

# MATTHEW'S GUIDE TO WONDERLAND



Embrace the chaos of the Feywild in this player's guide for Into Wonderland including new races, classes, spells, and so much more, written by William Rotor

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## CREDITS

- [Part of Into Wonderland, a Feywild campaign book](#)
- Written by William Rotor
- Formatted using [GMBinder](#), a tool created by [/u/iveld](#).
- Blackthorn Dark Theme by [/u/blckthorn](#).
- Many spells in this book adapted from [Wizard's Ancient Spell Compendium](#) by [/u/New\\_Dia](#)
- Watercolour stains by [Jared Ondricek](#)
- [Memo Snippets](#) by Rhaenon

## ARTWORK

- [Tithi Luadthuong](#) (front cover, pgs. 22, 23, 27, 41, 44, 47)
- William Rotor (pg. 5)
- [Asanee Srikijvilaikul](#) (pg. 8)
- [Scodo](#) (pg. 22)
- [Amanda Carden](#) (pg. 24)
- [Jack Homer](#) (pg. 25)
- [Nagwa Mousad](#) (back cover)

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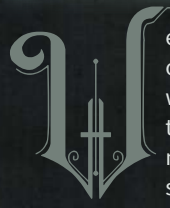
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# INTRODUCTION



Welcome to my shop. You've got the whole world out there as your playground; I've just got four walls. There's a lot of stuff wedged within those four walls, but it's useful only to the most brave and the most foolish, if there is such a difference. You want to explore the Feywild? It's a strange contradiction out there.

The stuff you'll find in my shop will be life and death for you, but at the same time, it won't be what truly matters. Trust your gut. It'll serve you better than any sword.

## WHAT IS THE FEYWILD?

The Feywild is a timeless, forgotten place: the past, present, and future mix, and the old ways roll over to neverending change. Man still hangs on to the ways of the old world. The Feywild does as it pleases.

In more certain terms, the Feywild is a sister realm to the Material Plane home to the mercurial fey -- pixies, sprites, dryads, and the like. It's a realm of fairy tales, a realm of wonder, and a realm of nameless horror.

## WHAT IS ENDERCOAST?

You must be pulling my leg. You live here, don't you? Among the cobblestone streets, the low roofs, the golden glow of twilight arcing between the alleys? This place used to be something special. Marketplaces, paper lanterns, people revelling in the summer heat. And then we get plucked from the Material Plane and dropped into the Feywild. The only thing preventing the city from plunging into chaos is that oil-slick dome around us, the Shimmer, a barrier that keeps the corruption of the fey at bay ... or maybe keeps us from corrupting them. One thing is sure: we were never supposed to be here. We were never supposed to survive.

## WHAT'S INCLUDED HERE?

- Information on our home base, the city of Endercoast, the only bastion of civilisation in this accursed place for a thousand miles in any direction.
- Small morsels on the Feywild sprinkled throughout, only as much as I know myself. It's a place that defies definition.
- 9 races you'll find sequestered in the endless wilderness.
- 10 subclasses of adventurers you may encounter as foes, or whose powers you may embrace for yourselves.
- 3 backgrounds from this place, if it is even possible to boil anyone from the Feywild down to their origins.
- 2 feats that will serve you in the forgotten woods.
- 14 monsters to avoid or to harness to your will.
- 14 spells to learn and master.

## PEOPLE YOU SHOULD KNOW

**Mayor Hitchen Attercat** runs the show in Endercoast. Round as a blueberry and as spoiled as one left out in the sun for too long. Seen a lot of men like Attercat make it to the top and then have no idea what to do with themselves once they get here. The mayor, well, all the wealth and power in the world won't fill that hole in his heart.

**Commissioner Huck Lasick** used to be in charge of civil engineering in Endercoast, helped shape the city to what it is today. He's left all that public works behind and has accepted the role of commissioner of the guard. Never seen so many people sign up. He's in over his head, though, especially with all the mushrooms funneling in.

**Hermione Galanodel** has the sweetest, smoothest voice I've ever heard, like honey dripping from a spoon. She claims she is only the spokesperson for the Sentinels of Equity, but I reckon she's got more sway than she lets on. Careful of her. She won't ask for much, not at first.

**Turph Musheen** is a man I respect. Loving family, well-mannered children, successful business, a flower shop. What I don't respect is the assertion that putting the right man in charge will fix everything about the city. The Union has good intentions, but good intentions carried out through unethical means just maintains the status quo.

**Jilwocky Niftywoop.** There's a gnome who comes into my shop for bird seed every few weeks. Seems to know more than he lets on. Half the adventurers who come in, they're blank slates, nothing behind the eyes. Him? He's smart. Smart can mean dangerous, but it can also mean effective.

**Rita Barnacky.** Those headlines in the Saltine Herald are nothing more than the screeching of a howler monkey. Heard she's a recluse, and, knowing first-hand the effects of being reclusive, I worry about her state of mind.

## FEY YOU SHOULD FEAR

**Lord Cals of the Litter and the Peat.** Those scarecrows outside the city gates, from what I've heard, send chills down my spine. The vultures, too. Heard they picked a man's bones clean in the streets in broad daylight. Whoever this archfey is, he does not want us here.

**Cirrus the Jester.** Rumours, that's all I know. But those rumours are ... fun, for lack of a better word. Heard Cirrus walks among us. Watching. Listening. Dancing. Playing. Laughing.

**Dailili, the Tree of Infinity.** You lot haven't done a great job beating her back from the city, I'll tell you that much. Her vines tunnel under the cobblestone and creep their way up the sides of buildings. And the river and the lake? All vines. No water. Just ... Dailili. It fills me with dread.

**Tettlebug Moonflower.** Don't know much about her, aside from the fact that she's responsible for all this terrible weather. But hey, all I experience is rain on my rooftop. I've planted a garden. It's worked out pretty well for me.



# ENDERCOAST

**E**ndercoast is my city, willing or otherwise. All men in this world must accept some measure of circumstance they cannot control, and if I have to be honest with myself, there are worse places to be trapped eternally in one's shop. I take comfort in being only one of twenty thousand, and for a while, it was even quite profitable, especially after the salt boom brought all those yuppie vacationers for our street festivals.

My shop -- my forge -- has been here for decades. I would have left long ago if I could, but I'm not unhappy. Just unfulfilled.

Something about the city is having an effect on the Feywild. We are a city of law -- at least in theory -- and the aura of civilisation we've brought with us is corrupting the Feywild just as much as the Feywild is intruding upon us. While Endercoast sits on the banks of the Sea of Vines, you will not find rest in the Feywild. You will need to return to Endercoast if you want to avoid succumbing to exhaustion.

You lot aren't staying with me, though. There's plenty of accommodation elsewhere. A man's gotta have some privacy.

## FACTIONS

**The Government.** Mayor Attercat thinks he runs a tight ship.

That's because he's paid to think that way. Paid to look the other way. Oh, wipe that incredulous expression off your face. I'm not telling you anything you shouldn't already know. It's an open secret.

**The Endercoast Guard.** Lasick runs a tight ship, but not tight enough, not with the other factions obstructing his every move. I think he's got the right idea putting together a team of "untouchables" who can't be corrupted. Maybe he'll do a better job cleaning this place up than the last commissioner did, before he was assassinated.

**The Sentinels of Equity.** Is it religiously insensitive to call them a cult? Hell, I'm sixty years old. I'm old enough to call it like I see it. They're a cult. They don't worship a god, do they? They're all equal in rank, are they? Poppycock. There's something they're not telling us.

**The Union of Small Business Owners.** Hey, I'm part of the Union. I pay my dues, willingly or otherwise. I cast my votes, counted or otherwise. I run my business the way I want, Union or otherwise. And if you've got a problem with my prices, well, take it up with the Union instead of me, because handling entitled customers is the least they can bloody do for me.

## MY SHOP

I sell everything. Weapons, armor, equipment -- if you can name it, I've got stock. And if I don't, just give me an hour.

Map's on the next page. You see the bridge, the lowest one, right at the mouth of the Sea of Vines? I'm right next to that bridge, on the East District side, wedged right between the North Ward and the South Wharf. Don't forget to restock here whenever you're in town. Hephaestus only knows I could use the company.

## RELIGION

Ever since we've been sent to the Feywild, I've lost touch with Hephaestus. I would hear his voice in every clang of my hammer against an anvil. I would feel his warmth in the glow of red-hot metal. Now, nothing. Just myself, and the remnants of the power he has granted me. I suspect -- in fact, I fear -- that much is the same of the other gods. Their power might remain in the devout, but they cannot find us here. We're on our own. Except for a few.

**The Church of Her Inimitable Joyousness.** Lliira is here, they claim, dancing among us. I wish I could see the performances they put on, as spectacular as they always were, the last light that reminds us of the world we left behind. Next time you stop by, tell me all that you've seen.

**The Sylvan Gardens.** Silvanus, God of Wild Nature, seems to still have some influence over the city through the Sylvan Gardens. I reckon Jilwocky Niftywoop is responsible for maintaining that connection. A god of nature is a useful thing to have on our side when we are surrounded by the untamed wilds.

**Sentinels of Equity.** They may claim they're non-denominational, but I know a lie when I hear one. They worship someone, or something. I know it in my bones.

## DOWNTIME ACTIVITIES

**Carousing.** Go down to the Nine Layers if you don't mind a bit of a rough crowd. If your tastes are more refined, see if you can somehow grab an invitation to Shiner's. A bit hard to come by, but not impossible if you know the right people.

**Crafting.** I've got supplies in my shop if you're looking to spend some time on a hobby or a profession.

**Crime.** The guards are a bit jittery. Seems Lasick's made it his responsibility to limit the encroachment of the chaos of the Feywild by enforcing rigorously the law.

**Gigs.** If you're looking for work, I've always got an open contract for magic items found in the Feywild. As long as you've got some orienteering skills, you'll be compensated well. If not, you could always head by Thinkiad's for other excursion opportunities, or you could play music at the Prince or Nine Layers, conduct ceremonies at the Sentinels of Equity or the Sylvan Gardens, perform a few shows in the Church of Her Inimitable Joyousness, help out the guards with some investigative work, or just ask around at the Union headquarters for odd jobs.

**Operating a Small Business.** Listen, just get the Union to navigate all the bureaucracy for you and pass Mayor Attercat a few platinum pieces to get a license. I've been doing this nonsense for twenty years. Anyone who says it's hard is just trying to edge out potential competition.

**Research.** Best libraries in town are at the council hall and in the museum. And you could always pick my brain if you want. I hacked it as an adventurer for a long time.

**Relaxation.** Check out the petrified dragon turtle if you haven't already. The gardens and the circus are nice too.



# Endercoast

North Gate

North Lakeside Gate

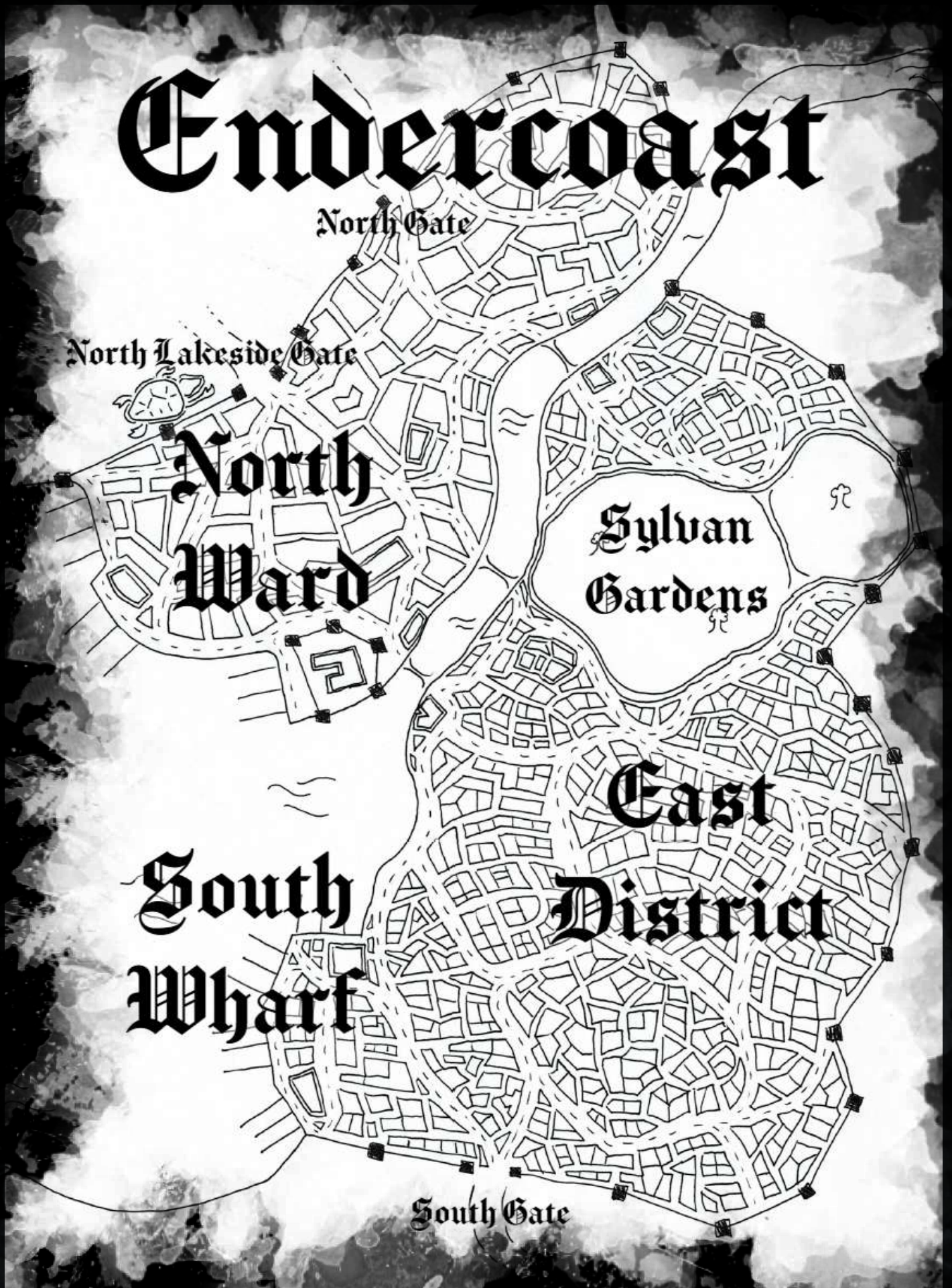
North  
Ward

Sylvan  
Gardens

South  
Wharf

East  
District

South Gate



# ENDERCOAST PUBLIC HOLIDAY CALENDAR

Back home in the Material Plane, Endercoast had itself a bit of a reputation for wild festivals. We called them "market days" but the markets weren't the half of the debauchery behind the curtains. People would take the day off "sick". Many people saw it as a "cheat" day -- on a diet for the best and on a marriage for the worst. Absolutely none of it was endorsed by our governing council, except in the way that Mayor Attercat would occasionally be seen in attendance.

All of that, of course, has been lost ever since we were plunked into the Feywild. We have too many basic needs unfulfilled for those market days to return. The people need a consistent source of food and water. We need shelter for the displaced vacationers who never lived here and can't return home. We need to be able to sleep soundly at night. And most of all we need our sense of community to return.

## WINTER

Week	Holiday	Description
1	--	--
2	--	--
3	--	--
4	Winter Solstice	Things will only get better from here. Celebrants throw flaming torches from their windows which would traditionally melt the snow in the streets. Here in the Feywild without the snow, it's a bit of a fire hazard, but volunteer Union spellcasters patrol the streets to put out any fires.
5	--	--
6	Midwinter	Friends and family exchange exotic gifts. It's been of particular contention whether items obtained outside of city limits in the Feywild should be so freely traded, but contention hasn't stopped anyone from doing it.
7	--	--
8	--	--
9	--	--
10	--	--
11	--	--
12	--	--
13	--	--

## SPRING

Week	Holiday	Description
1	--	--
2	--	--
3	Greengrass	The citizens of Endercoast head out into the farming fields to sow the seeds for the farmers while the farmers relax. The fields did not come to the Feywild with the rest of the city. Instead, it's now just an opportunity for people to stretch their legs and have a picnic outside the walls. Many fey creatures join in with this celebration.
4	--	--
5	--	--
6	--	--
7	--	--
8	--	--
9	Homeward	Homeward marks the anniversary of the day that Endercoast was transported to the Feywild. Celebrants are encouraged to swap stories of what life was like back home, and to think about what they might do when they finally get back. It is a time for reflection on the past and planning for the future, a recognition that the present is a threshold that we all must pass through together.
10	--	--
11	--	--
12	--	--
13	--	--



# ENDERCOAST PUBLIC HOLIDAY CALENDAR

## SUMMER

Week	Holiday	Description
1	--	--
2	--	--
3	--	--
4	--	--
5	--	--
6	Midsummer	The holiday of Midsummer traditionally stands in for the founding of the city of Endercoast, even though the exact days don't match. It's a much more ceremonial affair than other holidays, with the mayor delivering a long, boring speech in the blistering heat to a crowd of disinterested citizens.
7	--	--
8	Summer Solstice	The hottest, longest day of the year. It's a day reserved for sports, play, dancing, drinking, and loving. It's seen as impolite to head home before dark.
9	--	--
10	--	--
11	--	--
12	--	--
13	--	--

## AUTUMN

Week	Holiday	Description
1	--	--
2	Highharvestide	An opportunity to spend time with close family and to give thanks for everything that is still available to people of the city even in exceptional circumstances.
3	--	--
4	--	--
5	--	--
6	--	--
7	--	--
8	--	--
9	--	--
10	--	--
11	--	--
12	--	--
13	New Year's Feast	The new year is upon Endercoast and with it renewed hope for a better future. Maybe next year will be the year that the city is finally returned home. We can only hope. Most establishments run until the early hours of the morning as celebrants stay up all night to welcome in a new tomorrow.



