

The background of the entire page is a vibrant, ethereal landscape. A child, seen from behind, is walking along a path that is formed by the pages of a large, open book. The pages are illuminated with a soft, golden light, and the child is wearing a light-colored jacket and dark pants. The sky above is a deep, dark blue, filled with numerous small, glowing white stars and larger, faint, glowing shapes that resemble distant galaxies or nebulae. The overall atmosphere is magical and dreamlike.

from
WITCHLIGHT
to
Wonderland

a guide to transitioning from

THE WILD BEYOND THE WITCHLIGHT

a 1st-to-8th level adventure by Wizards of the Coast to

INTO WONDERLAND

an 8th-to-14th level adventure by William Rotor

FROM WITCLIGHT TO WONDERLAND

TABLE OF CONTENTS

Table of Contents	FWW 2
Continuity Between Adventures	FWW 3
All Beasts Great and Small	FWW 4
Hither and Slithercroak	FWW 4
Tragedy and Comedy	FWW 4
On Your Mother's Side, On Your Father's Side	FWW 5
No Way to Ward Her	FWW 5
Wolfpack	FWW 5
Love Me to the Bitter End	FWW 6
Butterfly Effect	FWW 9
Slack-Jawed Lorna's Hierarchy of Needs	FWW 9
Alternative Introductions to Into Wonderland	FWW 10
For What It's Worth or: The House that Fell on Top of the Witch and Crushed Her Flat	FWW 11
The Paper-Folded Unicorn	FWW 17
Other Segues	FWW 21

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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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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.

USEFUL BITS AND PIECES

Create Your Own Archfey	IW 48
Feywild Travel Rules	IW 52
Flavourful Setting Descriptions	IW 53
Random Season and Weather Effects	IW 54
Random Magical Effects	IW 54
Random Consequences of Getting Lost	IW 55
Random Fey Pranks	IW 55
Player Options	IW 66
Races	IW 67
Classes	IW 73
Backgrounds	IW 86
Feats	IW 90
Spells	IW 93
Random Encounters (Miscellaneous / Simple)	IW 174
Random Encounters (Woods / Complex)	IW 180
Monsters	IW 186
Archfey	IW 190
Ancient Beasts	IW 200
Awakened Plants	IW 209
Centaur	IW 212
Woodland Beings	IW 214
Non-Player Characters	IW 217
Warlocks	IW 228
Other Powerful Entities	IW 232

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
King Slithercroak	IW 56
Bullywug as a race for player characters	IW 68
A short encounter featuring the ancient toad	IW 181
Quick bullywug features for NPCs	IW 188
The Ancient Toad	IW 206

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 TETTLEBUG 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.



