Persuasion +5, Religion +2

Proficiencies light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords; Harmonica +5, Lute +5, Sitar +5, Harp +5, Disguise Kit +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Pronouns she/her

Bardic Inspiration (3 Uses, Recharges after a Long Rest). As a bonus action, you award a creature within 60 feet of you who can hear you a bardic inspiration die (1d6). A creature can only have one at a time. Once in the next 10 minutes, the creature can expend the die, rolling it and adding the result to an ability check, attack roll, or saving throw it makes.

Entertainer Background. I have a job at the Nine Layers playing the harmonica. It pays for my food and lodging. Sometimes they get me as a backup performer for lute or sitar.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I know the following bard spells.

At will: *friends, vicious mockery*
1st level (2 slots): *charm person, comprehend languages, dissonant whispers, sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

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

CHARACTERISTICS

Appearance. A purple-skinned woman with two nubby horns and a long lizard's tail. She always has a wicked grin on her face (when she isn't wearing her mask).

Voice. Slow, sultry, and *meaningful*.

Languages. Harmony can speak Common and Infernal.

Personality Traits. Everyone has their use. It's just about beating around the bush until you find out what it is.

Ideal. Self-Protection: Any relationships I have with others are a shield I use to defend my identity. (Neutral)

Bonds. At the mysterious whims of Mask, I disguised myself as a human for so many years I almost forgot my true heritage. I married a man who believed I was human. One day he found out. I've since struck the spell *disguise self* from my mind forever.

Flaws. I don't have confidence in my abilities to persuade people without the use of magic.

KEY RELATIONSHIP

Hudson Smith is Harmony's husband, a humble man who runs a key shop in the East District of Endercoast. He married her believing her to be a human. She ran away from him when he discovered her tiefling heritage.

Appearance. A chubby man in his thirties with bright pink cheeks and streaks of black grease on his face and clothes from his work.

Voice. Quiet, sad, a little bit pathetic.

Personality Traits. Soft-spoken, gentle, non-confrontational.

Ideal. You have to be comfortable living on your own when it's all you have left. (Neutral)

Bonds. When I discovered my wife was a tiefling, she ran and no doubt returned to her life of crime. I've been searching for her ever since.

Flaws. Harmony was the only woman who could ever love a man like me. I've given up on love.

EQUIPMENT

entertainer's pack

leather armor

a rapier

a dagger

a harmonica with an inscription: "sweet dreams my Hudson"
a velvet mask (DC 14 Religion check: Mask, Lord of Shadows)
a festive costume, plus a trenchcoat
a ring of roughly twenty-five uncut keys
a white mouse tucked into the trenchcoat's inside pocket
a mysterious note addressed to "Harmony Smith"

REVELATIONS

- Direct Harmony to Hudson's key shop in the East District, a humble building still decorated with paintings of their wedding day and other memorials.
- Hey, *thaumaturgy* isn't a bard cantrip!
- Have Harmony automatically cast her social spells or use bardic inspiration when interacting with others.
- The changeling's mission is to reconcile with her husband, and to apologise for running away. The changeling can decide to let their marriage continue or let Hudson open himself to love again.

STARTING LOCATION

Harmony is expected to be on stage at the Nine Layers in two minutes. Hypnos, another tiefling performer, asks her what's wrong.

REWARD

If the player successfully fills out every aspect of Harmony's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the horn of blasting (DMG 174).

SIR SRAUKS OF ENDERCOAST

Medium humanoid (changeling, shapechanger), neutral

Level 1 paladin

Armor Class 18 (chain mail, shield)

Hit Points 12 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Athletics +5, Deception +5, Intimidation +5, History +2, Investigation +2, Perception +2, Religion +2

Proficiencies all armor, shields, simple weapons, martial weapons, Dragon Chess +2

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Pronouns he/him

Divine Sense (4 Uses, Recharges after a Long Rest). As an action, I extend my awareness to the presence of celestials, fiends, and undead until the end of my next turn, detecting their presence if they are within 60 feet of me and not behind total cover. I know the type and exact location of such creatures.

Knight Background. Back when Endercoast was ruled by noble families, I served to protect the city. Now they rely on Lasick's ill-trained common guards. This city is really going to the hells. At least I still have my trusty squire, a young human **martial squire** named Tom Brinks.

Lay on Hands (Pool of 5 Hit Points, Recharges after a Long Rest). As an action, I touch a creature and restore a number of hit points of my choice up to the amount remaining in my pool. I can spend all 5 to cure the target of one disease or neutralise one poison.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 3 piercing damage.

STARTING LOCATION

Just outside the city gates, next to the petrified dragon turtle. Tom Brinks runs up, out of breath, and asks why Sir Srauks has invited him here. What great lesson shall be bestowed?

REWARD

If the player successfully fills out every aspect of Sir Srauk's character sheet, the character they usually play in the campaign receives a mysterious reward: the periapt of proof against poison (DMG 184).

CHARACTERISTICS

Appearance. An imposingly tall green dragonborn dressed in powerful knightly armor.

Voice. Sibilant and haughty.

Languages. Sir Srauks can speak Common, Draconic, and Elvish.

Personality Traits. I need to carry myself in a manner that demonstrates the superiority of the old ways.

Ideal. Tradition: The world is too modern. (Neutral)

Bonds. My squire is the last heir to the Brinks family legacy. I have taken him on as my squire and ward.

Flaws. I'm blind to the benefits of change.

KEY RELATIONSHIP

Tom Brinks is a teenaged (NPC 325) **martial squire** (NPC 305) being trained by Sir Srauks to become a knight like him. However, Tom has dreams of going into animal husbandry.

Appearance. A skinny young man with ill-fitting splint mail. His hair is long, blonde, and floppy.

Voice. Very uncertain, often cracking.

Personality Traits. I'm a bit in over my head in all things. I hate making decisions and just let Sir Srauks decide.

Ideal. The most useful thing a society needs is livestock.

That's why I want to go into animal husbandry. (Neutral)

Bonds. My entire family was outside of Endercoast when it was transported here. The only person I have now is the knight that served them, Sir Srauks, who scares me.

Flaws. I won't do anything without explicit direction.

EQUIPMENT

priest's pack

chain mail

a flail

5 javelins

knightly robes, including a trenchcoat

a signet ring bearing the seal of the order of knights that once served Endercoast in the old days

a white mouse tucked into the trenchcoat's inside pocket

a set of gauntlets, each bearing an eye, clearly of religious significance (DC 14 Religion check: Helm, the Vigilant One)

a banner of the old flag of Endercoast, no longer in use

a mysterious note addressed to "Sir Srauks of Endercoast"

REVELATIONS

- Fey creatures are deathly afraid of Sir Srauks.
- Tom Brinks has spoken to Sir Srauks about becoming a baker before, but it hasn't gone well.
- Ambush Sir Srauks with a **shadow** (MM 269) and have divine sense activate automatically.
- Use Gertie Grump's **poisonous snakes** (MM 334) to reveal Sir Srauks' lack of poison resistance.
- In a moment of extreme emotion, describe an effect of *thaumaturgy*.
- The changeling's mission is to support Tom Brinks in his dreams of becoming an animal husbandry specialist, and to give up on the nostalgia of times long past.

TIFFANY BEARDSLONG

Medium humanoid (changeling, shapechanger), neutral

Level 1 barbarian

Armor Class 13

Hit Points 15 (1d12 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Saving Throws Str +4, Con +5

Skills Acrobatics +2, Athletics +4, Deception +5, Intimidation +5, Investigation +1, Performance +5

Proficiencies light armor, medium armor, shields, simple weapons, martial weapons, warhorn +5, Disguise Kit +5

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Pronouns she/her

Gladiator Background. I have a job working in an illegal underground fighting pit for entertainment. The organisers provide me with free food and lodging as long as I throw a fight now and then.

Rage (2 Uses, Recharges after a Long Rest). As a bonus action, I start or stop raging. While raging, I have advantage on Strength ability checks and saving throws, I have resistance to bludgeoning, piercing, and slashing damage, and I add 2 to the damage of my melee weapon attacks. I can't cast or concentrate on spells while raging. My rage lasts for 1 minute. It ends early if I'm knocked unconscious or if my turn ends and I haven't attacked a hostile creature or taken damage.

Unarmored Defense. While I'm not wearing armour, my AC includes my Constitution modifier.

ACTIONS

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d6 + 2 bludgeoning damage, plus 2 damage while raging.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 2 piercing damage, plus 2 damage if used to make a melee attack while raging.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

STARTING LOCATION

Inside of a gladiatorial arena, underground in a sand pit surrounding by a crowd chanting to get back up. The opponent is a scrawny looking dwarven lass, a **commoner** (MM 344), a trivial fight. A nasty-looking human, however, looks at Tiffany disapprovingly if she tries to win the fight. She is expected to throw this match. Letting the commoner win requires a DC 14 Charisma (Performance) check.

REWARD

If the player successfully fills out every aspect of Tiffany's character sheet, the character they usually play in the campaign receives a mysterious reward: the belt of dwarvenkind (DMG 155).

CHARACTERISTICS

Appearance. A wild-haired, thickly-bearded dwarven lass with a chip on her shoulder and a crazed look in her eye.

Voice. Deep, gruff, and matter-of-fact.

Languages. Tiffany can speak Common and Dwarvish.

Personality Traits. I'd rather smash head first through a wall than ask someone to open a door for me.

Ideal. Dwarven Pride: It's my duty to demonstrate the power of my dwarven ancestors. (Neutral)

Bonds. I told this commoner I would throw the fight for her. She reminds me a lot of myself when I was younger. Did I make the right choice?

Flaws. I can't distinguish between my dwarven pride and my personal pride.

KEY RELATIONSHIP

Farsworn Redwork is a dwarven (IW 188) **commoner** (MM 344) whom I convinced to join the underground fighting ring on account of her strong dwarven ancestry. She's in way over her head, now.

Appearance. A young dwarven lass whose beard is still coming in. She is too light on her feet, not stout and solid enough.

Voice. Too human-like, too ordinary, not dwarven enough.

Personality Traits. Seems like she'd rather get a concussion than face facts that she ain't supposed to be here.

Ideal. Supposed to live up to the legacy of the dwarves. (Neutral)

Bonds. Was convinced to join a gladiatorial arena by Tiffany Beardslong and has only now realized how terribly dangerous this whole thing is.

Flaws. Needs to face facts: ain't gonna make it in the world of violence.

EQUIPMENT

explorer's pack

a dwarven maul

a light crossbow and a case of 20 bolts

4 javelins

a gladiator's outfit, including a trenchcoat

a dwarven poem of admiration written by a fan

a white mouse tucked into the trenchcoat's inside pocket

beard oil

a mysterious note addressed to "Tiffany Beardslong"

REVELATIONS

- After the fight, Farsworn nurses her wounds and refuses to admit weakness to Tiffany.
- Whenever Tiffany enters a rage, describe an effect of *thaumaturgy* for flavour.
- The changeling's mission is to get Farsworn out of the pits, and to have some respect for their own health, as well. Convincing Farsworn requires a DC 14 Charisma (Persuasion) check.

