



GIMBLES GUIDE TO THE FEYWILD



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And all of the people that put up with me excitedly telling them how cool everything I was doing was: over and over and over again. Mostly these groups were the same people.

Playtesters: I'm not going to name everyone but suffice to say that there were 4 D&D groups who playtested this content throughout it's development.

DISCLAIMER:

Despite it's sunshiney appearance, the Feywild is not a vacation spot. This book is meant to scare you; terrify you; fill you with dread. Though undoubtedly you will ignore this fear and go to the Feywild anyways. In which case, Gimble takes no responsibility for the loss of your life, mind, individuality, wealth, or common sense (if you had any to begin with), if you choose to venture into the Feywild.

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INTRODUCTION

Welcome to the Feywild, a place of magic, illusions and emotions.

Within this book, you will find information about all the aspects you need to run a Dungeons and Dragons game set in the Feywild. It includes information ranging from the culture and attitudes of the Fey that inhabit the Feywild, to unique Feywild inspired races and subclasses and a unique system of crafting for those associated with the Feywild.

Perhaps most useful in this book is the random encounters section, which contains 50 unique random encounters and a table to roll on split between the different areas of the Feywild. However, these encounters are unlike the random encounters in other published materials. Whereas most random encounter table give only the specific number of monsters encounters with a roll on the random encounter table, I have sought to flesh out most of the random encounters with ties to the lore and history of the Feywild. As a result, not all of these random encounters necessitate combat and oftentimes, one random encounter can spawn enough roleplaying possibilities to last an entire session.

The book also includes some plants that are common in the Feywild, additional Fey monster groups, and a number of high level Fey suitable for bosses.

USING THIS BOOK

To use this book, you will need the Monster Manual and Volo's Guide to Monsters. There are a few sparing references to Mordenkainen's Tome of Foes, but always with alternate references that can be found in the Monster Manual.

Hello friends!

What follows is the true account of all that I have witnessed and recorded on my journeys through the Feywild.

Stories; legends; my own experiences with the Fey; it's all here; taken down in as true a fashion as I was able to.

Scribed in my hand.

Gimble

Master Scribe Extraordinaire, Keeper of the light, Champion Against the Darkness, Expert Explorer and Susser of Secrets, Knower of Many Amazing Things and All Around Good Guy



THE FEYWILD

The Feywild is a place of magic, illusion and high emotion. A place of the brightest sun and the darkest night; of wonder, fear and occasionally ridiculousness, where a terrifying forest may turn out to be harmless and an encounter with an innocuous seeming old woman could lead to an untimely death. For those who find themselves within the boundaries of this strange place, the line between illusion and reality becomes consistently more blurred until it becomes impossible to know whether the things you are seeing and the emotions you are feeling are real or illusion.

A LAND OF A THOUSAND ILLUSIONS

A beautiful woman wandering the forest melts away, revealing a small cloven hoofed satyr with an impish smile. A patch of blueberries covering the ground are revealed to be white Dazeberries after you begin munching through a handful and you feel the paralysis set in. You walk for hours but seem to get no closer to your goal, then the forest around you shifts, the illusion falling away to reveal the same clearing that you passed an hour ago. In the Feywild, few things are as they first appear and illusion can be found around every corner.

More than on any other plane, the creatures of the Feywild have an affinity for illusion magic. Many of them have innate abilities to twist and bend illusionary magic to amuse themselves, play tricks or capture prey. However, this trait lies not only with the creatures of the Feywild, but in the land itself, which can manifest illusions to snare the unwary. It is unclear whether there is some intelligence, such as the Keeper, directing these illusions, or whether the magic of the Feywild taps into the minds of those who travel within it, shaping itself based on their desires.



THE RISE AND FALL OF EMOTIONS

Just as the Shadowfell drains away the emotions and ambitions of those in it, leaving its denizens little more than wandering husks, the Feywild heightens those emotions and pushes the natural tendencies of any being to their extreme. A sad story may move an entire room of people to weep for a day and a night and a passing insult may lead to a years long bitter feud. However, as quickly as emotions (or tensions) rise, they can wane just as dramatically, leaving the same warring factions laughing together like old friends within the space of a few hours.

When playing in the Feywild, consider the emotional response and reaction your character would normally take towards a situation and then push that response closer to the extreme, depending on how long they have been in the Feywild. The longer they have been there, the more extreme or out of character the emotional response could be.

In addition to their rising emotion, the longer a character is in the Feywild the more they can be pushed towards a feeling of complacency with their surroundings. The illusions and emotional swings which had at first seemed almost alien to the character may quickly begin to seem unremarkable, but the thought of leaving the Feywild begins to seem less and less appealing.

EMOTIONAL RESPONSE TABLE

When a character experiences an event that elicits a strong emotion, the DM may choose to have the character roll on the emotional response table to determine whether the magic of the Feywild heightens their emotions.



DM's Note:

When running a campaign in the Feywild, consider staging some small event to illustrate how quickly emotions within the Feywild can turn. Whether it be an encounter with an NPC that rapidly shifts between a range of emotions based on the player's responses to it, or a pair of NPCs who begin to argue, come to blows and then laugh their way back into the forest together within the span of a few minutes.

Emotional Response Table

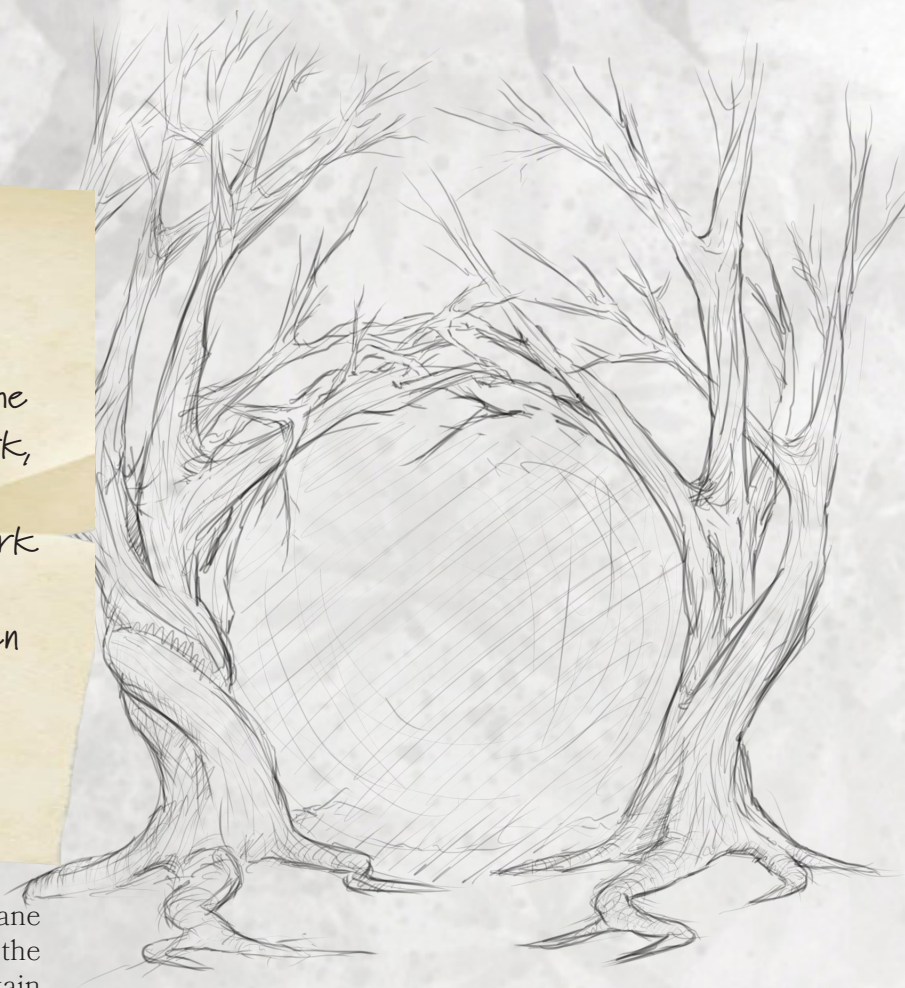
Modifiers - add +5 to the player's roles for each day that they have been in the Feywild.

1d100	Level of Response
1-50	Normal emotional response
51-70	You feel your emotions stronger than normal, but don't act on them
71-90	You feel your emotions very strongly and are driven by them to act
91-100	You are entirely overcome by your emotions (you may fly into a rage, go cry in a corner or have some other suitably emotional response)

THE VEIL THAT SEPARATES THE FEY

A girl steps off the beaten earth path, lifting the leaves and parting branches to get at the clusters of glistening red berries hidden beneath the foliage. When she looks up from her work, the sun is lower in the sky than she remembered; low enough to cast long dark shadows. The trees are thicker, the foliage denser and the path she had been following gone. This was not the same forest she had been in moments before...

The Feywild is separated from the Primaterial plane by an invisible barrier that can be traversed by only the most skilled wizards and mages. However, in certain places, at certain times of the year, or seemingly at random, the barrier can become thin enough for travel between the planes. These places may be marked by a shimmer in the air, like heat waves emanating over the desert sands, or by an unshakable feeling of being watched. Travellers in the area may see shadows or flashes of movement from the Feywild bleeding through into the Primaterial plane, or even a shimmering doorway leading to the Feywild.



DM's NOTE:

You may consider incorporating a permanent gateway to the Feywild in your world that beings from one plane, or both planes, can cross through at will. This could be an archway of old stone, or two trees that have twined together to create a gateway.

If you include a permanent gateway, think about the impact that this would have on the surrounding area - what sort of plants and animals would grow or live on both sides of the gate? How would the local towns and villages deal with the constant presence of Fey? Would they leave out offerings to keep these Fey happy, would they welcome them into their midst as friends and neighbours, or would they view them with hostility?



TIME IN THE FEYWILD

In the Primaterial plane, time is set on a fixed path. One minute follows the next and an elf on one side of the world experiences that minute in the same way as a halfling on the other side of the world. This is not the case in the Feywild. Time can be experienced in varying rates in different parts of the Feywild and by different beings. An Eladrin in Sunhallow could live his entire 800 year existence in the same space of linear time that a hag in the Murkmidden experienced 100 years.

Time in the Feywild bends primarily around periods of heightened emotion. When strong emotions flare up, time begins to slow around them, making the Feywild particularly dangerous for outsiders travelling through it. If they travel through the Feywild calmly and without conflict, they will return to their own plane with little extra time having passed. However, if they travel into the Feywild and become embroiled in a conflict with some of the local Fey or visit an eladrin festival or worse a satyr revel, they could return expecting a month to have passed, only to find out that they have been absent for two years.

This is particularly true when dealing with the Fey Elders. As manifestations of the Feywild, they exert a stronger pull on the flow of time than others, leading to a more dramatic distortion of time.

... The girl looks around in shock, wondering what sorcery could have brought her to this strange place, when a flash of movement catches her eyes. Something is hiding in a small thicket, watching her. "Who's there?" she calls out, putting her hand on the small knife in her belt. The creature steps out. He is both a man and not a man, with the features of a man, but shaggy red hair to his waist and small curved horns sprouting above pointed ears. He senses her discomfort and smiles, taking a step closer to her. "Boo!" he says, lurching towards her, sending the girl running back the way she had come. She barely notices as the twilight gives way back to the warm rays of midday. When she arrives home, her father runs up to her, taking her in his arms. "Where have you been?" he scolds her. "You've been gone three whole days!"

A SUGGESTED METHOD FOR CALCULATING FEYWILD TIME DILATION

An easy way to calculate how much time has passed in the primaterial plane while player characters are in the feywild is to take the number of days spent in the feywild, then add 1 additional day for each encounter or emotionally tense time period experienced while in the Feywild. If that encounter involved one of the Fey Elders, add three days instead of 1.

Example: 7 days spent in the Feywild, 8 normal encounters, 1 encounter with a fey elder = 7 days + 8 additional days + 3 additional days = 18 days passed in the primaterial plane.

(If you want this time dilation to be more severe, you can double this amount, increase it by a factor of 10 or use any other method of calculating or deciding how much time has passed.)

FROM EVERBRIGHT TO TWILIGHT AND INTO DARKNESS

"Follow the sun, past Sunhallow and the Razorgrass Fields; into the forests of twilight. Continue onwards toward the setting sun until it falls from the sky and the last of it's light has faded. Only then, in the deepest dark will you find the Murkmidden and the hag whom you seek."

With time in the Feywild constantly shifting, the sun, in contrast, never shifts. It stands forever motionless in the sky. There are no day/night cycles in the Feywild. Rather, each part of the feywild lies forever locked to a certain time of the day.

The southernmost part of the Feywild is called Morningtide for the dawn sunlight that casts golden rays over the watery horizon and onto the coastline there.

North of Morningtide is the Everbright, where the sun hangs high in the sky in an imitation of midday - A vast expanse of sundrenched fields and loamy forests, golden lakes and rolling hills where the majority of the Seelie and the Eladrin City of Sunhallow can be found.

If you follow the sun North from the Everbright, you will watch the sun sink towards the horizon and find yourself beneath a violet sky and a canopy of twinkling stars. These are the lands of Twilight, where the Autumn Queen holds her court and the Unseelie make their home. Continue North and you will see the last vestiges of sunlight disappear and find yourself in the Everdark, where hags, darklings, meenlocks and Fomorian make their homes.

Everdark

Twilight

Everbright

Morningtide



THE FEY

The Feywild is home to as myriad a collection of beings and creatures as any plane in the multiverse. However, from where many of those beings and creatures originated remains a mystery. With the exception of the elves and various races spawned from them, there are no gods of the Feywild that are credited with creating the satyr's, sprites, redcaps and other Fey. There are no myths about the first hag or the first dryad to walk the Feywild, as though each race just showed up one day, which may be exactly what happened.

The ambient magic of the Feywild takes any emotion inside it and amplifies it five, ten, a hundred times - which may explain the genesis of the creatures of the Feywild.

BEINGS CRAFTED OF EMOTION

The creatures of the feywild can vary drastically in appearance and temperament, ranging from playful pixie and horned satyrs, to horrific hags and murderous redcaps. Each one is a manifestation of the core emotion that spawned them into being when the Keeper wrote their stories into the fabric of the plane. Although these beings are capable of experiencing a full range of emotions and attitudes, the emotional volatility of the feywild consistently pushes them towards the emotion that spawned them - a Redcap can experience joy, sadness and jealousy, but it will always revert to the murderous rage that spawned them into existence; pixies will always trend to playfulness; satyrs will always return to lustfulness.

It is entirely possible that as more creatures from other planes come to the Feywild, adding their own experiences, perspectives and emotions, that the Feywild could manifest these new experiences as new Fey, never seen before.

WONDER OVER VALUE

Despite sometimes appearing similar to or even sharing common ancestry with the races of the primaterial plane, the Fey not only think and act differently, but have different values than creatures

characters may be used to dealing with.

Fey do not have a concept of money and therefore have little care for the value that other beings place on coins. There are, of course, Fey who have a hunger for gold, gems and treasure of various kinds, but without the type of economic systems that exist on other planes, gold does not contain the same value as it does with other races.

Fey value objects that interest or excite them, which can vary wildly between different Fey. A darkling might trade everything he owns for an especially beautiful painting, a korred might give away his gem collection for a song or a satyr might trade his pipes for a lock of hair from a beautiful maiden. Additionally, because of the unchanging nature of the Feywild and the lack of "new ideas", mechanized toys and trinkets especially astound Fey who have not spent much time in the primaterial plane.

BARGAINS WITH THE FEY

"So to review," said the pixie, holding up her tiny hand to count on her fingers. "You give me the first basket of fruit from your orchard each year, for the next ten years. A portion of honey, once per week for one year-" she paused, thinking. "A big portion! Three baskets of blackberries to be delivered immediately upon your release and a lock of your hair. I might be able to trade it for something later."

"Yes, of course" said the man, wringing the bars of the cage. "Anything. Please, just get the key and get me out of here!"

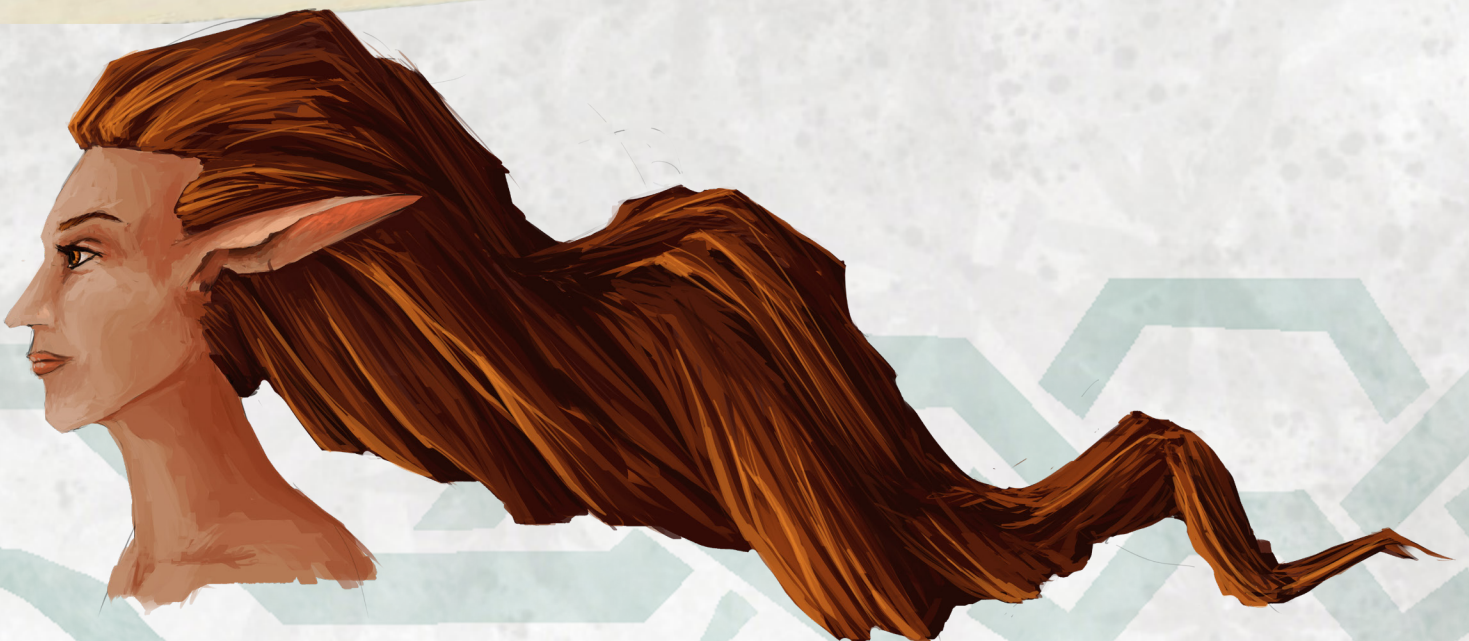
"You say you'll give anything?", the pixie said excitedly. "Let's see what you have in your pockets?"

CETHENN - FEY ELDER, TRICKSTER, DEAL BREAKER

Cethenn, widely known in the Feywild as the Trickster, is one of the Fey Elders who is almost universally reviled in the Feywild, not for his tricks, traps and trouble making antics, but for his propensity for breaking his word.