## GOODS, SERVICES, AND OTHER OFFERINGS

Type	Merchant
Adventuring Equipment	<ul style="list-style-type: none"> <li>- Matthew's Shop</li> <li>- The Sentinels of Equity Headquarters</li> <li>- Thinkiad's Magic Atrocities</li> </ul>
Accommodation	<ul style="list-style-type: none"> <li>- Endercoast Officially Sanctioned Tourist Hotel and Museum</li> <li>- Nine Layers</li> <li>- The Prince</li> </ul>
Administration	<ul style="list-style-type: none"> <li>- Council Hall: bribes</li> <li>- Guardhouse: crime reports</li> <li>- Union of Small Business Owners Headquarters: small business</li> </ul>
Eating Out	<ul style="list-style-type: none"> <li>- Horizon's Edge Eatery: seafood</li> <li>- The Prince: pub food</li> </ul>
Nightlife	<ul style="list-style-type: none"> <li>- The Church of Her Inimitable Joyousness</li> <li>- Nine Layers</li> <li>- Shiner's</li> </ul>
Religious Services	<ul style="list-style-type: none"> <li>- The Church of Her Inimitable Joyousness: Lliira</li> <li>- The Sentinels of Equity Headquarters: non-denominational</li> <li>- Sylvan Gardens: Silvanus</li> </ul>
Research	<ul style="list-style-type: none"> <li>- Council Hall</li> <li>- Endercoast Officially Sanctioned Tourist Hotel and Museum</li> </ul>
Tourism	<ul style="list-style-type: none"> <li>- Endercoast Officially Sanctioned Tourist Hotel and Museum</li> <li>- The Petrified Dragon Turtle</li> <li>- Sylvan Gardens</li> </ul>
Work	<ul style="list-style-type: none"> <li>- The Church of Her Inimitable Joyousness: Acrobatics or Performance</li> <li>- Guardhouse: Investigation</li> <li>- Matthew's Shop: dungeoneering, Nature or Survival</li> <li>- Nine Layers: Performance</li> <li>- The Prince: Athletics, Performance</li> <li>- The Sentinels of Equity Headquarters: Religion</li> <li>- Shiner's: Performance</li> <li>- Sylvan Gardens: Nature or Religion or Survival</li> <li>- Thinkiad's Magic Atrocities: dungeoneering</li> <li>- The Union of Small Business Owners: small business, Persuasion</li> </ul>



# RACES

You can choose to play a character who is native to Endercoast or who is native to the Feywild. Each race has a special significance to the story of the campaign. You can choose to adopt your race's collective goals or make up your own for your character. For example, most people from Endercoast wish to return home, but perhaps your character likes it here and wants to stay.

## ENDERCOAST RACES

### PLAYER'S HANDBOOK

Everyone in the city of Endercoast has been transported to the Feywild. In order to survive, the city must learn to work together with the native peoples to provide the city with the resources it needs to prevent widescale starvation and panic.

All races from the player's handbook, including all subraces and variants, are represented in the diverse city of Endercoast. Almost everyone from Endercoast desires to return to the Material Plane, but some people secretly prefer the Feywild. In the case of many wood elves and forest gnomes, it's not so secret.

- Dragonborn (PHB 32)
- Dwarves (PHB 18)
- Elves (PHB 21)
- Gnomes (PHB 35)
- Half-Elves (PHB 38)
- Halflings (PHB 26)
- Half-Orcs (PHB 40)
- Humans (PHB 29)
- Tieflings (PHB 42)

The primary goal of characters from Endercoast is to venture out on missions throughout the nearby region of the Feywild in order to provide the city with permanent solutions for basic needs like food, water, safety, and protection from the unusual elements.

### VOLO'S GUIDE TO MONSTERS

If you have a copy of VGM available to you and your DM permits its use in this adventure, the following races can also be found as citizens in Endercoast. The firbolg live in the Sylvan Gardens where most worship Silvanus, and the tight-knit kenku communities are infamous for criminal activity.

- Firbolgs (VGM 105)
- Kenku (VGM 109)

## FEYWILD RACES

### VOLO'S GUIDE TO MONSTERS

If you have a copy of VGM available to you and your DM permits its use in this adventure, the following races can be found as native denizens of the Feywild.

- Firbolgs (VGM 106)
- Goblins (VGM 119)
- Kenku (VGM 109)
- Lizardfolk (VGM 111)

### MORDENKAINEN'S TOME OF FOES

If you have a copy of MTF available to you and your DM permits its use in this adventure, the following elf subrace is native to the Feywild.

- Eladrin (MTF 61)

### INTO WONDERLAND

All races from Into Wonderland are available as player characters for this adventure. However, your DM may decide that all characters should be from Endercoast, locking out these and other native Feywild options.

- Bullywugs (pg. 10)
- Centaurs (pg. 11)
- Changelings (pg. 11)
- Dryads (pg. 12)
- Faeries (pg. 12)
- Faerie Dragons (pg. 13)
- Kuo-Toas (pg. 14)
- Satyrs (pg. 14)
- Stormcloud Mephits (pg. 14)

All races of this adventure are detailed in the following pages. If the race is from another sourcebook, its statistics are included in that sourcebook, but extra roleplay information and personal goals are included here.





## ELADRIN ELVES

The eladrin might seem unfriendly, and even at times quite hostile, but they are likely to work with the party. Eladrin characters have one of four main goals, depending on the season.

**Spring.** The eladrin have a personal responsibility to ensure that those affected by the city's sudden appearance in the Feywild are cared for, with preference for any beasts within the city walls. It's not the animals' fault.

**Summer.** The eladrin must force out the intruders by any means possible. Any who openly advocate for the city to remain in the Feywild must be killed.

**Autumn.** There is no sense in being antagonistic to the outsiders while they're here. Everyone is more likely to work together on a solution if the eladrin prove their hospitality.

**Winter.** It may be hopeless to remove the city. If that is the case, the eladrin should preserve at all costs what may be lost by the city's encroachment on their land. Set firm boundaries and do not back down.

## FIRBOLGS

The city has landed just outside firbolg territory, who are suspicious of the newcomers. Firbolg characters have the following goal.

**Preservation.** The party must be made to respect the ways of the firbolg while within firbolg territory. As an ambassador for your people, it is up to you to exemplify the behaviour you wish to see from others.

## GOBLINS

This region of the Feywild is a haven for goblins who have broken free from the call of Maglubiyet, their insane god who steals their souls to fuel his endless armies in the heavens. This city from the Prime Material plane is an omen that Maglubiyet has found them and wishes to take them back.

A goblin character has the following goal.

**Vigilance.** Find a way to break any further links between the Feywild and the Material Plane, which means investigating heavily into the arcane mechanics of the city's sudden teleportation. Additionally, eradicate any signs of Maglubiyet, lest he grow in power.

## KENKU

Unlike the kenku in Endercoast, the communities of kenku in the Feywild have no such criminal stereotypes. They are respected members of many different courts, highly valued for their eidetic memories and beautiful music-making capabilities.

As a kenku native to the Feywild, you have the following goal.

**Posterity.** Keep a careful record of the party's adventures so that beautiful ballads can be sung about it one day.

## LIZARDFOLK

Lizardfolk are supremely practical and view the city's appearance purely as a new opportunity for their tribe, the Twilight Hunters. A lizardfolk character pursues the following goal.

**Prosperity.** Find a way for each party's mission to benefit the Twilight Hunters tribe, which may include making deals and concessions along the way that others may not be comfortable making. Lizardfolk are not afraid to trade lives to get what they want for their people.

## BULLYWUGS

Bullywugs believe that they have uncontested reign over the Sea of Vines. They sneer at other creatures who claim to own land in their territory, dismissive rather than aggressive. Since they are the rightful rulers, they have nothing to prove. Most bullywugs take prisoners and present their captured foes to their king, a massive, bloated bullywug whose stomach is engorged with brine and insects.

A bullywug working with the party has the following goal.

**Prove Your Worth.** Capture and present live foes to your king as evidence that your rightful territory is being effectively patrolled.

## BULLYWUG TRAITS

**Ability Score Increase.** Your Dexterity, Constitution, and Wisdom scores increase by 1.

**Age.** Bullywugs gain maturity a few months after emerging from their egg along with dozens of their siblings. They live for about 20-30 years.

**Alignment.** Like many races in the Feywild, bullywugs tend towards neutrality.

**Size.** Bullywugs are short, between four and five feet tall. Your size is Medium.

**Speed.** Your base walking speed is 25 feet. You have a swimming speed of 40 feet.

**Amphibious.** You can breathe air and water.

**Bullywug Magic.** Starting at 3rd level, you can cast *jump*, *expeditious retreat*, and *ray of sickness* once each. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

**Speak with Frogs and Toads.** Using your native language, Bullywug, you can communicate simple ideas with frogs and toads.

**Standing Leap.** Your long jump is 20 feet and your high jump is 10 feet, with or without a running start.

**Swamp Camouflage.** You are proficient in Stealth, and you can apply double your proficiency bonus to Dexterity (Stealth) checks made to hide in swampy terrain.

**Languages.** You can speak, read, and write Elvish and Bullywug.



# CENTAURS

A centaur is the name of a range of different creatures in the Feywild, each with the lower body of a fey creature and the torso of a humanoid. Centaurs are nomadic, tribal and protective of their own kind, and they value above all else the freedom of the open air.

A centaur travelling with the party has the following goal.

**New Experiences.** Feel the wind through your hair. Experience all that life has to offer. But never forget your roots, nor your people.

## CENTAUR TRAITS

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**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1.

**Age.** Centaurs age at about the same rate as humans.

**Alignment.** Centaurs are chaotic in temperament towards others, doing what they feel is best for themselves and their tribe even if it might be morally unacceptable to others.

**Size.** Centaurs are Medium in size. Their exact proportions vary greatly.

**Speed.** Your base walking speed is 40 feet.

**Centaur Weapons Training.** You are proficient with javelins, longbows, pikes, shortbows, and spears.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your Natural Fey Weaponry from your subrace.

**Fey.** Your type is fey instead of humanoid.

**Monstrous Build.** You count as one size larger when determining your carrying capacity and the weight you can push or drag. In addition, any climb that requires hands and feet is especially difficult for you because of your unusual proportions. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

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

**Subrace.** Choose one of the following subraces: fire beetle, shambling mound, unicorn, or wolf spider.

## FIRE BEETLE

You have the lower body of a giant fire beetle.

**Fire Beetle Spellcasting.** You can cast the *light* cantrip innately, and you can cast *burning hands* once, recharging expended uses upon the completion of a long rest. Constitution is your ability for these spells, and you do not require components for them.

**Natural Fey Weaponry.** Your pincers are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 piercing damage plus 1 fire damage instead of the bludgeoning damage normal for an unarmed strike.

## SHAMBLING MOUND

You have the lower body of a writhing mass of vines.

**Shambling Mound Defense.** You have resistance to lightning and thunder damage.

**Natural Fey Weaponry.** Your vines are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you can choose to grapple your target instead of dealing damage. The escape DC for your grapple is 8 plus your proficiency bonus plus your Strength modifier.

## UNICORN

You have the lower body of a celestial horse.

**Alignment.** Unlike most centaurs, you are lawful good.

**Natural Fey Weaponry.** Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You can instead choose to hit with your horn and deal piercing damage.

**Swift.** Your base walking speed increases to 45 feet.

**Unicorn Spellcasting.** You can cast the *spare the dying* cantrip innately, and you can cast *cure wounds* once, recharging expended uses upon the completion of a long rest.

Constitution is your ability for these spells, and you use your horn for all components.

## WOLF SPIDER

You have the lower body of a predatory spider.

**Wolf Spider Climb.** You have a climbing speed equal to your movement speed. This means you also ignore the climbing penalties from your monstrous build.

**Natural Fey Weaponry.** Your mandibles are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 piercing damage plus 1d6 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

# CHANGELINGS

As a changeling, you've been cursed by a hag to have forgotten your true name, your true face, your true home. You must wear others' faces now, for your changeling form is blank, featureless, soulless, empty. So many layers of disguises over all these years has made your true identity a mystery, a mystery that you are determined to solve. And now that a city from the Material Plane has arrived in the Feywild, perhaps it is the key to finally getting home.

A changeling working with the party pursues the following goal.

**Identity.** Find out who you truly are.

## CHANGELING TRAITS

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**Ability Score Increase.** Your Charisma score increases by 2, and one other ability of your choice increases by 1.

**Age.** Changelings are ageless due to the curse placed upon them by a hag.

**Alignment.** Changelings are universally chaotic, though this may not be the alignment they are most naturally inclined to be.

**Size.** Changelings, in their changeling form, are roughly the same size and shape as humans. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Background Operator.** You have proficiency in two of the following skills of your choice: Deception, Investigation, Sleight of Hand, or Stealth.



**Changeling Spellcasting.** Starting at 1st level, you can cast *thaumaturgy* at will. Starting at 3rd level, you can use this trait to cast *alter self* or *disguise self* once each. You regain the use of expended spells when you finish a long rest.

Charisma is your spellcasting ability for these spells.

**Change Shape.** As an action, you can magically assume the appearance of a Medium humanoid or fey you have seen, or shift back into your true form. Your statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify you as an impostor have a DC of 8 plus your proficiency bonus plus your Charisma modifier.

**Hag's Curse.** You were originally a member of another race before you were cursed by a hag. If you discover who you were, you can choose to permanently revert to your original race. You keep your Background Operator trait.

**Shapechanger.** Your type is humanoid (shapechanger). Many spells that would alter your form (such as *polymorph*) instead do not affect you, as listed in the spell description. If you willingly allow yourself to be targeted by these spells, however, you can choose to be affected by them.

**Languages.** You can speak, read, and write Common, Elvish, and Sylvan. You once knew another language, but it has long since faded from memory.

## CHANGELING RECOMMENDATIONS

When making a changeling character, it is recommended to take the Charlatan background. The Actor feat is also very useful for changeling characters.

Speak with your DM about two aspects of your character. Firstly, what are the details of the hag that cursed you? You can decide instead that it was an archfey from this book. Secondly, ask your DM to secretly come up with an identity for your character before they were cursed. You can choose to learn this secret as a player (make sure not to engage in metagaming), or you can keep it a surprise for both you and your character.

## DRYADS

Many people distrust the dryads, as they have a reputation for being tricksters, just like all the fey. When they offer their help to Endercoast in exchange for protection against Dailili, it's hard to say whether they are telling the truth or whether they are agents of the Tree of Infinity.

A dryad working with the party pursues one of the following goals.

**Acceptance.** Blur the threshold between Endercoast and the Feywild. It is time that the city accepts its new place in this world.

**Assimilation.** Overtake Endercoast with plants. The Tree of Infinity shall consume all in its wake, and Endercoast is the main obstacle in your path. You are nothing but an extension of the will of Dailili.

## DRYAD TRAITS

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**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1.

**Alignment.** Dryads are chaotic, but their chaos has direction, like roots growing from the base of a tree.

**Age.** Dryads can live indefinitely if they care for themselves well, sometimes up to five or six thousand years.

**Speed.** Your base walking speed is 30 feet.

**Size.** Dryads are surprisingly solid and heavy for their stature, which can be anywhere from thin like a twig to thick like a trunk. Your size is Medium.

**Darkvision.** You have Darkvision out to 60 feet.

**Fey.** Your type is fey instead of humanoid.

**Fey Resistance.** You are immune to the charmed condition.

**Speak with Plants.** Using your native language, Sylvan, you can communicate simple ideas with plants.

**Dryad Magic.** You know the *druidcraft* and *shillelagh* cantrips. Instead of a stick, you can use your arm for *shillelagh*. You can use this trait to cast *entangle* once. Starting at 3rd level, you can also cast *barkskin* once. You regain the use of expended spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

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

## FAERIES

The fey folk are mercurial in their desires. Those who identify as Seelie wish to remove the city from the Feywild. Ideally, this means teleporting it back, but if such a plan proves impossible, the eradication of the city and all who came with it may be necessary. Those who identify as Unseelie wish instead to turn the people of Endercoast against one another. The Unseelie can then reign over the ashes.

A faerie character may identify as either Seelie or Unseelie, which determines their goal.

**Seelie.** The faerie must investigate all avenues of removing the city from the Feywild. Nothing is off the table. Hopefully the matter can be resolved peacefully, but this is negotiable.

**Unseelie.** The faerie sows disagreement within the party, trying to drive a wedge between conflicting ideals.

## FAERIE TRAITS

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**Ability Score Increase.** Your Dexterity and Charisma scores increase by 1. Your Strength score is reduced by 2.

**Alignment.** Faeries are mischievous pranksters. They are as chaotic as one would expect.

**Age.** Faeries live for thousands of years, though it's very difficult to tell a faerie's age, as they all share a youthful exuberance.

**Speed.** Your base walking speed is 10 feet while Tiny and 25 feet while Small. You can fly up to 30 feet while Tiny as long as you are not wearing armour.