REVELLON MALECK

Medium humanoid (changeling, shapechanger), neutral evil

Level 1 druid

Armor Class 15 (hide armor, shield)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	8 (-1)	16 (+3)	16 (+3)

Saving Throws Int +1, Wis +5

Skills Deception +5, Investigation +1, Medicine +5, Nature +1, Religion +1, Survival +5

Proficiencies light armor, medium armor, shields, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, Herbalism Kit +5

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Pronouns he/him

Hermit Background. In my isolation I have uncovered a deep secret. The arrival of Endercoast to the Feywild has caused Malar to abandon this world, disgusted by the influence of the Material Plane. The only way for Malar to return is for the city to be destroyed.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I know the following druid spells.

At will: *druidcraft*, *thorn whip*

1st level (2 slots): *charm person*, *create or destroy water*, *entangle*, *goodberry*

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

STARTING LOCATION

Revellon is expected to give a speech to a crowd of a dozen wood elves in the Sylvan Gardens. They all stare expectantly at him. What's he going to say? Something about Malar?

REWARD

If the player successfully fills out every aspect of Revellon's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the staff of the woodlands (DMG 204).

CHARACTERISTICS

Appearance. Tall wood elf man with dark eyes, dressed in furs.

Voice. Slow, thoughtful, and meancing.

Languages. Revellon can speak Common, Druidic, Elvish, and Sylvan.

Personality Traits. I am guided by a dark purpose. I cannot be swayed. At least, I like to think so.

Ideal. Purpose: Once I set my mind to something, I do not falter. Right? (Neutral)

Bonds. I've kidnapped the mayor's daughter, Babydoll Attercat, in order to leverage him into eventually disbanding the government of Endercoast, making it more likely for the city to be consumed by the Feywild.

Flaws. I asked Dearest Gran for help because, deep down, I know what I am doing is wrong.

KEY RELATIONSHIP

Babydoll Attercat is the mayor's spoiled 30-year-old daughter.

Appearance. Rosy cheeks, poofy hair, and expensive dresses.

Voice. Shrill and excitable.

Personality Traits. Desperate for attention.

Ideal. As long as I have nice things, I'm happy. (Neutral)

Bonds. My father will pay this guy off eventually. Might as well see if he can get me things I want, like jewellery and power.

Flaws. I fail to recognise the danger of the situation.

EQUIPMENT

explorer's pack

leather armor

a wooden shield

a scimitar

a totem of an angry god bearing a 3-clawed symbol (DC 14 Religion check: Malar, God of the Hunt)

a set of elvish clothes, plus a trenchcoat

a white mouse tucked into the trenchcoat's inside pocket

a notebook scrawled with fevered Elvish nonsense about blackmailing Mayor Attercat

a woman's purse, pink and gaudy, filled with sacks of coins amounting to 350 gp

a letter from Mayor Hitchen Attercat addressed to his daughter, detailing his intention for her to take over mayorship if something happens to him

a squished birthday cake with thirty candles

the key to "Apartment 014"

a mysterious note addressed to "Revellon Maleck"

REVELATIONS

- The other wood elves expect Revellon to speak in Druidic, but he can't. He also can't hide in natural terrain, which the rest of the wood elves do when Jilwocky Niftywoop approaches to ask what's going on. In combat, it should be obvious he can't move 35 feet.
- Direct Revellon to the apartment buildings in the East District. Apartment 014 is on the ground floor. It's largely empty except for a bearskin carpet and a wooden dresser, also empty. A DC 10 Intelligence (Investigation) check reveals that the bearskin rug hides a trap door down into the basement. Inside of the basement is Babydoll Attercat, chained up to the floor. She's playing Solitaire with a deck of cards and is almost relieved to see Revellon just so she doesn't have to be alone with her thoughts.
- In the basement are evidence of Revellon's spells: goodberries that have gone bad, a barrel of water with no obvious source, and vines everywhere.
- The changeling's mission is to release Babydoll Attercat from her prison and force Revellon to accept the consequences of his actions.

LEECH

Medium humanoid (changeling, shapechanger), neutral

Level 1 fighter

Armor Class 18 (chain mail, shield)

Hit Points 12 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Str +5, Con +3

Skills Deception +5, History +2, Investigation +2, Perception +1, Sleight of Hand +3, Survival +1

Proficiencies all armor, shields, simple weapons, martial weapons

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Pronouns she/her

Fighting Style: Dueling. I add +2 to damage rolls (included below) when I hit with a weapon I wield in only one hand and I don't have a weapon in the other hand.

Hag's Servant Background. Terren Naels, once my best friend, sold my service to a hag in exchange for wealth. I served the nameless hag for 7 years, then slew her while she slept. Now I'm back for revenge. Seems the hidden catch of his deal was that I would eventually come looking for him.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, I regain 1d10 + 1 hit points.

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1d8 + 5 slashing damage, or 1d10 + 5 slashing damage if wielded with two hands.

Light Crossbow. Ranged Weapon Attack: +2 to hit, range 80/320 ft., one target. **Hit:** 1d10 piercing damage.

STARTING LOCATION

In an alleyway in the North Ward, a **bandit** (MM 343) is in Leech's way, at half hit points, begging for his life. A stranger sprints away, scared (this is Terren Naels). There are two dead bandits already, each stabbed to death; Leech's longsword drips with their blood.

REWARD

If the player successfully fills out every aspect of Leech's character sheet, the character they usually play in the campaign receives a mysterious reward: the longsword of life stealing (DMG 206).

CHARACTERISTICS

Appearance. A changeling woman, not disguised. Her skin is light grey and her eyes are sunken and angry.

Voice. Boiling with rage.

Languages. Leech can speak Common, Elvish, Giant, Goblin, and Sylvan.

Personality Traits. I am consumed with thoughts of revenge.

Ideal. Fairness: An eye for an eye. (Neutral)

Bonds. Terren Naels sold me to a hag. He betrayed me. He has to die, as well as anyone protecting him.

Flaws. I don't care who gets hurt in my path to revenge.

KEY RELATIONSHIP

Terren Naels, a **commoner** (MM 344), sold his best friend since childhood, Annie Volkaen, to a nameless hag. In return, he received riches.

Appearance. A middle-aged, angular-faced human dressed in noble clothes.

Voice. Weary, tired, and fearful.

Personality Traits. Has suffered from depression for years, especially after his wife and infant daughter died in childbirth. He resurrected his daughter for a terrible price.

Ideal. Family is the most important thing in the world. (Neutral)

Bonds. Thanks to the riches granted to me by the nameless hag, I was able to pay for a priest to resurrect my infant daughter, Annie. Annie is now just starting her career at a candle shop. I can't lose her again. Was it worth it?

Flaws. I tend to put other people in the way to take the fall for my mistakes.

EQUIPMENT

dungeoneer's pack

chain mail

a shield made from the front door of the hag's hut

an elven longsword stolen from the hag's treasures

the hag's broken violin, repurposed into a light crossbow, plus a case of 20 bolts

various trinkets from the hag's treasures, including a mirror that shows Annie Volkaen's true face and a voodoo doll of Terren that doesn't work

a scrapbook of notes, sketches, and clipped articles and documents detailing the life of "Annie Volkaen", with dark red circles around any mention of "Terren Naels"

a mysterious note addressed to "Leech"

REVELATIONS

- In a moment of extreme emotion, describe an effect of *thaumaturgy*.
- The bandits were muscle that Terren hired when he found out Leech was after him. If not immediately killed, the bandit gives up Terren's name and where he's gone; to see his daughter, Annie, at her place of work in a candle shop. He'll protect her from Leech.
- The changeling's mission is to spare Terren Naels of a bloody end. Leech found out about his daughter, but didn't have the strength of will to end her mission. Terren Naels need not go without punishment, but he should live.

from

WITCHLIGHT

to

Wonderland



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PART 1

CONTINUITY BETWEEN ADVENTURES



CONTINUITY BETWEEN ADVENTURES

The following sections outline how to connect characters, settings, and storylines from *The Wild Beyond the Witchlight* to similar elements of *Into Wonderland*. Some are just outlines or brief thematic connections, while others are full-blown sidequests.

If some of it interests you and some of it doesn't, you don't need to connect all of *Into Wonderland* to *The Wild Beyond the Witchlight*. Pick and choose the elements you like. If you just want to import the player options and leave the rest behind, go ahead. If you like the random tables from *Into Wonderland*, drop them in wholesale. If you just like one sidequest from the whole lot, take that and twist it to fit. If all you wanted is more bullywugs, well, fill up that that swamp with bullywugs. There's no wrong way to do this.

ALL BEASTS GREAT AND SMALL

Into Wonderland has a tonne of extra options related to the Feywild that you can transport to your game of *The Wild Beyond the Witchlight* fairly easily. None of the options are required to come with the entire *Into Wonderland* package.

Read random encounters carefully. If the encounter features 5 or more creatures or any creature of CR 5 or higher, make them friendly to the party. Avoid hostilities.

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HITHER AND SLITHERCROAK

In *The Wild Beyond the Witchlight*, the realm of Hither is a swamp populated by bullywugs and other such boggy creatures. In *Into Wonderland*, the Bullywug Swamp is the home of a tribe of bullywugs with a touch of megalomania.

In the eyes of the bullywug, all creatures of the Feywild should show deference to frogs and toads, who are servants to bullywugs, who are the loyal subjects of the glorious King Slithercroak, who bows only to the magnificent ancient toad.

You can import any content featuring bullywugs fairly easily into the realm of Hither. If you do so, the bullywugs will refuse to recognise Slack-Jawed Lorna as having any sort of power or authority over Downfall. You can make King Slithercroak the king of Downfall, or you can have him as an annoying thorn in the side of the true ruler of the bullywugs. The thing is, King Slithercroak would never attempt to try to take power. In his own words ...

"Take power? Crrrrrooooooaaak! Whatever do you mean? I already have power! My autocracy, dear friends, is self-evident! Rrrribbit! Haven't you heard the expression that no king needs to remind his followers that he is king? To "depose" this -- croooooak!! -- pathetic pretender would only lend the poor thing an unearned pittance of legitimacy! Bah!"

A CURATED SELECTION OF BULLYWUGS

The Bullywug Swamp	IW 56
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Bullywug as a race for player characters	IW 68
A short encounter featuring the ancient toad	IW 181
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TRAGEDY AND COMEDY

In *The Wild Beyond the Witchlight*, the hag Bitter End has an obsession with tragic theatrical performances. In *Into Wonderland*, the archfey Cirrus the Jester has an obsession with comedic theatrical performances. You can make them rivals.

While either in Yon or the Court of Jest, the rival appears with a challenge. Cirrus must put on a tragedy that makes audiences weep, and Bitter End must put on a comedy that makes them laugh. Both Cirrus and Bitter End independently ask the party for assistance in upstaging their rival.