Throughout his long existence, Cethenn has reaped many dire punishments from other Fey Elders, Fey and travellers from other planes. However, none of this has been enough to dissuade him.

There is nothing that all Fey find quite so exciting as making bargains - whether it is a simple trade of goods or a complex bargain of goods or services in exchange for information and aid. Fey will haggle, barter and argue for as long as it takes to get a better deal, often adding layers of complexity and pressing further if they think that they can get more or give up less. However, once a bargain is struck and it's word given, the Fey will follow the agreement to the letter. Regardless of whether they are Seelie or Unseelie, light or dark, good or evil, there is nothing more sacred and more valuable to them than their word. Once given, a Fey will never go back on their word.



A STRANGE SENSE OF HONOR

With the quick rise and fall of emotions common in the Feywild, a bawdy joke can become a barroom brawl in a matter of minutes. As such, an act of aggression or even an outright attack can be laughed off over a few drinks. Even things that in the primaterial plane would turn someone hostile, such as the use of charm or domination magic, might only be cause for laughter in the Feywild. However, when one of the Fey perceives that you have done something that infringes on their honor or offends them, the resulting feud can last centuries before the Fey believes that you have been suitably punished for your transgression.

DM's NOTE:

An angry Fey is the perfect thing to introduce into your game if you want to lighten it up with a little humor. Find some innocuous way for a character to accidentally offend one of the Fey and let the Fey follow them around for the rest of the campaign, making things difficult for them.

TRANSGRESSIONS AGAINST A FEY

d12 Transgression

- | | |
|----|--|
| 1 | Stepped on a pixie's favorite flower |
| 2 | Called a brownie short |
| 3 | Played a better song than a satyr |
| 4 | Caught a quickling stealing and forced him to make reparations |
| 5 | Cleaned up a boggle's mess |
| 6 | Looked at the paintings in a darkling's secret collection |
| 7 | Interrupted a korred's ceremonial dance |
| 8 | Removed a redcap's hat |
| 9 | Ate nuts from a dryad's tree |
| 10 | Sat on and crushed a sprite's home |
| 11 | Broke a bargain you made with the Fey |
| 12 | Failed to provide adequate payment for a service done by a Fey |

Just as the terms of a deal made with a Fey may include things that seem strange or frivolous to adventurers, so too are the punishments meted out by the Fey equally strange. They often take the forms of pranks or tricks, but even those can lead to deadly consequences for adventurers in the right situation.

FEY PUNISHMENTS

d12 Punishment

- | | |
|----|---|
| 1 | Frame you for hundreds of thefts in the neighbouring village so you are arrested when you arrive at the gates |
| 2 | Spoil all the rations in your pack when you set out on an adventure |
| 3 | Cast a sleeping spell on your horse |
| 4 | Tell everyone at the gambling table what cards are in your hand |
| 5 | Move items from other adventurer's packs into yours |
| 6 | Fill your pack with muck while you're sleeping |
| 7 | Dye all your clothes another colour |
| 8 | Commit you to buying large quantities of things you don't need |
| 9 | Glue your weapons into their sheathes |
| 10 | Lure a troll to your camp with promises of a mutton dinner |
| 11 | Enlarge rats to giant size and lets them loose on your town's crops |
| 12 | Shrinks your weapons down to the size of toothpicks |

DIVISIONS AMONG THE FEY

The majority of Fey are independant, willful and chaotic by nature. Outside of some exceptions like sprites and Eladrin, the chaotic nature of most Fey keeps them from settling down into ordered settlements. Many are nomadic or claim an entire forest or stretch of grassland as their home rather than constructing a house or homestead.

As such, unlike the primaterial plane, or even the nine hells, the Feywild is not divided into nations, baronies, or countries, and cities or villages are few

and far between. There are, however, a few loosely defined groups among the Feywild, corresponding not to certain geographical barriers, but to different ideologies and allegiances.

The two largest of these groups are the Seelie and the Unseelie, which are often referred to by those travelling through the Feywild as the “good fey” and the “bad fey”, though this description is far from the truth.

SEELIE

Most often referred to as the “good fey” of the Feywild, the Seelie are some of the most commonly encountered by adventurers. They are followers of Daeleth, the Shephard and as such adhere to Daeleth’s one principle of “harm none”, which has led to them being labelled the “good fey” of the Feywild. Yet many a traveller has found out just how far this principle can be stretched and just how alien the Fey concepts of morality can be to an outsider.

The Seelie do not maintain a court or formal hierarchy of leadership among their ranks. They are loosely based from the City of Sunhallow, where Daeleth first sheltered the fleeing Eladrin from Faen, though it is commonly accepted that the whole of the Amberwood, stretching North to the Razorgrass fields and east into the Silvergrass Hills is Seelie territory.

Counted among the Seelie, who owe allegiance to Daeleth, are foremost the Eladrin of Sunhallow, the Faun of the Amberwood, various colonies of Sprites and Pixies and a good number of the nomadic Satyrs that roam the Everbright.

LLOSALFAR AND THE AUTUMN QUEEN

Little is certain about how the Llosalfar came to serve the Autumn Queen, but it is commonly held that when Ildrael left her brother’s side, she confided to the Llosalfar alone the secrets of the past and the future that she had learned from the hag of the Murkmidden. She told them the terrible price she had been forced to pay for that knowledge and on hearing this, the Llosalfar bent their knees and one by one kissed her hand, vowing to serve her until the stars fell from the heavens.

UNSEELIE

Stories of the Unseelie most often revolve around the Unseelie Court and their queen, Ildrael, who rules from atop a stone throne wrapped in brambles in Ilvanyl, the Palace of Dusk. The court is a permanent fixture in Ilvanyl: a conclave of Fey who reside in the palace, with the Autumn Queen, catering to her every whim. Most notable among these Fey are the Llosalfar, who reside in the caves beneath the palace and were the first to bend their knees to the Autumn Queen.

The cast of Fey that give allegiance to the Autumn Queen and the Unseelie is broader and more eclectic than those that give allegiance to the Seelie. Everything from Boggles, Darklings, Korrad, and Yeth hounds to Satyrs, Sprites and Fauns identify as Unseelie.

The Unseelie do not hold to the same principle of “harm none” that the Seelie do, which attracts Fey of more sinister nature, leading to their reputation as “bad Fey”. There are, most certainly, those among the Unseelie who can be characterized as evil, but that description would not apply to all of the Unseelie, especially the lonely Boggles and the outcast Darklings.

Once per year, on the harvest moon in Autumn, the entire cast of Unseelie travel from far and wide to honour their queen in Ilvanyl. This gathering is called the Ilfaen and all Unseelie are required to attend, lest they risk offending the temperamental Autumn Queen.

THE DEPARTED

When Daeleth extended his hand to the Eladrin and founded the city of Sunhallow, there were those among the Eladrin who railed against the order and structure that he sought to impose upon the Eladrin. They proclaiming that it was not the way of their people and left the protection of the Fey Elder. These Eladrin who abandoned Sunhallow and the Amberwood moved south into Morningtide to found the Dream Grove.

The Departed, as they came to call themselves, are a seclusional group of Eladrin, Dryads and Llosalfar (along with the occasional defecting Sprite and Pixie) who hide themselves behind layers of illusion magic within the Shroudwood. Their numbers are small and their community in the Dreamgrove is less of a city or town and more a collection of small homesteads. They have no king, queen or leader of any kind among them, valuing only their freedom and their segregation from the moral conflicts of the rest of the Feywild.

THE COURT OF THE DECADENT

Set beneath the backdrop of the eternally setting sun lies a labyrinth of stony spires and rocky passages; at it's centre, the Eas Valley and the glimmering towers of the palace of Sarismal, home of the Court of the Decadent. The Decadent, as they call themselves are a group of Fey who grew tired of the infighting between the Seelie and Unseelie; tired of the upheaval caused by the Fey Elders; and abandoned both to build a new life for themselves.

The Court of the Decadent lead ostentatious lives of abject finery, frequented by galas, balls, politics, assassination attempts and intrigue. While in public, each member of the court hides their face behind a mask depicting the visage of a demon, devil, goblin or some other horrific figure, espousing the virtues of showing your darkest self to the world. They maintain a stable of hundreds of slaves procured from all corners of the multiverse to see to their needs: each one having accepted a gift, boon or favor from some member of the court in return for their service.

At the centre of the court sits the The Two-Faced King. Human born, but abducted as a boy and brought to the Feywild where he has been warped by the Feywild's ambient magic until he too became fey. He was named king after discovering the stony labyrinth and valley that would become home to the court. That however, hasn't stopped numerous plots to dethrone, assassinate, replace, or otherwise diminish him - all natural hazards of court life as far as he and anyone in

the court is concerned.

GAUN'DAGHAR, KINGDOM OF THE FOMORIAN

A thousand years ago, a race of giants invaded the Feywild. Each one of them was intelligent, powerful and beautiful, and intent on seizing the Fey's magic for themselves. The Seelie and the Unseelie banded together to stop their incursion and the Autumn Queen herself laid a powerful curse on the giants, twisting them into the misshapen Fomorian.

The Fomorian fled from the light, delving into the dark places beneath the ground, where they carved a new kingdom out of the rock. Huge stony halls, forests of rough hewn columns, impossibly deep oubliettes, innumerable vaults of gems and gold, with Geb'gadur, King of the Fomorian kingdom, lording over it all.



FEY ELDERS

The Fey Elders are unique among all the races and creatures that inhabit the Feywild. They were the first beings to inhabit the plane and in some ways are living, breathing manifestations of the Feywild itself. They are the heros and heroines and villains whose stories are woven together to create the reality of the Feywild. Many of the elders can be attributed to certain concepts that bleed out of the Feywild and into the stories and myths of every plane of existence across the multiverse - the darkness inhabiting the woods; the seditious trickster; the gallant hunter.

Some of the Fey Elders sit as royalty among the Fey, while others move in secret, hiding in shadows and behind illusions. Other Fey know to approach them with caution, for they can be unpredictable at the best of times and as any being in the multiverse.

AISLAINE, THE MAIDEN

"Honestly papa, I saw her! I really did! In the forest - Aislaine!"

"No you didn't, Emerett."

"I did papa! She was out there, in the forest, splashing her feet in the pond. She had long hair and was naked and beautiful as the moon, just like the stories say."

"You didn't see Aislaine, son. If you did, you wouldn't be standing here right now. You'd be out there, chasing after her through the forest-just like your grandfather."



Most beautiful of the Fey, given over to her own impulsive desires, Aislaine roams the Feywild, from Morningtide to Everbright, to Twilight and into the Everdark. She is fearless and heedless of any dangers.

Although Aislaine has little interest in the other Fey Elders or other Fey of the Feywild, she has a keen interest in the worlds beyond the Feywild and the beings that live there. Aislaine sees beings of the Primaterial worlds as flawed and imperfect, which, to Aislaine, is a most wondrous thing. Aislaine's fascination with the other planes leads her to seek out the places where gateways open up between the planes and venture forth into the unknown lands beyond.

For those mortals who come across Aislaine in the woods, either in the Feywild or on their own plane, the experience can prove deadly. Stories abound of hunters and trappers who, after catching a glimpse of Aislaine in the woods, disappear into the forest in pursuit of the beautiful Fey only to find themselves lost in the forests of the Feywild. Others who catch a glimpse of her spend the rest of their lives wandering the woods, hoping to see her again.

CETHENN, THE TRICKSTER

Many have tried and failed to contain, trap, deter or contain Cethenn. If anyone were successful, the Feywild would be a much quieter, and safer, place. Yet, every time that he has been locked away, he has

escaped; every trap laid for him, he has schemed his way out of; every punishment he has endured has failed to deter his antics.

He is the son of Ildrael, the Autumn Queen, though the only thing he shares with his mother is her lack of empathy. He prowls the Feywild, or other planes when the mood strikes him, looking for new sources of amusement, caring little whether this comes at the cost others' happiness, sanity or even their lives.

Cethenn is likable, charming, subtle, and more sly than any other being in the Feywild. He makes trouble for his own amusement and is always looking for the opportunity to shift a single stone that will set in motion an avalanche of events. Many stories told in the Feywild and the primaterial plane feature Cethenn; many with tragic endings. He appears most often as an adolescent Fey with a quick smile and startling yellow eyes, but more often he appears in other forms.

LUHGIER, THE HUNTER

Luhgier is the most elusive of the Fey. He stalks the fields and forests of the Everbright, eternally hunting Faen, the Dread Wolf. Many an unwary traveller in the Feywild has stepped into one of the snares or traps Luhgier has lain in the forests.

To those who meet him, Luhgier is cold and emotionless, ever focused on his hunt. He has been

DM's NOTE:

When Cethenn takes on the shape of another creature, his shapechanging ability works as per the rules of the true polymorph spell.

He can take any form, but while travelling outside of the Feywild, he commonly takes the forms of creatures that are unusually small, spry or difficult to catch, such as cats, quicklings or young children.

known to guide adventurers through the Feywild, but only if it does not divert him from his own purposes. Ildrael, the Autumn Queen has ever sought Luhgier to be her husband and went so far in her machinations as to have a silver chain forged with which to catch the Dread Wolf, so that Luhgier would be free from his unending quest to hunt the beast. The chain was called Ilderithyl and was made from unbroken promises and rays of moonlight, forged in darkness where no shadow can hide and quenched in the Pool of Sorrows. With the chain, she trapped Faen and tied him to a post in her dungeons. However, when Luhgier was rid of his ancient enemy, he only found new foes to hunt, going north in the Murkmidden to hunt the hag,

"Why must you always vex me, Cethenn?" asked the Autumn Queen, her knuckles clenched white with pent up rage.

Cethenn smirked his mischievous smirk, his eyes alight. "Because it is in my nature, Queen of the fallen leaf. I am the thorn in your shoe; the sunbeam in your eye; the flaw in all your carefully wrought plans. I am mischief and mirth, laughter and joy and all the things that you are not. Yet still I am your son."

The Autumn Queen scowled. "And were you not, I would have you bound in chains and thrown into the deepest pool of the drowning. Now get out of my sight."

Black Agatha. The Autumn Queen waited impatiently for his return, but before Luhgier could return to her, Faen was freed from Ilderithyl by the Cethenn, the trickster, and Luhgier's hunt began again.

FAEN, THE DREAD WOLF

The Dread Wolf is an immortal manifestation of boundless hunger, prowling the forests of the Feywild as a huge black wolf made of darkness, shadows and fear; devouring or possessing those who cross his path. He is always hunting, always feeding and if left unchecked, Faen would devour all of the Feywild.

Before the Eladrin formed their city of Sunhallow, under the protection of the Shephard, Faen tracked them through the forests of the Feywild, stealing into their camp while they rested each day and devouring one of their number. He drank in their fear and

became stronger. When Luhgier finally confronted Faen, the Dread Wolf had grown so fat and powerful off of the Eladrin's fear that Luhgier barely escaped the confrontation with his life and was forced to seek out the aid of Daeleth to finally put the Dread Wolf down-if only for a time-for like all hunger and fear, Faen always emerges again from the darkness and the shadows.



"Cillian, please. Come to mother. Please!"

Cillian stood in the clearing, his head cocked to the side, his body twitching, his eyes black as the Murkmidden. A gruesome, toothy smile stretched across his face. It was not the smile of a twelve year old boy. It was the smile of a wolf.

"What's wrong mother? Don't you like me as I am?" He stretched his fingers and she saw that they were covered in sticky blood.

"You're not my son!" his mother cried. "You're not my son!"

A figure stepped out of the trees and into the clearing. He was tall and handsome, with brassy stubble covering his cheeks, a bow in his hands and a spear strapped on his back.

"Luhgier," growled Faen, through the boy's lips. "I was wondering how long it would be before you showed up."

STORY: ILDRAEL AND DAELETH

I came across an inn, peaking out from the trees, ostensibly abandoned. Yet therein, sitting on the table lay a sheaf of paper with this story—the ink dry but still fresh. I couldn't help but think that someone had left it there for me to find. But who?
—Gimble

Before the Eladrin lost their home to Faen, when the sun and moon still rose and fell in the Fey sky, Daeleth and his sister Ildrael walked the forests and fields of the Feywild together. Daeleth was bright, with golden hair, eyes the colour of new leaves and an easy smile that shone like the rays of the dawn. Ildrael was shy, but beautiful as the moon; her hair dark as raven feathers and her eyes a teary blue. They were two sides to the same coin, one dark, the other fair, but both beautiful and powerful and kind, inspiring admiration in all the Fey.

Then everything changed.

Daeleth and Ildrael came upon a woman, aged, but still tall and handsome. She beckoned the twins into the Everdark, where she promised a glimpse of what was to come, if they were willing to part with some small thing. Daeleth scoffed at the woman, "Even if you are speaking truly, no good thing comes from knowing the future. What would become of our journey if we knew it's end?"

"Then what about the past?" said the woman. "What might you give - what might anyone give - for a glimpse into what will be and what was?" The woman saw something then, in Ildrael's eyes. "Ah," she cooed, "Know you not your father? Know you not your mother? Know you not of how all this came to be? I can give you a glimpse, if you'll make the bargain - the trade."

Daeleth, could taste the tainted magic on the strange woman. He could see the illusions wrapped like a shawl around her. "This woman is not what she seems Ildrael. Her words are poison and you mustn't listen to her."

"But if she speaks the truth and can grant a true vision of what was, how are we to walk away from such an opportunity? What wouldn't you give for such a chance to know where the world began?"

"Whatever the price may be for such a thing, it is too steep."

Ildrael looked between her brother and the woman for a long moment and finally pulled away from her brother.

"Yes child," said the woman. "Good child. Come to Agatha. My home is but a short distance away."

"Aren't you coming with me?" called Ildrael.

"No. Not for this. I'll wait."

And Daeleth did wait. For a night and a day he waited for Ildrael to return and when she did, her cheeks were stained with tears and her eyes were dull and hollow, but she wouldn't speak of what the woman showed her or what she was forced to give in return. When Daeleth awoke the next morning, Ildrael was gone.