**Size.** You weigh less than a feather. Your size is Tiny. You require specialised weapons, armor, and equipment to suit your size, and while you are Tiny, you can only wield finesse weapons and ranged weapons, which deal damage only equal to 1 plus your Dexterity modifier for as long as you are Tiny. Using the Enlarge trait, many faeries present themselves to other races as Small creatures rather than Tiny to put them more at ease.

**Enlarge.** As a bonus action, you magically enlarge yourself into a Small creature or return to your original Tiny size. Your equipment is also enlarged or reduced to suit your size, except for magic items or any items the DM decides are unaffected. If there isn't enough space to grow, this trait has no effect.

**Faerie Magic.** You know the *druidcraft* cantrip. Starting at 3rd level, using this trait, you can cast *sleep* once, and when you reach 5th level, you can cast *invisibility* on yourself once. You regain the use of expended spells when you finish a long rest. Charisma is your spellcasting ability for these spells, and you can replace any verbal and material components with dust from your wings.

**Fey.** Your type is fey instead of humanoid.

**Fey Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Fey Resistance.** You are immune to the charmed condition.

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

**Subrace.** Choose one of the following subraces: quickling, pixie, or sprite.

## QUICKLINGS

You are the quickest of all faeries, barely a smudge in someone's eye.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Blurred Movement.** Creatures have disadvantage on attacks of opportunity made against you.

**Quick.** Your base walking speed, both Tiny and Small, increases to 60 feet.

## PIXIES

You are a trickster, an illusionist, and a sneak.

**Ability Score Increase.** Your Charisma score increases by 1.

**Pixie Magic.** You know the *dancing lights* and *minor illusion* cantrips, and when you reach 5th level, you can cast *invisibility* on yourself twice with your Faerie Magic trait, instead of once.

## SPRITES

You are a proud little fighter with a strong moral compass.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Sprite Weapon Training.** Due to your training alongside the eladrin elves, you are proficient in shortswords and shortbows.

**Heart Sight.** As an action, you touch a creature and magically sense its current emotional state. You can also choose to search further; the creature must make a Wisdom saving throw as if making a save against your Faerie Magic. On a failed save, you know its alignment. Celestials, fiends, and undead automatically fail this save.

# FAERIE DRAGONS

You are the smallest and trickiest of all dragons. You have the same general outlook and goals as a faerie (pg. 71).

## FAERIE DRAGON TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2, and your Charisma score increases by 1.

**Alignment.** You lean towards chaos, but dragons can be creatures of law as well, though it's unusual in the Feywild.

**Speed.** Your base walking speed is 10 ft., and you can fly 30 ft.

**Size.** Your size is Tiny.

**Dragon.** Your type is both dragon and fey. Your dragon body and tiny size prevents you from wielding most weapons and wearing most armor.

**Euphoria Breath.** As an action, you exhale a puff of euphoric gas at one creature within 5 feet of you. The target must make a Wisdom saving throw with a DC equal to 8 plus your proficiency bonus plus your Charisma modifier. 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 table 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. Once you've used this feature, you must finish a short or long rest before you can use it again.

**Faerie Magic.** You know the *dancing lights* cantrip. Starting at 3rd level, using this trait, you can cast *color spray* once. You regain the use of expended spells when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can speak, read, and write Draconic and Sylvan.

### EUPHORIC BREATH EFFECT

#### d6 Effect

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.

## KUO-TOAS

The fishy kuo-toa live in the Feydark, the caves that run through the marrow of the Feywild. They worship the archfey, who they believe are indistinguishable from gods. Many archfey are propped up only through the belief of their kuo-toa followers.

A kuo-toa that travels with the party has the following goal.

**Blind Worship.** Do everything in your power to bring glory to the archfey you serve.

### KUO-TOA TRAITS

**Ability Score Increase.** Your Wisdom score increases by 2, and your Dexterity score increases by 1.

**Alignment.** In the Feywild, kuo-toa tend to be neutral in alignment.

**Age.** Kuo-toa only live to about 50 years and come of age at about age 10. They are desperate to find meaning in their short lives, which usually means devoting themselves wholly to a deity of their own making.

**Speed.** Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

**Size.** The tallest of kuo-toa are about five feet, and the shortest are about four feet. Your size is Medium.

**Amphibious.** You can breathe air and water.

**Darkvision.** You have Darkvision out to 60 feet.

**Otherworldly Perception.** You can sense the presence and pinpoint the location of any creatures within 30 feet of you that are invisible or on the Ethereal Plane.

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

**Languages.** You can speak, read, and write Kuo-Toa, and you can speak Elvish well enough to be understood.

## SATYRS

Satyrs, goat-legged humanoids native to the feywild, live hedonistic lifestyles interrupted only by vicious bouts of violence. If you're lucky, the violence is against one another. If not, it's against anyone foolish enough not to compliment them on their musical talents.

A satyr that travels with the party has the following goal.

**Make Merry.** Tell jokes, drink wine, do crimes, and dance like nobody is watching. Stir the pot. There is nothing sadder than a bored satyr.

### SATYR TRAITS

**Ability Score Increase.** Your Charisma score increases by 2, and your Strength score increases by 1.

**Alignment.** Satyrs hate the law.

**Age.** Satyrs are functionally immortal, but few live more than a century due to their lifestyle.

**Speed.** Your base walking speed is 35 feet.

**Size.** Satyrs stand between five and a half and seven and a half feet tall. Your size is Medium.

## SATYRS

*Satyrs have a reputation, but I'd sooner trust a satyr than a lawyer. Not a lot sooner, mind you.*

**Fey.** Your type is fey instead of humanoid.

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

**Musician.** You have proficiency with Performance and two musical instruments of your choice. Most satyrs play the harp, the fiddle, the harmonica, or the pan pipes.

**Natural Weapons.** Your ram horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d4 bludgeoning damage plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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

## STORMCLOUD MEPHITS

You are a creation of Tettlebug Moonflower, an elementally-charged being of storms. You might intend to spread Tettlebug's joy, or you might be a deserter.

**Spreader of Joy.** Your goal is to spread word of Tettlebug Moonflower, whom you adore.

**Desertion.** You've seen the truth -- Tettlebug Moonflower is ignorant of the danger she poses to the realm. She must be stopped.

### STORMCLOUD MEPHIT TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2, and your Constitution increases by 1.

**Alignment.** You revel in the chaos of storms.

**Age.** You were created not long ago by Tettlebug Moonflower. She imbued you with the knowledge of all of her years.

**Speed.** Your base movement speed is 10 ft., and you can fly 30 ft. You hover while in flight.

**Size.** Your size is Small.

**Cloud Breath.** As an action, you exhale a puff of smoke at one creature within 5 feet of you. The target must make a Constitution saving throw with a DC equal to 8 plus your proficiency bonus plus your Constitution modifier. On a failed save, it takes one level of exhaustion. A creature with legendary actions or lair actions automatically succeeds on this saving throw.

**Elemental.** Your type is elemental instead of humanoid. Your elementally-charged body prevents you from wielding most weapons and wearing most armor.

**Elemental Resistance.** You have resistance to lightning, poison, and thunder damage, and you have advantage on saving throws against being poisoned.

**Static.** As a reaction when you take damage from a melee attack, you can deal 1 lightning damage to the attacker.

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



# CLASSES

You can choose to play a character who gained their class abilities in the Material Plane, or one who draws their skills or magic from the Feywild, either being born in the Feywild or having their powers unlocked after they were spirited away. You ultimately decide where and how your character gained their abilities.

Remember that characters in this campaign start at 8th level, which means that you are an experienced, capable adventurer, one who is well-suited to the challenges ahead.

## MATERIAL PLANE CLASSES

### PLAYER'S HANDBOOK

All classes and subclasses from the player's handbook are appropriate for characters who became adventurers in the Material Plane. Even subclasses like the Archfey patron that would suggest a connection to the Feywild can be portrayed as originating from the Material Plane if you like.

You can also use any subclass from this book and re flavour it to suit the Material Plane instead of the Feywild.

## FEYWILD CLASSES

### PLAYER'S HANDBOOK

The following subclasses from the Player's Handbook potentially bear a connection to the Feywild and can represent the abilities of characters who draw their power or skills from within this plane.

- Path of the Spirit Totem Barbarian (PHB 46)
- Nature Domain Cleric (PHB 56)
- Circle of the Land Druid (PHB 64)
- Circle of the Moon Druid (PHB 64)
- Oath of the Ancients Paladin (PHB 82)
- Hunter Archetype Ranger (PHB 89)
- Beastmaster Archetype Ranger (PHB 89)
- Arcane Trickster Archetype Rogue (PHB 94)
- Wild Magic Bloodline Sorcerer (PHB 99)
- Archfey Patron Warlock (PHB 105)

## XANATHAR'S GUIDE TO EVERYTHING

If your DM allows the use of this book, the following subclasses potentially bear a connection to the Feywild.

- Path of the Ancestral Guardian Barbarian (XGE 9)
- Path of the Storm Herald Barbarian (XGE 10)
- College of Glamour Bard (XGE 14)
- Circle of Dreams Druid (XGE 22)
- Circle of the Shepherd Druid (XGE 23)
- Arcane Archer Archetype Fighter (XGE 28)
- Scout Archetype Rogue (XGE 42)
- Storm Sorcery Bloodline Sorcerer (XGE 51)

## TASHA'S CAULDRON OF EVERYTHING

If your DM allows the use of this book, the following subclasses potentially bear a connection to the Feywild.

- Path of the Beast Barbarian (TCE 24)
- Path of Wild Magic Barbarian (TCE 25)
- College of Creation Bard (TCE 28)
- Twilight Domain Cleric (TCE 34)
- Circle of Stars Druid (TCE 38)
- Circle of Wildfire Druid (TCE 39)
- Way of the Astral Self Monk (TCE 50)
- Oath of the Watchers Paladin (TCE 54)
- Fey Wanderer Archetype Ranger (TCE 58)
- Swarmkeeper Archetype Ranger (TCE 59)
- School of Bladingsing Wizard (TCE 76)

## INTO WONDERLAND

All subclasses from Into Wonderland are available for player characters in this adventure unless your DM decides otherwise.

- Path of Mercury Barbarian (pg. 15)
- Circle of Growth Druid (pg. 16)
- Survivalist Archetype Fighter (pg. 18)
- Way of Gardens Monk (pg. 19)
- Primal Warden Archetype Ranger (pg. 20)
- Lord Cals Patron Warlock (pg. 22)
- Cirrus Patron Warlock (pg. 23)
- Dailili Patron Warlock (pg. 24)
- Tettlebug Moonflower Patron Warlock (pg. 25)
- School of Witchcraft Wizard (pg. 26)

## PATH OF MERCURY

Barbarians in the Feywild surrender wholly to chaos.

### MERCURY RAGE

Starting when you take this path at 3rd level, your rages propel you into a flurry of senseless carnage, embracing the primordial backdrop of life in the multiverse.

Choose six Mercury Actions (listed on the next page) and label them with the numbers 1-6. While raging, you can use your action to take a Mercury Action. Roll a d6 twice and choose either result, taking the corresponding Mercury Action. Mercury Actions have the following extra rules.

- If the action forces a creature to make a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus.
- You don't benefit from your Extra Attack feature if the action allows you to make an attack.
- If an action is impossible to take, you instead waste the action.
- You can change your chosen options when you finish a long rest.
- Your Mercury Rage does not prevent you from taking other actions otherwise available to you, such as to Attack or to Dash, unless you have already rolled for a Mercury Action.



## MERCURY ACTIONS

**Beast Shape.** You take the form of a beast of CR 1/4 or lower that you have seen before. Your equipment melds into your new form and you retain your Intelligence, Wisdom, and Charisma scores, your alignment, your personality, and your class features. You can then take one of the beast's available actions. You return to your original form at the beginning of your next turn, if your rage ends, or if the beast form is reduced to 0 hit points. Any excess damage carries over to your original form.

**Challenge.** A creature of your choice that you can see within 60 feet of you that can see and hear you must make a Wisdom saving throw; on a failed save, until the end of its next turn, the target has disadvantage on attack rolls against creatures other than you, and it can't willingly move further away from you. Whether the target succeeds or fails, you can then make one attack.

**Charge.** You target a creature you can see at minimum 20 feet away and move up to your speed towards it, then make a melee weapon attack against it if you're in range. This doesn't count as expended movement on your turn. On a hit, the target takes an additional 3d8 damage and, if the creature is Large or smaller, it must succeed on a Strength saving throw or be knocked prone.

**Escape.** You take the Dodge, Disengage, and Dash actions.

**Flurry.** You make three melee weapon attacks. Starting at 5th level, you make four melee weapon attacks.

**Frighten.** Each creature within 30 feet of you that can see or hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

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

**Power Strike.** You make one melee weapon attack against a target that you can see. You gain a +2 to the attack roll, and on a hit, the attack is considered to be a critical hit.

**Rally.** Two allies of your choice within 30 feet of you that can see and hear you can use their reaction to make one weapon attack. If they do so, they have advantage on the attack roll.

**Rejuvenate.** You regain hit points equal to 1d12 + your Constitution modifier and you gain 1d12 temporary hit points.

**Teleport.** You magically teleport up to 120 feet to an empty space that you can see. If you teleport within 5 feet of a creature, you can then make one melee weapon attack against it. Starting at 5th level, you can make two melee weapon attacks against that creature.

**Wild Magic Surge.** You roll on the Wild Magic Surge table (PHB 104), with the following changes.

1. A result of 21-22 instead refers to any effect originating from you that requires the target to make a saving throw, rather than a spell you've cast.
2. A result of 27-28 instead allows you to make one melee weapon attack as a bonus action each round for 1 minute.
3. A result of 33-34 instead maximises the damage of the next attack you hit with in the next minute.
4. A result of 59-60 instead replenishes one use of your rage.
5. Any ongoing effects end when your rage ends.

## MERCURY RISING

Your Mercury Rage improves at 6th level: instead of rolling a d6 twice, you roll a d8 twice. Choose one additional option to be labelled number 7.

When you roll an 8, you can choose to reroll that die and then take the Mercury Action of both dice, potentially taking two actions on your turn instead of one. If you would take the same Mercury Action twice, you instead waste the second action.

If at any point the result of both dice is 8, you don't reroll them and instead take one mercury action of your choice, which can be any action from the full list, not just from the seven you've chosen.

## MERCURY STRAINING

Your Mercury Rage improves again at 10th level: when you roll an 8 when determining your Mercury Action, instead of rerolling the die, you can choose to instead select any Mercury Action from the full list, not just from the seven you've chosen. You take this action in addition to the action corresponding to the other die (i.e. two actions total).

## MERCURY BREAKING

Your Mercury Rage improves a final time at 14th level: instead of rolling a d8 twice, you roll a d10 twice. A roll of 9 or 10 is treated the same as an 8.

## CIRCLE OF GROWTH

Druids of the Circle of Growth promote the unrestrained expansion of the Feywild's endless forests. Once the entire Feywild is choked with vines, they will move onto other realms.

## COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

## CIRCLE FORMS

Starting at 2nd level, you can use your Wild Shape to transform into a plant. You must otherwise follow the limitations in the Beast Shapes table.

Starting at 4th level, you can transform into a plant with a challenge rating as high as your druid level divided by 4, rounded down, ignoring the Max CR column in the Beast Shapes table. Common plant forms are included in the Plant Shapes table on the next page.

Some new plants are included at challenge ratings otherwise not accounted for in the Monster Manual. These new plants are marked with an asterisk\* and are included in Into Wonderland as statblocks for use with your Wild Shape. Each new plant has rules for how it interacts with your Wild Shape.



## PLANT SHAPES

Plant	Challenge Rating
Awakened Shrub (MM 317)	0
Twig Blight (MM 32)	1/8
Needle Blight (MM 32)	1/4
Vine Blight (MM 32)	1/2
Awakened Creeper* (IW 209)	1
Awakened Tree (MM 317)	2
Awakened Trapper* (IW 211)	3
Awakened Oak* (IW 210)	4
Shambling Mound (MM 270)	5

If you have access to Volo's Guide to Monsters, you can also transform into the following plants with your DM's permission.

## ADDITIONAL PLANT SHAPES

Plant	Challenge Rating
Vegepygmy (VGM 196)	1/4
Thorny (VGM 197)	1
Vegepygmy Chief (VGM 196)	2
Wood Woad (VGM 198)	5

## AWAKENED CREEPER

If you are charmed, frightened, or have levels of exhaustion when you Wild Shape into an awakened creeper, these conditions (and the amount of time you've had each condition) are suspended while in Wild Shape, but resume when you return to your original form if the conditions are still relevant, up to the DM's discretion.

## AWAKENED TRAPPER

If you've taken the form of an awakened trapper and have a creature swallowed while reverting back to druid form, the swallowed creature is no longer restrained by you and is ejected prone into an empty space within 5 feet of you.

## AWAKENED OAK

You can use the awakened oak's Innate Spellcasting trait to cast the oak's spells while in Wild Shape.

## SHAMBLING MOUND

Refer to the stipulations of the awakened creeper.

## THORNIES, VEGETYGMIES, WOOD WOADS

If your Regeneration trait is active, you still return to your original form when you are reduced to 0 hit points, but excess damage doesn't carry over.

## CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to plants.

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

## CIRCLE OF GROWTH SPELLS

### Druid Level Circle Spells

3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>blight, grasping vine</i>
9th	<i>awaken, tree stride</i>

## FLORAL AURA

Starting at 6th level, while using your Wild Shape to take the form of a plant, you release a pleasant-smelling aura in a 30-foot radius. You and creatures of your choice within the radius receive one of the following benefits of your choice for as long as they stay within range. You can choose a different benefit each time you use your Wild Shape.

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

## TREANT WILD SHAPE

Beginning at 10th level, you can expend two uses of Wild Shape at the same time to transform into a treant. The following additional rules apply.

- Any animated trees you create with the treant's Animate Trees action give off the same Floral Aura that you do.

- Your treant form and its animated trees don't have hit points. Instead, each time you or your animated trees take damage, you must succeed on a Constitution saving throw with a DC equal to 10 or to half the amount of damage taken, whichever is higher. You have advantage on the save if the damage is bludgeoning or piercing, and disadvantage if the damage is fire. On a successful save, the DC increases by 2 for future saves, stacking for each successive save. On a failed save, you revert back to your druid form and any animated trees you've created turn back into inanimate trees, taking root if possible. Your druid form does not take the damage that caused you to revert.

Once you have used this feature, you can't use it again until you have finished a long rest.

## ANIMATE PLANTS

Starting at 14th level, you can summon forth plants to do your bidding. As an action, you animate and take control of inanimate plants within 60 feet of you. You have a pool of 8 points you can spend, choosing plants from the Animate Plants table to animate. You can take this action (and any subsequent bonus actions to control the animated plants) even while transformed by Wild Shape.

Each inanimate plant you choose becomes its animated counterpart under your control, and its Intelligence, Wisdom, and Charisma scores are 5, unless they are already 5 or lower. As a bonus action on each of your turns, you can mentally command any plant you've animated with this feature if the creature is within 120 feet of you (if you control multiple plants, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the plant will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the plant only defends itself against hostile creatures. Once given an order, the plant continues to follow it until its task is complete. The plant is under your control for 1 hour, after which it becomes an inanimate plant again and takes root if possible.

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

ANIMATE PLANTS		
Inanimate Plant	Animated Plant	Points
Small shrub	Awakened Shrub	1
Small pile of loose twigs	Twig Blight	2
Small pile of loose needles	Needle Blight	3
Medium mass of creeping vines	Vine Blight	4
Gargantuan mass of creeping vines	Awakened Creeper	6
Huge tree	Awakened Tree	8

If you have access to Volo's Guide to Monsters, you can also animate the following plants.

### ANIMATE MORE PLANTS

Inanimate Plant	Animated Plant	Points
Small thicket of thorns	Vegepygmy	4
Medium thicket of thorns	Thorny	6
Small thicket of thorns	Vegepygmy Chief	8

## SURVIVALIST

Survivalist fighters don't battle the storm. They weather it. Engaging with a survivalist in combat leaves an enemy gasping for breath from attrition after a long and hard-fought battle while the fighter slips away, no worse for wear.

### KEEP MOVING

Starting at 3rd level, you are steady and consistent over long distances and suffer less from the strains of both travel and combat. You ignore any detrimental effects of difficult terrain, you have advantage on Constitution saving throws, and when you take a long rest, you require only half the normal amount of time you would otherwise need.

### PADDED ARMOUR MASTER

Starting at 3rd level, when you wear padded armour, your AC is 16 plus your Constitution modifier, you have resistance to cold and fire damage, and padded armour doesn't give you disadvantage on your Dexterity (Stealth) checks.

### LET ME CATCH MY BREATH

Starting at 7th level, when you spend hit dice to heal yourself, you regain the maximum amount possible from each die. Additionally, as an action, you can spend two hit dice to immediately gain the effects of a short rest. You do not gain hit points from the hit dice you spend to trigger this feature, but you can immediately spend additional hit dice to heal yourself.

### SURE FOOTING

Starting at 10th level, when you wear padded armour, your AC is 18 plus your Constitution modifier. Additionally, you have advantage on Strength and Dexterity saving throws, plus advantage on saving throws and ability checks to avoid being knocked prone or to avoid or escape from a grapple.

### EXTRA PADDING

Starting at 15th level, while you're wearing padded armour, any critical hit against you becomes a normal hit, and you have immunity to cold and fire damage.



## SURVIVOR

Starting at 18th level, at the start of each of your turns in combat, you regain hit points equal to 5 + your Constitution modifier (minimum of 1 hit point). You don't gain this benefit if you have 0 hit points or if you have more than half of your hit points left.

## WAY OF GARDENS

Monks who follow the Way of Gardens complete a long hermitage of solitude in the twisting forests of the Feywild, where they learn to become one with all living things. To a gardener, a creature is not a distinct entity, but part of a larger whole. Our actions have far-reaching consequences.

### UNFORESEEN CONSEQUENCES

Starting at 3rd level, 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.

### SPELLCASTING

When you reach 3rd level, your connection with nature allows you to summon forth magical effects.

### SPELL SLOTS

The Gardens Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level druid spells of your choice.

The Spells Known column of the Gardens Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since they rely on your connection with nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

GARDEN SPELLCASTING TABLE

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

## TREE HUGGER

Starting at 6th level, you can shield your allies from harmful effects. When a creature other than yourself within 30 feet of you that you can see takes bludgeoning or piercing damage, you can use your reaction to shield the target with your ki, forming an instantaneous protective layer of bark. You spend 2 ki and the target has resistance to the damage of the attack or effect.

## HARMONY

Starting at 11th level, your ki flows through all creatures. When you cast a spell, you can treat any friendly creature within 30 feet of you as the origin of your spell. You provide all other aspects of the spell.

## ONE WITH ALL

Starting at 17th level, when you die, you can transfer your consciousness to a willing beast or plant within 1 mile of the location you died. Over a period of 24 hours, the chosen beast or plant transforms into the form you took when you died, merging both of your consciousnesses together. While transforming, you are incapacitated and have 1 hit point. If you are reduced to 0 hit points while transforming, you die and can't resurrect yourself through this method until you return to life through other means.

After returning to life using this feature, you gain one proficiency or language of your choice, as well as one personality trait, ideal, bond, or flaw of the DM's choice. These should be related to the beast or plant that you chose.

## PRIMAL WARDEN

As a ranger of the natural world and an expert at living at one with the land, it is the duty of a Primal Warden to extend protection to anyone who is an ally of the forests, and to strike down any who threaten the natural order of things.

### SPELLCASTING

When you reach 3rd level, you replace your ranger spellcasting feature with this feature and replace your ranger spell list with the Primal Warden spell list. Instead of referring to the Ranger table for your spell slot progression, you refer to the Primal Warden Spellcasting Table.

**Cantrips.** You learn two cantrips from the primal warden spell list. You learn additional primal warden cantrips of your choice at higher levels, as shown in the Cantrips Known column of the primal warden spellcasting table.

**Spell Slots.** The Primal Warden Spellcasting table shows how many spell slots you have to cast your primal warden spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *absorb elements* and have a 1st-level and a 2nd-level spell slot available, you can cast *absorb elements* using either slot.

**Preparing and Casting Spells.** The primal warden spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast, choosing from the primal warden spell list. When you do so, choose a number of spells equal to your Wisdom modifier + your ranger level (minimum 1). The spells must be of a level for which you have spell slots.

For example, if you are a 7th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *absorb elements*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

PRIMAL WARDEN SPELLCASTING TABLE

Level	Cantrips Known	1st-Level Slots	2nd-Level Slots	3rd-Level Slots	4th-Level Slots	5th-Level Slots
3rd	2	3	—	—	—	—
4th	2	3	—	—	—	—
5th	2	4	2	—	—	—
6th	2	4	2	—	—	—
7th	2	4	3	—	—	—
8th	2	4	3	—	—	—
9th	2	4	3	2	—	—
10th	3	4	3	2	—	—
11th	3	4	3	3	—	—
12th	3	4	3	3	—	—
13th	3	4	3	2	1	—
14th	3	4	3	2	1	—
15th	3	4	3	2	2	—
16th	3	4	3	3	2	—
17th	3	4	3	3	3	1
18th	3	4	3	3	3	1
19th	3	4	3	3	3	2
20th	3	4	3	3	3	2

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Focus.** You can use a druidic focus (found in chapter 5) as a spellcasting focus for your primal warden spells.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your primal warden spells, since you learn your spells through your connection to nature.

You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a primal warden spell you cast and when making an attack roll with one.

**Spell Save DC** = 8 + your proficiency bonus +  
your Wisdom modifier

**Spell attack modifier** = your proficiency bonus +  
your Wisdom modifier



## GUARDIAN GROVE

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Starting at 7th level, if you and your companions take a short rest outside in the wilderness, you can shield the group from view. In a 20-foot radius around a point you choose, you extend a sheen of restfulness and safety. No noise penetrates from inside the radius to the outside unless you allow it, smoke or other environmental effects from within the radius are harmlessly and invisibly dispersed, each creature of your 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.

## PRIMAL SHAPES

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Starting at 11th level, you can use this feature to cast *alter self*, *gaseous form*, *meld into stone*, and *polymorph* innately, without requiring components and targeting only yourself. Wisdom is your spellcasting ability for these spells. After casting one of these spells, you can't cast the same spell again using this feature until you finish a long rest.

## RESOURCEFULNESS

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Beginning at 15th level, you can cast a spell from your primal warden spell list that you do not have prepared, expending a spell slot as normal. Once you have done this, you must complete a short or long rest before you can do so again.

## PRIMAL WARDEN SPELL LIST

### CANTRIPS (0 LEVEL)

Druidcraft  
Guidance  
Mending  
Mold Earth  
Resistance  
Thunderclap

### 1ST LEVEL

Absorb Elements  
Alarm  
Animal Friendship  
Beast Bond  
Cure Wounds  
Detect Magic  
Detect Poison and Disease  
Entangle  
Ensnaring Strike  
Fog Cloud  
Goodberry  
Hail of Thorns  
Hunter's Mark  
Jump  
Longstrider  
Speak With Animals

### 2ND LEVEL

Animal Messenger  
Barkskin  
Beast Sense  
Cordon of Arrows  
Darkvision  
Earthbind  
Enhance Ability  
Heat Metal  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Pass Without Trace  
Protection from Poison  
Silence  
Spike Growth  
Warding Wind

### 3RD LEVEL

Conjure Animals  
Conjure Barrage  
Daylight  
Dispel Magic  
Flame Arrows  
Lightning Arrow  
Meld Into Stone  
Nondetection  
Plant Growth  
Protection from Energy  
Speak with Plants  
Wall of Water  
Water Breathing  
Water Walk  
Wind Wall

### 4TH LEVEL

Confusion  
Conjure Woodland Beings  
Control Water  
Dominate Beast  
Freedom of Movement  
Giant Insect  
Grasping Vine  
Hallucinatory Terrain  
Locate Creature  
Polymorph  
Stoneskin  
Wall of Fire  
Watery Sphere

### PRIMAL WARDENS

*Only thing more dangerous than a druid is a druid with a quiver of arrows and a mean streak.*





## 5TH LEVEL

Awaken  
 Commune with Nature  
 Conjure Volley  
 Contagion  
 Control Winds  
 Greater Restoration  
 Insect Plague  
 Maelstrom  
 Reincarnate  
 Swift Quiver  
 Tree Stride  
 Wall of Stone

## WARLOCK PATRONS

The archfey featured in this book -- Lord Cals, Cirrus, Dailili, and Tettlebug Moonflower -- can use the archfey patron warlock subclass for their pacts with player characters. However, to distinguish them, you can instead swap out features granted by the archfey patron subclass for new features specific to the archfey from this book.

Each new patron also has an expanded spell list. You can select your warlock spells as you please from the warlock list, from the generic archfey expanded spell list, and/or from the expanded spell lists of the new patrons. The generic archfey expanded spell list is reproduced here for ease of use.

### ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>calm emotions, phantasmal force</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, greater invisibility</i>
5th	<i>dominate person, seeming</i>

If one of the characters in your party has chosen an archfey from the book as their patron, the whole party might start at a relationship of 1 with that patron's court. The court bonuses are reproduced in this section for ease of use.

## LORD CALS

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 EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, sanctuary</i>
2nd	<i>warding bond, zone of truth</i>
3rd	<i>aura of purity, slow</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>antilife shell, geas</i>

## FEY PRESENCE

Lord Cals uses the 1st-level Fey Presence feature of all archfey.

## EVER WAITING

Beginning at 6th level, you don't need to use your concentration to ready a spell.

## HALT THE IMPUDENT

Starting at 10th level, after a creature makes a melee attack roll against you, you can use your reaction to prevent the creature from making any further melee attacks against you until the end of its turn.

## DARK DELIRIUM

Lord Cals uses the 14th-level Dark Delirium feature of all archfey.



## LORD CALS PATRON BONUSES

The party's relationship with Lord Cals and his court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Hustlers	The party has disadvantage on initiative rolls due to a curse from Lord Cals.
0 Mayflies	No effect.
1 Observers	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately.  1/day each: <i>comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth</i>
2 Wanderers	The party receives the above benefit as well as the following magic item: Ioun Stone, Reserve (DMG 176).

## CIRRUS THE JESTER

Cirrus the Jester is a trickster spirit. They tell jokes to soothe their addled, sickened mind. But nothing suffices. Cirrus can shapeshift at will into any mortal that has ever laughed at their jokes.

### CIRRUS EXPANDED SPELLS

Spell Level	Spells
1st	<i>grease, Tasha's hideous laughter</i>
2nd	<i>magic mouth, pyrotechnics</i>
3rd	<i>haste, speak with dead</i>
4th	<i>compulsion, confusion</i>
5th	<i>mislead, modify memory</i>

## FEY PRESENCE

Cirrus uses the 1st-level Fey Presence feature of all archfey.

## PENNY CIRCUS

Beginning at 6th level, when a creature hits you with an attack and it can see and hear you, you can use your reaction to force it to make a Wisdom saving throw against your spell save DC. On a failed save, the creature is frightened of you until the end of your next turn. You can use this feature a number of times equal to your Charisma modifier. You regain expended uses upon the completion of a long rest.



## FRIGHTFUL MAGIC

Starting at 10th level, when a creature fails a saving throw against your spell of 3rd level or higher, the creature also becomes frightened of you until the end of your next turn.

## DARK DELIRIUM

Cirrus uses the 14th-level Dark Delirium feature of all archfey. The hallucinatory realm resembles a twisted circus.

## CIRRUS PATRON BONUSES

The party's relationship with Cirrus and their court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Critics	Due to a curse from Cirrus, each time a party member is knocked prone, they must succeed on a DC 15 Wisdom saving throw or fall under the spell of <i>Tasha's hideous laughter</i> .
0 Audience Members	No effect.
1 Fans	All party members gain proficiency in Performance while performing together as a group. If a party member already has proficiency in Performance, they can add +1 to their Performance checks (whether with their party or elsewhere).
2 Performers	The party receives the above benefit as well as the following magic item: Hat of Disguise (DMG 173).



## DAILILI

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. She now sits on her rooted throne, plotting her revenge, growing ever stronger. A tree has sprouted from her fey court, an extension of her very will, that is fated to consume all of existence.

### DAILILI EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>ensnaring strike, hail of thorns</i>
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2nd	<i>barkskin, spike growth</i>
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3rd	<i>daylight, speak with plants</i>
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4th	<i>blight, grasping vine</i>
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5th	<i>awaken, tree stride</i>
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### DAILILI PATRON BONUSES

The party's relationship with Dailili and her court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
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-1 Parasites	All natural terrain is difficult terrain for the party due to a curse from Dailili.
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0 Food Sacks	No effect.
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1 Planters	The party draws from the same pool of available spells. Spells unavailable to one party member also become unavailable to the rest. Their shared spell save DC is 8 + proficiency bonus. The party can cast the following spells innately.
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	1/day each: <i>barkskin, entangle, grasping vine, hail of thorns, plant growth, speak with plants, spike growth</i>
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2 Wardens	The party receives the above benefit as well as the following magic item: Bag of Beans (DMG 152).
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### TANGLING ROOTS

At 1st level, you learn the 1st-level spell *entangle* if you don't know it already. You can cast *entangle* at will.

### SPLITTING EARTH

Starting at 6th level, as a bonus action, you can activate or deactivate this feature. While activated, natural ground in a 15-foot radius around you becomes difficult terrain for creatures other than you and up to 6 creatures of your choice.

### BEGUILING DEFENSES

Dailili uses the 10th-level Beguiling Defenses feature of all archfey.

### INFINITE SOUL

Beginning at 14th level, you gain temporary hit points equal to half your level at the start of each of your turns if you are standing on natural ground and aren't incapacitated.



## TETTLEBUG MOONFLOWER

The pixie 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 EXPANDED SPELLS

Spell Level	Spells
1st	<i>heroism, thunderwave</i>
2nd	<i>find steed, shatter</i>
3rd	<i>call lightning, conjure animals</i>
4th	<i>conjure woodland beings, storm sphere</i>
5th	<i>control winds, reincarnate</i>

### WINGCLAP

At 1st level, you learn the cantrip *thunderclap*. For you, the range of this cantrip is a 15-foot radius around you, and you can choose to make it silent to all but those who fail their save against it.

### MISTY ESCAPE

Tettlebug Moonflower uses the 6th-level Misty Escape feature of all archfey.

### BEGUILING DEFENSES

Tettlebug Moonflower uses the 10th-level Beguiling Defenses feature of all archfey.