Just as the party must perform for Cirrus or put on a tragedy for Bitter End, they must complete a similar task for one (or both) of the rivals. They are also asked to sabotage each rival's performance; the party can determine how they wish to do so, if at all.

The more successful performance earns favour from the rival that wins. For Cirrus, the party's relationship with their court increases by 1. For Bitter End, she offers them a valuable portent of the future.

INFORMATION ON CIRRUS THE JESTER

Characteristics	IW 12
Minions and Events	IW 19
The Court of Jest	IW 117
Statblock	IW 193

ON YOUR MOTHER'S SIDE, ON YOUR FATHER'S SIDE

Granny Nightshade and Dearest Gran share a lot of similarities. Both are old women who kidnap children and enslave others to their will, and both are shockingly petty.

Like many hags, Granny Nightshade goes by several different names. She is known as Granny Nightshade, Skabatha, and no doubt countless others. If you'd like, another of her aliases can be Dearest Gran; simply replace Dearest Gran's role in your campaign of Into Wonderland with Granny Nightshade.

Alternatively, you can make these two hags bitter rivals. Granny Nightshade will attempt to sabotage Dearest Gran by casting *mouse* (IW 95) on all of the objects in her grasshopper hut. Dearest Gran will attempt to sabotage Granny Nightshade by freeing children she has kidnapped; Will of the Feywild may be an example of one such child freed by Dearest Gran (and may owe Dearest Gran a favour in return).

As another alternative, Dearest Gran and Granny Nightshade can be dear friends, with Granny Nightshade having regretfully formed a coven without her while Dearest Gran was trapped in the Nine Hells. The two of them may conspire to assassinate one of the other two members of the Hourglass Coven to make room for Dearest Gran to join, and might employ the party to carry out this assassination.

NO WAY TO WARD HER

In the land of Thither, a beautiful lake called the Wayward Pool is a prominent source of water for Prismeer. You can transform this lake into the Sea of Vines, a horrific churning mass of plant matter that is an extension of Dailili's roots, ever seeking more to consume.

As the adventure in *The Wild Beyond the Witchlight* goes on, introduce further and further evidence of Dailili's encroachment, to the point where she replaces entire swathes of forest with her massive trees that all share the same root system, forcing mass displacement of woodland beings who flee from her wrath.

Dailili's encroachment on Thither is an existential threat to Prismeer, one that may require Granny Nightshade and the Lost Children to actually work together to defeat.

INFORMATION ON DAILILI

Characteristics	IW 12
Minions and Events	IW 20
The Tree of Infinity	IW 126
Statblock	IW 196

WOLFPACK

In the land of Thither, a tribe of wild kids known as the Lost Children run amok. Their leader, Will of the Feywild, escaped from the clutches of Granny Nightshade, who now desperately seeks to reclaim him.

With *Into Wonderland*, you can introduce two new key players to this conflict, the Prowler and the ancient wolf.

THE PROWLER

The Prowler is a forgotten demigod of Malar, God of the Hunt, who was abandoned in the Feywild after serving as Malar's avatar for many years. He is incredibly massive, incredibly silent, and incredibly dangerous, particularly with his ability to transform others into lycanthropes.

The Prowler has a softness for people he imagines to be in the same situation as him: abandoned by those they trusted. To him, the Lost Children must instead be the Abandoned Children. They are victims who require emancipation. He will give them the power to fight for themselves, and then they can take their revenge.

One by one, he stalks and separates the Lost Children, convinces them that he can offer them power, and transforms them into a lycanthrope before returning them to their friends. Once they're all lycanthropes, he and his new pack will hunt down everyone who once did them wrong and tear out their throats.

THE ANCIENT WOLF

Having gained immortality at the price of losing his family, the ancient wolf has hardened himself to compassion, with only a few exceptions in his many hundreds of years. The woman Pup, whom he helped raise, is strong and independent. She no longer needs his help. But she left him alone, and it hurt more than he thought it would. She was overcome with memories of her old life and set out to reclaim what she had once lost. He won't let that happen again.

Fueled by a new obsession, the ancient wolf has taken a special interest in the Lost Children, intending to teach them to embrace the chaos of the Feywild wholly. They must forget their past lives. Gone, dead, left behind completely. Only the Feywild offers them the freedom they crave.

If the ancient wolf has his way, these children will revert to a feral state, little more than animals, and all will be right with the world once again.

THE CHOICE

The party must cater to the ideals of The Prowler (IW 238) or the ancient wolf (IW 207) when roleplaying with these two powerful hunters of the wilds.

To determine the fate of the Lost Children, the party must choose to side with The Prowler or the ancient wolf and end the other's influence over the tribe, whether that's through persuasion or violence. The Prowler is much, much more powerful than the wolf (CR 18 compared to CR 4) and will easily win if it comes to a physical fight between them.

The party can also attempt to find a middle ground, neither allowing the children to be overcome with thoughts of revenge nor allowing them to wholly forget who they once were. This requires successfully persuading both The Prowler and the ancient wolf to back down.

LOVE ME TO THE BITTER END

The hag Endelyn Moongrave rules the land of Yon in The Wild Beyond the Witchlight. Having seen the future that awaits herself and the other hags of the Hourglass Coven, she is overcome with grief at the absurd briefness of her own life. In Into Wonderland, the archfey Lord Cals of the Litter and the Peat is a dizzyingly ancient being many believe to be the personification of death itself, so old and so patient that no creature can possibly live long enough to stop his millennia-spanning schemes to accrue power.

So, of course, the two of them fall in love.

Give your players the invitation to their wedding found on the following page.

INFORMATION ON LORD CALS

Characteristics	IW 12
Minions and Events	IW 18
The Litter and the Peat	IW 56
Statblock	IW 190

THE INVITATION

In a nightmare, a party member is accosted by a terrifying image of a four-armed skeletal hag lifting her tattered curtain dress to reveal a wedding cake with black frosting. Atop the cake are two clockwork figures, one that appears to be the hag herself, and another, some skeletal goat-headed specter wearing a rose. The nightmare ends.

When the dreamer awakens, they find a black envelope tucked in their blankets with them, sealed with red wax. Imprinted in the wax is a symbol of a performer's mask of tragedy. The envelope and its contents are nonmagical, carrying no curse or any adverse effect.

Within can be found the following invitation.

The next time any party member mourns a death, their emotional state of mind will guide them to the wedding reception.

TO ANY LOST SOULS OF WHOM IT MAY CONCERN

You are cordially invited to the unholy matrimony of Her Weeping Beauty, the Bitter End herself, Endelyn Moongrave, prognosticator of fortune, perceiver of all time, and her beloved groom, Lord Cals of the Litter and the Peat.

Mourn together all the futures eliminated by their union, all the possibilities vanishing as *later* collapses to *now*. Life is a thread, so easily woven and so easily cut.

The wedding will be held in Your Memory on The Day of Your Death. You cannot be late.

You will arrive bearing a *suitable* gift.

THE RECEPTION

The reception is held in The Litter and the Peat, the court of Lord Cals superimposed over an apocalyptic event frozen in time, an entire civilisation stuck in a perpetual state of collapse. All the courtiers of the Litter and the Peat -- vultures, nothics, onis, scarecrows, and golems -- are dressed in glorious red robes adorned with rose's thorns (but no rose).

They are greeted by Anamnest Nogilny, a weeping winter eladrin featured in the quest The Litter and the Peat (IW 111). If Anamnest is dead, they're greeted by a peppy young spring eladrin instead. Anamnest sobs openly even while she demands the party show her their invitation. Even if they don't have an invitation, she produces one for them anyway.

The party is ushered onto the back of a very large magical broomstick driven by the oni Bug (IW 113) or another such oni.

"Hold on as tightly as you hold onto your misguided sense of self," says Bug. "We will arrive at Your Memory shortly."

Bug flies the party to what used to be a council hall for the progenitor civilisation, now with its walls eternally erupting outward from some powerful magical force. This is Your Memory. The seats float in mid-air at odd angles, flung by that same paused explosion. A gnome, Rolf Dugnut (IW 112) or another such dream guardian, serves the party shrimp.

"These stupid creatures," says the gnome, twisting off a cooked shrimp's head and examining its bulging dead black eyes. "It had no conception of its own existence. It did not realize it was going to die even as it fell towards the boiling pot. I envy it. Perhaps the shared knowledge of death is what brought Lord Cals and Bitter End together. But what do I know. I just cooked the damn things."

Throughout Your Memory are little baubles of faint light. Swimming within these baubles are memories that each of the many guests to the reception have brought with them. Touching a bauble causes it to pop, and the memory within is permanently destroyed.

The party members must choose a memory to transform into a bauble. They must also place a gift upon the Altar of Wedding Gifts Thank You Kindly.

Found in Your Memory can be any or all of the following NPCs, who each have released a memory of their own. They've also come bearing a gift. Although Lord Cals is generally adversarial to other archfey, any who are still major characters can be found here on this day.

Use a character if it makes sense for them to be there. If you don't recognise a character or think it wouldn't make sense for them to be there based on the story your group has experienced so far, don't use them.

CIRRUS THE JESTER

Appearance. They've taken the form of a mourner under a massive black umbrella. Their mask is hidden in shadow, but still there.

Memory. A hazy recollection of a beautiful aasimar acrobat rejecting the advances of a half-orc strongman.

Gift. A miniature circus performed by trained fleas. If later performed before Bitter End, a chameleon crawls from underneath the stage and eats all of the fleas, delighting her.

DAILILI

Appearance. She has taken the form of a beautiful dryad wearing a twenty-foot long floral green dress. Her roots lick out from under her skirt, tasting and squirming and *wanting*, but this is one of the few places in the Feywild where her hunger for endless growth must be kept in check.

Memory. A woodsman hacking away at the trunk of a great juniper tree over and over.

Gift. Dailili has not brought a gift and is unapologetic about doing so.

TETTLEBUG MOONFLOWER

Appearance. She is dressed in an electric blue gown that trails along the floor even as she flutters five feet above the ground. Two goblins follow her, holding her trail, while two pixies constantly fix and fiddle with her hair. Other members of her court can be seen in Your Memory, including kuo-toas, goblins, satyrs, stormcloud mephits, bullywugs, and faeries.

Memory. A tender moment with her and her mother and father huddling in a tiny tree trunk while a storm rages outside.

Gift. She has brought a wheelbarrow (carted around by two satyrs) containing 14 javelins of lightning (DMG 178).

HERMIONE GALANODEL

Appearance. A stunning white dress, which is an exceptionally tailored version of her Sentinels of Equity vestments. She might reasonably be mistaken for the bride, although she assures anyone who questions her that the bride will no doubt be wearing black, not white.

Memory. A time where her mother, a harsh wood elf ranger, chastised her for killing a doe.

Gift. An ancient instruction manual for kings of a long-forgotten civilisation, written in a forgotten script. This is a tome of leadership and influence (DMG 208). It is of exceptional value to Lord Cals, who can afford to wait hundreds of years to continue using it.

KING SLITHERCROAK

Appearance. Regal purple robes. Even though his legs are hidden under the robes, everyone can hear his little frog feet slapping against the cold floor wherever he moves.