ILDRAEL, THE AUTUMN QUEEN

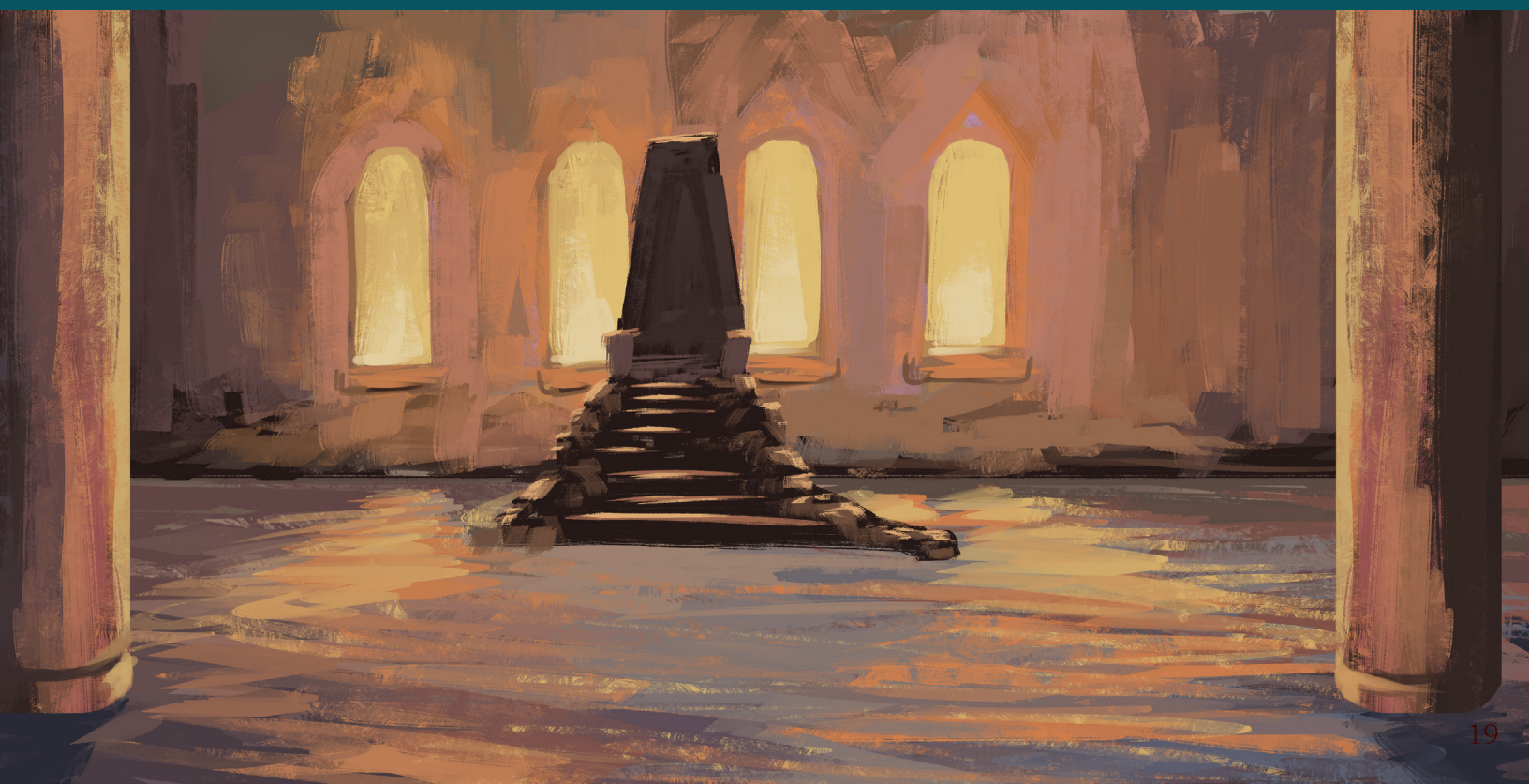
Despite what many Fey would say, Ildrael, the Autumn Queen is not evil. She is greedy and vain, jealous of anyone who would seek to be above her, demanding and short tempered, but she is not evil.

Ildrael is the sister of Daeleth and mother to Cethenn. She sits upon her throne in Ilvanyl, the Palace of Dusk and rules over the Unseelie Court.

Those who have ever dealt with the Autumn Queen know that she is a dangerous and temperamental figure, bestowing praise and rewards one moment and recriminations and threats the next; her moods and emotions shifting with the slightest provocation.

Long ago, when the Eladrin fled the Dread Wolf across the Feywild, they came before the Autumn Queen in Ilvanyl, seeking shelter within her walls. Ildrael welcomed them with open arms, offering them food and lodging and a place of honour within the Unseelie court. She called Unseelie Fey from throughout the Twilight to Ilvanyl and decreed a feast of welcome that would last seven days and nights.

On the 3rd day of feasting, from her bramble wreathed throne, the queen spotted an Eladrin girl sitting at one of the feasting tables. She had eyes like sapphires and hair like autumn leaves; her lips were the colour of rose petals and her smile shone like the dawn. Ildrael called her to the foot of her throne. Felaria was her name; her voice like the songbirds of Morningtide. She bid the girl welcome, smiled sweetly and sent her back to the feast before rising from her throne and departing the feast.



I had the pleasure, if you could call it that, of meeting the Autumn Queen. She is vain, listless, capricious, undeniably powerful, but perhaps the loneliest creature I have ever laid eyes on. For the first time since coming to the Feywild, I found myself missing the adventuring companions I parted with years earlier. How not, when gazing upon such pain?
—Gimble

Ildrael returned to her chambers and gazed at her reflection in her mirror, she saw every imperfection on her face, every stray hair on her head. Then, with a wave of her hand, her reflection faded and she saw an image of beautiful Felaria. "A curse on her," Ildrael spat. "A curse of loss and loneliness. A curse of a misery and misfortune," and with a thought, she summoned her pack of shadow hounds and commanded them to chase the girl into the sea, so that she would never be forced to gaze on her beauty again.

When Ildrael returned to the feast a day and a night later, the leader of the Eladrin stood before her bramble wreathed throne, his eyes filled with hurt and his mouth filled with angry words.

"You came before me, begging shelter from the wolf and I gave it," Ildrael replied, her decorum evaporating. "You came here begging a home and place for your people and I gave it. And now you spew your angry words at me. You have no place here within my walls. Begone and let the dread wolf take you!" With that, the Autumn Queen summoned her pack of shadow hounds, snapping and snarling, to chase the Eladrin from her halls and out into the Twilight once more.

DAELETH, THE SHEPHERD

Daeleth is the brother of Ildrael and leader of the Seelie. He is caring, generous and slow to anger. He gently guides those who come to him for aid or advice, helping where he may and offering shelter to all those in need.

In many ways, Daeleth represents many traits that are contrary to the nature of the Fey - structure, law, order and stability. This makes many Fey wary or untrusting of him, which led to the split of the Departed from the Eladrin who eventually built the city of Sunhallow in the Amberwood and even the formation of the Court of the Decadent. Those Fey who do come to trust Daeleth enough to live in Sunhallow find their normal emotional swings more muted when in proximity to him.

THE KEEPER

The most powerful of the Fey Elders, the Keeper is the closest thing to a god, or demigod, of the Feywild. The Keeper has no discernable gender, shifting from one form to the next to maintain its anonymity as it travels across the Feywild, observing and recording the stories as events unfold. It has appeared as a lanky aged faun made of rotting wood and thick moss, a tiny, half sized satyr with white fur carrying a large book, an old woman weaving upon a tapestry and even as a pixie, dogging the steps of a band of adventurers with small pranks.

Legends say that the Keeper weaves the stories it records into the fabric of the Feywild itself, sustaining it. Some even believe that were the Keeper ever to stop recording, that the entire Feywild would slowly unravel into nothingness.

NOTEWORTHY FEY

There are some Fey who are so old, so powerful or so woven into the stories of the Feywild that they are nearly as important as the Fey Elders themselves.

THANDUIL, THE TWO-FACED KING

Even to those who know him best, Thanduil is a figure wrapped in mystique and intrigue and hidden behind ornately demonic masks. He is a master of illusion and frequent planar traveller, searching out those in need to offer them bargains in exchange for their servitude. A cure for a disease, a fortune in gemstones, true love - nothing is beyond his promises or his abilities, if you are willing to accept the cost. Born to human parents, Thanduil was abducted as a boy and brought to the Feywild to be raised among the Unseelie Court, where he maintained a station somewhere between pet, plaything and novel oddity. Yet as he grew up, the magic of the Feywild seeped into him, altering his physicality to make him less human and more Fey. By the time he was grown, the only thing in him that remained human were the memories of the life he might have had.

Thanduil watched the squabbles between the Fey Elders, the conflicts between Seelie and Unseelie and the temperamental antics of the Autumn Queen for a hundred years, until he could stand it no longer and, before all the Unseelie Court, condemned the queen

and all the Unseelie. He called them all fools for perpetuating the conflict between Seelie and Unseelie; fools for following a queen who cared so little for her subjects; and fools for revering the Fey Elders, when they could rule their own lives so much better. Then Thanduil left the Unseelie Court, accompanied by a handful of Fey who had been swayed by Thanduil's harsh words.

Thanduil travelled next to the Seelie in the Everbright and spoke to all those he could find, urging them to stop following the same story again and again and to strike out with him to forge a new tale. And although most dismissed him as a simple feytouched, his words swayed a few more to his cause. All that was left was to find a home for his new followers - a home that he found in the east, in the Valley of Eas.

THANDUIL, THE TWO-FACED KING

Medium fey, chaotic good

Armor Class 17 (magic armor)

Hit Points 164 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	20 (+5)	18 (+4)	19 (+4)

Saving Throws Int +8, Cha +7

Skills Arcana +8, Investigation +8, Persuasion +7

Condition Immunities charmed, sleep by magical means

Languages Common, Sylvan, Elvish, Gnomish, Dwarvish, Giant

Challenge Rating 8 (3,900 XP)

Legendary resistance (3/day). If Thanduil fails a saving throw, it can choose to succeed instead.

Spellcasting. Thanduil's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Thanduil can innately cast the following spells, requiring no material components:

At will: *alter self*, *polymorph (self only)*, *minor illusion*

3/day each: *blur*, *major image*, *hallucinatory terrain*, *creation*

1/day: *project image*, *programmed illusion*, *weird*

1/week each: *wish*

ACTIONS

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8(1d8 + 3) bludgeoning damage.

Duplicate Illusion. Choose one illusion spell Thanduil is already concentrating on and copy the effects of that spell, creating a second illusion. That illusion can take a different shape than the original, but must follow the same limitations of the illusion spell copied.

LEGENDARY ACTIONS

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

Silent Image. Thanduil casts *silent image*.

Illusory Reality. One illusion within 60 feet of Thanduil becomes real until start of Thanduil's next turn. If it is a creature, it can make one attack, using Thanduil's spell attack bonus and dealing 3d6 psychic damage.



WHIFFLE

Small dragon, chaotic vil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +7, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge Rating 6 (2,300 XP)

Amphibious. Whiffle can breathe air and water.

Legendary Resistance (3/day). If Whiffle fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Whiffle makes one attack with his bite and one with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7(1d10 + 2) piercing damage plus 2(1d4) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 5(1d6 + 2) piercing damage.

BLACK AGATHA MUDWALLOW

Black Agatha is a hag of exceptional age who lives deep in the Murkmidden atop a small hill that stands like an island amidst the swampy surroundings. Her home is made from a hollowed out tree topped with a giant sized skull that serves as a roof. Like all hags, she loves to make bargains, but equally enjoys offering tainted gifts which she knows will bring about the ruin of the receiver, an act that she has become famous for after offering a young Ildrael a glimpse of the future. Millenia ago, Agatha had two sisters, whom she devoured and absorbed into herself, giving her the ability to split into three equally powerful copies.

Black Agatha has appeared on many planes throughout the multiverse, offering her tainted gifts. She also employs a number of warlocks to gather souls on her behalf, offering them a portion of her own power in exchange for their service. Unbeknownst to these warlocks, this gift too is tainted, slowly morphing them and their astral bodies into those of hags.

WHIFFLE

Whiffle is Black Agatha's pet dragon. He was once a mighty, adult black dragon named Vermangathris before he was trapped, enslaved and shrunk to the size of a large dog by Black Agatha. He begrudgingly obeys the commands of his mistress, knowing that her power far exceeds his own, even were he his normal size. However, he is always looking for some way to subvert the hag and escape her control.

"Ohhh," said the hag, tapping one long, iron fingernail against her bulbous chin as she stared down at the twin girls. "How quaint. I too used to have sisters of my own, if you can believe it. Two of them." She paused, smiling in fond remembrance. "Until I ate them. First I sipped their souls away, then devoured their hearts and their eyes, their spleens and their livers. Next I carved and ate their meat and when it was gone I crunched the bones too." She sighed, remembering for a long moment. "Now, let's see your fingernails. I recently gave away one of mine and could use a replacement."



BLACK AGATHA MUDWALLOW

Medium fey, chaotic evil

Armor Class 17 (leather armor)

Hit Points 224 (20d8 + 60)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)	18 (+4)	18 (+4)	24 (+7)

Saving Throws Con +12, Int +9

Skills Arcana +9, Perception +9, Persuasion +12

Damage Resistances cold, fire; bludgeoning, piercing and slashing from non-magical weapons that aren't silvered

Condition Immunities charmed, sleep by magical means

Languages Abyssal, Common, Infernal, Primordial, Sylvan, Elvish, Dwarvish

Challenge Rating 18 (20,000 XP)

Magic resistance. Black Agatha has advantage on saving throws against spells and magical effects.

Legendary resistance (3/day). If Black Agatha fails a saving throw, she can choose to succeed instead.

Coven Soul (1/day). As an action, Black Agatha can use the power of her devoured sister's spirits to create two copies of herself. The copies have the same statistics, but half of Black Agatha's current hit points at the time she uses the ability. Each copy has access to the same spells and abilities that Agatha has herself, but share Agatha's spell slots between them. The copies act on their own initiative.

Spellcasting. Black Agatha is a 16th level spellcaster that uses Charisma as her spell casting ability. Her (spell save DC 20, +12 to hit with spell attacks). Black Agatha has the following spells prepared:

At will: *bestow curse*, *ray of sickness*, *disguise self*, *etherealness*

1st level (4 slots): *sleep*, *command*, *thunderwave*, *bane*

2nd level (3 slots): *hold person*, *locate object*, *invisibility*

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

4th level (3 slots): *phantasmal killer*, *polymorph*, *blight*

5th level (2 slots): *contact other plane*, *scrying*, *contagion*

6th level (1 slots): *eyebite*, *disintegrate*

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

8th level (1 slots): *maddening darkness*

ACTIONS

Multiattack. Black Agatha makes two attacks per turn, casts a spell and uses one attack or uses her Coven Soul ability.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) slashing damage and the target must make a DC 20 Dexterity saving throw or be grappled by Black Agatha.

Rend. One target creature that is already grappled by Black Agatha must succeed on DC 20 Constitution saving throw. On a failed save, they take 31 (8d8 + 5) points of slashing damage as Black Agatha tears attempts to tear them apart, or half as much on a successful save, and the target is no longer grappled. If the target drops to 0 hitpoints as a result of this damage, they suffer a disabling wound as Agatha tears off one of their limbs.

Flood of Nightmares. One target creature within 30 feet must make a DC 20 Wisdom saving throw. On a failed save, they take 30(10d6) points of psychic damage as Black Agatha fills their mind with horrible visions of potential futures, or half as much on a successful save.

LEGENDARY ACTIONS

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

Claw Attack. Black Agatha makes a claw attack.

Step Through the Ethereal. Black Agatha steps into the ethereal plane, disappearing from her current location and reappearing in an unoccupied space up to 30 feet away. She does not need to be able to see the space and can pass through solid objects. If she ends this movement inside a solid object, she is immediately ejected to the nearest unoccupied space and takes 1d6 force damage for each five feet moved in this way.

Weird Magic (2 actions). Black Agatha uses one of the weird magic items on her person. When you use this ability, choose from one of the following spells. Each spell can only be cast once: *fog cloud*, *chain lightning*, *cone of cold*, *cure wounds*, *darkness*, *dominate person*, *dominate monster*, *entangling vines*, *evard's black tentacles*, *shatter*, *slow*, *vitriolic sphere*, *watery sphere*

LAIR ACTIONS

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

- Ethereal nightmares accost all creatures within the lair. Each hostile creature must succeed on a DC 20 Wisdom saving throw, taking 4d6 psychic damage on a failed save or half as much on a success.
- Roots grow up out of the ground in a 10 foot by 10 foot area. All creatures in the area must succeed on a DC 20 Dexterity saving throw or be knocked prone and restrained by the roots. As an action, a restrained creature can make a DC 20 Strength saving throw to end the effect.

- A gust of wicked wind, 60 feet long and 20 feet wide whips through the lair. All creatures within the area of effect must succeed on a DC 20 Strength saving throw or be pushed 20 feet in the direction of the wind and be knocked prone. On a successful save, they move 10 feet and are not knocked prone.

I must confess that when I first heard the tales of Black Agatha, the hag of the Murkmidden, I laughed them off as nothing but stories. The evil witch lurking in the swamp, ready to devour your soul. It all seemed too predictable. Yet as I collect more stories of the witch and witness the utter terror with which ALL Fey regard her, I can't help but think that at least some of the stories must contain some grain of truth.
—Gimble

FLINN, THE TOOTH FAIRY

Flinn was once a member of a sprite enclave in the Twilight Forest, when a band of adventurers stumbled upon them and accused the sprites of stealing a magical ring from a member of their party. The adventurers ransacked the enclave, killing sprites and smashing homes. The few sprites who survived the attack escaped into the forest, Flinn among them. Flinn wandered, broken and alone through the Twilight and into the Everdark, where he came upon the cottage of Black Agatha Mudwallow. The hag promised the grieving sprite power and revenge, if he would send the souls of his victims back to Agatha.

Black Agatha's magic twisted Flinn, turning him inside out and back again, twisting his mind and tearing out his conscience, leaving him little more than a powerful shell of his former self, bent on revenge.

Flinn wanders the Feywild in search of travellers from other planes on whom he can exact his revenge - humans, dwarves, elves - anyone who is not Fey. He has earned the nickname of the Tooth Fairy due to his habit of removing the teeth from each of his victims as a trophy. He has collected hundreds of teeth, which he keeps in his lair in the Twilight Forest, where his enclave once lived.

FLINN, THE TOOTH FAIRY

Tiny fey, chaotic evil

Armor Class 17 (leather armor)

Hit Points 55 (10d4 + 30)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	22 (+6)	14 (+2)	19 (+4)	20 (+5)	8 (-1)

Saving Throws Dexterity +9, Wis +8

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

Damage Resistance Necrotic

Languages Common, Sylvan

Challenge Rating 6 (2,300 XP)

Legendary resistance (3/day). If Flinn fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Flinn's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Flinn can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*, *command*

3/day each: *hold person*, *zone of truth*, *blur*

1/day each: *harm*, *banishment*

ACTIONS

Multiattack. Flinn makes 2 Vampiric Touch attacks on his turn.

Vampiric Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* The target takes (4d6) necrotic damage and Flinn regains hit points equal to half the damage dealt.

REACTIONS

Blink. When Flinn would be hit by a ranged or melee attack, he can use his reaction to teleport to a space he can see within 15 feet, causing the attack to miss. Additionally, when Flinn is subject to an effect that allows him to make a Dexterity saving throw, he can use his reaction to teleport up to 15 feet to a space he can see. If this takes him out of the area of effect, he takes no damage.

DM's NOTE:

Flinn tries his best to stalk and isolate his enemies before engaging them in conflict. He strikes only when he believes that he won't be overwhelmed by multiple opponents, locking down his prey with *command* and *hold person* before draining their life away.



I thought that the stories of the deceiver were nothing more than that: stories. That is, until I heard him myself. His voice was like honey, whispering into my ear and reminding me of my many failures. That voice planted a seed of doubt and self loathing, nurturing it day after day until...

Lucky for me, Daeleth found me before it was too late. He wrapped his arms around me and a fog I didn't even know had grown up around me lifted and I was myself again.

CAER'MIL, THE DECEIVER

Honey tongued devil. Poison speaker. Death's breath. Deceiver. He has been known by a hundred names and more over countless generations, though those who know his true name will not speak it, lest it give him power.