### LIMITLESS CHEER

Beginning at 14th level, you are immune to the charmed and frightened conditions, and magic can't put you to sleep. You also learn the spell *freedom of movement*, which you can cast once without expending a spell slot. Once you've cast the spell in this way, you must finish a short or long rest before you can do so again.

### TETTLEBUG PATRON BONUSES

The party's relationship with Tettlebug Moonflower and her court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Meanies	The party is magically deafened every day from dawn until twilight due to a curse from Tettlebug.
0 Boors	No effect.
1 Friends	Each party member succeeds on all nonmagical weather-related saving throws and is immune to nonmagical weather-related damage as long as they are within 30 feet of another party member.
2 Best Friends!	The party receives the above benefit as well as the following magic item: Instrument of the Bards, Anstruth Harp (DMG 205). A party member can spend 4 weeks of downtime learning to play the harp from Greta in the Church of Her Inimitable Joyousness or Hermione Galanodel in the Sentinels of Equity Headquarters; they become fully proficient after 4 weeks as the Anstruth Harp magically enhances their learning.

### OTHER ARCHFEY

If a warlock in your party has made a pact with an archfey not included here, the party can still benefit from patron bonuses as follows.

### GENERIC PATRON BONUSES

The party's relationship with the archfey and its court begins at 1 instead of 0.

Relationship	Bonus (or Detriment)
-1 Enemies	Each party member has disadvantage on saving throws against spells due to a curse from the archfey.
0 Ignorants	No effect.
1 Allies	When a party member is within 10 feet of another party member, both party members have advantage on saving throws against spells and magical effects.
2 Family	The party receives the above benefit as well as the following magic item: Robe of Useful Items (DMG 195).



# SCHOOL OF WITCHCRAFT

Not all wizards learn their practice in an academy. A witch learns their trade by stealing, hiding, squirreling themselves away for months and years alone. They may not have had the means to pay for their tuition, or perhaps they were banned or expelled. Witches thrive in small communities where they cure the sick, guard the walls, chase out intruders, care for the land, and pursue their magical interests in their own way.

## BONUS CANTRIPS

When you become a witch, you learn one of the following cantrips: *druidcraft*, *guidance*, *resistance*, or *thorn whip*. Whenever you learn a new wizard cantrip, you can add these cantrips to the list you can choose from.

## EXPANDED SPELL LIST

When you pick your wizard spells, you can add the following spells to the wizard spell list. These spells are considered to be wizard spells for you.

### WITCH EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane</i> , <i>goodberry</i>
2nd	<i>lesser restoration</i> , <i>protection from poison</i>
3rd	<i>plant growth</i> , <i>speak with dead</i>
4th	<i>conjure woodland beings</i> , <i>death ward</i>
5th	<i>awaken</i> , <i>contagion</i>
6th	<i>conjure fey</i>
7th	<i>regenerate</i>
8th	<i>animal shapes</i>
9th	<i>storm of vengeance</i>

## POTIONS

Starting when you take this subclass at 2nd level, as part of a short or long rest, you can spend one hour brewing a potion using a cauldron or a pot, magically creating the bottle for the potion as you do so. You can infuse the potion with the effects of a spell of 3rd level or lower that you have prepared by expending the material components of the spell, half a gallon of water (most is boiled off), and extra potion components detailed below.

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.

You know when a creature drinks your potion. You can choose to cast the spell originating from the drinker (you provide all other components). Otherwise, the drinker is targeted by the spell as normal.

When splashing a creature with your potion, you have a reach of 5 ft. and a range of 30/90 feet. The splasher uses your spell attack bonus or their own attack bonus, whichever is higher. On a hit, the potion splashes its contents over the target and shatters. On a miss, it shatters without effect.

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. You can have a number of potions infused at once equal to your Intelligence modifier.

## EXTRA POTION COMPONENTS

Each time you brew a potion, you must expend more than just the infused spell's components. Roll on the Extra Potion Components table or pay another price given to you by your DM. If you can't obtain these extra components before the end of your rest, the potion fails to brew. The components are destroyed (if possible) in the creation of the potion.

### EXTRA POTION COMPONENTS

d8	Component
1	A memory.
2	The life of a beast.
3	A weapon that has tasted blood.
4	A lost item, still being searched for.
5	A lock of hair.
6	A kiss, and a promise.
7	The dying words of an enemy.
8	A minute of contemplation.

## WITCH'S FAMILIAR

At 2nd level, the spell *find familiar* appears in your spell book if you don't have it already, and you can ignore the material components for the spell. You always have this spell prepared, and it doesn't count towards your prepared spells.

## WITCH'S COVEN

At 6th level, you form a coven with your party. Choose up to 6 allies you can see; they become new coven mates. A new coven mate must agree to be part of the coven and undergo a 1-hour ritual as detailed below.

After finishing a long rest, you can choose to remove coven mates from your coven, or add new ones if you have fewer than six. The maximum number of people in a coven is six. Speak to your DM if you want them to waive this restriction.

You gain a two-way telepathic connection to your coven mates up to 60 feet away, and coven mates can telepathically communicate with each other as long as they are each within 60 feet of you. You can cast any of your spells as though they originated from any coven mate of your choice, except spells with a range of self, as long as they are on the same plane of existence as you and you otherwise fulfill the spell's requirements. You provide all other components of the spell.





## COVEN RITUAL

*"Repeat after me: My arm is your arm."*

*"My arm is your arm," they repeat.*

*"My thoughts are your thoughts."*

*"My thoughts are your thoughts," they repeat.*

*"My heart is your heart."*

*"My heart is your heart," they repeat.*

*"Now, give me your hand so that it may point true."*

*They hold out a hand. The witch slices their palm and drinks the blood.*

*"Bend down your head so that it will know truth."*

*They bend down their head. The witch plucks a strand of hair and tucks it behind an ear.*

*"Call past the wind so we know where it blew. Do you accept?"*

*"I do!" they call.*

*"Then we are one. We are true."*

## WITCH'S HUT

From 10th level, you can extend your hospitality to your coven. At the start of a short or long rest, you can touch a point on the ground to raise up your hut from the earth. Your hut is a 30 foot by 30 foot single-story building made of magically-reinforced wood. While within your hut, you and your coven mates gain the maximum amount of healing from hit dice, and you are alerted if creatures approach the hut with ill intent. At the end of the rest, your hut grows legs, spits everyone out, and walks away. It disappears into its own private pocket dimension after a minute.

## ANIMATOR

At 10th level, the spells *unseen servant*, *mouse* (pg. 37), and *animate objects* appear in your spell book if you don't have them already. You always have these spells prepared, and they don't count towards your prepared spells.

## COMBAT BREWING

Starting at 14th level, you can instantly brew potions mid-combat. While initiative has been rolled, you can use your action to brew a potion, infusing it with any spell you have prepared. You must expend the material components of the spell as well as one extra potion component of your choice from the list above. The potion materialises in your empty hand. As part of the action you took to brew the potion, you can drink it, splash it, or pass it to an ally within 5 feet of you.

You can brew a potion in this way even if you already have your maximum number of potions infused. Unlike other potions, this potion loses its infusion after 1 minute. Once you have used this feature, you must finish a short or long rest before you can do so again.

## POTION MASTERY

Also starting at 14th level, you can infuse your potions with any spell you have prepared.



# CUSTOMISATION

## WHAT YOU LEFT BEHIND

As a Material plane native, why is it important to return to the Material Plane? Why risk these expeditions into the Feywild?

Discuss the answer to these questions with your DM. You can decide on your own answer, or roll on the Reason to Return table.

### REASON TO RETURN

#### d6 What You Left Behind

- |   |                           |
|---|---------------------------|
| 1 | A dream of a better life. |
| 2 | A family. Your children.  |
| 3 | Your true love.           |
| 4 | An item of great value.   |
| 5 | A promise unfulfilled.    |
| 6 | Revenge.                  |

## WHAT YOU WILL LEAVE

As a Feywild native, why is it important to leave the Feywild? Why have you begun to settle in Endercoast?

Discuss the answer to these questions with your DM. You can decide on your answer, or roll on the Reason to Leave table.

### REASON TO LEAVE

#### d6 What You Will Leave

- |   |  |
|---|--|
| 1 | A life of uncertainty and pain.                  |
| 2 | A family you would not have chosen for yourself. |
| 3 | An arranged marriage.                            |
| 4 | A cursed item.                                   |
| 5 | An oath you regret taking.                       |
| 6 | An order of banishment.                          |

## WHY YOU JOINED

The Feywild can be a vast and lonely place. Why have you chosen to join with a party of adventurers? What can you offer the party? What can they offer you?

Discuss the answer to these questions with your DM. You must decide for your own benefit why the character you play is appropriate for this adventure and deserves to be in the party.

A character in the party must be willing to delegate responsibility, to allow others to have the spotlight, and to accept that failure in this land of chaos is not only inevitable but frequent. Such is the way of life in the Feywild.

## BACKGROUNDS

### ENDERCOAST BACKGROUNDS

The following backgrounds from the PHB are appropriate to represent characters who live in Endercoast.

- Acolyte (PHB 127)
- Charlatan (PHB 128)
- Criminal (PHB 129)
- Entertainer (PHB 139)
- Guild Artisan (PHB 132)
- Guild Merchant (PHB 133)
- Noble (PHB 135)
- Sage (PHB 137)
- Urchin (PHB 141)

In addition, the following new background from Into Wonderland can also represent characters well established in Endercoast.

- Guard (pg. 30)

### FEYWILD BACKGROUNDS

The following backgrounds from the PHB are appropriate to represent characters who live in the Feywild.

- Charlatan (PHB 128)
- Hermit (PHB 134)
- Outlander (PHB 136)

In addition, the following new backgrounds from Into Wonderland can also represent characters well established in the Feywild.

- Archfey's Courtier (pg. 29)
- Hag's Servant (pg. 30)

### ACOLYTE (PHB 127)

There are only three religions in Endercoast with significant following now that the city has been transplanted into the Feywild.

The Church of Her Inimitable Joyousness worships Lliira, Goddess of Joy, and their worship of her takes the form of an acrobatic circus performance.

The elves, firbolgs, gnomes, and druids of the Sylvan Grove worship Silvanus, God of Wild Nature, although they are seen with suspicion by the rest of the city due to the circumstances.



The Sentinels of Equity are largely non-denominational, but still mysteriously receive clerical powers for their priests.

If you serve as an acolyte of the Sentinels of Equity, your DM may allow your party to begin with a relationship of 1 with this faction.

You can worship other gods, but you might be the only acolyte of such a god in the city still actively practicing your faith. Even the most devoted feel totally cut off from the divine in the Feywild.

## ARCHFEY'S COURTIER

You are a courtier in the majestic court of a powerful archfey, such as Lord Cals, Cirrus the Jester, Dailili, Tettlebug Moonflower, or another archfey of your choice. You are often sent on missions of both high and low importance in accordance with the mercurial whims of your master.

**Skill Proficiencies.** History, Performance

**Languages** Sylvan or one Feywild language of your choice (pg. 32)

**Tool Proficiencies** One musical instrument of your choice (PHB 154)

**Equipment** A musical instrument you're proficient in, four sets of beautiful courtier's robes (one for each season), a token of your archfey such as a sprig of mistletoe or a shrunken skull, a common magic item of your choice, and a belt pouch containing 25 chocolate coins

## AUDIENCE WITH THE ARCHFEY

As a courtier, you can obtain an audience directly with the archfey you serve. You will need to present a very compelling argument for why they should pay attention to you right now as opposed to anything else of interest in their realm.

Your DM may decide that this background allows your party to start at a relationship of 1 with the archfey you serve.

## SUGGESTED CHARACTERISTICS

Archfey like to keep exuberant courtiers to entertain themselves, and you are no different.

### PERSONALITY TRAIT

#### d8 Personality Trait

- 1 I am utterly devoted to my master, who is perfect in every way.
- 2 The music I play captures the hearts of all who listen.
- 3 All the world's a stage, and I am but an actor on that stage. I say my lines, and I am done.
- 4 My mood changes dramatically depending on the season.
- 5 I am as carefree as the wind.
- 6 Only I know the true nature of the archfey. And they have secrets I shall never tell.
- 7 I AM VERY LOUD.
- 8 The world is so full of wonders. How could anyone settle on just one vocation their whole life?

### IDEAL

#### d6 Ideal

- 1 **Chaos.** The nature of the Feywild is to reject the laws that mankind imposes on it. (Chaotic)
- 2 **Emotional Truth.** One must not tell lies. The Feywild will know. (Neutral)
- 3 **Music.** I hope to one day play a song so beautiful that the Weave itself sings along. (Good)
- 4 **Love.** You can't argue with how you feel. (Chaotic)
- 5 **Devotion.** I have sworn myself to my archfey because I believe in their cause. (Neutral)
- 6 **Trickery.** The world needs pranksters as much as it needs lawyers and bankers and accountants. (Chaotic)

### BOND

#### d6 Bond

- 1 This is by no means the first archfey for whom I am a courtier, and they will not be the last.
- 2 My instrument was carved by an ancient being and still bears a portion of its soul.
- 3 I have seven lovers in seven realms. May they never meet.
- 4 I believe that my archfey and I share a special relationship, deeper and truer than with other courtiers.
- 5 I was once a human on the Material Plane. Look how times have changed.
- 6 My six thousandth birthday was just last month. Or was it my seven thousandth? Who can keep track?

### FLAW

#### d6 Flaw

- 1 I'm so rAnDoM!
- 2 Lend me your trust and you shall quickly regret it.
- 3 I have little patience for things that do not bring me immediate joy.
- 4 There is none more glorious than my archfey, and I will burn to death without hesitation anyone who claims otherwise.
- 5 I can't take anything seriously. It's all just a big joke.
- 6 Responsibility is a four letter word.

## CHARLATAN (PHB 128)

You have taken another's identity in Endercoast. You may be a native resident of Endercoast, or you may be a spy for an archfey. Either way, your fragile existence in Endercoast is one that teeters on the knife's edge of discovery.

## CRIMINAL (PHB 129)

Life was always hard for those without means, but now that Endercoast has fallen into the Feywild, the means available to you have shrunk even further. A life of crime makes the most sense when you're not even sure that money will be accepted tomorrow.

## ENTERTAINER (PHB 130)

You wonder how you could possibly hope to compete with the beautiful ballads sung by fey creatures, but hey, you still get work, and there's nothing that gets the Endercoast public's mind off their predicament more than a jaunty tune.

## GUARD

Commissioner Huck Lasick has really doubled down on recruitment into the Endercoast Guard. As a guard, you have a duty to protect the city, and although in the past this was mostly against itself, now there are greater incursions that threaten public safety.

**Skill Proficiencies.** Intimidation, Investigation

**Languages** Any two Endercoast languages of your choice (pg. 32)

**Equipment** A uniform identifying you as part of the Endercoast Guard, a set of Thieves' Tools you took from the evidence locker, a set of manacles, a set of common "civvie" clothes, and a pouch containing 15 gp

## STOP! YOU'VE VIOLATED THE LAW!

You have the authority to stop, question, and frisk Endercoast civilians, who are likely to cooperate with you in the pursuit of criminals.

Your DM may allow your party to begin at a relationship of 1 with the Endercoast Guard faction.

## SUGGESTED CHARACTERISTICS

Use the tables for the Soldier background (PHB 140) as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of the Endercoast Guard.

## GUILD ARTISAN (PHB 132)

The arts have always been a major part of Endercoast's prosperity. The festivals are traditionally a celebration of that. But in the Feywild, the government has turned its attentions on more practical matters, and you find that the guilds are having to borrow a lot of money to keep the dividends flowing for their members.

## GUILD MERCHANT (PHB 133)

Endercoast has a powerful union, the Union of Small Business Owners, which you are invariably a member of if you want to obtain and keep a business license. Circumstances have arisen such that your regular business has gone under or has been made redundant with the displacement into the Feywild, but there is always the opportunity to start a new business.

Your DM may allow your party to begin at a relationship of 1 with the Union of Small Business Owners faction.

## HAG'S SERVANT

You made a bad deal. You've paid for it. You were young when you first entered into servitude to the hag, and now you are fourteen years older, no wiser, no stronger, just tired. The hag was true to her word: your service has ended. Now what?

**Skill Proficiencies.** Medicine, Nature

**Languages** Two Feywild languages of your choice, one of which is Sylvan unless you already know it

**Equipment** A petrified crow, a mirror that shows your face when you are old, an iron rat's skull, an unopenable tiny chest that beats rhythmically, a voodoo doll of a long-dead enemy of the hag, and a bright pink mushroom

## A HAG'S EYE VIEW

You understand innately the meaning of any deals a hag (or other similar deal-making fey creature) offers the party. For example, you know that the demand for "That spring in your step" means that you will lose 10 feet of movement speed and will no longer be able to jump.

## SUGGESTED CHARACTERISTICS

Fourteen years of servitude to a hag is more than enough to change someone forever.

### PERSONALITY TRAIT

#### d8 Personality Trait

- 1 I've grown sympathy for the hag over the years.
- 2 I did not deserve this fate. Someone must pay.
- 3 An inescapable obsession compels me to organise everything I see into just the right configuration.
- 4 Direct eye contact makes me uncomfortable.
- 5 I collect interesting trinkets.
- 6 Don't talk to me about hardship. I've worked longer days and done harder things than you could imagine.
- 7 I carefully catalogue every new plant and animal I encounter out of habit.
- 8 I make sure to acknowledge the hard work of familiars, unseen servants, and other such helpful creatures summoned by magic. If I had my way, I'd free them all.