Memory. Pretty much his entire time being Prince Slithercroak instead of king.

Gift. A bronze horn of valhalla (DMG 175) which makes a deep croak when blown and summons bullywug (IW 188) berserkers (MM 344), a fact which he is more than willing to share to anyone who will listen.

ANHAERN AND JACOB PLEASANT

Appearance. They are both dressed in traditional elven formal wear. Anhaern is in her element while Jacob is visibly nervous. She reassures him that he is in the right place.

Memory. Anhaern offers a fight she had with her father before he died. Jacob offers a similar memory. They bond over their shared regrets.

Gift. Jacob has collected stories from other travellers in the Feywild and compiled them into a book of faerie tales. He offers the first printed copy to Lord Cals and Bitter End.

LORD ZEPHYR SUNSET

Appearance. As Lord Cals' godson, and having finally reunited with his father, Lord Zephyr is here out of obligation, but seems deeply discomfited by the strange characters around him. He soothes his nerves with a glass of fine bourbon, keeping mainly to himself.

Memory. His wife and daughter die in childbirth. He didn't mean to give that memory away. It's too late now.

Gift. A burned-out candle. Nonmagical. Basically just a pile of wax in a tea saucer. Must have some personal significance.

GRANNY NIGHTSHADE

Appearance. She wears an intricately-sewn bonnet and a dress that seems more suited to the fashion a child might wear than an old woman, all poofs and frills.

Memory. A moment from her own childhood. Dangling stars above a cradle.

Gift. A crystal ball (DMG 159), seemingly useless to two beings with precognitive powers. This crystal ball, however, shows images of the past, specifically any events that were necessary for a chosen event in the present to have occurred.

SLACK-JAWED LORNA

Appearance. Just getting her into anything other than folds of faded fabric and fungus must have been an issue, but she's surprisingly cleaned up for the event. All the mushroom growths have been removed from her hunched back, her hair has been washed, her nose plucked, her eyes washed of gunk, and her fingers and toes carefully manicured. She wears a cloak that has actually been dyed green, rather than naturally green from swampwater as is usual for her.

Memory. The memory of cleaning herself up for this event seems of particular distaste to her. She's glad to be rid of it.

Gift. A necklace of prayer beads (DMG 182) taken from a dead adventurer whose mummified corpse she found preserved in the peat of Hither. "Served him no good purpose, but I thought you'd like it for yourself, sis."

DEAREST GRAN

Appearance. Having not been invited to the wedding, Dearest Gran has disguised herself as a crab. She has scuttled in and sits on the shoulder of a stone golem, watching and waiting with amusement at the antics of so many powerful beings all in one place. She avoids anyone with truesight.

Memory. Even though she's disguised as a crab, she can't help but offer up a memory of one of the people she's imprisoned, a memory of a king being slighted an invitation to his cousin's wedding.

Gift. She has brought a flask of *sovereign glue* which she intends to use to trap Lord Cals and Bitter End together forever.

ZYBILNA

Appearance. She takes a form that wears a similar outfit worn by Tasha on the front cover of Tasha's Cauldron of Everything.

Memory. She receives a regrettable tattoo on her lower back.

Gift. She brings a 1-inch metal cube, which is Daern's instant fortress (DMG 160). It creates a comfortable castle with a very nice laboratory for running magical experiments.

OTHERS

If the party has made a meaningful connection with other characters from *Into Wonderland* and *The Wild Beyond the Witchlight*, use the examples here to guide the kinds of memories and gifts that they offer up to the reception.

THE MEMORIES

Once all the memories have been offered, the baubles all gather together in the center of *Your Memory* and smash together into one giant soupy mess. Memories spill over into memories, none distinguishable from one another anymore.

THE CEREMONY

Lord Cals stands at the altar and raises his skeletal arms, quieting everyone in the reception (with a bit of the *silence* spell added to ensure he is respected).

"The ceremony will begin shortly. My bride approaches. Bow your heads before her grace."

While the party waits, the two other hags in the Hourglass Coven, Granny Nightshade and Slack-Jawed Lorna, rush up to take their places as bridesmaids.

If Lord Zephyr Sunset is here, he takes his place as his godfather's best man. Otherwise, Lord Cals has no groomsmen.

Read the following passage when Bitter End arrives.

There's a certain beauty in fear. The purity of it, the raw humanity. What ambles towards the alter is a twitching, flickering corpse in a rapidly-spinning black gown that makes you equally terrified and nauseous. All skulls grin, in death, but the skull of Endelyn Moongrave grins more broadly and with such genuine malice that it makes your stomach curdle. There is no joy in this marriage, but there is certainly some form of love, however perverse it may seem.

Endelyn Moongrave takes her place up at the alter by Lord Cals. She clasps Lord Cals' skeletal hands in her own four skeletal hands. The nothic Dustice (IW 113) casts an illusion that captures the moment forever. The opportunity now arises for anyone to speak or forever hold their peace. Just as the ceremony is about to begin, a crab interrupts the proceedings.

A crab skuttles up the curtain of Your Memory, curtains which are forever locked into place while being shredded. The crab clacks its claws so loudly that it is all that can be heard. "I object! I say, I object! How quaint, this ceremony seems, even with so much of Prismeer's power localised in this room! I really was quite distressed not receiving an invitation."

The crab sheds off its carapace, and from within, a bent old woman wearing a smile that cuts like a knife emerges. It's the hag, Dearest Gran. "Listen well, all of you! To show I bear no ill will, I too granted these dearly beloved a gift. When eternity stretches before you, wouldn't you rather face it by each other's side?"

With that, Dearest Gran snaps her fingers, and a shadow peels itself from the wall, overturning the entire table of gifts. A jar shatters, spraying a viscous substance over Lord Cals and Bitter End.

Sovereign glue. They're stuck together forever. Only universal solvent, oil of etherealness, or a *wish* spell can release them.

Dearest Gran can be convinced to reverse the effect with her daily use of *wish* if she is granted authority over the realm of Prismeer, taking over from Zybilna, who must be banished to the Material Plane.

If, instead, Dearest Gran is killed, banished, or manages to escape, Lord Cals and Bitter End will offer the party all of their wedding gifts if they can retrieve a vial of universal solvent (DMG 209) for them.

RETRIEVING THE UNIVERSAL SOLVENT

You can choose a location for the universal solvent. At least one archfey in the room will know where it can be found. Suggestions are included below.

- If Zybilna has not yet been rescued from the Palace of Heart's Desire, it can be found there.
- It is in possession of the ancient spider (IW 205).
- It is kept by the tribe of shadow-worshipping kuo-toa in the Feydark (IW 59).
- It is carefully guarded in the Witchlight Carnival by Mr. Witch, who views it as a prized possession.

RETURNING THE UNIVERSAL SOLVENT

When the party returns to the Litter and the Peat with the universal solvent, Your Memory is now empty, as the other guests have long gone home. Only Bitter End and Lord Cals remain, locked together by a literally unbreakable bond.

While Lord Cals is stoic and serene, Bitter End almost seems unhappy that they will be separated.

"Must our time together end?" she asks, her voice bitter.

"I'm afraid that the problem with time is that it always, eventually, catches up."

"Just as we finally start to appreciate it."

As the universal solvent is applied, they kiss, horrifically -- human and goat bones clacking uncomfortably together -- and then, they're free.

The party is awarded all of the wedding gifts.

BUTTERFLY EFFECT

If you want to incorporate Tettlebug Moonflower into The Wild Beyond the Witchlight, all you have to do is loosely track a roaming location of Dewdrops on the map of Prismeer. If the party just misses her, they must endure terrible storms.

Like Dailili, Tettlebug Moonflower is an existential threat to Prismeer. The difference is that while Dailili's threat of expansion is directed by a wrathful intent, Tettlebug simply doesn't understand the effect she has on the environment.

If you'd like, you can have the Lost Children become enamoured with Tettlebug and join Dewdrops as her followers.

INFORMATION ON TETTELBUG MOONFLOWER

Characteristics	IW 12
Minions and Events	IW 21
Weather Effects	IW 54
Dewdrops	IW 131
Statblock	IW 198

SLACK-JAWED LORNA'S HIERARCHY OF NEEDS

Bavlorna Blightstraw, also known as Slack-Jawed Lorna, is a toadish hag who occupies the land of Hither in the realm of Prismeer. She is obsessed with the present moment and all the experiences it offers.

Into Wonderland features a city from the Material Plane, Endercoast, that has been cut off from its basic needs. The city suffers without easy access to food, water, shelter, safety, and a sense of community.

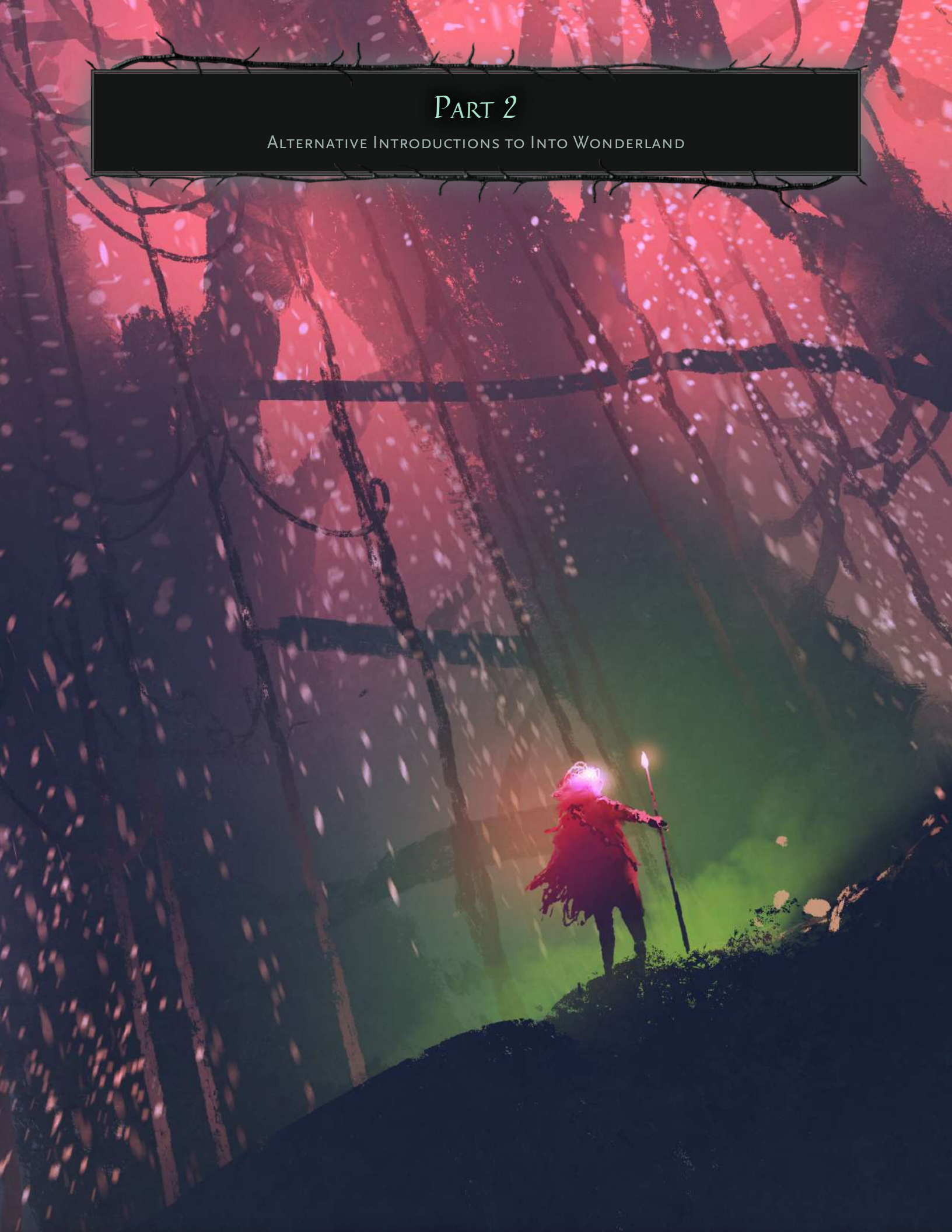
Slack-Jawed Lorna has grand philosophical ideas about fulfilling one's hierarchy of needs. If she's going to use this hapless broken city to get a leg up on her sisters, she's going to have to make sure that the people have got, at the very least, enough needs fulfilled to start thinking about things like hedonism, entertainment, immediacy, gluttony, and self-gratification, all things that make them more susceptible to her influence.