Caer'mil is an entity of the Feywild that defies understanding. He stands on the edges of reality, moving back and forth between existence and non-existence on a whim. He is a pair of glowing eyes in a darkened alley, a shadow moving through the forest, a figure visible out of the corner of your eye or a voice on the wind. And although he takes the form reminiscent of an elven man on the rare occasions when he walks the primaterial plane, it is unknown whether he ever had a real body at all.

The Deceiver stalks silently, peering into the hearts and minds of his victims, searching for flaws and insecurities that he can leverage against them. When he reveals himself, Caer'mil's magic seeps into the mind of his victim making them more pliant as his honeyed words turn them against themselves, leaving the Deceiver to feast on his victim's self-hatred.

DM's NOTE:

Caer'mil's subversive aura serves not only to make his victims more pliant to his spells, but causes bad luck to those caught in his vicinity. Some superstitious Fey settlements become wary of Caer'mil's presence if there is an unexplained string of bad luck.

CAER'MIL THE DECEIVER

Medium fey, chaotic evil

Armor Class 17 (magic armor)

Hit Points 102 (16d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	18 (+4)	19 (+4)	18 (+4)	23 (+6)

Saving Throws Int +7, Cha +9

Skills Deception +12, Perception +7, Persuasion +12

Condition Immunities charmed, sleep by magical means

Languages Common, Sylvan, telepathic

Challenge Rating 9 (5,000 XP)

Legendary resistance (3/day). If Caer'mil fails a saving throw, it can choose to succeed instead.

Insubstantial Form. As an action, Caer'mil fades into the ethereal plane. While on the ethereal plane, Caer'mil can cast minor illusion on the primaterial plane and can communicate with beings on the primaterial plane via telepathy (all his other spells must be cast on the primaterial plane). As a bonus action, Caer'mil can end this effect, returning to the primaterial plane.

Subversive Aura. Caer'mil emits an aura of subversion within a 30 foot radius. Any creature within that radius has disadvantage on ability checks and saving throws.

Innate Spellcasting. Caer'mil's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Caer'mil can innately cast the following spells, requiring no material components:

At will: *minor illusion*, *dancing lights*, *vicious mockery*, *disguise self*, *detect thoughts*

3/day each: *dominate person*, *suggestion*, *major image*, *mage armor*

1/day each: *greater invisibility*, *dream*, *geas*

1/week each: *wish*

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: The target takes (4d6 + 6) psychic damage and the target must make a DC 17 Charisma saving throw or stunned until the end of their next turn.

BONUS ACTIONS

Sap Strength. When a creature fails a saving throw against one of Caer'mil's spells or abilities, The Deceiver can expend a bonus action to feed on their strength, dealing 3d10 psychic damage and regaining hit points equal to half the damage dealt.

THE PUPPETMASTER

"Beware the sylandine of the drowning and beware the nezim of the wandernwood, but above all things, beware the theatre. If you see it, turn around and go back the way you came. Those who get too close to the theatre never leave it."

The Puppetmaster is a powerful, ancient fey, shrouded in mystery. He is regal and aristocratic in his bearing and always hides his true face behind a porcelain mask. His true name has been long forgotten but his reputation, and the reputation of his theatre, have only grown more infamous and few who meet him ever escape from the theatre to tell the tale.

The Puppetmaster uses his ample magics to dominate those who enter his theatre, turning them into members of his audience and performers on his stage. The theatre is a round, whitewashed building with oaken timbers and a vast, empty market surrounding it. The market stalls are stocked with trinkets, mugs of ale and wine, food still sizzling on the grills, but not a single vendor or patron in sight - only the muted sounds of laughter and cheering from the crowds within the theatre. Those who enter the huge wooden doors find rows of tiered wooden benches filled with audience members, their attention fixated on the round stage at the centre of the theatre, acting out the puppetmaster's dramas.

The theatre seems to appear and disappear in different places of the Feywild, having been recorded all across Morningtide, Everbright and Twilight, from the Western Shores to the Razorgrass Fields. Whether it is physically moving around or whether it is some magic of the Puppetmaster that is drawing victims towards the theatre is unclear, but those who see the theatre and try to navigate around it sometimes find themselves standing before its doors.

(More information about the theatre can be found under Places in the Feywild on page 34.)



LAIR ACTIONS

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

The puppetmaster calls 2d4 audience members (**thug**, *Monster Manual*, pg. 350) to come to his aid.

- Music begins to play throughout the theatre. All creatures must succeed on a DC 16 Wisdom saving throw or be under the effects of otto's irresistible dance.
- The puppetmaster calls forth a duplicate copy of himself holding a wand. The duplicate rolls it's own initiative, has half the total health of the puppetmaster and can use the puppetmasters

Lash of the Strings ability and cast the following spells once each per day: otilluke's resilient sphere, vitriolic sphere, disintegrate, prismatic spray

- The puppetmaster calls forth a duplicate of himself holding two glowing scimitars. The duplicate rolls it's own initiative, has half the total health of the puppetmaster and can make 3 attacks with it's scimitars each turn:

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. **Hit:** 7 (1d6 + 4) slashing damage and 6 (1d10) force damage.

THE PUPPETMASTER

Medium fey, lawful evil

Armor Class 16 (leather armor)

Hit Points 164 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	15 (+2)	17 (+3)	16 (+3)	23 (+6)

Saving Throws Dex +9, Cha +11

Skills Acrobatics +9, Perception +8, Persuasion +11

Condition Immunities charmed, sleep by magical means

Languages Common, Sylvan, Elvish, Gnomish, Dwarvish, Giant

Challenge Rating 16 (15,000 XP)

Master of Concentration. The puppetmaster can maintain concentration on two separate concentration spells at one time.

Legendary resistance (3/day). If the puppetmaster fails a saving throw, he can choose to succeed instead.

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

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

3/day each: *dominate beast*, *dominate person*, *dominate monster*, *disintegrate*

1/day each: *mass suggestion*, *feeblemind*, *modify memory*, *wall of force*

ACTIONS

Multiattack. The puppetmaster makes one lash of the strings and one override attack per turn or makes one attack and casts a spell.

Lash of the Strings. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. **Hit:** The puppetmaster manifests ethereal puppet strings from his fingers, lashing the target for 14 (4d4 + 4) force damage and the target must make a DC 17 Dexterity saving throw or be grappled by the strings. The puppetmaster can have up to two targets grappled in this way at one time. A grappled target can use an action to make a DC 17 Strength check to free themselves from the grapple.

Override. Each creature grappled by the puppetmaster's Lash of the Strings ability must make a DC 19 Wisdom saving throw. On a failed save, the target takes 8d6 psychic damage, or half as much on a success. If this damage reduces a creature to 0 hit points, they are knocked unconscious, but remain standing. On their turn, the puppetmaster can direct them to move up to their full movement speed (but not move more than 60 feet from the puppetmaster) and take one action. At the end of their turn, the creature makes a death saving throw, as normal. This effect ends when the creature is brought above 0 hit points or fails three death saving throws. The puppetmaster can only have one creature under this effect at once and can choose to end the effect as a bonus action.

LEGENDARY ACTIONS

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

Command. The puppetmaster casts the *command* spell.

Pull the Strings. One target within 60 ft must succeed on a DC 19 Wisdom saving throw. On a failed save, the target takes 4d6 psychic damage and makes a melee or ranged attack against one creature of the puppetmaster's choice. On a successful save the target takes half damage.

GEB'GADUR, THE FOMORIAN KING

Uncharacteristically large and twisted, even by Fomorian standards, Geb'gadura secured his place as the King of the Fomorian through a string of challenges and conflicts in which he forced the other Fomorian into submission. With each enemy he vanquished, he absorbed their curse into himself - a technique it is rumoured he learned from the Fey Elder Cethenn, who had knowledge of his mother's curse and how it might be twisted. As he became further saturated with the curse, Geb'gadura continued to grow in size, his body twisting and mutating further with each kill; his right arm growing in size and sprouting cursed eyes from his flesh. Geb'gadura rules over the new Fomorian Kingdoms beneath the surface with an uncompromising, iron fist, gathering treasure and strength to himself in hopes that one day the Fomorian can venture to the surface again to finish the conquest of the Feywild that they started so long ago.

GEB'GADUR, THE FOMORIAN KING

Huge fey, neutral evil

Armor Class 18 (natural armor)
Hit Points 280 (19d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +14, Constitution +13
Skills Athletics +14, Perception +9, Arcana +5
Damage Immunities Bludgeoning, Piercing and Slashing damage from Non-Magical weapons
Languages Common, Sylvan, Giant
Challenge Rating 18 (20,000 XP)

Legendary resistance (3/day). If Geb'gadura fails a saving throw, he can choose to succeed instead.
Magic Resistance. Geb'gadura has advantage on saving throws against spells and other magical effects.
Cursed Eyes. Geb'gadura can see in all directions at once and has advantage on perception checks.

ACTIONS

Multiattack. Geb'Gadura attacks twice with his twisted limb and uses his evil eye or crippling curse once.

Twisted Limb. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. Hit: The target takes 27 (3d12+8) bludgeoning damage and 9 (2d8) psychic damage. The target is grappled and takes an additional 9 (2d8) psychic damage at the start of their turn. Geb'Gadura can only grapple one creature in this way at one time.

Evil Eye. Geb'gadura magically forces a creature he can see within 60 feet to make a DC 18 Charisma saving throw. The creature takes 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.

Crippling Curse. Geb'gadura radiates cursed energy from his cursed eyes. All creatures within 15 feet must make a DC 18 Charisma saving throw. On a failed save, until the beginning of Geb'gadura's next turn, affected creatures have disadvantage on attacks and saving throws and their speed is halved.

Curse of the Fomorian King (Recharge 5-6). Geb'gadura turns his cursed gaze on his enemies. All creatures in a 60 foot cone must make a DC 18 Charisma saving throw. On a failed save, the creature takes 88 (16d10) psychic damage and their limbs swell disproportionately, granting disadvantage on any attacks, saving throws and ability checks using strength or dexterity for 1 minute. A creature can repeat this saving throw at the end of each of it's turns, ending the effect on a success. This effect can be ended early using a greater restoration or remove curse spell. On a successful save, the creature takes half damage.

CHAMPIONS OF THE FEYWILD

FEY AND FEYTOUCHED

These stats are meant to be a template for both Fey creatures and those who have been touched by the magic of the Feywild (Feytouched).

FEY

Choose the subrace that most closely matches the Fey that you want to create. If you wish to create a Fey character that has a specific racial ability specified in the Monster Manual, you may consider swapping the subclass ability for the Fey's racial ability.

FEYTOUCHED

Feytouched beings are beings who have come into contact with the Feywild and been forever changed by it. It may be someone who became lost in the Feywild, grew up there, or had a significant enough experience in the Feywild that they were physically altered. If you are playing a Feytouched, think about how your experiences in the Feywild changed you. Did your personality become more chaotic? Did you physically change by sprouting elvish ears or a bushy tail?

FEY AND FEYTOUCHED TRAITS

Size. Your size ranges between 4 and 7 feet, depending on the type of Fey you are, but you are considered to be Medium.

Age. Fey can live any number of years depending on the type of Fey. Feytouched mature at a rate based on their race before they were touched by the Feywild, however, they live for 3 times the length a normal member of their race does.

Appearance. The appearance of Fey and Feytouched can vary greatly. Pointed ears are the most common hallmarks of those with Fey blood, but other characteristics could include dusky or barklike skin, cloven feet, leafy hair or even a foxes tail.

Alignment. The alignments of Fey and Feytouched can differ depending on the individual, but are usually chaotic.

Speed. Your base walking speed is 30 ft.

Ability Score Increase. Your Charisma score is increased by 2.

Darkvision. You have a darkvision of 60 feet.

Fey Sight. You know when someone is attempting to charm you and have advantage on intelligence checks to recognize or see through illusions.

Languages. You can speak and write Common and Sylvan.

Subraces. The looks, personality and powers of Fey are often influenced by the area of the Feywild that they hail from resulting in three main subraces of Fey: suntouched, shadowtouched and waterborn. Choose one of these three subraces.

MONSTER MANUAL FEY:

You can use these stats to create a specific Fey from the Monster Manual, such as a dryad or satyr. To do so, use the traits as described replace some or all of the subrace traits with traits from the entry in the monster manual.

In my travels I have met many beings who claim to have come from the Feywild. Long eared elves of exceptional beauty, tall fauns made of wood and moss and even beings that seem to have been crossed with a fox.

I never quite believed it possible that such diversity could exist among beings that all share a common ancestry. Especially considering the similarities between races of my own home plane—humans, dwarves, gnomes and halflings. Yet the further I venture into the Feywild, the wilder and wilder the Fey I come across.

—Gimble

SUNKISSED

Those Fey who live their lives beneath the everpresent sun are heartier than other Fey. The friendliest, most jovial Fey are often counted among the Everbright and are the most accepting of outsiders.

Ability Score Increase. Your constitution score is increased by 1.

Fey Seduction. You have proficiency in the Persuasion skill.

Luminous Vitality. As a bonus action, when you are standing in full light, you can absorb the absorb the light and heal a number of hitpoints equal to your hit die + your level or you can use this feature to cure yourself of poison, blindness, deafness or disease. You can't use this feature again until you finish a long rest.

SHADOWTOUCHED

Those Fey who live in the most beguiling places of the Feywild, like the Wanderwood and the Murkmidden have had to learn to be clever and elusive. They are cautious and instinctually deceptive.

Ability Score Increase. Your intelligence score is increased by 1.

Silver Tongued. You have proficiency in the Deception skill.

Shadow Step. As a bonus action, when standing in darkness or shadow, you can magically teleport up to 60 feet to an unoccupied space you can see that is also within darkness or shadow. Once you use this trait, you can't do so again until you finish a short or long rest.

WATERBORN

Many of the most dangerous Fey in the Feywild are those who live in the water. Fey of the watery places of the Feywild can sometimes be characterized by rapidly shifting emotions and possessive or covetous natures. They are as likely to resort to deals and trickery as they are to charm you and lead you to a watery grave.

Ability Score Increase. Your wisdom score is increased by 1.

Amphibious. You can breathe both air and water.

Siren's Song. As a bonus action, you sing a beautiful song or subtly change your appearance to be more alluring. One creature, within 60 feet, who must be able to see or hear you makes a wisdom saving throw. On a failed save, the creature is charmed and uses it's reaction to move up to it's total movement speed towards you.

Your spell save DC for this equals 10 + your proficiency bonus + your wisdom modifier.



DARKLING (DUB SITH)

Darklings are the descendants of a fey commonly referred to as Dark Crow (Dubh Catha in Sylvan) who betrayed the Autumn queen and had a curse laid on him that continued on in all his descendants. Darklings usually settle in secluded caverns or caves and have an intense love for art and beauty that belies the dark in which they live.

The body of a darkling absorbs light over the course of it's life, exploding outward when it dies.

(More information on Darklings can be found in Volo's Guide to Monsters pg. 134.)

DARKLING TRAITS

Ability Score Increase. Your dexterity score increases by 2.

Age. Darklings reach maturity at about 30 and can live to be 350 or 400 years of age.

Alignment. As beings of the Everdark, Darklings are usually chaotic neutral, but can be both good or evil depending on whether they embrace their cursed existence or the good beings that their ancestors were. However, like most Fey, Darklings do not tend towards lawful alignments.

Size. Cursed Darklings average about 3.5 to 4 feet in height, while Elder Darklings average 4 to 5 feet in height.

Speed. Your base walking speed is 30 ft.

Light Sensitivity. When in bright light, you have disadvantage on attack rolls and wisdom perception checks that rely on sight.

Sight of the Cursed. Darklings have darkvision up to 120 ft. and blindsight up to 30 ft.

Death Flash. When you drops to 0 hitpoints, the light within their body is released in a flash. All creatures within a 10 foot radius of the Darkling must make a Constitution saving throw or be blinded for 1 minute. The creature can repeat this saving throw at the end of each of it's turns. Your spell save DC for this ability equals 10 + half your level, rounded up.

After you fall unconscious, if you fail 3 death saving throws, your body bursts into radiant flame, dealing radiant damage equal to 2d6 + your level to all creatures within a 10 ft. radius, reducing your body to ash.

Fey Sight. You know when someone is attempting to charm you and have advantage on intelligence checks to recognize or see through illusions.

Languages. You can read and write Common and Sylvan.

Subraces. Darklings can be divided into two subraces, the Cursed Darkling and the Elder Darkling.

CURSED DARKLING

The curse of the Autumn Queen causes the bodies of Darklings to absorb light, aging their bodies unnaturally. This twists the features of Cursed Darklings to appear almost Goblinoid, with long noses, pointed teeth and wrinkled faces.

Ability Score Increase. Your Wisdom score increases by 1.

One with Darkness. You have advantage on ability checks to hide while in the darkness or partial darkness. Additionally, when you hit with an attack in total darkness, you may add 1 additional damage dice to your damage roll.

TRANSFORMING FROM A CURSED DARKLING TO AN ELDER DARKLING

A darkling can undergo a ritual to transform into an Elder Darkling. This ritual is called the Ritual of Luminescence. The ritual requires a special tattooing ink crafted from 100 gp of sunstone amber and 100 gp of obsidian, combined with the first rays of dawn, the shadow of someone not affected by the Autumn Queen's curse and water drawn from a spring that has never seen sunlight.

If a player successfully completes the ritual to transform from a Cursed Darkling to an Elder Darkling, they lose the benefits of the Cursed Darkling subclass and gain the benefits of the Elder Darkling subclass.

ELDER DARKLING

Elder Darklings are Darklings who have undergone a ritual to transform them into a taller, more fair form, which resembles the Fey they were before the Autumn Queen's curse. They are marked with glowing tattoos that channel some of the Darkling's absorbed light away from them.

Ability Score Increase. Your Charisma score increases by 1.

Master of Light and Darkness. Your tattoos give you control over the light absorbed within you. You can cast the color spray and darkness spells, without material components, once each with this trait and regain the ability to do so when you finish a long rest.

LLOSALFAR

Moving from one all-consuming project to another with a disregard for the events going on beyond the doors of their workshop, llosalfar are beings of obsession and single mindedness. They average between 4 and 5 feet tall, with slender builds and pale skin that can be tinted any colour. Their features are sharp, their hair thick and unruly.

CREATIVE OBSESSION

The llosalfar are sometimes referred to as "the dwarves of the Fey" for their skills and love of crafting. They consider creation, whether it be the forging of a sword, sewing of a garment or painting of a portrait to be the highest form of skill and expression that anyone can aspire to. As such, most llosalfar choose a discipline at an early age and spend the rest of their lives perfecting their craft.

The llosalfar claim to be direct descendants of the Keeper and that it was the Keeper himself who taught them the secrets of their crafting. Every llosalfar workshop contains a small shrine to honour the keeper in the same way other cultures honour their revered ancestors.

BEAUTIFUL DESIGNS

A network of twisting vines crawling up the length of the blade; blue, criss crossing bands painted on the border of a portrait; a complex silver web embroidered into the hem of a cloak. Items crafted by the llosalfar can usually be identified by the intricate patterns that are etched, woven or painted onto them. Each pattern is unique to the llosalfar who made it and incorporates references to the things that the crafter



holds most dear, whether that be a small symbol to represent a loved one, a stylized image of the face of the keeper, or a mathematical pattern read in the numbers of branching lines.