## HAG'S SERVANTS

Spent some time as a warden in a dungeon when I was a more ambitious young man. I've seen the looks on the faces of the poor souls they locked away down there. Nothing compared to those who come back from a stint with a hag.

### IDEAL

#### d6 Ideal

- 1 **Freedom.** I will not be enslaved. Not again. Not this time. (Chaotic)
- 2 **Pain.** Everyone should have to endure a taste of what I went through. (Evil)
- 3 **Curiosity.** I was able to learn a lot from the hag, despite her best efforts. (Chaotic)
- 4 **Negotiation.** Don't make my mistake. Be clear in the terms of every deal. (Lawful)
- 5 **Cynicism.** Life sucks, and then you die. Get used to it. (Neutral)
- 6 **Nature.** I appreciate the beauty of every defiant little pocket of life found in the natural world. (Good)

### BOND

#### d6 Bond

- 1 I made friends with a very smart rat who kept me sane during my servitude. I was devastated to learn she was the hag in disguise.
- 2 By the end of my time with the hag, we had grown mutual respect for one another. We were not equals, but sometimes we came close.
- 3 The home I left behind is no longer there for me. I wouldn't want to go back anyway. It's time I struck out on my own.
- 4 A satyr tried to save me, but was captured and enslaved by the hag. One day I will go back to save him in return. But first I must plan.
- 5 I watched a dryad grow from a shrub to a tree. Every day I would sneak her a ray of sunshine I had caught in my pocket. I wonder where she is now.
- 6 I made a promise before I was enslaved. There is still time to fulfill it.

### FLAW

#### d6 Flaw

- 1 Empathy exhausts me. There is no more room in my heart for those who have suffered misfortune. I've seen it all before.
- 2 Hard work never set me free. What's the point of it now?
- 3 I'm much more confident in Sylvan than I am with my native language. I've lost touch with my roots.
- 4 The terrible things I've seen have left me with a scar on my mind that will never go away.
- 5 I don't fully believe that I am free. Each night I fear I will wake up with the hag standing over me, compelling me back to her service.
- 6 I've inherited all the worst traits of a hag.

## HERMIT (PHB 134)

You've spent countless years in the Feywild mulling over the meaning of such a place. The secret you've uncovered likely has to do with how to defeat a powerful archfey, or how to return Endercoast to the Material Plane. Discuss with your DM the nature of such a secret.

## NOBLE (PHB 135)

You're part of the upper class of Endercoast, and you likely have ties with Mayor Attercat and the government due to your family's extensive briberies.

The DM may allow your party to begin at a relationship of 1 with the Endercoast Government faction.

## OUTLANDER (PHB 136)

The Feywild is home to many countless tribes of many countless races. There are humans, not in great number, but they are here. And there are more exotic tribes of goblins who have rejected Maglubiyet, lizardfolk and bullywugs who have wandered here from their homelands, kuo-toas who got lost in the Underdark and swam to the Feydark, wood elves and eladrin and firbolg that have made their home in the tree tops, gnomes that live in glamoured villages in hills, and centaurs in the open fields.

## SAGE (PHB 137)

Endercoast has plenty of magic users and plenty of researchers. After the displacement, such scholars became highly sought for their knowledge of the planes.

## URCHIN (PHB 141)

You've been doubly displaced from your home, now. Perhaps the Feywild is an opportunity to improve your situation. Then again, how many opportunities have you let slip?

## LANGUAGES

Everyone in Endercoast speaks Common as well as any languages of their race. The most commonly spoken languages are as follows.

- Common
- Draconic
- Dwarvish
- Elvish
- Gnomish
- Halfling
- Infernal
- Orc
- Thieves' Cant

In the Feywild, communication can be more difficult, and there are hundreds of unique languages. The following languages are spoken enough to be notable. Elvish is the only language that is commonly spoken in both Endercoast and the Feywild, so it is the language of trade between them, despite vastly different dialects.

Whenever someone from Endercoast and someone from the Feywild attempt to understand each other without the aid of magic, each speaker must succeed on a DC 10 Intelligence check or they will misunderstand the other speaker.

- Bullywug
- Draconic
- Druidic
- Elvish
- Giant
- Goblin
- Kuo-Toa
- Sylvan

## FEATS

Any feats from the PHB are appropriate for this adventure. In addition, the following feats are available to those who embrace the chaotic nature of the Feywild.

- Chaos Caster
- Feywild Navigator

## CHAOS CASTER

You've learned to accept the chaos of the Weave into your spellcasting.

Increase your Intelligence, Wisdom, or Charisma by 1. Each time you cast a spell of 1st level or higher, roll a d20. On a roll of 20, you trigger a Wild Magic Surge (PHB 104).

If you are a sorcerer with the Wild Magic bloodline, you instead bolster your class feature by triggering a surge on a roll of 1 or 20.

## FEYWILD NAVIGATOR

You are in tune with the shifting of the Feywild.

Increase your Intelligence, Wisdom, or Charisma by 1. You innately understand the emotional frame of mind you need to travel to any area of the Feywild, and you have advantage on Wisdom (Survival) checks and Charisma saving throws made as part of navigating the Feywild.

## MONSTER LISTS

### DRUID WILD SHAPES

The following beast shapes are available to any druid with the Wild Shape feature who is familiar with the Feywild. This is also a good list to pick from when you cast *polymorph*.

#### WILD SHAPES

CR	Beast	Restrictions	Source
0	Badger		MM 318
0	Cat		MM 320
0	Deer		MM 321
0	Goat		MM 330
0	Owl		MM 333
0	Raven	Fly	MM 335
0	Spider		MM 337
1/8	Giant Weasel		MM 329
1/8	Poisonous Snake	Swim	MM 334
1/4	Constrictor Snake	Swim	MM 320
1/4	Elk		MM 322
1/4	Giant Frog	Swim	MM 325
1/4	Giant Owl	Fly	MM 327
1/4	Giant Poisonous Snake	Swim	MM 327
1/4	Wolf		MM 341
1/2	Black Bear		MM 318
1/2	Giant Goat		MM 326
1/2	Giant Wasp	Fly	MM 329
1	Brown Bear		MM 319
1	Dire Wolf		MM 321
1	Giant Spider		MM 328
1	Giant Toad	Swim	MM 329
2	Cave Bear		MM 334
2	Giant Boar		MM 323
2	Giant Constrictor Snake	Swim	MM 324
2	Giant Elk		MM 325
2	Giant Tortoise		pg. 52
3	Ancient Boar		pg. 40
4	Ancient Raven	Fly	pg. 43
4	Ancient Wolf		pg. 46
5	Ancient Toad	Swim	pg. 45
6	Ancient Bear		pg. 39
7	Ancient Elk		pg. 41
8	Ancient Owl	Fly	pg. 42
9	Ancient Spider		pg. 44



## CONJURE ANIMALS

The following beasts are available to be conjured with the spell *conjure animals*. The DM usually selects which beasts are conjured, but you can ask the DM to allow you to pick them instead.

### WILD SHAPES

CR	Beast	Amount	Source
0	Badger	8	MM 318
0	Cat	8	MM 320
0	Deer	8	MM 321
0	Goat	8	MM 330
0	Owl	8	MM 333
0	Raven	8	MM 335
0	Spider	8	MM 337
1/8	Giant Weasel	8	MM 329
1/8	Poisonous Snake	8	MM 334
1/4	Constrictor Snake	8	MM 320
1/4	Elk	8	MM 322
1/4	Giant Frog	8	MM 325
1/4	Giant Owl	8	MM 327
1/4	Giant Poisonous Snake	8	MM 327
1/4	Wolf	8	MM 341
1/2	Black Bear	4	MM 318
1/2	Giant Goat	4	MM 326
1/2	Giant Wasp	4	MM 329
1	Brown Bear	2	MM 319
1	Dire Wolf	2	MM 321
1	Giant Spider	2	MM 328
1	Giant Toad	2	MM 329
2	Cave Bear	1	MM 334
2	Giant Boar	1	MM 323
2	Giant Constrictor Snake	1	MM 324
2	Giant Elk	1	MM 325
2	Giant Tortoise	1	pg. 52

## CONJURE WOODLAND BEINGS

The following fey are available to be conjured with the spell *conjure woodland beings*. The DM usually selects which fey are conjured, but you can ask the DM to allow you to pick them instead. You can't summon a fey creature if you don't have access to the sourcebook it comes from (i.e. *Volo's Guide to Monsters*).

For creatures listed here without page references, your DM will be able to find their statblocks for you in the book *Into Wonderland*. Your DM has the same list of creatures found on pg. 90-92 of *Into Wonderland*.

### WOODLAND BEINGS

CR	Fey	Amount	Source
1/8	Boggle	8	VGM 128
1/4	Blink Dog	8	MM 318
1/4	Pixie	8	MM 253
1/4	Sprite	8	MM 283
1/2	Darkling	4	VGM 134
1/2	Satyr	4	MM 267
1	Centaur, Fire Beetle	2	--
1	Centaur, Shambling Mound	2	--
1	Centaur, Unicorn	2	--
1	Centaur, Wolf Spider	2	--
1	Dryad	2	MM 121
1	Quickling	2	VGM 187
1	Time Vulture	2	pg. 52
2	Darkling Elder	1	VGM 134
2	Darkwood Stalker	1	pg. 51
2	Gardener (any fey race)	1	--
2	Growth Druid (any fey race)	1	--
2	Meenlock	1	VGM 170
2	Sea Hag	1	MM 179

## CONJURE FEY

### FEY CREATURES

The following fey are available to be conjured with the spell *conjure fey*. You can't summon a fey creature if you don't have access to the sourcebook it comes from (i.e. *Volo's Guide to Monsters*).

Creatures summoned by this spell cannot cast *conjure woodland beings* or *conjure fey* themselves.

For creatures listed here without page references, your DM will be able to find their statblocks for you in the book *Into Wonderland*. Your DM has the same list of creatures found on pg. 90-92 of *Into Wonderland*.

FEY	CR	Fey	Source
	1/8	Boggle	VGM 128
	1/4	Blink Dog	MM 318
	1/4	Pixie	MM 253
	1/4	Sprite	MM 283
	1/2	Darkling	VGM 134
	1/2	Satyr	MM 267
	1	Centaur, Fire Beetle	--
	1	Centaur, Shambling Mound	--
	1	Centaur, Unicorn	--
	1	Centaur, Wolf Spider	--
	1	Dryad	MM 121
	1	Quickling	VGM 187
	1	Time Vulture	pg. 52
	2	Darkling Elder	VGM 134
	2	Darkwood Stalker	pg. 51
	2	Gardener (any fey race)	--
	2	Growth Druid (any fey race)	--
	2	Meenlock	VGM 170
	2	Sea Hag	MM 179
	3	Green Hag	MM 177
	3	Redcap	VGM 188
	3	Survivalist (any fey race)	--
	3	Witch (any fey race)	--
	4	Mercury Berserker (any fey race)	--
	4	Yeth Hound	VGM 201
	5	Warden (any fey race)	--
	6	Annis Hag	VGM 159
	7	Bheur Hag	VGM 160
	7	Korred	VGM 168

## FEY SPIRITS IN BEAST FORM

The following beasts are available to be conjured with the spell *conjure fey*, changing their type to fey.

When you summon an ancient beast with this spell, such as the ancient elk, you summon the beast itself; its type doesn't change to fey. If you attempt to summon an ancient beast that is dead, the spell fails. The spell otherwise has the same effect.

### FEY SPIRITS

CR	Fey Spirit / Ancient Beast	Source
0	Badger	MM 318
0	Cat	MM 320
0	Deer	MM 321
0	Goat	MM 320
0	Owl	MM 333
0	Raven	MM 335
0	Spider	MM 337
1/8	Giant Weasel	MM 329
1/8	Poisonous Snake	MM 334
1/4	Constrictor Snake	MM 320
1/4	Elk	MM 322
1/4	Giant Frog	MM 325
1/4	Giant Owl	MM 327
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# SPELLS

## SPELL LISTS

### BARD

#### CANTRIPS (0 LEVEL)

Coin Toss

#### 2ND LEVEL

Euphoria

Mouse

Our Little Secret

#### 3RD LEVEL

Babble

#### 4TH LEVEL

Despair

Tormentor

#### 6TH LEVEL

Discord

#### 7TH LEVEL

Trick

### CLERIC

#### CANTRIPS (0 LEVEL)

Coin Toss

#### 3RD LEVEL

Babble

#### 5TH LEVEL

Extract Dream

Rainbow

### DRUID

#### 2ND LEVEL

Mouse

#### 3RD LEVEL

Babble

Return to Earth

#### 5TH LEVEL

Extract Dream

Rainbow

### PALADIN

#### 5TH LEVEL

Rainbow

### RANGER

#### 2ND LEVEL

Euphoria

#### 3RD LEVEL

Return to Earth

#### 5TH LEVEL

Rainbow

### SORCERER

#### CANTRIPS (0 LEVEL)

Coin Toss

#### 2ND LEVEL

Knight's Hop

#### 4TH LEVEL

Despair

#### 5TH LEVEL

Rainbow

#### 6TH LEVEL

Reflect

### WARLOCK

#### CANTRIPS (0 LEVEL)

Coin Toss

#### 3RD LEVEL

Babble

#### 4TH LEVEL

Despair

#### 5TH LEVEL

Extract Dream

#### 6TH LEVEL

Discord

#### 7TH LEVEL

Trick

### WIZARD

#### CANTRIPS (0 LEVEL)

Coin Toss

#### 2ND LEVEL

Euphoria

Knight's Hop

Mouse

Our Little Secret

#### 3RD LEVEL

Babble

#### 4TH LEVEL

Despair

#### 5TH LEVEL

Extract Dream

#### 6TH LEVEL

Discord

Reflect

#### 7TH LEVEL

Trick

# SPELL DESCRIPTIONS

## BABBLE

*3rd level enchantment*

**Available to:** bards, clerics, druids, warlocks, wizards

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a weasel's tongue)

**Duration:** Concentration, up to 1 minute

You inflict a curse of uncontrollable bouts of gibberish. Choose a humanoid or fey that you can see within range. The target must succeed on a Wisdom saving throw or babble incoherently for the duration. While babbling, the target can't speak, make bite attacks, use breath weapons, or use spells that require a vocal component. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends for the target.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional humanoid or fey for each slot level above 3rd. The humanoids or fey must be within 30 feet of each other when you target them.

## COIN TOSS

*Transmutation cantrip*

**Available to:** bards, clerics, sorcerers, warlocks, wizards

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a coin, which the spell consumes)

**Duration:** Instantaneous

You enchant a coin and flip it. The coin hovers and spins for a split second, then darts towards a creature you can see within range, bursting on impact with a flash of energy. Make a ranged spell attack roll against the target. On a hit, roll a d2. The target takes 1 force damage on a roll of 1 and 8 force damage on a roll of 2.

**At Higher Levels.** This spell's damage increases either by 1 on a roll of 1 or by 8 on a roll of 2 when you reach 5th level (2, 16), 11th level (3, 24), and 17th level (4, 32).

## DESPAIR

*4th level enchantment*

**Available to:** bards, sorcerers, warlocks, wizards

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (the skull of a Tiny beast)

**Duration:** Concentration, up to 1 minute

You remind your target of the hopelessness of existence. Choose a humanoid or fey that you can see within range. The target must succeed on a Charisma saving throw or become despondent. A creature with 5 or less Intelligence or that is immune to being charmed automatically succeeds on this saving throw. While despondent, the target is incapacitated, it automatically fails any ability checks or saving throws made to resist being grappled or restrained, and attack rolls have advantage against it. At the end of each of the target's turns or when the target takes damage, it can make another Charisma saving throw. On a success, the spell ends for the target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional humanoid or fey for each slot level above 4th. The humanoids or fey must be within 30 feet of each other when you target them.

## DISCORD

*6th level enchantment*

**Available to:** bards, warlocks, wizards

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a bouquet of flowers thrown high in the air, which the spell consumes)

**Duration:** Concentration, up to 1 minute

You cause infighting amidst your enemies' ranks. Choose a point within range. Each creature of your choice within a 20-foot radius of that point must succeed on a Wisdom saving throw or become charmed by you. While charmed, each target must use its action on its turn to make a melee weapon attack against an ally within reach. The target will move up to its speed to get in reach of one of its allies if it is safe to do so. At the end of each of the target's turns or when the target takes damage, it can make another Wisdom saving throw. On a success, the target is no longer charmed.

## EUPHORIA

*2nd level evocation*

**Available to:** bards, druids, rangers, wizards

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an expanded balloon)

**Duration:** Instantaneous

You breathe a puff of sweet-smelling, dizzying gas like that of a faerie dragon. Each creature in a 15-foot cone originating from you must make a Wisdom saving throw. On a failed save, roll on the Euphoria Breath Effect table. The target must act accordingly on its next turn.

### EUPHORIA BREATH EFFECT

#### d6 Effect

- |   |  |
|---|--|
| 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.   |



## EXTRACT DREAM

5th level divination

**Available to:** clerics, druids, warlocks, wizards

**Casting Time:** Casting Time

**Range:** Touch

**Components:** V, S, M (a spinning top)

**Duration:** 10 minutes

You extract the ectoplasmic energy of dreams by laying your hands upon a sleeping humanoid or fey. The target makes a Charisma saving throw. On a failed save, the target's dreams, if it has any, appear in a hazy bubble above its head. The dreams are, by nature, meaningful only to the dreamer. A person viewing the dream in this way can make a DC 20 Wisdom (Insight) check to fathom the meaning of the dream, learning a secret about the dreamer on a success.