As a result, Slack-Jawed Lorna is exceedingly helpful towards anyone who needs help in finding ways to solve the city's basic needs. She can offer directions to any of the key Feywild locations (IW 56) and their offerings.

Once all the needs are fulfilled, she shows up regularly in Endercoast to peruse its markets (IW 44), gaining a small following of people who are easily influenced by her tall tales and promises of freedom.

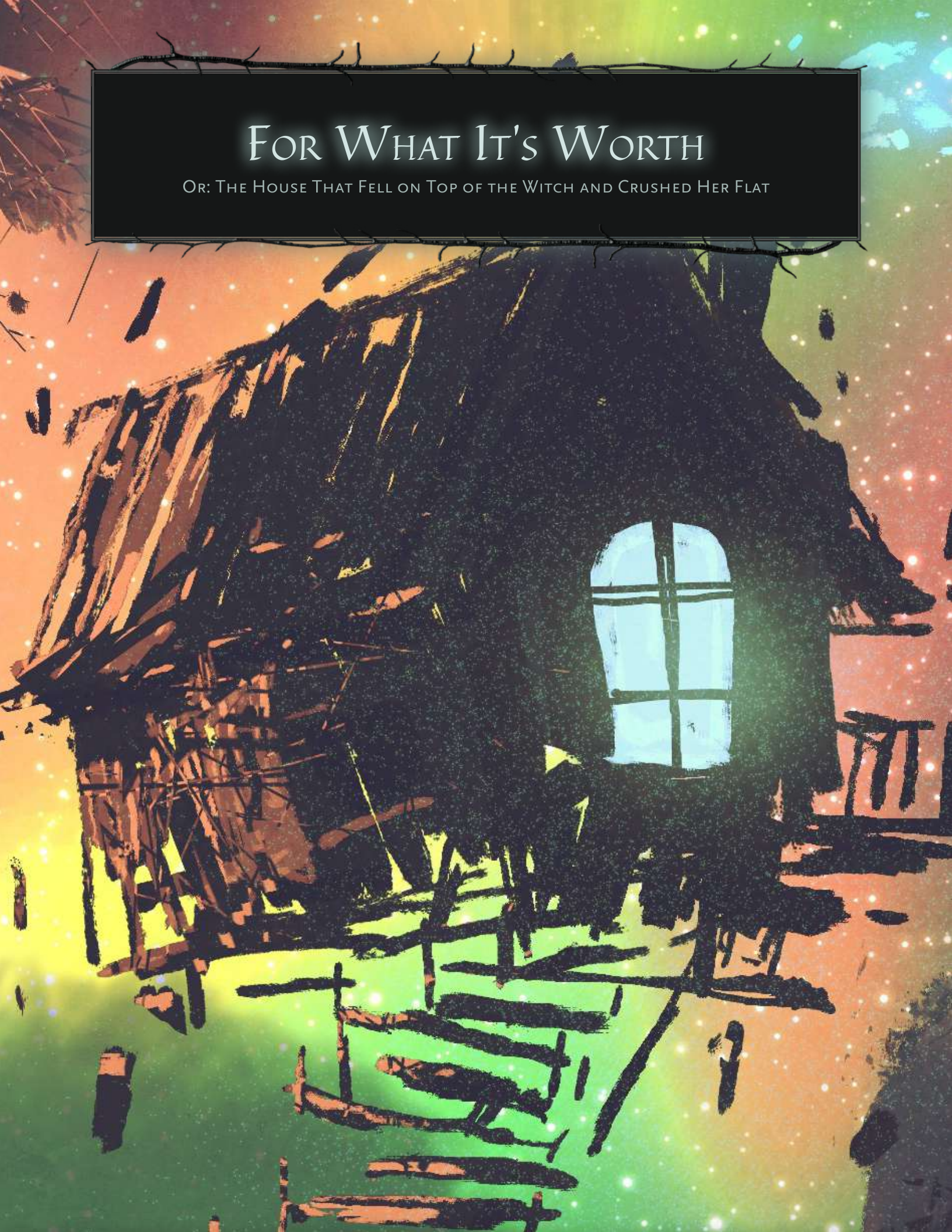
PART 2

ALTERNATIVE INTRODUCTIONS TO INTO WONDERLAND



FOR WHAT IT'S WORTH

OR: THE HOUSE THAT FELL ON TOP OF THE WITCH AND CRUSHED HER FLAT



FOR WHAT IT'S WORTH

OR: THE HOUSE THAT FELL ON TOP OF THE WITCH AND CRUSHED HER FLAT

BEFORE YOU BEGIN

If your party has not yet finished *The Wild Beyond the Witchlight* and everyone would like the adventures in the Feywild to continue, this is a good quest to prepare ahead of time. It transitions directly from the end of *The Wild Beyond the Witchlight* into the beginning of *Into Wonderland* without any downtime between adventures.

This is a replacement for the quest "The Shimmer" from *Into Wonderland*, achieving the same goals of introducing the party to Endercoast, the Feywild, and the central conflict between the forces of chaos and order. There is no need to do *The Shimmer* after this quest.

THE EDGE OF THE WILDS

While playing through *The Wild Beyond the Witchlight*, the party faces off against many powerful spellcasters. The three hags in the Hourglass Coven, Slack-Jawed Lorna, Granny Nightshade, and Bitter End, all possess great and hidden power, and the evil sorcerer Kelek (and the rest of the League of Malevolence) has much to do with the misfortune that has befallen Prismeer. Any of these spellcasters, when their plans fall apart, may be prone to inflict a spiteful horror.

Alternatively, they may have rigged Iggwilv's awakening to trigger such a cataclysm.

They drop an entire city on the heroes' heads.

One last evil little trick to play. The sky smashes apart like broken glass. Through the cracks you can see another world, upside down, the Material Plane. All the Feywild's twisting strawberry peaks are but mountainous rock. All the little villages are one big city. It's a reflection that is more ordered and yet less true than the magic found in the wilds.

A great thundering fury, and the cracks widen. In the Material Plane, gravity seems to reverse. All those buildings and people that thought they were so safely rooted to the ground now find themselves untethered, falling upwards towards the breach.

In a terrible calamity, the entire city crashes right through the sky, and the world goes dark. Then the city lands in the Feywild, and you go dark, too.

THE CRASHED CITY

The city of Endercoast has been summoned to the Feywild, where it fell down and crashed destructively into the realm of Prismeer. The heroes find themselves trapped under rubble with a level of exhaustion and half of their hit points missing. It's too dark to see anything normally, but if they have darkvision, they can see that they're buried under several tonnes of cobblestone, brick, and beams.

Call Out. When the heroes call out for each other, they can hear that they're all within about sixty feet of each other, and everyone is trapped.

Lift Off the Rubble. Lifting oneself out of the rubble requires a DC 14 Strength (Athletics) check to slowly but surely push aside each of the pieces such that they can escape. Recall that their level of exhaustion grants them disadvantage on the check.

Teleport Out. A DC 14 Wisdom (Perception) check is required to get line of sight on an empty space to teleport to, if a party member has the capability.

Rescue the Others. To locate the others within the rubble requires a DC 14 Intelligence (Investigation) check per party member. Once another party member is located, they can offer the Help action to assist their escape.

A failed attempt to escape the rubble results in taking 1 bludgeoning damage as it continues to crush them. They'll be rescued by Huck Lasick if it looks like they won't make it out.

Outside of the rubble, characters can see the following.

It's a disaster zone. By some miracle, the city landed the right way up, but the impact has practically levelled the city. What once were well-kept cobblestone streets have splashed out in all directions. What once were buildings proudly standing tall have now collapsed. It reminds you of an earthquake. When you look around closer, however, you reckon the damage is surprisingly less than you thought; many buildings still stand, many people wander out of their homes in a daze, and the distinct curving outline of the streets has been maintained. There are just as many people practically unharmed as there are those trapped in the rubble.

When the whole party has been rescued from the rubble, they are approached by a team of city guards led by a gruff, heavily-armored halfling, Huck Lasick (IW 11).

"You there! Must be just about the only bastards to get themselves out of the rubble without our help! Do you have any idea what happened or where we are?"

Huck Lasick gets steadily more red-faced as he learns about what has happened.

"That's the problem with magic, you see? Gets a bunch of innocent people caught in the crossfire. Magic is a force relied upon only by the selfish and desperate. What we've got are two major problems: helping out the injured and the trapped, and fighting off all those monsters by the gates devouring any poor son of a bitch who gets close."

The party has two tasks: clear out the monsters and rescue anyone trapped in the rubble that they can.

RESCUING THE CITIZENS

The party can use brawn or magic to attempt to get people out of the rubble. Any checks needed to be made in the rescue attempts have a DC of 14. Any party member that saves a citizen is awarded a point of inspiration.