VAIN CRAFTERS

Most llosalfar avoid the bustle of large communities, preferring to live solitary lives, or in small communities, where they can focus on their craft. However, these tendencies often clash with their desire for their wares to be admired by others, leading many llosalfar to build their workshops along well travelled thoroughfares and maintain odd hours of business dictated by their current mood.

LLOSALFAR PERSONALITY TRAITS (1D6)

- | | |
|---|---|
| 1 | I don't talk much, until you get me talking about my craft - then I never shut up. |
| 2 | I'm very single minded, only caring about how things will affect me and my work. |
| 3 | I'm constantly on the lookout for more materials or inspiration for my crafting. |
| 4 | I'm always trying to find buyers for my wares and carry a large stockpile of things I've crafted everywhere I go. |
| 5 | I get bored easily and will start painting or carving anything at hand, even if it's the table in a tavern. |
| 6 | I collect everything that I find, in case I might be able to use it someday. |

LLOSALFAR TRAITS

Ability Score Increase. Your intelligence score increases by 2 and either your strength or dexterity score increases by 1.

Age. Llosalfar mature slowly, coming into adulthood at the age of 40, and live to be up to 400 years old.

Alignment. Llosalfar do not share the chaotic bent that most beings of the Feywild have and usually tend to be neutral good.

Size. Llosalfar are between 3 and 5 feet tall and average about 90 pounds. Your size is medium.

Speed. Your base walking speed is 30 ft.

Fey Ancestry. You have advantage on saves against magic that would charm you or and can not be put to sleep with magic.

Creative Obsession. You have proficiency with one type of artisans tools of your choice.

Skill Perfection. When you choose your class features and background, choose one skill you are already proficient in and gain expertise in that skill (add double your proficiency bonus).

Quick Work. When working on a task that requires time to complete (such as picking a lock, crafting an item or copying a spell), you can complete the task in half the time it would normally take.

Languages. You can read and write Common and Sylvan.

When Ildrael was young, before she came to be known as the Autumn Queen, she wandered the Feywild alone and weeping, her soul heavy with the secrets divulged to her by a hag of the Murkmidden. She wandered through the Twilight and finding a tree carved from a single piece of marble, lay down to rest beneath it's branches. When she awoke, a being with silver skin and eyes the colour of the summer sky stood over her, studying her.

"How came you to the door of my workshop?" he asked. "And why do you weep even in your sleep?"

Ildrael who had been wandering alone in the wilds for untold days began to cry anew, the story of her brother and the hag pouring from her lips, along with the secrets the hag revealed to her.

The strange being looked at her with tears in his eyes and said, "Such sorrow. Such pain. Were that I could take your pain upon myself I would. But here," he said, waving his hand and revealing a hidden entrance into the carved marble tree. "Come into my workshop and we will see if I can find something to give you cheer."

SORCEROUS ORIGIN: FEYWILD

Humanoids who grow up in the Feywild can become Feytouched, as the magic of the Feywild seeps into their physical form. Sometimes, the connection between that person and the Feywild is stronger and the magic of the Feywild alters them on so deep a level that it gives rise to a Fey Sorcerer. A Fey Sorcerer is a beacon, radiating the magic of the Feywild out from them wherever they go, acting as a bridge between the Feywild and whatever plane they are on.

FEYWILD SORCERER TRAITS (1D6)

D6	TRAIT
1	Your emotions rise and fall, moving from terrifying rage to joyful and carefree on a whim.
2	You are consistently playing practical jokes on those around you.
3	You enjoy creating illusions around you, leaving your companions unsure what is and isn't real.
4	You radiate an aura of illusionary magic that looks like heat waves wafting off of you.
5	You experience a constant feeling of melancholy or depression, which radiates out from you, infecting those who spend too much time in proximity to you.
6	You feel a strong bond to nature, enjoying the company of plants more than people.

FEYWILD FEATURES

SORCERER LEVEL

1st	Tides of Emotion, Mantle of Illusion
6th	Fey Passage
14th	Mantle of the Fey
18th	Illusion of the Feywild

I have heard it said that the magic of the Feywild can saturate the body of someone who spends too long within its borders, producing a sorcerer. I have even heard tales of such sorcerers dissolving the barrier between the planes.
—Gimble

TIDES OF EMOTION

At 1st level, you can sense the emotions of nearby humanoids. As an action, you can concentrate to gain basic information about the emotions of a creature within 60 ft.

Additionally, when you reach 3rd level in this class, you can cast calm emotions and enthrall using a sorcerer spell slot. These do not count against your number of sorcerer spells known.

MANTLE OF ILLUSION

You learn to don a protective mantle of illusion, making your form appear to shimmer and waver. When you are not wearing armor, your armor class equals 13 + your Charisma modifier. (This does not stack with mage armor or any similar effect.)

FEY PASSAGE

At 6th level, you gain the ability to step briefly into the feywild to avoid incoming attacks. When you would be hit by an attack or spell, you can use your reaction to fade partially into the Feywild, reducing all damage you would take to 0 and teleport up to 60 feet to a place you can see. While under this effect, your form becomes a ghostly translucent image of yourself which can not be affected by any spells or effects. This effect ends at the beginning of your next turn, when you return to your normal form. Once you use this feature, you must complete a short or long rest before you can use it again.

MANTLE OF THE FEY

At 14th level, your mantle of illusion spreads out from you, fogging the minds of those around you. As a bonus action, you can cause creatures within 30 feet of you have disadvantage on saving throws against charms and intelligence checks to detect illusions.

Once you use this ability, you can not do so again until you finish a short or long rest.

ILLUSION OF THE FEYWILD

At 18th level, you can call a section of the Feywild to you, overlapping it with the plane you are on. As an action, choose an area with a 60 foot diameter, 60 feet high. The area fills with fog and trees as the forests of the Feywild phase into it. Additionally, when you use this ability, choose one fey creature with a challenge rating of 6 or lower. That creature appears in the area, is friendly to you and your companions and fights on your behalf, but can not leave the area of effect.

While within the area, you and any creature you designate as an ally has half cover (+2 bonus to AC and Dexterity saving throws). Any enemy attempting to leave the area must succeed on a wisdom saving throw or suffer the effects of the confusion spell.

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

OTHERWORLDLY PATRON: HAG

Your patron is a powerful hag or coven of hags from the Feywild, a self-serving creature of evil and malice. Hags often have inscrutable schemes and plans that stretch millenia - plans of which you may be a small or large part.

Being connected to a being of such inscrutable evil can have unforeseen consequences for the warlock. A desire for dark places. Experiencing a feeling of delight when causing harm. An unexplainable desire to capture souls. The hags power can even begin twisting the warlock's ethereal body into that of a hag.

WITCH MARKS

Warlocks who make their pacts with hags can manifest a mark, called a witch mark, that mars their skin. Some believe that it is a result of their body rejecting the tainted magic of the hag, while others believe that the patron hag marks them as their own or simply out of jealousy of their beauty.

WITCH MARKS (1D6)

D6	WITCH MARK
1	A pattern of wine colored birth marks that slowly shift across your skin, constantly changing.
2	A spot of blood on the surface of your eye.
3	Boils that spread across your back, consistently renewing themselves.
4	A shock of your hair, turned pure white.
5	Claw marks that cover your body, appearing whenever you do good deeds and disappearing when you do evil.
6	A twisted and malformed limb.

HAG FEATURES

WARLOCK LEVEL

1st	Expanded Spell List, Weird Magic
6th	Haunting Vision
10th	Hag's Visage
18th	Weird Transformation

EXPANDED SPELL LIST

The Hag lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

HAG EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>silent image, sleep</i>
2nd	<i>alter self, blindness/deafness</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>arcane eye, polymorph</i>
5th	<i>contagion, insect plague</i>

WEIRD MAGIC

Starting at 1st level, you gain the ability to undergo a ritual to create an object that stores a spell for later use. The ritual lasts 1 hour and requires materials worth ten times the imbued spells level to complete. The imbued spell can be any spell which you can cast.

Alternatively, if you gain access to a spell book, you can attempt to imbue an object with a spell from the book (even if it is not a warlock spell) so long as it is of a spell level which you can cast. To do so, you must succeed on an arcana check with a DC equal to 12 plus the spell's level.

As an action, you or another creature you give the object to, can destroy the object to release the spell. Casting a spell in this way does not require the use of a Warlock spell slot.

You can have a number of these objects equal to your charisma modifier at one time.

WEIRD MAGIC ITEMS

Weird magic items can come in any form: a magic mirror that when shattered produces a cloud of daggers spell, a the dried husk of a beetle, inscribed with magic ruins, that when crushed casts an insect swarm spell, a bottle of wasps that when uncorked releases a swarm of wasps that stitch wounds together, or a mummified toad that when squeezed releases a cloud of darkness from it's mouth, casting a darkness spell.

HAUNTING VISION

At 6th level, your ethereal form becomes that of a hag. You can spend 10 minutes to enter a trance state and invade the thoughts of another humanoid that you have met, within 1 mile, for up to 1 hour. During this time, you can see through the eyes of the afflicted creature and cast the Command spell on the afflicted creature at will. The spell ends when the afflicted creature successfully saves against your Command spell, if the target of the spell moves more than 1 mile from the you, at the end of 1 hour, or when you choose to end the spell as a bonus action. Your target has no memory of any actions taken as a result of the command spell.

After using this feature, you must finish a long rest, before you can use it again.

HAG'S VISAGE

At 10th level, you become immune to the effects of fear. If a creature uses an effect that would inflict the frightened condition on you, it has no effect. Additionally, the creature glimpses your ethereal hag form and must succeed in a wisdom saving throw against your warlock spell save DC or be frightened for 1 minute. If frightened in this way, the creature can make another Wisdom saving throw at the end of it's turn, ending the effect on a success.

WEIRD TRANSFORMATION

At 14th level, as an action, you turn yourself into a hag for up to 1 minute. You can end this effect as a bonus action. While in this form you have the following benefits:

- Advantage on saving throws against spells and magical effects
- As a bonus action, you can teleport up to 60 feet to a place that you can see
- Enemies have disadvantage against saving throws to resist your spells

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Players Handbook* and *Xanathar's Guide to Everything*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time you meet it's prerequisite. A level prerequisite refers to your level in this class.

ANNIS HAG'S TOKEN

Prerequisite: The Hag patron

You can expend 1 hour and 5 gp worth of materials to craft an Iron Token, which can be gifted to another creature. While the creature has the Iron Token on their person, you can send and receive whispered messages from that creature, while they are within 10 miles of you.

You may have up to three Iron Tokens active at any point in time, but communication is only between the holder of the token and the Warlock, not between the holders of the tokens.

DOMAIN OF THE SEA HAG

Prerequisite: 5th level, The Hag patron

You can cast *Control Water* at will, without expending a spell slot.

HUNGER OF THE NIGHT HAG

Prerequisite: 5th level, The Hag patron

You gain the ability to craft a rudimentary Soul Bag. Crafting a soul bag takes 8 hours, 200 gp worth of rare materials and the sacrifice of a living creature.

While the soul bag is on your person, when a living creature dies within 30 ft of you, the soul bag siphons off a part of the creature's soul to heal you for a number of hit points equal to your charisma modifier.

GRAYSTAFF OF THE BHEUR HAG

Prerequisite: 15th level, The Hag patron

You can spend 7 days and 250 gp worth of rare materials to craft a Graystaff, which can be used to channel the icy magic of the Bheur Hag. The staff has 3 charges, which regenerate after a long rest and while you are holding the Graystaff you can cast the following spells:

At will: *ray of frost*

1 Charge: *cone of cold*, *ice storm*, *wall of ice*

MARK OF THE GREEN HAG

Prerequisite: The Hag patron

As an action, you can trace a magic rune on the ground. When another creature comes within 5 feet of the mark, an illusory duplicate of you erupts from the mark with a loud scream. The illusory duplicate disappears after 3 rounds, or when another creature makes physical contact with it. When the duplicate appears, creatures within 10 feet must make a wisdom saving throw or be frightened for the duration that the duplicate remains in place.

When the duplicate is created, you are alerted by a magical alarm that only you can hear. While the duplicate is active, you can expend an action to transfer your awareness to the illusion, hearing through it's ears, seeing through it's eyes and speaking through it's mouth. During this time you are deaf and blind with regard to your own senses. You can end this effect as a bonus action.

You may have a number of these marks active equal to your charisma modifier.





USING THE PLAYERS HANDBOOK CLASSES

You can use the class options that already exist in the players handbook along with this book to create some new, unique options for player characters by making small alterations to fit the theme of the Feywild.

OTHERWORLDLY PATRON: SYLANDINE

For information on the Sylandine, see page 81.

A warlock can make a pact with a powerful sylandine or collective of sylandine. The Sylandine's ability to speak with the dead can provide good motivation for a character to go to them and a good reward for the player character doing the sylandine's bidding. In return, the sylandine may demand that the player character drown people to appease it or bring those who are spiteful or bitter enough to be added to the sylandine collective.

Players who wish to play a sylandine pact warlock can use The Archfey pact found in the Player's Handbook (pg. 108) and flavor it with colourful descriptions. For example, your Fey Presence ability could change your appearance to a beautiful silver skinned form for charming or a haggard, drowned corpse when frightening; your pact weapon could be a tarnished blade of silver that continuously drips water; and your dark delerium ability can create the

illusion of the sylandine's watery pools.

For more flavor, add the following spells to the Archfey Expanded Spells: *create or destroy water* (lvl 1), *wall of water* (lvl 3), *control water* (lvl 4).

OTHERWORLDLY PATRON: NEZIM

For information on the Nezim Brood, see page 77

A warlock can make a pact with a nezim broodmother, a giant, intelligent arachnid creatures of the Feywild that controls strong illusionary magic. Broodmothers are cunning by nature and are always looking for new places to overrun and new prey to devour. They are eager to grant power to those who they think might be useful tools in achieving their aims.

Players who wish to play a nezim pact warlock can use The Great Old One pact found in the Player's Handbook (pg. 109), replacing the Great Old One Expanded Spells with the following expanded spell list:

NEZIM EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>silent image, ray of sickness</i>
2nd	<i>web, phantasmal force</i>
3rd	<i>conjure animals (giant spider), slow</i>
4th	<i>dominate beast, giant insect</i>
5th	<i>dominate person, seeming</i>

PLACES IN THE FEYWILD



MORNINGTIDE

Land of the dawn, where shadows stretch like long grasping fingers across the landscape and an endless fog rolls in off the southern seas. Morningtide is the place where the illusionary magic of the Feywild is strongest, far from both the Seelie and Unseelie, where Fey go to hide when they don't want to be found.

THE SIREN SPIRES

A hundred spires of blue-grey stone, piercing the surface of the water and backlit by the first rays of an oncoming dawn. Each spire is riddled with a webwork of tunnels and passages carved down into the rocky spires by the incessant battering of waves. From those tunnels issues forth a haunting melody that echoes out across the water. Those few who have managed to land safely on the spires and return report vast networks of underground tunnels stretching miles into the rocks, underground chambers filled with huge crystals and a graveyard of ships broken on the rocks. Yet the source of the haunting song remains a mystery.

SHROUDWOOD

The is a place of illusion and and mystery, bathed in the halflight of dawn and cloaked in the endless mists of the Morningtide. Those entering the mists of

the Shroudwood describe a feeling of being watched by some intelligence and hearing barely audible voices whispering just outside their hearing. The mists amplify the illusionary magic of the Feywild, manifesting illusions drawn from the fears and desires of those travelling through the forest.

The Shroudwood is home to dryads, Llosalfar and the Eladrin of Dream Grove, who have come to be known as The Departed.

MISTS OF THE SHROUDWOOD

Infused with generations of Departed magic, the mists of the Shroudwood serve as more than just protection to it's denizens. Fey who have lived their lives within the Shroudwood have learned to tap into the latent magic suffusing the mists to quickly transport themselves from place to place within the mists.

Any creature who has the ability to travel via the mists of the Shroudwood can merge into the mists and travel at a speed of 240 ft per round and can pass through spaces as narrow as 1 inch, but must enter and exit in the mist.



DREAM GROVE

Settlement Alignment: Chaotic Neutral, Population: 3000

A generation after the founding of Sunhallow, under the Shepherd's care, there was a schism among the Eladrin. A group of Eladrin believed that living within the stone walls and high towers Daeleth had built to protect them was against the nature of the Fey and that they had strayed too far from nature. This led to a number of Eladrin to leave the city of Sunhallow and set off to build a new home for themselves, which would be safe as Sunhallow was, but would allow for a lifestyle that was closer to what they believed had been intended for them. This led to the founding of the Dream Grove.

The Dream Grove was founded by the Eladrin that left Sunhallow, aided by a clan of dryads and Llosalfar that they discovered concealing themselves within the Shroudwood. Through their combined magics, the Eladrin and the Dryads grew the trees of the Shroudwood to enormous size and shaped them to create homes for themselves. They tapped the magic of the Shroudwood to create an illusory barrier to hide the Dream Grove from outsiders.

THE MISTFALL VALLEY

A sprawling valley at the Northern edge of Morningtide, where the sun begins to climb towards its peak. It is a low, expansive valley separating the Shroudwood in the South, from the Amberwood in the North. The mists of the Shroudwood flow forth from the trees and pour down over the edge of the valley like a waterfall, giving the valley its name. The mists condense in the sun, forming tiny rivulets of water which flow into a crystalline lake at the centre of the valley called The Mirror.

THE MIRROR

A wide, shallow lake at the centre of The Mistfall Valley, formed from the condensing mists of the Shroudwood as they roll into the valley. The waters are saturated with illusion and enchantment magic. If drunk, the waters of the Mirror tap into the thoughts and memories of the imbibor, offering a kaleidoscope of visions that draw out repressed memories and feelings and lay them bare. Fey and beings from across the planes make a point of travelling to the Mirror at least once in their lives to imbibe the waters, as the visions that they induce are said to help heal emotional and mental trauma.

THE EVERBRIGHT

The Everbright is a land where the sun hangs high in the sky and darkness never falls. It is a vast expanse of sun soaked fields, rolling hills and verdant forests. When most people think of the forests of the Feywild, populated by golden haired elves and lascivious satyrs, it is the Everbright that they are picturing.

The Everbright is home to the Seelie and many of the permanent gateways between the Feywild and other planes.

THE AMBERWOOD

A seemingly endless expanse of sundrenched forest, the Amberwood is a dense, but passable, deciduous forest set under the perpetual afternoon sun. The upper leaves turn bright shades of yellow and gold as they become saturated with sunlight, while the lower leaves remain lush and green. If the trees are pierced, the sap they drip glows with the light of the sun, forming Sunstone Amber, for which the Forest is named.

The Amberwood separates the Mistfall Valley in the south and the Razorgrass Fields in the North and touches the Silver Hills in the West. Despite the high population of Fey within the woods and the forest's propensity for destroying any tracks or paths carved through it, it is considered one of the safest places to travel in the Feywild.

I have seen some strange things while my guide and I have been travelling in the Feywild. Saplings sprouting from the skin, illusionary magics to confound the senses and strange whispers from the darkness, urging me to do unspeakable things.