If the dreamer is being targeted by the spell *dream*, a representation of its nightmares materialises as a living nightmare, such as a terrible monster, the caster of *dream*, or even the dreamer themselves. The living nightmare is any CR 4 or higher creature with the following changes.

- Its hit points are halved.
- Its type is aberration.
- It has resistance to bludgeoning, piercing, and slashing damage, and it has immunity to necrotic and poison damage.
- It has the *Incorporeal* trait of a **ghost** (MM 147).
- It can't move further than 30 feet from the dreamer.
- If the dreamer dies or is no longer unconscious, the living nightmare disappears.
- If the living nightmare dies, the dreamer can sleep more soundly for a while. If the same caster of *dream* attempts to cast it again on the dreamer in the next 42 (4d20) days, the spell fails.

## KNIGHT'S HOP

2nd level transmutation

**Available to:** sorcerers, wizards

**Casting Time:** 1 action

**Range:** 5 ft.

**Components:** V, S, M (a small carved figure of a horse)

**Duration:** Instantaneous

You move a creature as though they were a knight on a dragon's chess board. Make a melee spell attack against a Medium or smaller creature within range. On a hit, you move the target in a straight line 10 feet in any direction and then 5 feet in a perpendicular direction, as long as there is space to do so. You can choose to move the target 5 feet and then 10 feet perpendicular instead. Against a willing target, you don't need to hit them with a melee spell attack, you just need to touch them.

## MOUSE

2nd level transmutation

**Available to:** bards, druids, wizards

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (a little winding handle)

**Duration:** 1 minute

You animate an object with the speed and timidity of a mouse. Choose an Tiny object within range. The target grows four little furry legs and becomes an **animated mouse** for the duration, immediately rolling initiative and attempting to escape to a hiding spot. It sees all other creatures as deadly threats, including you. The effects end if the animated mouse is reduced to 0 hit points (which destroys the object) or if a creature can see the animated mouse when the spell ends. Otherwise, it remains an animated mouse indefinitely.

## ANIMATED MOUSE

*Tiny construct, unaligned*

**Armor Class** 15

**Hit Points** 1 (1d4 -1)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	9 (-1)	2 (-4)	6 (-2)	2 (-4)

**Skills** Stealth +7

**Senses** passive Perception 8

**Languages** --

**Challenge** 0 (0 XP)

### ACTIONS

**Scurry.** The animated mouse takes the Disengage and Hide actions. It can break them up with movement.

## OUR LITTLE SECRET

2nd level divination (ritual)

**Available to:** bards, wizards

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a novel with certain passages suspiciously marked)

**Duration:** 1 hour

You and each willing humanoid or fey touching you when the spell is cast can speak, read, and write Thieves' Cant for the duration. If no willing creatures are touching you, the spell fails.

## RAINBOW

*5th level evocation*

**Available to:** clerics, druids, paladins, rangers, sorcerers

**Casting Time:** 1 action

**Range:** 300 ft.

**Components:** V, S, M (an inverted crystal pyramid)

**Duration:** Instantaneous

A swathe of multicoloured radiance springs forth from your glimmering chest. Choose a creature within range and make a ranged spell attack against it. On a hit, you deal 1d12 damage of each of the following types, for a total of 7d10 damage: radiant, fire, lightning, acid, cold, thunder, and force. You also learn if the target has any vulnerabilities, resistances, or immunities to any of these damage types.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level, 7th level, or 8th level, you can add 1d10 damage of an additional damage type for each slot level above 5th. You can choose from the following additional damage types: necrotic, poison, and psychic. When you cast this spell at 9th level, you instead roll additional damage equal to 1d10 poison, 1d10 psychic, 1d10 necrotic, 2d10 force, and 2d10 radiant.

## REFLECT

*6th level abjuration*

**Available to:** sorcerers, wizards

**Casting Time:** 1 reaction

**Range:** 60 ft.

**Components:** V, S, M (a silver mirror)

**Duration:** Instantaneous

In response to a caster you can see within range targeting you with a single-target spell, you can attempt to reflect the spell. A reflected spell targets the caster of the spell as though it originated from you, if possible, and it uses your spell save DC or spell attack bonus, if relevant. The original caster has advantage on any saving throw it must make. You can reflect a spell even if it isn't a spell you know.

If the target is casting a cantrip or a 1st-level spell, you reflect the spell without needing to make an ability check. If the target is casting a spell of 2nd level or higher (up to 5th level) make an ability check using your spellcasting ability. The DC equals 14 + the spell's level. On a success, the creature's spell is reflected. You can't reflect spells of 6th level or higher.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you reflect the spell if its level is less than or equal to five levels below the spell slot you used. For example, casting *reflect* at 8th level allows you to reflect spells of 3rd level or lower without needing to make an ability check.

## RETURN TO EARTH

*3rd level necromancy*

**Available to:** druids, rangers

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S, M (dirt from a grave)

**Duration:** Concentration, up to 1 minute

The earth calls for all manner of creature to coalesce back into its dark soil. Choose a creature within range. At the end of each of its turns until the spell ends, the target must succeed on a Strength saving throw or be knocked prone if it is within range and it is standing on natural ground.

## TORMENTOR

*4th level conjuration*

**Available to:** bards

**Casting Time:** 1 bonus action

**Range:** 60 ft.

**Components:** V

**Duration:** Concentration, up to 1 minute

You torment your enemy with jests and mockery. Choose a creature within range. An illusory floating mouth appears and follows the target. The mouth criticizes, harangues, insults, and berates the target in its native tongue. As a bonus action and as part of casting this spell, you can use the mouth to cast *vicious mockery* on the target, dealing 4d4 psychic damage on a failed save (regardless of your level). You can't cast *vicious mockery* twice in the same round using this spell, and you must fulfill the requirements to cast it, using the mouth for verbal components. If the target dies, you can use your bonus action to move the mouth to a new target within range and use the mouth to cast *vicious mockery* on the new target.

## TRICK

*7th level illusion*

**Available to:** bards, warlocks, wizards

**Casting Time:** 1 action

**Range:** 90 ft.

**Components:** S

**Duration:** Concentration, up to 24 hours

You swap identities with a humanoid you can see within range that is within 1 size category of you. If the target is unwilling, it must make a Charisma saving throw. On a success, the spell ends. On a failure, both you and the target teleport to each other's spaces, switching positions. You both become glamourous to look like each other and speak in each other's voices. The moment of change is not perceptible. To discern through the illusion, a suspicious creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. The changes wrought by this spell fail to hold up to physical inspection.

A hag that knows this spell can cast it on two targets other than herself within range. Both targets must either be willing or have failed their saving throw for the change to take place.



# MONSTERS

## ANCIENT BEASTS

The creatures described here are the oldest of the beasts. They are nameless, primordial, all of the fury and hatred of the wilds, but all of its beauty as well. Meeting such a creature is an encounter of legend. Those who pass on tales of their encounters are heralded as prophets or blasphemers, and to kill an ancient beast is to commit an unspeakable crime. The one who lands the killing blow on an ancient beast suffers a hag curse.

A druid from the Feywild knows that it is a great taboo to take on the form of these beasts as their Wild Shape, but many still do. As a result, these great beasts often feel compelled to prove their identity through great feats of power.

### ANCIENT BEAR

This ancient black bear has hibernated for millennia. It takes a lot to wake her from her slumber -- a beehive in her claws, an owl feather to her nose, a memory of her young. Once she is awake, she will do whatever it takes to return to her wonderful dreams of honey.

### ANCIENT BEAR RUMOURS

- The bear can see all around her even when she is asleep.
- The bear cannot be physically harmed while she is asleep; an ancient faerie blessing protects her.
- The bear's yawn is enough to put you to sleep where you stand.

## ANCIENT BEAR

*Huge beast, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 115 (10d12 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	10 (+0)	20 (+5)	14 (+2)

**Saving Throws** Str +10, Con +6, Wis +8

**Skills** Perception +8

**Senses** Blindsight 60 ft., Darkvision 120 ft., passive Perception 18

**Languages** Sylvan

**Challenge** 6 (2,300 XP)

**Hibernate.** When the bear is unconscious, she is immune to all damage types except psychic.

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The bear uses her yawn, if available, then makes two attacks: one with her bite and one with her claws.

**Bite. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

**Claws. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Yawn (Recharges 5-6).** The bear yawns, magically plunging herself and other creatures into slumber. The bear can affect 50 hit points with this action. Starting with the creature that has the lowest current hit points, each creature within 60 feet of the bear (including her) that can hear her and is affected by the ability falls unconscious until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake (this doesn't work on the bear). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this ability.

## ANCIENT BOAR

The ancient boar has lived for thousands of years due to his sheer unwillingness to die.

### WILD SHAPE

A druid that takes the ancient boar as their wild shape adds (2/Day) to the boar's *Relentless Defiance* trait.

### LEGENDARY RESISTANCES

The ancient boar's tusks glow with bright yellow light. Each time the boar expends a use of his legendary resistance, one of his two tusks loses this brilliance. The brilliance returns at dawn of each new day.

### RUMOURS

- The ancient boar is nothing more special than a particularly large boar. It just happens to have not yet been killed.
- The boar cannot be killed in combat by anything but the most devastating blow, and the boar can shake off any negative effects with nothing but a grunt and a snort.

## ANCIENT BOAR

*Large beast, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

**Saving Throws** Str +5, Con +5, Wis +2

**Senses** passive Perception 10

**Languages** Sylvan

**Challenge** 3 (700 XP)

**Charge.** If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

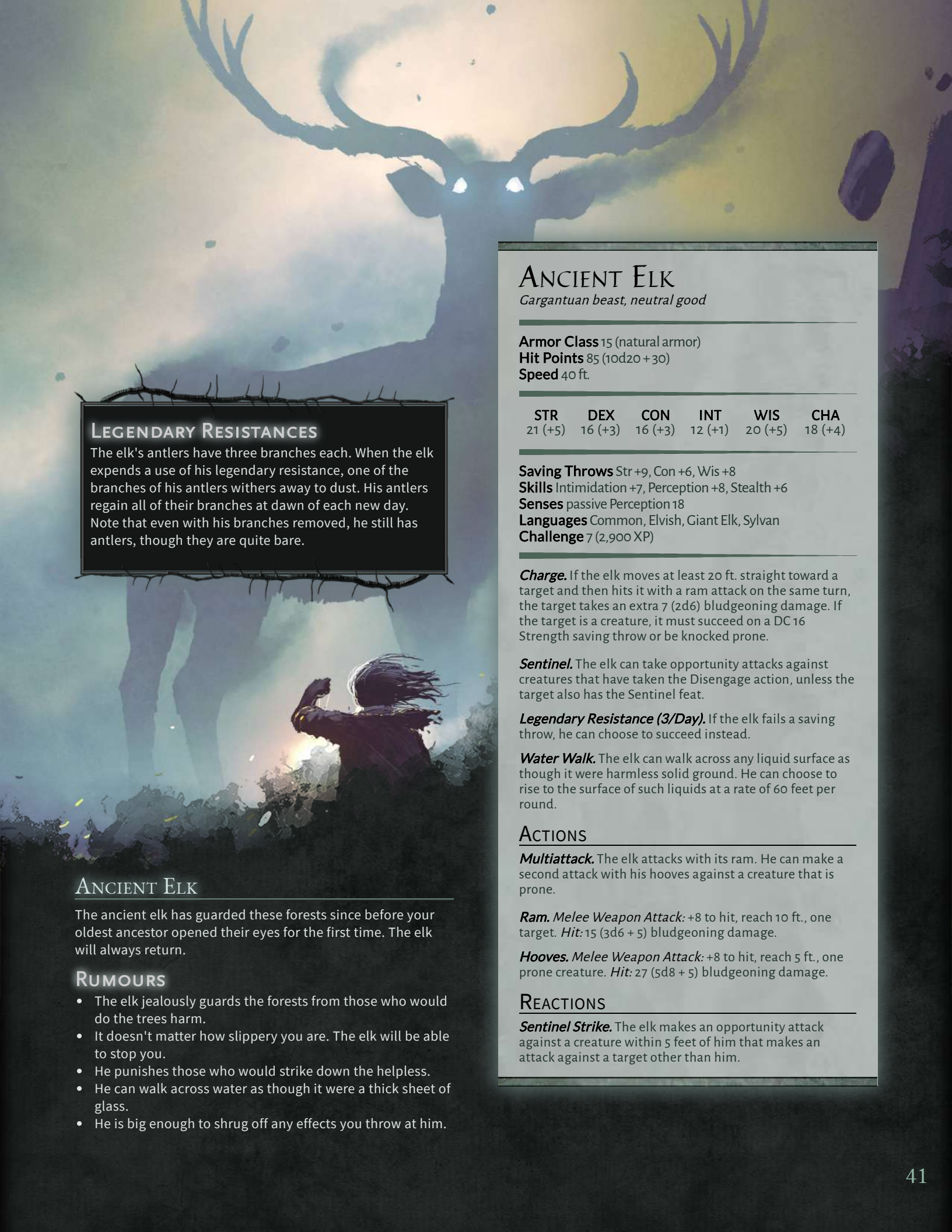
**Relentless Defiance.** If the boar is not killed outright by an attack or effect that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

**Legendary Resistance (2/Day).** If the boar fails a saving throw, he can choose to succeed instead.

### ACTIONS

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





### LEGENDARY RESISTANCES

The elk's antlers have three branches each. When the elk expends a use of his legendary resistance, one of the branches of his antlers withers away to dust. His antlers regain all of their branches at dawn of each new day. Note that even with his branches removed, he still has antlers, though they are quite bare.

## ANCIENT ELK

The ancient elk has guarded these forests since before your oldest ancestor opened their eyes for the first time. The elk will always return.

### RUMOURS

- The elk jealously guards the forests from those who would do the trees harm.
- It doesn't matter how slippery you are. The elk will be able to stop you.
- He punishes those who would strike down the helpless.
- He can walk across water as though it were a thick sheet of glass.
- He is big enough to shrug off any effects you throw at him.

## ANCIENT ELK

*Gargantuan beast, neutral good*

**Armor Class** 15 (natural armor)

**Hit Points** 85 (10d20 + 30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	12 (+1)	20 (+5)	18 (+4)

**Saving Throws** Str +9, Con +6, Wis +8

**Skills** Intimidation +7, Perception +8, Stealth +6

**Senses** passive Perception 18

**Languages** Common, Elvish, Giant Elk, Sylvan

**Challenge** 7 (2,900 XP)

**Charge.** If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Sentinel.** The elk can take opportunity attacks against creatures that have taken the Disengage action, unless the target also has the Sentinel feat.

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

**Water Walk.** The elk can walk across any liquid surface as though it were harmless solid ground. He can choose to rise to the surface of such liquids at a rate of 60 feet per round.

### ACTIONS

**Multiattack.** The elk attacks with its ram. He can make a second attack with his hooves against a creature that is prone.

**Ram. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

**Hooves. Melee Weapon Attack:** +8 to hit, reach 5 ft., one prone creature. *Hit:* 27 (5d8 + 5) bludgeoning damage.

### REACTIONS

**Sentinel Strike.** The elk makes an opportunity attack against a creature within 5 feet of him that makes an attack against a target other than him.

## ANCIENT OWL

From her perch in the tallest tree of the Feywild, the ancient owl jealously observes all that goes on across her lands. She is opposed inherently to Dailili, the Tree of Infinity, who claims the owl's lands as hers. Dailili must be blighted into dust.

### LEGENDARY RESISTANCES

The owl's hoots and screeches echo three times. For each expended use of legendary resistance, the owl's hoots and screeches echo one fewer time. The number of echoes resets at dawn of each new day.

### RUMOURS

- She flies too fast to strike from the ground.
- Her screeches can chill you to the bone.
- A favourite technique of hers is to grab you, fly you high into the air, and drop you to your doom, all the while rending out your liver as though you were nothing but a mouse.
- She hates Dailili, for Dailili infringes on the land she governs.

## ANCIENT OWL

*Gargantuan beast, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 135 (10d20 + 30)

**Speed** 15 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	17 (+3)	15 (+2)	30 (+10)	19 (+4)

**Saving Throws** Str +7, Con +6, Wis +13

**Skills** Perception +13

**Senses** passive Perception 23

**Languages** Common, Elvish, Giant Owl, Sylvan

**Challenge** 8 (3,900 XP)

**Flyby.** The owl doesn't provoke opportunity attacks when she flies out of an enemy's reach.

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

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

### ACTIONS

**Multiattack.** The owl uses her screech, if available. She then makes an attack with her talons.

**Talons. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 18 (4d6 + 4) slashing damage, and the owl can grapple the target (escape DC 15). If the owl has two targets grappled, she can't use this attack against creatures other than them.

**Screech (Recharge 5-6).** Each creature within 1 mile of the owl that can hear her must succeed on a DC 15 Wisdom saving throw or become frightened of her for one minute. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success.