Every time a citizen is saved, roll 1d4. On a result of 4, the citizen saved is actually someone from the Feywild. Roll on the random tables below to determine who the party ends up rescuing.

d8 Endercoast Citizen

- 1 Seabird Hamlet, an old human fisherman who gives the party a broken fishing rod as thanks.
- 2 Fernan Crescent, an old human nurse who immediately tends to wounded elsewhere.
- 3 Draco Milton, a middle-aged human cobbler who starts picking the shoes off of dead people, including the stockings off of a witch (see below).
- 4 Selena Katarina, a middle-aged human opera singer who loudly sings of the party's heroism and bravery.
- 5 Wulf Steelhand, a dwarven stonemason who laments the great history of the building that had collapsed on him.
- 6 Jilwocky Niftywoop, a gnome druid and follower of Silvanus. (IW 13)
- 7 Lord Zephyr Sunset, a middle-aged human doctor who just wanted to lie in the rubble some more. (IW 115)
- 8 Magpie Ravenwing, a teenage dwarven girl who desperately searches for her brothers only to remember that they're actually ravens and not dwarves, so they'll be fine. (IW 144)

d4 Feywild Denizen

- 1 A **doppelganger** (MM 82) who immediately takes on the likeness of her rescuer and escapes in a flash of smoke.
- 2 A **blink dog** (MM 318) who immediately blinks away to the ethereal plane and will remember the party if they encounter him again. (IW 181)
- 3 A **witch** (IW 223) with only her stockings sticking out comically from under a house. A DC 14 Intelligence (Investigation) check reveals that this house is not originally from Endercoast, but is in fact a witch's hut. The witch is Yenneh (IW 182) who is crushed flat (literally two-dimensional) and invites the party to join her for tea later as thanks for her rescue. She sets up her cottage (the very one that crushed her flat) in Endercoast permanently. You can replace Yenneh with any hag, such as Dearest Gran (IW 13), Granny Nightshade, Slack-Jawed Lorna, etc.
- 4 An **earth elemental** (MM 124) who is very rudely interrupted from eating the rubble for lunch. A DC 14 Charisma (Persuasion) check convinces him to eat the rubble in such a way that he helps other people get free.



There are many people trapped under the rubble, far too many for the party to handle on their own. The Endercoast Guard under Huck Lasick is making good progress on digging through the rubble, but another faction, the Sentinels of Equity, has arrived on the scene.

Like a flood, a legion of priests in white robes advances through the street, casting spells of thunder and telekinesis to remove the rubble from those trapped underneath. They wave a banner: The Sentinels of Equity. Huck growls. "Galanodel's got her goons off showboating again. They're up to something sinister. I know it."

From right behind him, an elven woman dressed in the same white vestments speaks: "I assure you, Commissioner Lasick, that the Sentinels of Equity have only the best interests of Endercoast in mind. After all, I see hardly any assistance provided by the other churches of our good city. Where do their tithes go, I wonder?"

"Hermione Galanodel," says Huck, almost spitting her name. "In case you hadn't noticed, we're cut off from the gods. Their priests are powerless."

"The Sentinels of Equity have no need for gods," she says, bending down by a wounded citizen. She places her hand on his broken leg. Miraculously, his bones stitch. She pats him on the back. "Off you go."

"I don't trust you," growls Huck.

"You trust me enough not to turn away help when it's needed," she says, and she's right. Huck grumbles and gets back to work.

Hermione Galanodel (IW 11) takes a special interest in the party when she sees their efficacy at rescuing citizens. She tells them about the Sentinels of Equity (IW 16) and explains the situation that Endercoast has gotten itself in: monsters of the Feywild snap at the gates while priests struggle to reconnect with their gods. She reckons they ought to speak to the mayor, Hitchen Attercat, and directs them to the council hall (IW 29).

BEATING BACK THE MONSTERS

As you approach what once were the city gates, you see a swelling mass of formless, chaotic monsters. These shadows, wisps, ghouls, goblins, and stalkers are the ugly side of the Feywild, the kind that preys on lost travellers, no regard for hospitality.

A group of skilled carpenters and engineers, led by Turph Musheen (IW 11), have set up barricades at the gates that keep the monsters at bay for now.

"Well 'allo," he says. "Did the best we could in so short a time. When do you reckon Attercat's gonna get some defenses up? He takes off with a dozen union wizards and we're still sitting here hoping those monsters don't realize all we've got is scraps and wishes.

THIS IS WHAT THE REFERENCE

Just as he says this, creeping vines push through gaps in the barricade and reform right in front of him. The vines take the shape of a twelve-foot tall dryad with blazing, wrathful red eyes. She smashes the carpenters aside with one sweep of her trunk-like arm and turns her anger towards the party.

This is Dailili (IW 12), who uses the stats of a **primeval guardian** (NPC 171). She can be reasoned with by appealing to her characteristics (IW 12) and making a successful DC 14 Charisma (Persuasion) check, in which case she'll back off for now. A characteristic can be identified with a successful DC 10 Insight (Wisdom) check.

In a fight, she has the following bonus action that she can take on her turn.

Flower Twisting. As a bonus action, Dailili twists the flowers in Turph Musheen's hair against him, incapacitating him. He will suffocate to death at the start of Dailili's next turn unless an ally takes an action to destroy the flowers. Alternatively, an ally can use magic such as *plant growth* to overpower Dailili's influence, requiring a DC 20 check using the ally's spellcasting attack bonus. On a success, Turph Musheen is released without destroying the flowers.

When Dailili starts her turn at half health, she'll shriek and erupt into a tangle of vines that sprays blood all over the heroes and Turph Musheen, ending the fight and disappearing. If Turph is alive and well and with his flowers intact, he will give the party a look of horror.

"What on green earth was that thing we just fought?"

If his flowers are destroyed, he is inconsolable. Each of his flowers represented one member of his close family, including his son who died tragically years ago.

Turph Musheen directs the party to the council hall (IW 29) to report to Mayor Attercat and see what the hold up is on those defenses. The barricade will hold for now. If he dies, the carpenters tell the party to inform Mayor Attercat immediately.

THE COUNCIL HALL

The Council Hall (IW 29) is packed with people.

The hall buzzes with frantic activity. You can see a man who can only be the mayor, all decked out in noble purple robes, ordering people around to do things they were already doing. He's got a group of twelve wizards puzzling out an incantation on the floor, material components spread all over in vague arrangements. As people rush by, papers flutter underfoot to the wizards' great annoyance.

Mayor Hitchen Attercat (IW 11) listens to the party's report and tells them the wizards are working on an incantation to protect Endercoast from the Feywild. It's something called ...

"THE SHIMMER."

All Attercat needs to finish the incantation is a drop of blood from a creature native to the Feywild.

A party member native to the Feywild can volunteer, or if they have any fey followers, the follower will likely offer up a drop. Also, if the party has fought Dailili, they'll be covered in the blood of *something* which is certainly fey in origin.

If no fey blood is available, two **shambling mound centaurs** (IW 212) charge the council hall. They're servants of Dailili and they intend to kill Mayor Attercat.

All the desperate clerks scream and scatter. The two warriors, with the upper body of strong old men and the lower body of a wriggling mass of vines, charge through the council hall, spears aimed at the mayor.

The two centaurs, Thorns and Thistles, can be talked down with a successful DC 14 Charisma (Persuasion) check if the party mentions how suicidal their plan is. The centaurs explain they work for Dailili and will no doubt die shortly anyway as she consumes them into her greater being. They can be convinced to leave Dailili and work for the city instead, especially considering that The Shimmer will cut them off from Dailili's influence, at least for a while. Thistles will offer up a drop of his blood to make that happen.

When a drop of blood is offered, the wizards quickly pack up all of their notes, link hands, and chant the following incantation. The party is encouraged to join in.

*Safe and sound and still and thin
Prison out there and freedom within*

When the incantation has been repeated three times, read the following description.

It's hard to tell what's happening from in the council hall, but the ground rumbles and the sky shrieks. You rush outside and shield your eyes from the iridescent light beaming down in rainbow streaks. A dome, or perhaps a shell, forms around the city, just outside the bounds of the crumbling walls, joining up high above your heads. Through the shimmering oil-slick dome you can see the refraction of Prismeer in all of its glory, a map distorted, upside down, and the monsters at the gates of the city are pushed back. For now, the city is safe. The chaos will not intrude. Not yet, at least. For even such a feat of magic is not infallible, and there will always be leaks. Endercoast has bought itself time to rebuild, but it has not bought eternity.

From here, you can go straight to the description of the party's goals from The Shimmer (IW 106) and the opportunity to spend some downtime in Endercoast and get to know the city. One of the party's biggest goals should be figuring out a way to pass in and out of the Shimmer; Hermione Galanodel or Jilwocky Niftywoop can help explain the rules of Feywild travel (IW 52).

QUEST COMPLETION

Use the Quest Completion details from The Shimmer (IW 106) to conclude this quest.

A CITY REBUILDING

In Into Wonderland, Endercoast arrives in the Feywild largely intact. If you begin the adventure with the quest For What It's Worth, Endercoast is instead slammed into the Feywild like a miserable birthday cake thrown on the floor. Use the following general features to adapt this version of Endercoast to the one seen in Into Wonderland.

GENERAL FEATURES

Collapsed Buildings. A great number of buildings have been wrecked by the impact. Most mansions in the North Ward have suffered some structural damage but are otherwise intact, but the East District has been hit particularly hard due to shoddy construction work. Many people sleep in tents outside the rubble of what used to be their homes.

Thin Borders. The Shimmer can't keep all manner of fey out of Endercoast, and plenty more creatures slip through. Use the Feywild Influence table (IW 43) frequently to demonstrate the intrusion of the fey, and pepper NPCs with fey marks (IW 55) and fey pranks (IW 55) as much as possible.

The River and the Lake. Two key features of the city are the lake it sits upon and the river that runs through it. Since the city was dropped into the Feywild, these key features may simply not be here. However, the Feywild is a mirror of the Material Plane, so you can simply place a lake and a river coincidentally where the city fell, or perhaps use the Wayward Pool in the land of Thither. In any case, the lake and river have dried up and are replaced with Dailili's vines.

Reconstruction. Many key locations in Endercoast will be unavailable to begin with, requiring the party to help fulfill the basic needs of Endercoast (IW 44). Use the descriptions below to determine which areas are unavailable and what needs to be done to bring them back to normal.

THE CHURCH OF HER INIMITABLE JOYOUSNESS

Page Reference. IW 29

Status. The circus is very quickly able to rebuild and is packed with people looking for entertainment to distract themselves from the cataclysm that's just occurred. They also lend out tents to anyone who needs them.

COUNCIL HALL

Page Reference. IW 29

Status. The Council Hall has withstood many earthquakes, and it's withstood falling from the sky. There are constantly subcontractors hammering away at repairs, but it's largely still functional.

ENDERCOAST OFFICIALLY SANCTIONED TOURIST HOTEL AND MUSEUM

Page Reference. IW 30

Status. Perhaps the ugliest building in Endercoast, and unfortunately one of the few to emerge almost entirely unharmed.

GUARDHOUSE

Page Reference. IW 30

Status. The guardhouse collapsed and many of the cells holding violent criminals were breached. The guards have borrowed some tents from the Church of Her Inimitable Joyousness and are still waiting on approval from Mayor Attercat to receive funding for repairs. The guards are not in a good position to deal with the rampant crimes of desperation all over the city.

Renewal. To get the guardhouse shipshape again, the party must restore the basic need of Safety to Endercoast and complete at least the first sidequest related to the Endercoast Guard (IW 156).