But undoubtedly, amidst all the madness, the strangest thing of all was when my guide and I were travelling the Amberwood and my guide sat down upon the ground and refused to move. He said that the Amberwood had welcomed him; that our contract was void and that he was going to make his new home there, right on the spot.

Thankfully, I have spent enough time in the Feywild to know when someone is besotted by magic and I knew enough to just sit with him and hope that the magic faded. It did, but not before I spent more than 8 hours listening to the poor fool tell me about the family he would raise once he found himself a nice Fey woman to settle down with.

- Gimble

CONSCIOUS FORESTS - AMBERWOOD

The Amberwood in the Everbright and Wanderwood in the Twilight each have an overriding consciousness that ties the forest together. These consciousnesses are generally believed to be responsible for both the feelings of welcoming warmth experienced in the Amberwood and the disorienting effects of the Wanderwood.

What caused these particular forests developed in this way, when others did not, is a mystery. Druids and archdruids have attempted to communicate with these entities with minimal success, but their presence is undeniable to any who have ventured in either forest.

Amberwood. Those travelling in the Amberwood feel a comforting warmth and jovial feeling while beneath it's canopy. The forest also attempts to maintain the appearance of a natural, untouched forest, quickly eroding paths and swallowing up any evidence that intelligent beings had passed by, usually through the accelerated growth of trees and foliage.

Adventuring in the Amberwood. While in the Amberwood, characters have advantage on the wisdom saving throw to resist Fey Magic effects. Additionally, when they fail a saving throw, roll a d12 instead of a d10. On a 1 to 10, see the table, on an 11 or 12, the character is comforted by the feelings of goodwill within the Amberwood. They are considered charmed and can make a DC 12 Wisdom saving throw at the end of each hour to end the effect. While charmed, they will do everything they can to remain within the Amberwood forever.

THE RAZORGRASS FIELDS

To the untrained eye, the Razorgrass Fields are little more than a gently rolling expanse of pale grass, drooping at the head and coloured with a scattering of pale red speckles. Small trees dot the vast grasslands, but there is no other sign of movement or life, leaving it eerily quiet. Yet, like many things in the Feywild, it is more than it seems - when creatures pass through the grass, jostling it's leaves, the head of the grass whip violently back and forth, rending anything that it can touch with the razor sharp edges of it's leaves.

Because of the Razorgrass, the only life that can be found in these fields are small creatures that can live amongst the stalks of the Razorgrass, beneath the reach of it's leaves. It is rumoured that a colony of rat-riding Brownies lives somewhere amongst the stalks of the Razorgrass Fields, where none of the larger Fey would trouble to come looking for them.

SUNHALLOW

Sunhallow is the largest settlement in the Feywild, home to thousands of Eladrin and a scattering of other Fey. The city is a sprawl of high peaked roofs and open air markets, arranged around a huge stone tree at it's centre, carved to into a palace.

Generations ago, before the Eladrin had a place to call their own, they wandered the Feywild as nomads, attracting the attention of Faen, the Dread Wolf. He stalked them through the forests of Twilight and into the Everbright, stealing into their camp each day to devour another of their number, revelling in the fear it caused them. Then a man strode into the Eladrin encampment. He was fair of features and kind to the nomadic Eladrin who had been fleeing the wolf for longer than they could remember. He offered them a place, safe from Faen's jaws, where the Eladrin could make a home for themselves. The man led them far to the south, into a clearing in the Amberwood, where the trees bleed sap of purest sunlight and he planted a sapling, declaring "As long as this sapling drinks in the rays of the sun, the Dread Wolf will harm no one in this place".

Cethenn, the Trickster watched from hiding and, seeing an opportunity for mischief, transformed himself into a Basilisk. He lumbered out of the trees and with his basilisk's stare, turned the sapling to stone. The Eladrin who had felt hope for the first time in so long, wept and Faen, watching from the shadows, licked his lips hungrily, but the kindly man only smiled, and laid a hand on the stone sapling, which began to grow taller and thicker until it's stone

branches towered over the Amberwood. "Here you will make your home," he said, allowing his disguise to fall away and revealing himself as Daeleth, one of the Fey elders.

In the years that followed, rooms and halls were carved into the great stone tree, turning it into a palace, which was dubbed the Sunspire, and the city of Sunhallow grew up around it, safe from Faen, the Dreadwolf. The Eladrin of Sunhallow along with their leader, Daeleth, became the first of the Seelie.

THE THEATRE

There is no place in the Feywild more reviled and more feared than the Theatre. Even the Fey Elders themselves stay clear of the place.

The Theatre is a circular building built of thick brown timbers and white washed plaster, covered by an awning of brightest red canvas. Stalls selling all manner of trinkets and delicious food surround the Theatre. Buns stand cooling on counter tops and meat sizzling on grills, their smells inviting passersby to come sample, yet there is not a single person amidst it all. Not a single shopkeep, stall vendor or cook, as though they had all vanished on a moment before.

Inside the theatre, hundreds of audience members crowd concentric tiers of seating, watching the actors on the semi-circular wooden stage. Each one of them once had a will of their own, before falling victim to the illusions of the theatre and the oppressive control of the puppetmaster who lurks within.

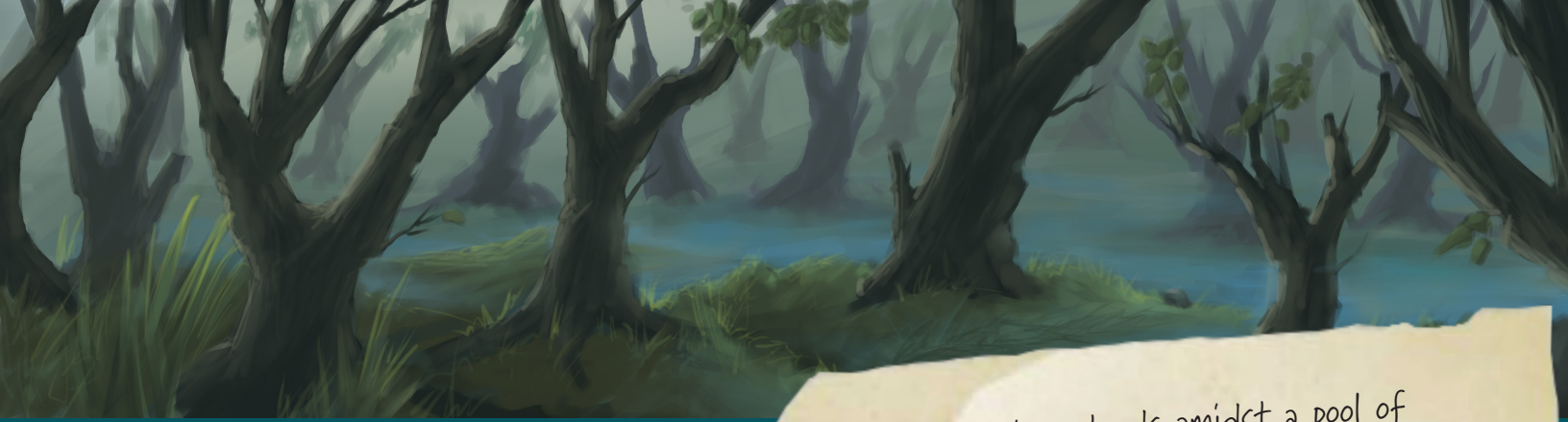
(For more information on the puppetmaster, see the Notable Fey section on pg. 26.)

ENCOUNTERING THE THEATRE

If the players encounter the theatre, travelling in any direction where the theatre is within your sight, will bring you to the theatre. To travel away from the theatre, you must be going in the opposite direction so that it is entirely out of view. Attempting to do so elicits feelings of extreme vertigo.

Sounds of the play. Any humanoid who hears the sounds of the play inside the theatre must succeed on a DC 14 Wisdom saving throw or become focused on entering the theatre.

Market food and drink. Anyone who tastes the food and drink is filled with thoughts of going into the theatre and must succeed on a DC 18 Wisdom saving throw or becomes focused on entering the theatre.



THE TWILIGHT

The twilight is a land of transition, hanging between day and night, where the sun, stars and moon are all visible in the sky. It is a land of illusion, mystery and secrets. It is home to the Autumn Queen, the Unseelie Court, the nezim, sylandine and other many other fey that rely on illusion.

THE DROWNING

A sprawling marshland of lush vegetation, home to fanciful amphibians and clouds of luminescent pixies chasing one another through the high marsh grasses. Pools of crystal water reflect the stars and moon above, while trees growing up out of the water weave their roots together into gangplanks and walkways across the marsh. Beneath it all, lies a subterranean waterscape, shrouded by illusion and dominated by the Sylandine, who hold their court of the drowned in the darkness beneath the water.

A being stands amidst a pool of crystal blue water, beautiful, but genderless. It's skin is the colour of a winter sky, it's eyes the deep green of sea kelp, it's hair strands of silver. It beckons the elven woman forward with an outstretched hand and an inviting smile. Without thought she moves towards it, taking a step into the ankle deep water, but where once there was white sand, now there is nothing and her foot drops into the watery void. Frantically, she lashes out for something to grab onto and finds the embrace of a drowned and hollow eyed creature, a specter of the beauty she had seen only moments before. The creature twists it's swollen blue lips into a rictus smile and pulls her down into the murky depths.



THE HUNTER'S WOOD

A dense, sparsely populated, coniferous forest stretching along the Western coast, from Everbright to the Murkmidden. The Hunter's Wood is the hunting grounds where Faen, the Dreadwolf, prowls in search of prey, and Lughier, the Hunter, tracks the wolf.

Most Fey know to avoid the Hunter's Wood, whenever possible, as the Dread Wolf can sense the presence of all those who stray into it. Those who enter the forest often find themselves the prey of Faen, or worse, caught up in the endless, inescapable, conflict between the Wolf and the Hunter.

THE WOLF AND THE HUNTER

Lughier, the Hunter, has been hunting Faen, since the Feywild came into being. His is one of the stories that makes up the essence of the Feywild itself. Characters who enter the forest and find themselves noticed by the Dread Wolf, or the Hunter are like to get caught up in their conflict. Lughier, the Hunter, may choose to use the characters as bait to try and trap Faen, whether they consent to the it or not.

Alternatively, if Faen gets to them first, he may try and trick the characters into protecting him against Lughier, or simply chase and devour them.

ILVANYL, THE PALACE OF DUSK

Home of Ildrael, the Autumn Queen and seat of the Unseelie Court, Ilvanyl was built for the Autumn Queen by the Llosalfar when she first came upon them in her youth. The palace is perched on a rocky promontory overlooking the Lake of Echoes, in everlasting dusk, and consists of three tiers with three halls, topped by three spires.

Once inside the palace, it becomes quickly apparent that the palace's outward appearance does not match the dimensions of it's interior. Corridors stretch and wind for miles, with hundreds upon hundreds

of doors leading to libraries, broom closets, self contained demiplanes featuring sunny meadows or quiet forests, and portals to other planes of existence. The great hall of Ilvanyl, where the Autumn Queen's bramble topped throne sits is a sea of carved granite columns which imperceptibly stretch into infinity to accommodate those within it, always keeping the walls within sight, but out of reach.

Beneath the palace is a system of carved caves where the Llosalfar who have pledged their allegiance to the Autumn Queen live and work. The caves, like the palace above, defy reason and stretch on into a maze-like web that no doubt hides countless magical items and treasures.

LAKE OF ECHOES

A large, picturesque lake at the foot of Ilvanyl, the Palace of Dusk, separating the Wanderwood from the Hunter's Wood. The waters of the lake are perpetually shrouded in a thin layer of mist that rises, like steam, from the waters themselves. The mists seep into the minds of those who travel on the lake, drawing on their memories and forming whispering voices of those the person has known and lost.

It is rumoured that the Autumn Queen had her palace built over the lake so that she could hear the voice of someone she lost. Some have said that when she stands on her balcony overlooking the lake, a child's laughter can be heard echoing across the waters.



THE POOL OF SORROWS

Stories say that Aislaine, most beautiful of the Fey, has only shed tears once, after speaking to Caer'mil, the Deciever. It isn't known what Caer'mil said to Aislaine, but what is known is that Aislaine ran into the Twilight, sat down on the forest floor and began to weep. She wept until her tears filled a valley and only stopped weeping when a child came to her and offered a flower.

The Pool of Sorrows is nestled in a shallow valley, half a mile across and glistening like a pool of liquid silver in the twilight. Keen observers will see, trapped beneath the waters, a small cottage and a small Eladrin village that stood in the valley before it filled with water.

As you come closer to the pool, a great, maddening, unbearable sadness begins to fill your mind and your soul, overcoming your rational thoughts. Those who linger too long around the pool, or drink from the silvery waters can fall into a well of the despair. This

may explain the ethereal presence of ghosts that lurk in the surrounding woods and wander across the waters.

TIR'FALN, THE STONE FOREST

Home of the reclusive Llosalfar, Tir'faln is a small city constructed of a hundred rough stone pillars dotting the length of a deep gorge. Each stone pillar has been hollowed out to make homes and workshops for the Llosalfar. Rooms, steps and balconies have been carved into the rock itself and reinforced with magic, while passages, tunnels and halls have been carved below the surface, in equal measure.

Outsiders visiting the city of Tir'faln are always met with suspicion, but ultimately welcomed, once they have proven themselves to not be a threat.

APPROACHING THE POOL OF SORROWS

When characters come within 1 mile of the pool, they begin to feel the sadness enter their consciousness. As they get closer, the feelings get stronger, threatening to overwhelm them.

1 mile. Characters experience feelings of melancholy for no discernable reason

Half a mile. Characters begin to relive memories of things that have happened in their lives that caused them sadness or pain. Those feelings resurface with the same strength they felt at the time it happened.

100 feet. Characters must make a DC 13 Wisdom saving throw. On a failed save the character sits down and begins weeping. They are considered frightened. At the end of 1 hour, the character can make another save, ending the effect on a success. Once you have succeeded on a saving throw, you no longer need to make saving throws against this effect.

50 feet. Characters must make a DC 15 Wisdom saving throw. On a failed save the character's mind is overcome with the sadness that Aislaine felt when she sat here. The character takes 14 (4d6) psychic damage and is paralyzed. At the end of 1 minute, the character can repeat the saving throw to end the effect, taking an additional 14 (4d6) psychic damage on a failed save. This effect continues until the character succeeds. Once you have succeeded on a saving throw, you no longer need to make saving throws against this effect.

0 feet. Characters who touch the water must succeed on a DC 18 Wisdom saving throw. On a failed save, the character become insensate and walk into the water, towards the centre of the lake. The character is considered to be charmed. The character can make a new saving throw at the end of your turn (every 6 seconds) to end this effect. Once you have succeeded on a saving throw, you no longer need to make saving throws against this effect.

When any creature enters the lake, 2d6 ghosts (*Monster Manual*, pg. 147), apparate and begin to try to drown the characters in the lake. The ghosts can not move more than 5 feet away from the edge of the water.



THE WANDERWOOD

The Wanderwood is a forest of mixed deciduous and coniferous trees, scattered with mosses, mushrooms and fungus, under the twilight sky. It is crisscrossed by a hundred heavily trodden paths that snake and wind their way through the trees. However, anyone who lives within the Wanderwood knows that the paths are merely a trap to ensnare unwary travellers within the psychedelic magic of the forest. Those who tarry too long in the forest see the trees come alive and the muted colours of twilight grow brighter and more vibrant until the world becomes a technicolour hallucination. Paranoia creeps into the minds of the unwary, turning every friend to an enemy and every shadow into an approaching threat.

It's not surprising that the few Fey who call the Wanderwood home are often driven to madness by the infectious magic of the forest and the only creatures that thrive within the Wanderwood are those whom others would call mad.

CONSCIOUS FORESTS - WANDERWOOD

The Amberwood in the Everbright and Wanderwood in the Twilight each have an overriding consciousness that ties the forest together. These consciousnesses are generally believed to be responsible for both the feelings of welcoming warmth experienced in the Amberwood and the disorienting effects of the Wanderwood.

What caused these particular forests developed in this way, when others did not, is a mystery. Druids and archdruids have attempted to communicate with these entities with minimal success, but their presence is undeniable to any who have ventured in either forest.

Wanderwood. Those travelling in the Wanderwood feel an uneasy sensation of being watched and sometimes hear barely audible whispers that are always just beyond the range of their hearing. The forest actively attempts to thwart those who travel within it, offering a myriad number of paths, which loop, cross and shift to lead travellers off course. The forest swallows up any markers or other attempts to aid in navigating the forest, either by twisting and moving the limbs of the trees to destroy markers or through an accelerated process of decay.

Adventuring in the Wanderwood.

While in the Wanderwood, characters have disadvantage on the wisdom saving throw to resist Fey Magic Effects. Additionally, when they fail a saving throw, roll a d12 instead of a d10. On a 1 to 10, see the table, on an 11 or 12, the character's mind is filled with feelings of intense paranoia. They are considered frightened and can make a DC 12 Wisdom saving throw at the end of each hour to end the effect. While frightened, they feel that everyone, including their party members, are plotting against them and will not let anyone get closer to them than 30 feet.



THE EVERDARK

The everdark is the land of always midnight, where only the moon and the stars light up the endless night. It is home to hags and boggles, darklings and all the Fey who want to remain hidden.

THE LOTUSCAPE

Beneath the light of the full moon, the Lotuscape blooms. A vast expanse of marshland crowded with oversize foliage. Giant lotus flowers towering 40 feet high and leaves the size of boats, pierce the azure waters and form a canopy of silver petals for those Fey who make their home here.

The Lotuscape is dotted with small villages populated by silver skinned sea elves, calling themselves the Iskandrian, who live and hunt within the marshes. They are territorial, untrusting of outsiders and ever wary of what they call the Grey Death: **giant wasps** (*Monster Manual*, pg. 329), patterned to look like the underside of the lotus leaves, that terrorize the Lotuscape.