### LEGENDARY ACTIONS

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

**Fly.** The owl flies up to her flying speed.

**Gizzard Digestion.** The owl rolls a d6. On a 5-6, she recovers a use of her screech.

**Rend.** The owl makes an attack with her talons against a creature she is grappling.



## ANCIENT RAVEN

The three-eyed raven observes the past with her left eye, the present with her right, and the future with her third. She knows how you were born. She knows how you will die. And she knows all the ways that you are lying to yourself.

### RUMOURS

- The raven hears only truth.
- The raven speaks only lies.
- The raven sees the past, the present, and the future.
- The raven's chicks were killed in a terrible storm.
- The raven has made a nest high on a perilous mountain and has not come down for many months.
- The raven has adopted seven new sons. She is not having much luck teaching them of her ways.

## ANCIENT RAVEN

*Large beast, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 77 (14d10)

**Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	22 (+6)	21 (+5)	19 (+4)

**Saving Throws** Str +2, Con +3, Wis +7

**Skills** Deception +6, History +10, Insight +9, Perception +9, Stealth +5

**Senses** truesight 30 ft., passive Perception 19

**Languages** Common, Elvish, Giant Raven, Sylvan

**Challenge** 4 (1,100 XP)

**Liar Be Revealed.** The raven knows if she hears a lie.

**Mimicry.** The raven can mimic any sounds she has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

### ACTIONS

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

### LEGENDARY ACTIONS

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

**Left Eye.** The raven leers at a creature she can see. She learns the target's personality traits, ideals, bonds, and flaws.

**Beak (Costs 2 Actions).** The raven attacks with her beak.

**Right Eye (Costs 2 Actions).** The raven leers at a creature she can see. The target gains disadvantage on all attack rolls against the raven, and the raven gains advantage on all saving throws against spells cast by the target. These effects last until the end of the target's next turn.

**Third Eye (Costs 3 Actions).** The raven leers at a creature she can see, expressing a dark portent of the future. The next time the target rolls an attack roll, ability check, or saving throw, the result becomes 1 (before modifiers).

# ANCIENT SPIDER

*Gargantuan beast, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 145 (10d20 + 30)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	16 (+3)	10 (+0)	17 (+3)	13 (+1)

**Saving Throws** Str +10, Con +11, Wis +7

**Skills** Perception +7, Stealth +15

**Senses** Blindsight 60 ft., Darkvision 120 ft., passive Perception 17

**Languages** Sylvan

**Challenge** 9 (5,000 XP)

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

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The spider uses its web, if available. It can then make a bite attack.

**Bite. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 7) piercing damage plus 27 (6d8) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5-6).** The spider nonmagically reproduces the spell *web* (save DC 15). Webbing created in this way lasts indefinitely.

## LEGENDARY ACTIONS

The spider can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

**Escape.** The spider moves up to her speed and then takes the Hide action.

**Bide.** The spider rolls a d6. On a roll of 5-6, she regains all expended uses of her Web.

## ANCIENT SPIDER

Long has she waited in her web for the juiciest prey. And here you are, having thrown yourself straight into her clacking mandibles. All these centuries have finally born fruit.

## LAIR

The spider's lair was once a beautiful grove of trees, but now the trees are draped with webbing as white and soft as a bride's veil. While in her lair, on initiative count 20, the spider can take the following lair action, which doesn't affect CR.

**Strands.** Every surface within 30 feet of the spider becomes covered in webs.

She has 14 (4d6) **giant spiders** (MM 328) in her lair, her babies. They love her and she hates them.

## LEGENDARY RESISTANCES

The ancient spider has three red hourglass symbols on the underside of her abdomen. For each expended use of her legendary resistance, one of her hourglasses disappears. They reappear at dawn of each new day.

## RUMOURS

- She is more patient than Lord Cals.
- Draped in her webbing, she can resist even the most powerful of magic.
- Her webs do not decay.
- Her venom can paralyze even the hardest of creatures.
- Never, ever lose sight of her. It'll be the last and most fatal of your failures.



## ANCIENT TOAD

The bullywugs worship a false king. There is only one king of the swamp, but he is too fat and too lazy to correct them. After all, a king need not declare himself king for his royal stature to be legitimate.

### LEGENDARY RESISTANCES

The ancient toad's glamoured helm has three brilliant green gems inlaid. For each use of the toad's legendary resistance, one of these gems shatters. They reform at dawn of each new day.

### RUMOURS

- He is the one true king of the swamp!
- He is fair! He is just! He is kind! He is true!
- He is implacable to all curses and foibles!
- His crown gives him the power to speak all tongues!
- His bulk crushes all!

### SPELL DESCRIPTIONS

#### TONGUES

*The toad's tongue morphs into a hideous oversized version of the tongue of a speaker of your language. It drips with saliva and pulses with misused muscle. You want to retch.*

## ANCIENT TOAD

*Huge beast, neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 51 (6d12 + 12)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	8 (-1)	12 (+1)	15 (+2)

**Saving Throws** Str +7, Con +5, Wis +4

**Skills** Stealth +6

**Condition Immunities** charmed, frightened, prone

**Senses** passive Perception 11

**Languages** Bullywug, Sylvan

**Challenge** 5 (1,800 XP)

**Amphibious.** The toad can breathe air and water.

**Crush.** If the toad drops at least 20 feet and then makes a slam attack on the same turn against a creature within 5 feet of where it landed, the attack deals an additional 26 (4d12) bludgeoning damage.

**Helm of Tongues.** While wearing his magic helm, which is glamoured to take on the appearance of a glorious golden crown, the toad can cast *tongues* at will.

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

**Standing Leap.** The toad's long jump is up to 60 ft. and his high jump is up to 30 ft., with or without a running start.

### ACTIONS

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 20 (3d10 + 4) piercing damage, plus 11 (2d10) poison damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 10 (1d12 + 4) bludgeoning damage.

**Swallow.** The toad makes one bite attack against a Large or smaller target he is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by him and can escape from the corpse using 5 feet of movement, exiting prone.

## ANCIENT WOLF

A wolf fell victim to a hunter's trap. With iron clamped on broken bone, he howled for someone, anyone, to help him return to his family, before he knew what it meant to ask. He was saved. But in the end, all creatures must die, and soon his family was dust while he remained.

### RUMOURS

- The wolf is a survivor. He heals from all wounds in less than a minute. And he can shrug off magical effects like shaking his fur dry.
- The wolf has spent so long alone that he no longer needs a pack: if the only thing before you is his howling maw, he will strike true.
- You cannot hide from him.
- He has a companion, a human named Pup. Unusual for a beast that has spent so much time alone.
- He is as swift as the wind.

### RAISED BY THE WOLF

*When Endercoast was whisked away to the Feywild, a young girl was separated from her parents by time and space. In desperation, the little girl called out to someone to help her, and she was answered by two beasts: a wolf and a cicada. The wolf, recognising a heartache all too familiar, taught her to howl. But the cicada promised her a home. And when the girl accepted the cicada's offer, the cicada condemned her to an eternity of servitude, for the cicada was a hag. And the girl howled and howled.*

*The wolf bargained for her release. The hag agreed, if the wolf would raise the girl. A simple request. Time is a funny thing in the Feywild. For her parents, it may as well have been yesterday they were whisked away. But for the girl, it has been 14 years. And her parents are long forgotten.*

The ancient wolf has a human **survivalist** companion named Pup. Pup speaks only Sylvan.

## ANCIENT WOLF

*Huge beast, neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 63 (6d12 + 24)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	18 (+4)	15 (+2)	19 (+4)	14 (+2)

**Saving Throws** Str +7, Con +6, Wis +6

**Skills** Perception +6, Stealth +6

**Senses** passive Perception 16

**Languages** Sylvan

**Challenge** 4 (1,100 XP)

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

**Legendary Resistance (2/Day).** If the wolf fails a saving throw, he can choose to succeed instead.

**Packless.** The wolf has advantage on an attack roll against a creature if the wolf is the only creature within 5 feet of it.

**Survivor.** The wolf regains 10 hit points at the start of his turn if he has at least 1 hit point.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

### LEGENDARY ACTIONS

The wolf can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

**Hunt.** The wolf takes the Search action.



## THE ANCIENT WOLF

There is no stronger family than the family  
you choose for yourself. Blood is overrated.  
And oh so easily spilled.



### LEGENDARY RESISTANCES

The ancient wolf has glowing blue streaks through his fur. Upon the first use of his legendary resistance, the streaks stop glowing, and when all uses have been expended, they disappear entirely. The streaks reappear in their full brilliance at dawn of each new day.



## AWAKENED PLANTS

These plants can be created by druids and other woodsy spellcasters. Druids of the Circle of Growth often take the forms of these plants using their Wild Shape.

### AWAKENED CREEPER

An awakened creeper is a tangled mass of sentient vines covering the forest floor, given life through the *awaken* spell to guard precious locations in the woods.

### WILD SHAPE

If a druid is charmed, frightened, or has levels of exhaustion when it Wild Shapes into an awakened creeper, these conditions (and the amount of time the druid has had each condition) are suspended while in Wild Shape, but resume when the druid returns to its original form if the conditions are still relevant.

## AWAKENED CREEPER

*Gargantuan plant, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 46 (4d20 + 4)

**Speed** 30 ft.

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

**Skills** Stealth +4

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, exhaustion, frightened, grappled, prone, restrained

**Senses** passive Perception 10

**Languages** one language known by its creator

**Challenge** 1 (200 XP)

**Churning Mass.** The creeper can occupy another creature's space and vice versa, and the creeper can move through any opening large enough for a Tiny plant. A creature that starts its turn in the creeper's space must make a DC 11 Strength saving throw. On a failed save, the creature's movement speed becomes 0 ft. until the end of its turn.

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

### ACTIONS

**Multiattack.** The creeper makes two attacks with its vines.

**Vines. Melee Weapon Attack:** +4 to hit, reach 20 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage, and if the target is a creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained.

**Choking Grasp (Recharge 5-6).** Each creature grappled by the creeper must make a DC 11 Constitution saving throw. On a failed save, a target takes 10 (3d6) bludgeoning damage and begins to suffocate; the suffocation ends when the target is no longer grappled by the creeper. On a successful save, the target takes half as much damage and doesn't begin to suffocate.



## AWAKENED OAK

An awakened oak is an ancient tree given life through the *awaken* spell. More than a millennium rooted in the ground has given the oak the power to cast spells through the purity of its connection to the earth. Over time, as the oak grows more accustomed to its new life, its magic eventually fades.

### WILD SHAPE

A druid can use the awakened oak's Innate Spellcasting trait to cast the oak's spells while in Wild Shape.

### SPELL DESCRIPTIONS

## AT WILL

#### DRUIDCRAFT

*Flowers bloom where the oak steps.*

#### THORN WHIP

*The oak reaches out impossibly far and drags you back through the dirt.*

## 3/DAY EACH

#### ENTANGLE

*The tree's roots erupt from the ground and ensnare you.*

#### LOCATE ANIMALS OR PLANTS

*The tree meditates, reaching out to its brethren for information.*

#### SPEAK WITH PLANTS

*The tree leans its head against its inert brother. Both in kinship and in sadness.*

## 1/DAY EACH

#### GOODBERRY

*The oak offers you a pinecone. "It will not taste good, but it will fill your belly."*

## AWAKENED OAK

*Huge plant, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 73 (7d12 + 28)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	18 (+4)	10 (+0)	16 (+3)	9 (-1)

**Saving Throws** Con +6, Wis +5

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** passive Perception 13

**Languages** one language known by its creator

**Challenge** 4 (1,100 XP)

**False Appearance.** While the oak remains motionless, it is indistinguishable from a normal oak tree.

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

At will: *druidcraft, thorn whip*

3/day each: *entangle, locate animals or plants, speak with plants*

1/day each: *goodberry, grasping vine, plant growth, return to earth*

### ACTIONS

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (5d6 + 6) bludgeoning damage.

#### GRASPING VINE

*"Stop!" says the oak. Its roots erupt from underneath you and hold you in place.*

#### PLANT GROWTH

*Flowers bloom all around you. And so do the vines. So thick is the growth that you can barely move.*

#### RETURN TO EARTH

*The ground churns with the oak's roots, pulling you down back into the earth where you belong.*

## AWAKENED TRAPPER

A trapper is a massive plant that feeds on insects that land within its gaping maw, which it then traps inside of itself and dissolves with powerful acid. The *awaken* spell often has the side effect of increasing its size dramatically, which makes it ideal for warding off pests like crows and mice.

### WILD SHAPE

If a druid that has taken the form of an awakened trapper has a creature swallowed while reverting back to druid form, the swallowed creature is no longer restrained by the druid and is ejected prone into an empty space within 5 feet of the druid.

## AWAKENED TRAPPER

*Large plant, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

**Skills** Deception +2, Stealth +5

**Damage Vulnerabilities** fire

**Senses** passive Perception 10

**Languages** one language known by its creator

**Challenge** 3 (700 XP)

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

**Surprise Attack.** If the trapper surprises a creature and hits it with a bite attack during the first round of combat, the target takes an extra 7 (2d6) damage.

### ACTIONS

**Multiattack.** The trapper makes two attacks with its vines and one with its bite. It can replace its bite attack with its swallow, if available.

**Vines. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the trapper can't bite another target.

**Swallow.** The trapper makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the trapper, and it takes 10 (3d6) acid damage at the start of each of the trapper's turns. The trapper can have only one target swallowed at a time.

If the trapper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



# OTHER FEYWILD CREATURES

## DARKWOOD STALKER

Darkwood stalkers are lonely spirits who wear the hair they would have grown in life as a thick keratin mask shaped like the horns of a goat. A bright pink flame, their true form, propels them through the air, protected by magical purple tendrils that lick at the edges of the branches around them.

### RUMOURS

- Line your weapons with silver before you approach one. Doesn't matter if it's magical or not.
- They'll flare up with bright light when they feel threatened.
- Their masks are formed from the hair they would have grown if they had been given the chance to live a normal life.
- As a last defiant act, they'll explode into thick purple gas which can cause you to become lost in the Feywild.
- They are evil and bitter. They hate those who live out the kind of life that was taken from them.

## DARKWOOD STALKER

*Medium fey, neutral evil*

**Armor Class** 12

**Hit Points** 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	6 (-2)	13 (+1)	10 (+0)

**Damage Immunities** poison; bludgeoning, piercing, and slashing damage from nonsilvered weapons

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

**Senses** passive Perception 11

**Languages** Sylvan

**Challenge** 2 (450 XP)

**Fey Demise.** If the darkwood stalker dies, its body disintegrates into a cloud of thick purple gas that heavily obscures vision in a 30-foot radius, lingering for 1d4 hours or until dispersed by a strong wind. A creature that starts its turn in the gas must succeed on a DC 12 Charisma saving throw or be transported to The Unknown (IW 65).

**Variable Illumination.** The darkwood stalker sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The darkwood stalker can alter the radius or extinguish its light as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

**Flame Beam.** *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 13 (2d12) fire damage.

## TIME VULTURE

Created by Lord Cals, time vultures relentlessly stalk their prey. They have the power to speed up and slow down their frame of reference for time. Many superstitious folk see them as a foretelling of death and undeath, an omen of evil. Those close to death may see them circling high up ahead, supernaturally slow, always waiting, always there.

If you have access to Xanathar's Guide to Everything, the spell *toll the dead* is thematically appropriate for a time vulture. You can add the cantrip to its at will spells.

**Undead Nature.** The time vulture doesn't require air, food, drink, or sleep.

## TIME VULTURE

*Small fey, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 34 (4d6 + 20)

**Speed** 5 ft., fly 30 ft. (hover)

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

**Skills** History +2, Perception +9

**Damage Resistances** necrotic, poison

**Condition Immunities** poisoned

**Senses** truesight 30 ft., passive Perception 19

**Languages** understands Sylvan but can't speak

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The time vulture's innate spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately.

At will: *chill touch*

1/day each: *despair*, *slow*, *time stop*

### ACTIONS

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

### REACTIONS

**Dark Portent.** When a creature the time vulture can see makes an attack roll, a saving throw, or an ability check, the time vulture can change the result to 1 (before modifiers).

## SPELL DESCRIPTIONS

### CHILL TOUCH

*A ghostly double of the vulture's gnarled talon snakes its way towards you and rends its way into your chest.*

## DESPAIR

*You are overcome with hopelessness. We are all carrion in the end.*

## SLOW

*The vulture seems to flap its wings faster and faster and faster -- no, no, you are the one who is slowing down.*

## TIME STOP

*A blink of your eye, and something has changed forever. It can never be undone.*

## GIANT TORTOISE

Slow and steady wins the race.

The giant tortoise moves 5 feet per round during high-intensity situations like combat. Otherwise, it takes its time, ambling along at roughly 20 feet per hour.

## GIANT TORTOISE

*Large beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 51 (6d12 + 12)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	4 (-3)	15 (+2)	8 (-1)	14 (+2)	6 (-2)

**Saving Throws** Str +5, Con +4, Wis +4

**Senses** passive Perception 12

**Languages** --

**Challenge** 2 (450 XP)

**Shell Shield.** When forced to make a Dexterity saving throw against a damaging spell or effect, the tortoise takes half damage on a failed save and no damage on a successful one.

### ACTIONS

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





# MATTHEW'S GUIDE TO WONDERLAND

**Matthew's Guide to Wonderland** is a free 5th edition Dungeons and Dragons player's guide to the Feywild setting. It is intended to be paired with the campaign book *Into Wonderland*, both written by William Rotor. This player's guide includes new races, classes, backgrounds, feats, spells, foes, and so much more.