HORIZON'S EDGE EATERY

Page Reference. IW 31

Status. Quite a big portion of the eatery has slid into the Sea of Vines (or a crater where a lake should be). The owner has turned it into a little food cart, but it's just not the same.

Renewal. By restoring the basic need of Food to Endercoast, the owner will be able to earn the funds to repair the eatery. Alternatively, the court of Dewdrops may offer free labour to help repair Horizon's Edge if the sidequest Bring It to a Boil (IW 31) has a successful outcome.

MATTHEW'S SHOP

Page Reference. IW 32

Status. Could have sworn it was totally flattened when the city fell, but it now mysteriously stands as tall and proud as ever, all fixed up, ready to go. Guess that's what a forge cleric can accomplish.

NINE LAYERS

Page Reference. IW 32

Status. It got hit pretty hard by the cataclysm and is in serious need of repairs. However, the need for cheap drinks and entertainment is still high, so on warm nights people still gather, play music, serve drinks out of what can be found in the exposed cellar, and make merry. The guards initially cracked down on the unlawful gathering but seem to have just accepted that this is what people will be doing from here on.

Renewal. By restoring the basic need of Community to Endercoast, the Nine Layers will be restored to its former "glory" as people band together to rebuild it.

THE PETRIFIED DRAGON TURTLE

Page Reference. IW 33

Status. The dragon turtle's front left leg has snapped off. If it is restored to life, it will be missing that leg.

THE PRINCE

Page Reference. IW 33

Status. With the walls having collapsed, the Prince has made an uneasy alliance with the Church of Her Inimitable Joyousness: they get to perform and be as loud as they want while they supply the establishment with tents and other supplies for shelter. Management is unhappy, but it works for now.

Renewal. By restoring the basic need of Shelter to Endercoast, the Prince can be restored into the place of peace and quiet it was always meant to be.

THE SENTINELS OF EQUITY HEADQUARTERS

Page Reference. IW 34

Status. Suspiciously intact. Hermione Galanodel tells the Saltine Herald that the skilled craftsmen who have joined the Sentinels of Equity were able to restore all damage to the building. However, there are rumours that they've bribed Mayor Attercat to allow them to hire construction contractors when even the commissioner's guardhouse is still on the waitlist.

SHINER'S

Page Reference. IW 34

Status. Utterly destroyed. A new location has been mailed to exclusive members. You'll need an invitation, just like before. The new location is a secret basement underneath a mansion by the docks of the North Ward, lit only by candlelight and magic. It's much more sombre than before, and members are expected to wear elaborate masks at all times to hide their identities.

SYLVAN GARDENS

Page Reference. IW 35

Status. A few castings of *plant growth* and it's good as new.

The main change, however, is the amount of homeless that spend the nights in the gardens. Jilwocky initially was welcome to them, but they've become quite a lot to manage and there is trash left everywhere by people who don't appreciate the hospitality he's shown them.

Renewal. By solving the Shelter crisis, the Sylvan Gardens can be restored to how they once were.

THINKIAD'S MAGIC ATROCITIES

Page Reference. IW 36

Status. This place was always kind of a dump. Who can tell what's caused by the catastrophe and what's just a result of neglect? All those magic items never really had a proper place on the shelves anyway.

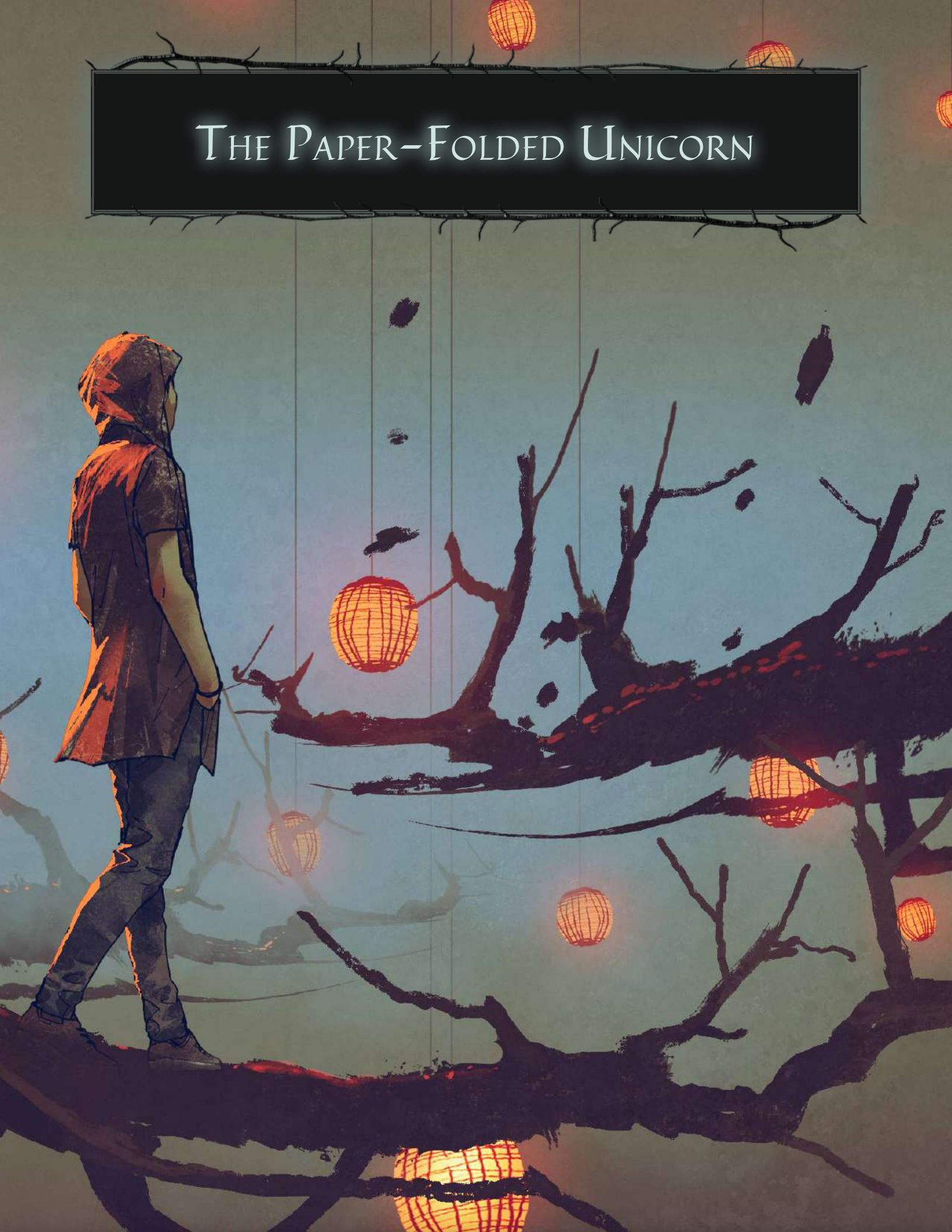
THE UNION OF SMALL BUSINESS OWNERS HEADQUARTERS

Page Reference. IW 36

Status. It got hit particularly hard by the calamity. Union construction workers have had to divide their time between fulfilling contracts given to them by the mayor and making sure their own place of business is steadily making repairs. One of the biggest issues they're facing is the water system: plumbing for the city is busted up completely and there's basically no easy water source around to get water from. This could be a major crisis, and while it isn't solved, they can't get much else done.

Renewal. Fix the Water crisis and the Union workers will be able to take a breath and refocus on getting the headquarters fixed up.

THE PAPER-FOLDED UNICORN



THE PAPER-FOLDED UNICORN

BEFORE YOU BEGIN

If your party has already completely finished *The Wild Beyond the Witchlight* and has returned to the Material Plane, or if you'd like a major time skip between *The Wild Beyond the Witchlight* and *Into Wonderland*, this quest serves to draw them back into the Feywild after an absence.

For the best experience, don't tell the party as a whole that this quest will bring them back into the Feywild.

This quest leads directly into the quest "The Shimmer" from *Into Wonderland*, an extension of the nightmare the party is sharing. Instructions for how to naturally transition between *The Paper-Folded Unicorn* and *The Shimmer* are included.

A DISCLAIMER

This quest can affect how your players engage with the adventure going forward. Players already suspend disbelief while playing *Dungeons and Dragons*, and adding in layers of what is real and what is only a dream can spark paranoia or disengagement. That said, if done with a deft hand, the interplay between dream and reality is part of what makes the Feywild an emotionally interesting setting for adventure.

OPTIONAL: DREAM GUIDE

While the twist of this quest (that the party has never actually left the Feywild) is meant to be a surprise for everyone, you can introduce drama and tension by telling one player exactly what is happening right from the beginning. The player's character has entered the shared dream of the other party members with the intent of breaking them out of their mental prison, but they are utterly incapable of revealing this information to the others due to the limits of the magic they've used to get into the dream. All they can do is drop hints and direct the rest of the party towards figuring it out for themselves.

If the player reveals that it's a dream before the quest transitions to *The Shimmer*, every party member takes 49 (14d6) psychic damage, which can't reduce a character below 1 hit point. Oops!

Players whose characters have the racial trait *Trance* are good candidates for becoming the dream guide.

FOURTEEN YEARS IN A BLINK

Fourteen years have passed since the events of *The Wild Beyond the Witchlight*, and for one reason or another, every single character has ended up back in the Material Plane, either by choice or by chance. Get every player to describe what their character has been up to in the past fourteen years, as well as the reason that their character has been drawn to the city of Endercoast. Each player should answer the following questions about their character.

- What kind of work do you do, outside of adventuring?
- What new relationships have you made?

- How has your outlook on life changed?
- What's one thing you miss about your time as an adventurer?
- What's one harrowing experience you've had?
- What's your biggest regret over the past fourteen years?
- If you've lived longer than the expected lifespan of your race, why is that?
- What has brought you to the lakeside city of Endercoast during the wonderful market season?

For most characters, they arrive in Endercoast to take advantage of the incredible street markets, where all the exotic wares on offer (IW 44) remind them of their time in the Feywild. If they're not here for the markets, use one of the *Reasons to Return* (IW 86) as a prompt on why the character is drawn to Endercoast, or one of the *Reasons to Leave* (IW 86) as an excuse to get away and hide out in Endercoast for a while.

A SHINE IN YOUR EYE

Every party member independently receives an invitation to the exclusive club *Shiner's*, a tavern and clubhouse in the rich part of town, the North Ward. Read out the following description, taken from the introduction to *Shiner's* in *Into Wonderland* (IW 35).

Rainbow lights dance across the ceiling in time with the dancers on the floor. The sweet smell of perfume is overpowering, and the murmur of mingling nobles is almost deafening. Ethereal music caresses your ears, more felt than heard.

Each player should describe what their character is doing in this clubhouse, or they can use the following table for inspiration.