THE MIDNIGHT OSSUARY

In the shadow of a high cliff, behind a fifty foot wall of impenetrable brambles lies the Midnight Ossuary, a great garden of night blooming flowers, lovingly

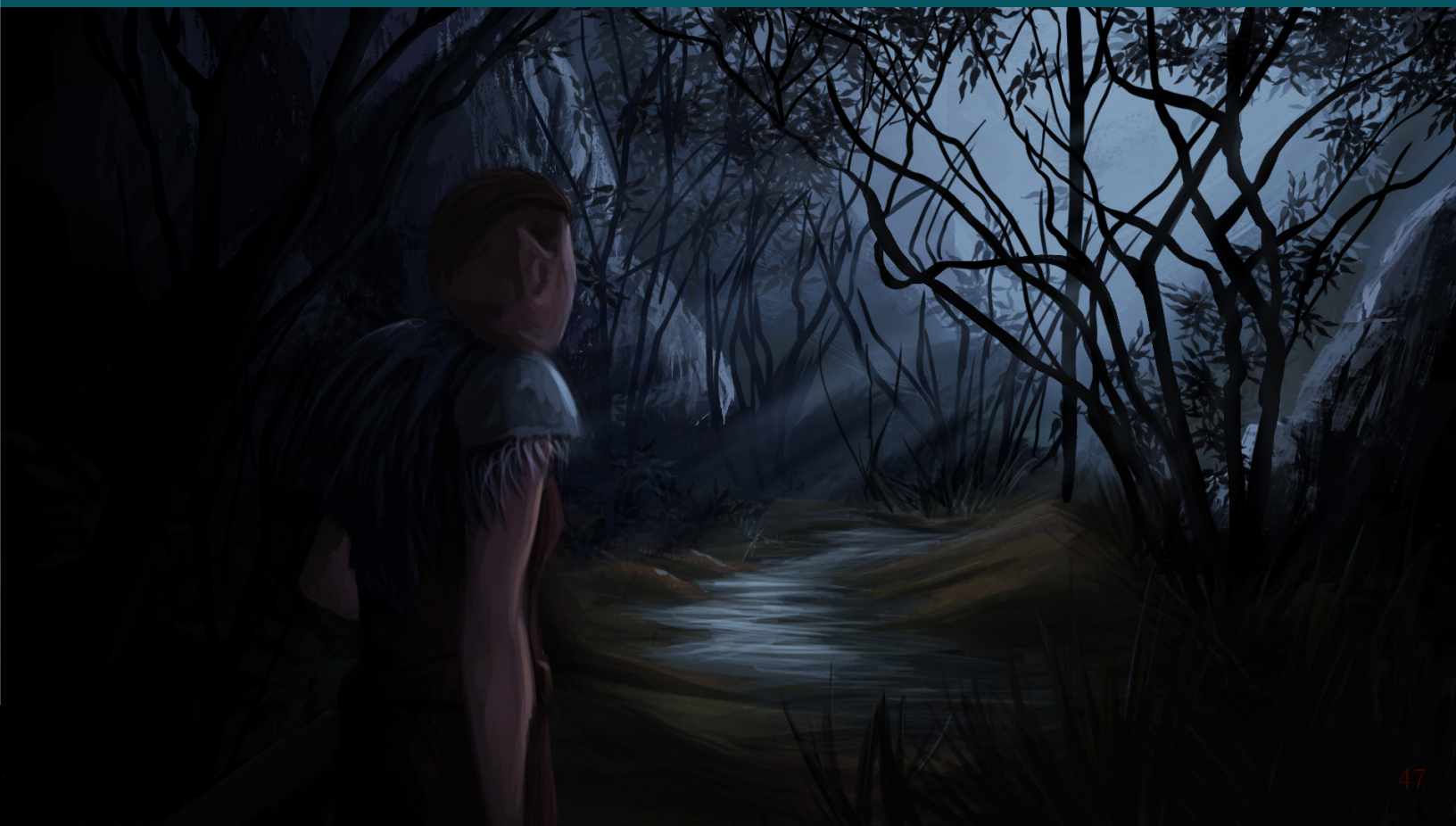
tended by the community of darklings who make their home in the nearby caves. Paintings, statuary and other works of art are carefully situated in the garden amidst the flowers and suspended in the branches of trees.

Darklings from all over the Feywild come to the Midnight Ossuary to look upon the masterpieces stored in it's gardens and to scatter the ashes of their dead amongst the flowers so that they might live on in the beauty of the garden.

THE MURKMIDDEN

The festering scents of decay and rot fill the Murkmidden, a rolling expanse of hilly swampland, gnarled trees and dark denizens that stretches into the darkest expanses of the Everdark. The Murkmidden is home to Fey that thrive only in the darkest environments: Meenlocks, Hags and Darklings, and those Fey looking for a place where none will come looking for them.

Being in the Everdark, the Murkmidden is hidden beneath the cover of near total darkness. However, those travelling through the Murkmidden may come across lanterns of golden faerie fire, hung from the limbs of gnarled and twisted trees, or mounted atop





rough wooden posts in the spongy ground. These provide just enough light to make out a path through the darkness. Whether that path leads to a friendly inn run by an over-friendly boggle or into a nest of hungry nezim is always unsure.

THE OILY SLIPPER

Surrounded by swampland and lit by golden faerie fire lanterns, the Oily slipper is a small, decrepit inn built in the middle of the deepest part of the Murkmidden. It is built from odd bits of broken wagon and fallen trees that have been dragged out of the swamp and tied together with rough twine. It contains just enough space for 1 table at which four medium sized humanoids could sit and a single guest room with a bed made from dried swamp grasses. It's owner, Burgle, is an over-friendly **boggle** (*Volo's guide to Monsters*, pg. 128) who beyond all other things wants to make friends. He built the inn and erected a series of faerie fire lanterns leading to the inn, in the hopes that it would attract travellers who he could then befriend. Unsurprisingly, the inn doesn't get a lot of guests, so Burgle is eager to host anyone who comes across his inn, offering them the height of oily boggle hospitality.

ADVENTURING IN THE FEYWILD

AMBIENT MAGIC

When characters are adventuring in the Feywild, they can be adversely affected by the ambient magic that courses through the plane.

If a character comes from the Feywild or has extensive experience in the Feywild, then they have advantage on any saves against the following ambient effects.

TIME DILATION

When the characters roll a random encounter, enter into combat or experience a moment of high emotion, time stretches around them, increasing the time they have been in the Feywild by one day. If they encounter the same thing when a Fey Elder is present, increase this time by 7 days.

EXHAUSTION

The Feywild's lack of a normal day/night cycle can prove stressful for some characters, especially in the Morningtide and the Everbright. When characters take a long rest, if they have no points of exhaustion, they must succeed on a constitution saving throw or gain one point of exhaustion. If they already have one or more points of exhaustion and fail the save, they do not get a second point, but retain their existing exhaustion levels through their rest. On a successful save, they remove 1 point of exhaustion at the end of their rest.

The DC is based on the area of the Feywild they are travelling in:

FEYWILD EXHAUSTION

LOCATION	SAVE DC
Morningtide	DC 9
Everbright	DC 11
Twilight	DC 7
Everdark	No save required

VOLATILE EMOTIONS

The Feywild twists the emotions of those who spend too much time in it. Whenever something emotionally jarring happens, have the characters roll 1d100 to see how strongly their emotions are influenced by the Feywild.

Add +5 to the player's rolls for each 24 hours that they have been in the Feywild.

EMOTIONAL RESPONSES

1D100	LEVEL OF EMOTIONAL RESPONSE
1 - 50	Normal emotional response
51 - 70	You feel your emotions stronger than normal, but don't act on them
71 - 90	You feel your emotions very strongly and are driven by them to act
91 - 100	You are entirely overcome by your emotions (you may fly into a rage, go cry in a corner or have some other suitably extreme emotional response)

FEY MAGIC

As the characters spend more time in the Feywild, the magic of the place begins to seep further into their minds, causing hallucinations, and occasionally, memory loss. Have the players make this save either in place of a random encounter roll or once for every 6 hours spent in the Feywild.

The characters must succeed on a DC 10 wisdom saving throw or be affected by the magic of the Feywild. On a failed save, have the player roll a d10 to determine the effect.

FEY MAGIC EFFECTS

1D10	EFFECT
1 - 4	The character's brain becomes foggy and they become more prone to emotional outbursts for 1 hour.
5 - 6	The character sees illusionary manifestations of familiar items from home in the forest (these are personal items such as tools, music boxes, jewelry, etc.) for 1 hour.
7 - 8	The character sees illusions of shadows, ghosts, and other frightening things for 1 hour.
9	The character begins to itch uncontrollably and then sprouts tiny seedlings through the pores of their skin. This fades after 30 min.
10	The character loses all memory of events that have occurred in the past 3 hours.

RANDOM ENCOUNTERS

While travelling through the Feywild, roll 3 d20's at the start of each day, representing the morning of travel, afternoon of travel and the night time (since there is no normal day and night cycle, each roll represents approximately 8 hours of travel). On a roll of 15 or higher, roll for a random encounter based on the location of the Feywild that the characters are travelling in.

Many of the random encounters in this book are unique encounters and may not be able to be run more than once in an adventure. In the case that you roll a random encounter on the tables that you have used already in the adventure (and can't be adapted for a second use), you can:

- re-roll on the same random encounter table
- have the characters roll wisdom saving throws on the Fey Magic table on page 49.

FEYWILD RANDOM ENCOUNTERS

ENCOUNTER	COASTAL	MORNINGTIDE	EVERBRIGHT	TWILIGHT	EVERDARK
Arachnid Illusions				1-4	1-4
Army of Twigs				5-8	5-8
Beauty No-more	1-4	1-3		9-11	
Broken Stem			1-4	12-14	
Bubble in the Wilds			5-7	15-17	
Caps and Claws	5-8	4-6	8-10	18-19	
Dazeberries	9-14	7-9		20-22	9-11
Draconic Trickery	15-19	10-12	11-13	23-24	
Enchanter Enchanted		13-15	14-16		
Fear Incarnate	20-24	16-18	17-19	25-26	12-14
Garden of Splendor					15-20
Ghostly Warnings				27-30	
Golden Hunger	25-30				
Hedonistic Revelry			20-22	31-32	
Hellish Punishment		19-21	23-25		
Join us in the Deep		22-24		33-36	
King of the South Sea	31-34				
Lost Homunculus	35-39	25-27	26-28	37-38	21-23
Lost Memories		28-30	29-31	39-40	
Lovers Quarrel	40-44	31-33	32-34	41-42	
Luminescent Fungus				43-45	24-28
Lurking Shadows	45-49	34-36	35-37	46-47	29-31
Magical Hunger		37-39	38-40	48-49	32-34
Maiden's Song		40-42	41-43	50-51	
Map to Reeping	50-54	43-45	44-46	52-53	35-37
Merry Procession		46-48	47-49		
Misleading Mist	55-59	49-51		54-55	38-40
Mousy Hag		52-54		56-58	41-44

FEYWILD RANDOM ENCOUNTERS

ENCOUNTER	COASTAL	MORNINGTIDE	EVERBRIGHT	TWILIGHT	EVERDARK
Muddy Welcome	60-63		50-52	59-60	45-47
Not in our Frogdom	64-68			61-62	48-52
Pixie Imprisoned		55-57	53-57	63-64	
Quick Encounter	69-73	58-60	58-61	65-66	53-56
Razorgrass			62-64	67-68	
Search Party		61-63	65-67		
Spawn of the Sea	74-78				
Sprite Village	79-82	64-66	68-70	69-70	57-59
Terrogen Pods		67-69	71-74	71-73	60-64
The Absent Minded Cartographer		70-72	75-77	74-75	
The Blood Tree				76-79	65-71
The Bramble-Curse		73-75	78-81	80-81	72-76
The Rhythm of the Stones		76-78		82-84	77-80
The Shimmer	83-86	79-84	82-85	85-86	81-83
The Strangling Tree		85-87	86-88	87-88	84-87
The Wrong Way Sign	87-91	88-91	89-91	89-90	88-91
Thoughtwoven			92-94	91-93	
Tree Migration		91-93	95-97	94-95	92-94
Unending Chase	91-94	94-97	98-100	96-97	
Unsettling Encounter		98-100		98-99	95-98
Wailing Death	93-95				
Watery Assassin	96-100			100	99-100

Random encounters from this table should be sufficient for a group between levels 3 and 8, with a healthy mix of combat and roleplaying encounters.

Descriptions of each encounter can be found in the following entries. Monsters are highlighted and referenced to their appropriate books and page numbers. Book titles are abbreviated as follows:

- MM - Monster Manual
- VGtM - Volo's Guide to Monsters
- MToF - Mordenkainen's Tome of Foes

These random encounters make heavy use of the monsters from Volo's guide to Monsters, however, references to Mordenkainen's Tome of Foes are kept to a minimum.

ARACHNID ILLUSIONS

You come upon a small village of humanoids whose races match the races of the characters. The villagers claim that they have been living and thriving in the Feywild for more generations. The village and the villagers are illusions created by a **nezim webweaver** (*Appendix C, pg. 76*), who is in charge of one branch of a nezim colony, containing 2d6 **nezim** (*Appendix C, pg. 74*).

DM'S NOTE - ARACHNID ILLUSIONS:

You can extend this encounter or make it more dire by drawing the characters into the full Nezim colony, which contains an additional 2d4 Nezim Webweaver (*Appendix C, pg. 76*), 1d6 Nezim Thoughtspinner (*Appendix C, pg. 75*), 6d6 Nezim (*Appendix C, pg. 74*) and 1 Nezim Broodmother (*Appendix C, pg. 77*)

AN ARMY OF TWIGS

You encounter a large crater, 200 feet across, at the centre of which is a huge, gnarled black tree, covered in hollows that glow with unearthly green flames. Surrounding the tree, the ground is visibly moving with the small wooden forms of $100 + 1d100$ **twig blights** (*MM*, pg. 32). As you watch, you see more twig blights crawling forth from the hollows of the great black tree at a rate of $1d6$ per minute.

Atop the tree sits a **boggle** (*VGtM*, pg. 128) named Snet who fell in love with the Autumn Queen long ago. When he professed his love for her, she called him a horrid little creature and sent him away. Angered, he stole a magic ring and used it to twist a tree in the Everdark to spawn hordes of twig blights with which he will wreak his terrible vengeance. Snet has attacked the gates of the Autumn Queen's palace with armies of twig blights 363 times to date. This will be the 364th.

The Boggle's ring is called **Life Spark** (*Appendix A*, pg. 69).

BEAUTY NO-MORE

You see an eladrin woman of exceptional beauty, sitting at the edge of a pool of water, beckoning you towards her. If you follow her, tendrils of seaweed lash upwards from the nearest pool of water to grab you and pull you beneath the surface unless you succeed on a DC 13 Dexterity saving throw. If you do not follow the Eladrin woman or manage to dodge the seaweed, the woman reveals herself as a **sea hag** (*MM*, pg. 179).

The hag was once an Eladrin woman named Taurel. Felurian, the Fey Elder, tried to seduce her husband away from her, but her husband chose Taurel. Felurian took vengeance by cursing Taurel and making her too ugly for any man or woman to look upon. Taurel ran into the Drowning hoping to end her life, but even the Sylandine would not drown her. Her resentment festered and transformed her into a sea hag.

BROKEN STEM

You enter into a meadow filled with hundreds upon hundreds of flowers of all different colours in full bloom. Suddenly you hear a tiny scream of rage as a **pixie** (*MM*, pg. 253) who had been sitting, invisible in the flowers attempts to polymorph you into a newt. The pixie had spent the past 5 hours examining every flower in the meadow to find the most perfect one and you just stepped on it.



BUBBLE IN THE WILDS

You spy an iridescent, shimmering barrier of magic through a clearing in the trees. The barrier is in the shape of a bubble which covers a two hundred foot radius sphere with a tower in the centre of it. The tower is home to an **illusionist** (*VGtM*, pg. 214) named Torvin and his **spring eladrin** (*MTof*, pg. 196) assistant, who are studying the effects of melding enchantment and illusion magic together to form a new magic. The barrier was erected to block out the hallucinatory Fey Magic from affecting the wizard.

CAPS AND CLAWS

You are ambushed by $2d4$ **redcaps** (*VGtM*, pg. 188). As the redcaps charge towards you through the bushes, they disturb a patch of **rooting claws** (*Appendix B*, pg. 72), which scatter their seeds on all creatures within 60 feet.

Any creature making a perception check to notice the seeds has disadvantage because of the commotion made the attacking redcaps.

DAZEBERRIES

You come upon a patch of your favorite berries (each character sees their own favorite berry, which may differ).

If the characters eat the berries, the illusion covering them melts away to reveal **white dazeberries** (*Appendix B*, pg. 73). Any creature

who has eaten the berries must succeed on a DC 16 Constitution saving throw or be paralyzed for one minute. If one or more of the characters is paralyzed in this way, a group of 3 **pixies** (*MM*, pg. 253) reveal themselves and try to rob the characters. The pixies did not cast illusion magic on the berries, but know that they generate their own illusions, so they lie in wait near the bushes for travellers to happen by.

DRACONIC TRICKERY

You catch the attention of a clutch of 3 **faerie dragons** (red, indigo and violet) (*MM*, pg. 133) who follow you invisibly, playing pranks on you with their powers.

ENCHANTER ENCHANTED

You come upon a 23 year old human male **enchanter** (*VGtM*, pg. 213), named Cai, wearing an overly large hat, in a clearing. He has fallen victim to the subversive magic of the Feywild and is attempting to catch something that you can not see. If approached he explains that he came to the Feywild to learn about it's subversive magic and if he could just catch some of the pink butterflies, he's sure that he could figure it out (no one else sees the butterflies).

FEAR INCARNATE

A tiny **pixie** (*MM*, pg. 253), flies through the air, looking desperately behind her for something that isn't there. She crashes into you, begging you to help save her from the beast that is chasing her.

The pixie is under the effects of a Phantasmal Force spell which makes her think that something is chasing her. Suddenly 2d4 **meenlocks** (*VGtM*, pg. 170) appear, spawned by the pixie's terror.

GARDEN OF SPLENDOR

You stumble across a nearly impassable 7 foot wall of brambles twisted, trimmed and woven together to form an impenetrable wall of thorns. On further investigation it seems to be protecting an area roughly 100 feet in diameter that abuts a stony cliff face.

If you cross the wall, or scout overtop of it, you see a magnificent garden of beautiful night blooming flowers and trimmed topiary. Amidst the plants are paintings, framed and hung from trees and statuary propped up amidst beds of flowers.

This is the secret garden of a clan of darklings, who live in a cave at the base of the rock face. If you alert them to your presence, 2d6 **darklings** (*VGtM*, pg. 134) and 1d6 **darkling elders** (*VGtM*, pg. 134) rush out of the cave to stop you from desecrating their garden.



GHOSTLY WARNINGS

A **ghost** (*MM*, pg. 147) stalks you, unseen until you come to an area of relative danger, in which case it attempts to possess you and move your body away from the dangerous areas.

The ghost is the ghost of a Halfling adventurer named Bella Underbridge who was drowned by the **sylandine** (*Appendix C*, pg. 81) in The Drowning and is now travelling through the Feywild, possessing people and trying to lead them to safety.

GOLDEN HUNGER

On the beach, you see a solitary figure: a gnome man with an overlarge pack nearly three times his size on his back, which he seems no trouble at all for him to lift. He identifies himself as Pog and he is waiting for a group of **nymphs** (*Appendix C*, pg. 79) to arrive. When they emerge he offers them various trinkets in exchange for a wealth of pearls which they gathered from the ocean floor. When the nereids return to the deep, the gnome begins to casually eat the pearls.

Pog is in fact an **adult gold dragon** (*MM*, pg. 114) in disguise, who has found a peaceful existence for himself in the Feywild, away from the troubles of the other planes.

HEDONISTIC REVELRY

Fanciful music reaches your ears and the delicious smells of roasting meat and fresh baked bread reach your nostrils. Following the sounds of the music and source of the smell brings you to a revel. A large group of satyrs, pixies, dryads, sprites, eladrin and quicklings, a hundred strong are playing music dancing and feasting at 3 long tables piled high with food. When the revellers see you, they invite you to join them, offering food and drink as they pull you to dance with them.