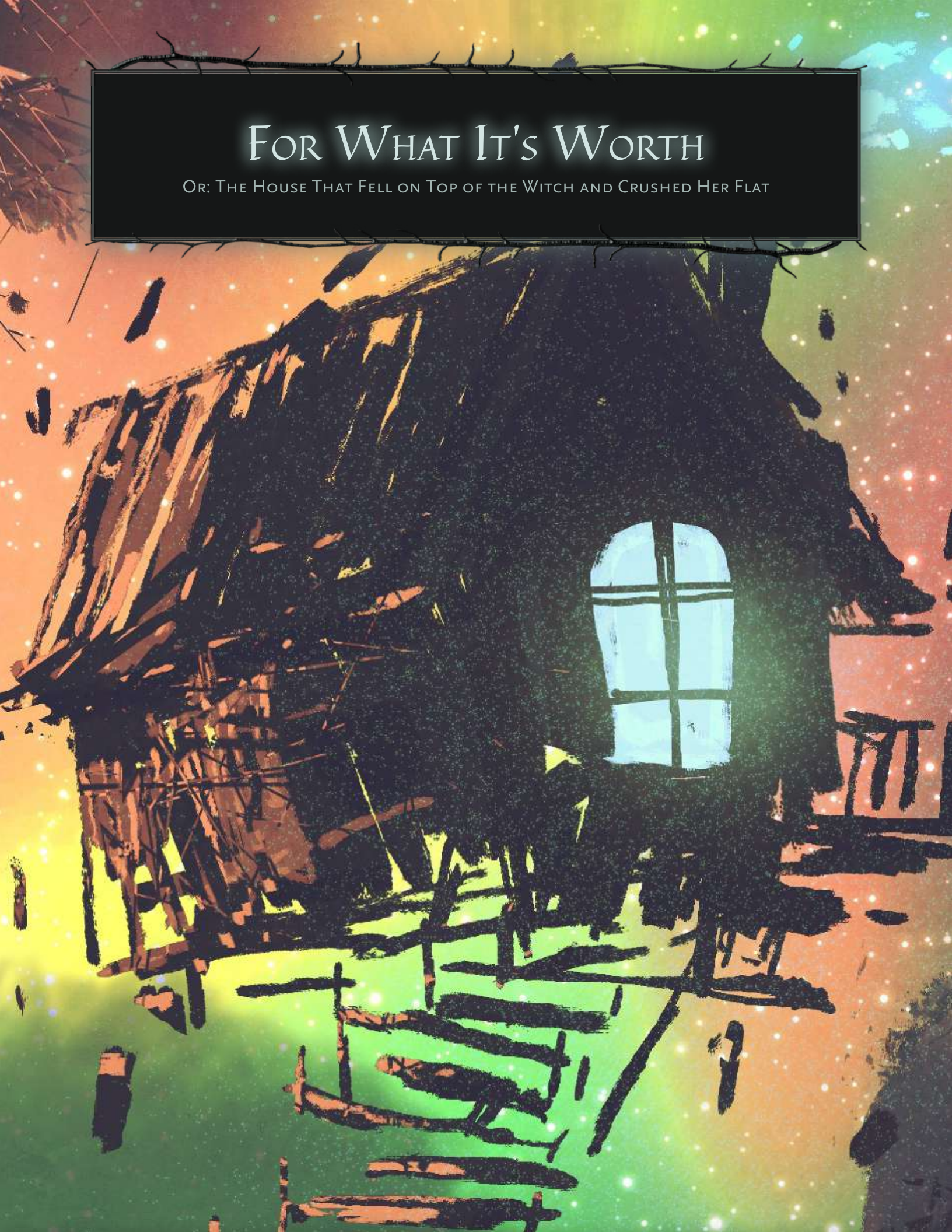
PART 2

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.



THIS IS WHAT THE REFERENCE

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."

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 130). 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 gropu 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

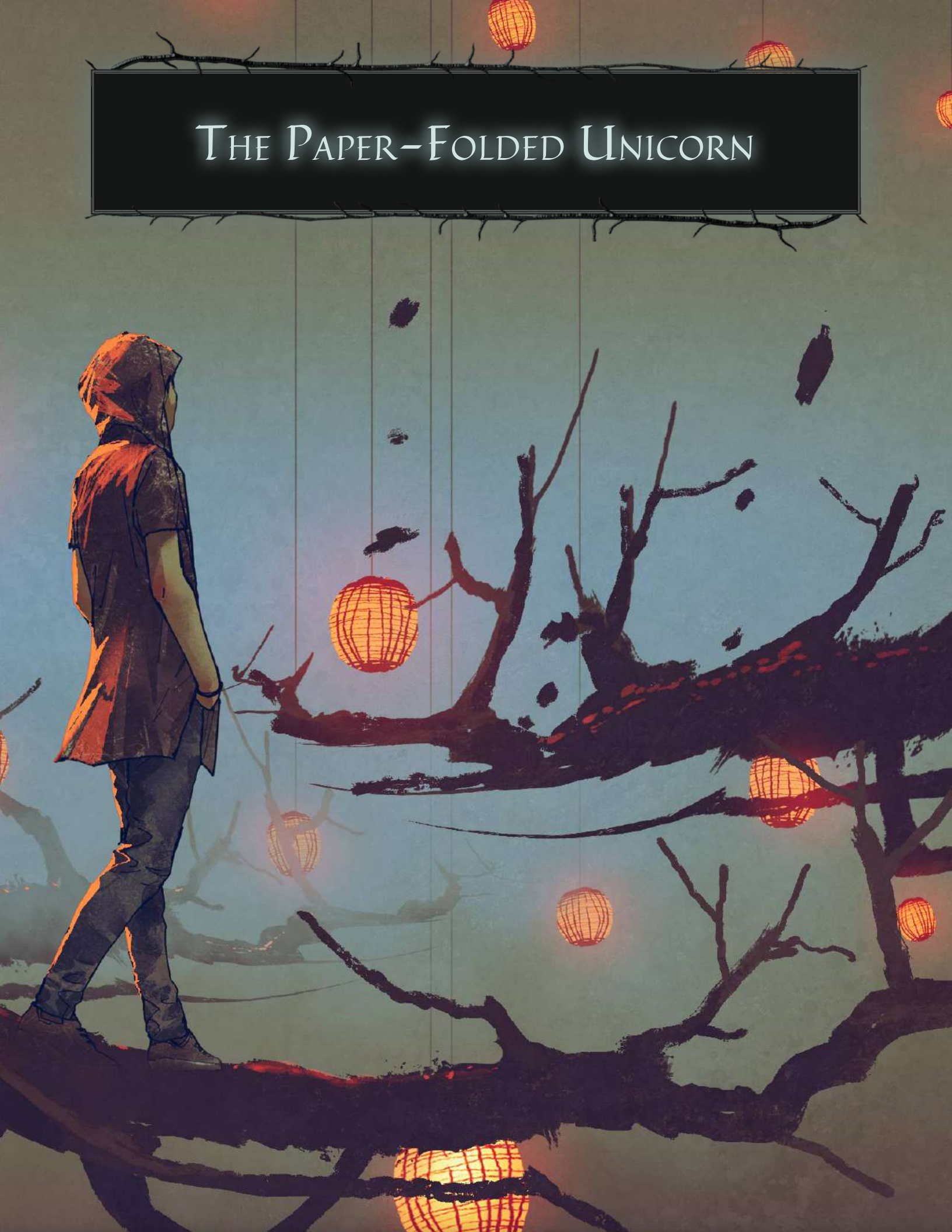
Page Reference. IW 36

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 Vegepygmy* (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 Dugnutt (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. Included as a separate document in the download options of Into Wonderland.

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. Included as a separate document in the download options of Into Wonderland.

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.



FROM WITTLIGHT TO WONDERLAND

From Witchlight to Wonderland is a free 5th edition Dungeons and Dragons supplement that connects the official campaign *The Wild Beyond the Witchlight* to the fan-made campaign *Into Wonderland*, combining many settings, characters, and events, and offering a choice of two transitional quests between campaigns.