SHINER'S ACTIVITIES

d6 Activity

- 1 Dancing with abandon right next to the elven bards, ears ringing and hips swaying.
- 2 Spraying pink and purple dye at some partiers, who squeal and spray blue paint right back.
- 3 Conversing deeply with what must be one of the mayor's cronies, a large man in a black suit with a grave expression.
- 4 Slowly, carefully fighting with an elven bladesinger, every movement gracefully avoiding the party-goers around you. It's much more of a dance than a fight.
- 5 Pickpocketing coins from the purse of some ditzy noblewoman.
- 6 Acting very drunk and very flirty with your most bitter rival.

One by one, the characters meet with each other and catch up, reminiscing about old times. The question remains, of course: Who delivered these invitations? Who wanted them all here together?

An elven woman dressed in white robes approaches the group. Pinned to her robes is a strange sigil, a red full moon. This is Hermione Galanodel (IW 11).

"Oh good, you're all here. You'll forgive me for keeping mum about my intentions; this is perhaps the only private place to speak in the entire city of Endercoast due to the Tongue-Tying Wards. They prevent secrets from leaving these walls. Now, I'm afraid I must ask you all for a great favour."

She explains that they weren't the only ones who came back from the Feywild. There's a hag in the woods, and she's been kidnapping children. She goes by the name Dearest Gran.

The party's job is to track down Dearest Gran and rescue the children. Hermione gives them a scrap of paper. It's been folded into the shape of a unicorn.

"Much of the work the Sentinels of Equity does is provide food and shelter for the homeless and the desperate here in Endercoast. A little girl, Nora Nobult, she used to come in all the time after her parents disappeared without explanation. I had a fondness for the girl, even though I'm meant to remain impartial. She was only seven. She kept speaking of a unicorn in the woods, making these little folded paper unicorns, just like this one here. And just ninety minutes ago I found this one on my doorstep. I knew something was wrong. I went to where Nora was being taken care of, and the house was empty. Inside I found a dozen more paper-folded unicorns all lined up in a row. It must be the work of that hag Dearest Gran. You have to find her. You have to put a stop to this."

HINT OF THE FEYWILD

Choose one object representative of the players' time in the Feywild and place it in plain view in Shiner's. Have Hermione comment on it. "What an unusual decoration." It does not have to be something that naturally lends itself well to decoration.

INTO THE WOODS

In a very dreamlike fashion, go straight to the party hunting through the woods. If the party asks about making preparations, tell them there's no need and no time. They've got all their equipment with them, and they need to hurry.

You can't risk the hag finishing whatever dark plans she has for those kidnapped children. You clutch the paper-folded unicorn tightly to your chest. A blood moon rises low in the night sky, perfectly full, and the woods are bathed in red.

The paper-folded unicorn, if unfolded, reveals half of a map through the woods. It's unusable without the other half.

Each of the party members must describe a way in which they contribute to tracking Nora Nobult's path through the woods.

Pass the following note to one party member.

COLD MOONLIGHT ON YOUR NECK

You hear a whisper behind your ear. "I know what you left behind." No one can hear it but you.

Convince the rest of the party to follow you and you'll find Nora Nobult. Say nothing of the voice you've just heard. It's all in your head.

If they convince the rest of the party to follow them without mentioning the voice, they find another paper-folded unicorn lying in the forest path, abandoned.

If they reveal that they heard a voice, however, they instead take 35 (10d6) psychic damage, which can't reduce them below 1 hit point. Inside of their pocket, they feel something new. It's the second paper-folded unicorn.

For either method of locating the second paper-folded unicorn, it will reveal the rest of the path they need to take. When unfolded, it shows the other half of the map.

If the party gets stuck on this puzzle and never realizes they must unfold the paper unicorns, call for a DC 10 Intelligence check. If that doesn't work, draw a crude map on a piece of paper (doesn't have to lead anywhere or look good), fold it up into something crudely approximating a horse (again, does not have to look good or even be recognisable as a horse), and throw it at the players. They'll probably realize they have to unfold it to look at the map.

HINT OF THE FEYWILD

Have the players make frequent DC 14 Wisdom (Perception) checks while figuring out this puzzle. On a success, they spot something darting around in the trees, watching them. This should be a creature that the party found creepy or frightening while in the Feywild. It's especially effective if the creature is supposed to be dead. Any further investigation fails, as it was never really there.

You must've been seeing things.

THE GRASSHOPPER HUT

The two paper-folded unicorns together form a single map that leads the party wordlessly and immediately to a clearing in the woods.

Within the clearing, you see a hut held up by grasshopper-stilt legs. A nice garden of cabbages grows outside. Through a window, a dark figure stirs a cauldron. You hear the pleas of a small child.

Guarding the hut is either a **corpse flower** (MTF 127) or a **green slaad** (MM 277). A DC 14 Intelligence (Arcana or Nature) check on either of these enemies reveals the following information.

Corpse Flower. This hideous, bulbous mass of plant matter digests only the corpses of intelligent creatures, growing more dangerous with every body it consumes.

Green Slaad. This otherworldly toadish monster is a powerful spellcaster, only kept in check by the shimmering gem implanted in its forehead which bends it to another's will. It can be removed with a successful DC 14 Wisdom (Medicine) check, but the slaad is likely instructed to prevent this, preferably with violence.

Feeding the corpse flower a fresh body or removing the green slaad's gem will allow the party to enter Dearest Gran's hut without conflict.

HINT OF THE FEYWILD

If the party faces a corpse flower, one of the corpses looks up at the party and tells them that none of this is real. A DC 14 Wisdom (Insight) check reveals that every corpse in the corpse flower bears the face of an NPC they vaguely remember from *The Wild Beyond the Witchlight*. Name them each individually.

If the party faces a green slaad, it pleads with them not to remove the gem because it would rather stay in the dream than wake up. When the gem is removed, it screams as its eyes open wide. The Blood Moon is reflected in its irises, and it fades away to nothing.

DEAREST GRAN

When the party enters Dearest Gran's grasshopper hut, they find Dearest Gran stirring her cauldron peacefully while Nora Nobult tries and fails to fold a paper unicorn.

Nora looks up at Dearest Gran and innocently asks, "How do you do it?"
Dearest Gran smiles sweetly. "I have a lot of practice with the real thing. Would you like to see?"

If the party doesn't intervene, Dearest Gran goes into the back room of her hut to grab her folded unicorn. Nora doesn't seem that excited to see the party.

"Who are you?"

Nora doesn't believe she's been kidnapped. Dearest Gran is really nice. She showed her how to make paper-folded unicorns, and she fed her some nice stew. If the party heard pleading from outside, it was her pleading to Dearest Gran to show her how to better make a paper unicorn.

Dearest Gran returns, but her features are folded grotesquely into that of a unicorn. Her face has elongated into a snout, her legs are digitigrade and hooved, an iridescent shock of hair forms a mane, and a snaggle tooth punctures through her forehead to create a yellowing spiral horn.

Nora looks at the hag and says, "Oh, I get it now!"

Dearest Gran cackles and turns to the party, and as you reach for weapons and spell components, you find that your arms and legs are locked at your sides. "You think you're free? You think you could escape? You're all folded up in your own minds just like this poor unicorn!"

She snaps her fingers and Nora Nobult disappears. She was always just an illusion. Everything outside the hut disappears as well, revealing only an endless sea of stars and that same horrible Blood Moon hanging low on the horizon.

"The Feywild never forgets a face, certainly not one that causes so much trouble as yours. You think that any time has passed at all? You think you returned to a normal life?"

She snaps her fingers again, and everything disappears around you, plunging you all into darkness, and the last things you see are her disembodied eyes and her smile.

"YOU ARE STILL TRAPPED IN THE FEYWILD."

QUEST COMPLETION

The party hasn't aged a day since they finished *The Wild Beyond the Witchlight*. You determine how much of the interaction with Hermione and Dearest Gran was real and how much was only an illusion. It's best if it's not quite clear.

The world reforms at the beginning of *The Shimmer* (IW 101). The party must then complete that quest. The party knows that they're still in a dream at this point, because the Blood Moon still hangs low, so low that it has passed through the dome around Endercoast, bathing the city in red.

If a party member has been assigned as the dream guide, they are now free to speak about the fact that they are in a dream and discuss strategies to escape. When the party meets any faction leader (Attercat, Lasick, Musheen, or Galanodel), the NPC is frank about their efforts to help. Hermione no longer has the sigil of the Blood Moon pinned to her robes.

After being rescued, the party can verify they are no longer in a dream when they look up in the sky and the Blood Moon is finally gone.

Nora Nobult is a real girl and can be found in the random encounter *The Vegpygmy* (IW 183) as a victim of a dangerous black mold found in the Feywild, together with her three older siblings and her babysitter.

One potential for drama of this quest is that all of the experiences the party thought they had in the fourteen years they spent back in the Material Plane were just an illusion. In the court of the archfey Lord Cals, the dream guardian Rolf Dugnut (IW 112) has had a similar experience. He may be able to help the party relive their experiences and see the life and family that never was, though he warns them against his own mistakes of living too much inside of his own head rather than face an imperfect reality.

OTHER SEGUES



OTHER SEGUIES

As an alternative to the choice of two quests included in this document, with a few adjustments you can transform any of the following quests into transitions back into the Feywild. Each of these quests can lead into The Shimmer (IW 101).

SPIRITED AWAY

Page Reference. IW 142

Information. The party helps a dwarven girl rescue her seven raven brothers in a dreamlike odyssey.

Transition. Start off with the party in Endercoast in the material plane, using the prompts from the "Fourteen Years in a Blink" section of The Paper-Folded Unicorn (FWW 18). You don't need a 14-year time skip, but several months or years is recommended. From there, Magpie steals money from her mother's secret savings and hires the party to come with her to find her brothers. The party enters the Feywild when they follow Magpie past the city gates, but doesn't realize it until the mind-bending dreamlike events start happening.

THE BOY WHO WENT FORTH TO LEARN WHAT FEAR WAS

Page Reference. IW 147

Information. Wilhelm Pleasant hires the party to locate his brother, who has ran off with an elven woman after the brothers quarreled about what to do with the body of their dead father.

Transition. In the beginning, make no mention of the Feywild or that Anhaern is an eladrin elf. The first trial, the abandoned chapel, takes place in the Material Plane, but when they meet the darkwood stalkers, the party has already accidentally passed through into the Feywild. No going back at that point. When they eventually decide to return to Endercoast, skip straight to them being back and begin The Shimmer.

THE FAERIE DUST HANGOVER

Page Reference. FIW 40

Information. The players are assigned blank 1st-level character sheets and must discover the identities of their new amnesiac characters in Endercoast. They return to their old characters after the quest.

Transition. Serves as a good introduction to the vibe of the city of Endercoast and the tricky nature of the fey and the hags, and due to the perspective switch, can be used to justify a transition directly into The Shimmer.

THE WRATH OF SNAIL GOO

Page Reference. FIW 28

Information. A white dove asks the party to steal two rings from a hag in the woods in order to restore his true form as a handsome prince, but not all is as it seems.

Transition. This adventure can begin in the Material Plane and transition quite neatly into the Feywild over the course of the quest. When the quest is finished, you can have the Green-Eyed Dove curse the party, sending them into a deep sleep and starting off the events of The Shimmer.