If you eat the food or drink the drink you join the revel and become unable to leave it. If you have not imbibed and try to leave, you must make a DC 15 Wisdom saving throw or become charmed and join of the revel. If you join the revel, either willingly or unwillingly, you dance, sing and feast until you pass out. When you awake, all traces of the revel are gone, 6 days have passed and you have 2 points of exhaustion.

HELLISH PUNISHMENT

You encounter a **cambion** (*MM*, pg. 36) dressed in elvish finery with flowers braided into his long black hair. He is gathering flowers in a meadow and when he catches sight of you, tries to hide behind a log, hoping you didn't see him.

The cambion goes by the name Gharl. He was summoned to the Feywild by Cethenn to make trouble in Sunhallow. However, when he was finally apprehended by Daeleth, the fey elder suppressed the cambion's powers and sentenced him to 1000 years of service to three **dryad** sisters. The sisters, Dara, Cara and Mara, are overly cheerful, fun-loving dryads who sent Gharl to gather new flowers for them to braid into his hair before they have their daily game of hide and go seek.

JOIN US IN THE DEEP

You see a beautiful figure with pale skin and silver hair standing in a pool of hip deep water. It seems either male or female, depending on the tastes of those viewing it, beckoning you towards it with a playful smile full of illicit promises.

The figure is a **sylandine** (*Appendix C*, pg. 81) and uses it's Call of the Deep ability to draw you into the pool. Once in the water, the illusionary bottom of the pool falls away and the sylandine pulls you beneath the water.

Optional: an additional 1d6 **sylandine** lie in wait beneath the water to grab hold of anyone who steps into the water.

KING OF THE SOUTH SEA

You spot a dark shadow beneath the water, following along beside you, when a **dragon turtle** (*MM*, pg. 119) surfaces next to you. On it's back sits a **marid** (*MM*, pg. 146) atop a tarnished silver throne decorated with pearls, gemstones and coral and surrounded by a harem of 10 **nymphs** (*Appendix C*: pg 79). The marid proclaims himself as the king of the sea and demands tribute lest he command his dragon turtle to smash your ship (or swallow you whole if you don't have a ship) and take what meagre possessions you have.

LOST HOMUNCULUS

A **homunculus** (*MM*, pg. 188) named Murky stalks you from the shadows, following you. It's wizard master was turned to stone by a **korred elder** (*VGtM*, pg. 168) while exploring the Everdark looking for Black Agatha's hut and it is now looking for someone suitably powerful to either help his master or take his master's place.

LOST MEMORIES

You encounter a **shadar-kai gloom weaver** (*MToF*, pg. 224; if you do not have *MToF*, use the stats for a *Drow Elite Warrior*: *MM*, pg. 128), searching through the forest.

The gloom weaver does everything they can to avoid the characters, but might encounter them a few times before speaking to them. The shadar-kai was sent here by the Raven Queen to find a pocket watch, saturated with memories that was lost by a cartographer who had lost his mind in the Feywild (see *The Absent Minded Cartographer*, pg. 58).

LOVERS QUARREL

You come across a **dryad** (*MM*, pg. 121) named Nylandi and a **satyr** (*MM*, pg. 267) named Farmyr having an argument. Evidently, the two are lovers and the dryad is accusing the satyr of copulating with a **green hag** (*MM*, pg. 177). The satyr is defending himself saying that the hag changed her shape to look like Sylandi, so it didn't count.

LUMINESCENT FUNGUS

Pin pricks of bright light stand out amongst the darkness. As you move closer, you see that it is a grove of luminescent fungi in shades of red, purple, green and yellow. A tiny mushroom, with hands and legs (use the statistics of a **myconid adult** [*MM*, pg. 232]) greets you and beckons you into the grove, with

the intention of luring you in and turning you into fertilizer. The grove is made up of 2d4 **gas spore**, 2d4 **shrieker** and 1d4 **violet fungus** (*MM*, pg. 138).

LURKING SHADOWS

2d4 **shadows** (*MM*, pg. 269) stalk you trying to steal anything they can from you, most especially strands of hair and puffs of breath. The shadows once belonged to a group of adventurers who made an ill fated deal with a fey craftsman. Now they work as his servants, gathering materials for his crafting.

MAGICAL HUNGER

The ground beneath your feet gives way, sending you tumbling into a large 40 feet deep pit trap where you are ambushed by 1d4 **fomorian** (*MM*, pg. 136). If they can render you unconscious, they take you back to their lair where they intend to enact a ritual which will draw the magical essence from your body for them to devour.

MAIDEN'S SONG

You hear the beautiful singing of a woman filtering through the trees. The song is the Luring Song of a **harpy** (*MM*, pg. 181), sitting on a tree branch. When you come within view of her, 2d4 **harpies** descend from the trees to attack you.

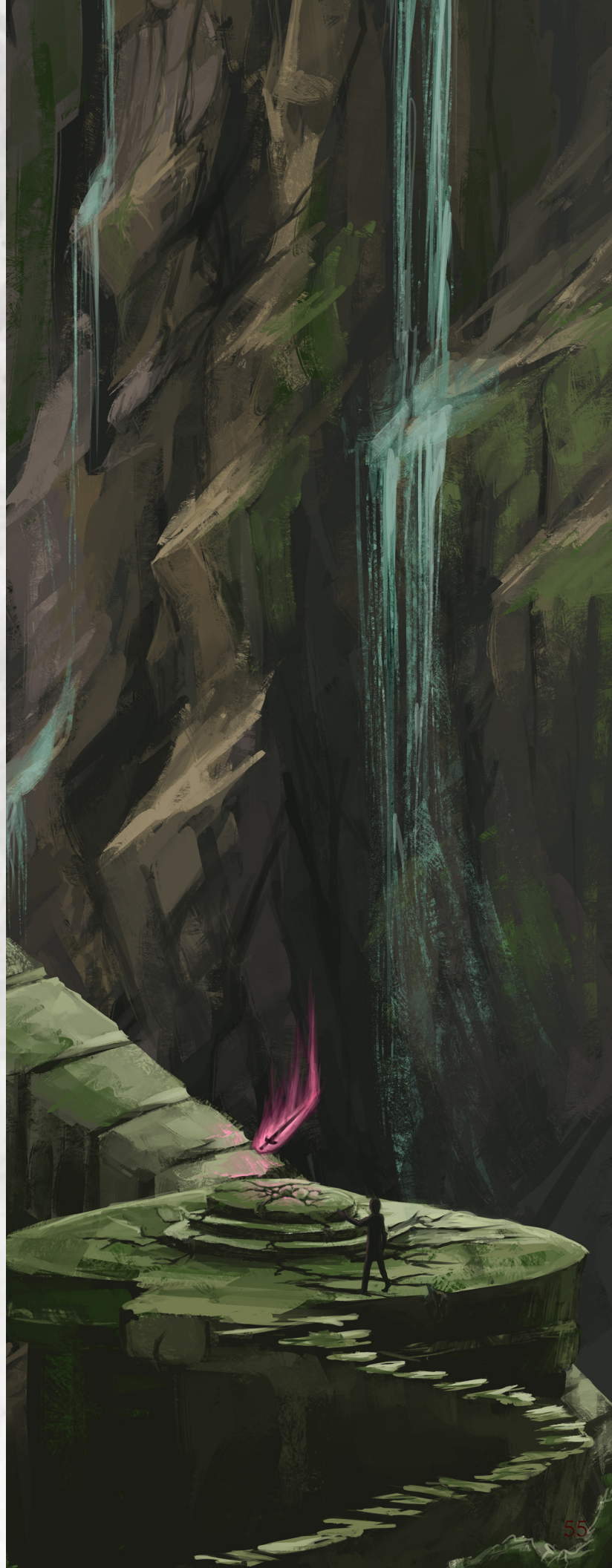
MAP TO REEPING

You find a badly decayed body of an adventurer in the underbrush. On the body you find a +1 longsword, a pack of decayed rations, and a magically sealed scrollcase. The scrollcase can only be opened by knock or dispel magic spell.

Inside the case are notes on a legendary magic item called The Reaping Blade (see *Appendix A*, pg. 70) and a map to it's resting place.

DM'S NOTE - MAP TO REEPING:

The Reaping Blade was placed in a small dungeon at the edge of the Twilight known as the Well of Regret.



MERRY PROCESSION

You come across a procession of **satyrs**, **dryads** and **pixies** skipping north as satyrs play their flutes. Seeing you, they call out to you and ask you to join them on their way north to a great party they call “The Revel”. If you agree to join them, they lead you North into Twilight, see the Twilight encounter “Hedonistic Revelry (pg. 54). If you decline the invitation to join, but hear the Satyr’s music, you must succeed on a DC 13 Wisdom saving throw or be charmed and join the procession to the revel.

MISLEADING MIST

A fog drifts out of the trees, thickening around you until your vision is entirely obscured. The voice of a character familiar to the players begins to issue forth from the mist, calling for help, trying to draw the characters towards a sheer cliff. Characters who wander blindly through the mist must succeed on a DC 13 acrobatics check to catch themselves before they fall over the cliff. On a failed save, they fall to the bottom of the 100 foot drop, taking 10d6 bludgeoning damage.

Characters who were moving carefully, or made successful Intelligence (investigation) or Wisdom (survival) checks have advantage on the saving throw.

Encounter Variant: Instead of the mist leading to a cliff, it leads to a deep crevasse into an underground cave network which is part of the Fomorian Kingdom. 1d4 fomorian (MM, pg. 136) hear a character fall into the crevasse and arrive within 1 minute of the fall.

MOUSY HAG

You find a clearing where a dwelling has been carved into the trunk of a giant black tree. Surrounding the hut are 3d6 **scarecrows** (MM, pg. 268) made of animal bones and black sticks tied together with red string, which come to life if you come close to them.

Inside the hut, everything is half again as big as it should be and covered in a thick layer of dust. There are a number of half finished scarecrows similar to those outside. The only inhabitant is a mouse, which skitters around the inside of the house squeaking at you. If you talk to the mouse, it tells you that it was once a powerful **annis hag** (VGtM, pg. 159) who was turned into a mouse for saying she was more beautiful than the Autumn Queen. She promises anything if you will help her return to her true form.

(It is up to the DM whether turning her back is something as simple as a dispel magic or as

complicated as a pardon from the Autumn Queen herself.)

MUDDY WELCOME

You come to wide expanse of shallow pools filled with bubbling mud. Each pool you pass spawns 1d6 **mud mephits** (MM, pg. 216).

NOT IN OUR FROGDOM

You are ambushed by a pack of 3d6 **bullywugs** (MM, pg. 35). They do not attack immediately, but will resort to violence to keep you from entering their territory.

If you can understand their strange language of croaks, they instruct you to go six miles around their swamp because they do not want you stamping your boots in their mud, breaking their reeds and damaging their ecosystem.

PIXIE IMPRISONED

2d4 **redcaps** (VGtM, pg. 188) have lured a **pixie** (MM, pg. 253) into a cage with a handful of berries and are poking at her with daggers through the bars, tormenting her.

Encounter Variant: You can change the encounter by having the pixie cast one of it’s spells, such as sleep (the adventurers arrive to find the redcaps sleeping around a cage with a pixie in it) or confusion (the adventurers find the redcaps wandering around the forest in a daze) before the characters arrive.

QUICK ENCOUNTER

You open your pack to find that your artisan tools are gone (this could be thieves tools, painter’s supplies, blacksmith’s tools, etc.). There is no sign of whatever took your tools, how or when they got into your pack.

A **quickling** (VGtM, pg. 187) named Sprat is playing pranks on you, taking things from your pack, unbuckling the saddle on your horse (if you have one), or relocating valuable items (including pouches of gold) from one person’s pack to another’s. If you manage to catch Sprat, he offers to return any items he stole and will offer a magic ring (chosen at random from the Dungeon Masters Guide) for his release.

RAZORGRASS

You enter an area of moderate undergrowth, in which patches of **razorgrass** (Appendix B, pg. 72) are hidden. The entire area is considered to be difficult terrain. If you are using a grid, choose 12 squares within a 10x10 square area and fill them with razorgrass.

SEARCH PARTY

You come across a party of 10 Eladrin, led by a grieving mother named Erawin and a male hunter named Haedryl. They are searching for Erawin's son Caedwin who went missing a week ago after venturing into the forest on his own.

If you help the party search for Caedwin, you find him standing in a clearing amidst the wreckage of a dismembered satyr, covered in blood. He is possessed by Faen, the Dread Wolf (see page 17). To lure Faen out of the boy, he needs to be tempted into a hunt. Fighting him directly will kill Caedwin.

SPAWN OF THE SEA

On the coastline (or alternatively, floating in the water), you see the bloated carcass of a huge sea creature, too far along in its decomposition to see what it might once have been. 2d6 **sea spawn** (VGtM, pg. 189) are tearing it to pieces, scavenging bones, teeth, fins and chunks of decaying flesh, which they are absorbing into themselves to augment their forms.

If the sea spawn see you, they attack, thinking that they have found more materials to add to their own forms.

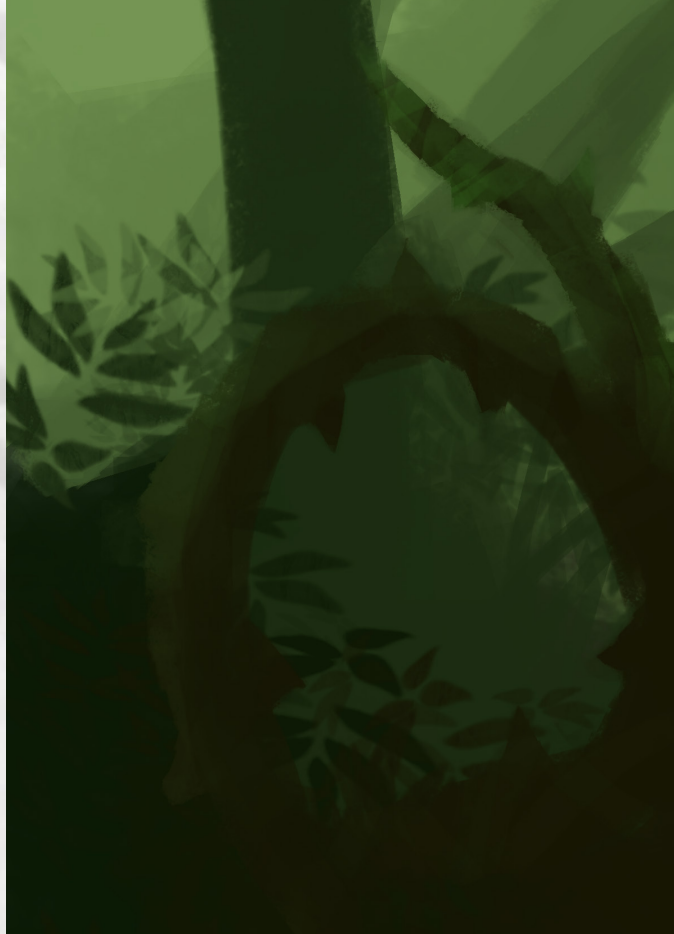
SPRITE VILLAGE

You see a 40 foot tall **treant** (MM, pg. 289) slowly striding through the woods. In its branches is a village of tiny houses built of leaves woven together. 3d6 **sprites** (MM, pg. 283) flutter back and forth from the treant gathering rare pollens and spores from local flowers and fungus as the treant supporting their village moves through the trees.

Encounter Variant: Hostile Sprites

These sprites are wary of outsiders and ambush the party with their poison tipped arrows. If you fall unconscious, you awake to find the treant, sprites and their village gone.





and quickly scrawls a true map of the Feywild for the characters as thanks.

THE BLOOD TREE

You are ambushed by 3 **dryads** (*MM*, *pg. 121*) with gnarled and blackened skin, holding daggers made of sharpened obsidian. Their tree is dying and they are intent on charming you and leading you back to their tree to be sacrificed to the tree in hopes that it will bring the tree back to health again.

THE BRAMBLE-CURSE

The section of the path before you is overgrown with a thin layer of bramble bushes extending for at least 300 feet in either direction of the path. If you move through the brambles or attempt to clear them away with your hands, you must succeed on a DC 12 Constitution saving throw.

On a failed save, you take 1 piercing damage. Over the course of the next minute, you become increasingly disoriented, wandering in a random direction (determined by rolling a d8).

After 1 minute, make another DC 12 Constitution saving throw. On a successful save, your vision clears and the effects of the curse wears off. On a failed save, your skin begins to take on a bark-like texture and leaves begin to sprout leaves; your armor class is increased by 2 and your speed is reduced by 10 feet.

After 10 minutes, make a third DC 12 Constitution saving throw. On a successful save, the curse stops progressing, but the previous effects are not reversed (they can only be reversed using a remove curse or greater restoration spell). On a failed save, roots sprout out from your feet and branches sprout from your spine as your body turns into a vaguely human shaped tree. This effect can only be reversed using a greater restoration or remove curse spell.

THE RHYTHM OF THE STONES

You hear a thumping, cracking rhythm echoing from some place ahead. On further investigation, you find a large flat slab of stone which has been pulled up from the earth and 2d4 **korred** (*VGtM*, *pg. 168*) gathered to perform a ceremonial dance as they beat their hooves and clubs against the stone.

The korred become angry (but not violent) if their ritual is interrupted, but will attack if you insult them.

THE SHIMMER

You see a translucent curtain of shimmering colours slowly rippling and undulating in the air. It reacts to

TERROGEN PODS

You come upon a section of a path that is overgrown with large flat leaved plants. Beneath the leaves, lies a patch of **terrogen pods** (*Appendix B*, *pg. 73*). Creatures moving through the area must succeed on a DC 15 Dexterity saving throw to avoid setting off any of the pods.

Characters make the check with disadvantage if they are not aware of the pods.

THE ABSENT MINDED CARTOGRAPHER

You encounter a human male in his 60's wandering through the woods with a large pack. His path snakes across the path and through the forest, rather than following the path and pays no attention to the you.

If engaged in conversation, the man explains that he is an explorer from the primaterial plane who is mapping the Feywild. Unfortunately, the magic of the Feywild has destroyed his mind. He wanders randomly (determined by a d8) whenever he tries to navigate the forest and can not remember any piece of information longer than a few minutes, causing him to continuously repeat questions or information to the characters. His backpack is filled with his maps, which are nothing but illegible scribbles across pages of blank paper. If the characters guide the explorer out of the Feywild, he regains his senses

anything living, trying to ripple out to touch them, but doesn't react to inanimate objects or any spell effects, which pass harmlessly through it.

Characters casting a detect magic spell sense strong illusion and enchantment magic. Any character who comes into contact with the curtain of undulating colour must succeed on a DC 15 Wisdom saving throw. On a failed save, the character's emotions become more volatile for 1d6 days. Additionally, after 24 hours have passed, the character loses their memories of all events that happened since they touched the shimmer.

Encounter Variant: In addition to the normal encounter with the shimmer, the characters may encounter 1d4 **satyrs** (*MM*, pg. 267) or 1d6 **dryads** (*MM*, pg. 121), who have been affected by the shimmer and are very easily raised to anger. (You can replace the satyrs or dryads with any fey creatures)

THE STRANGLING TREE

As you pass beneath a tree, you are attacked by 1d6 **vine blights** (*MM*, pg. 32) who are dangling their vines down from the tree.

THE WRONG WAY SIGN

You encounter a small sign post in the middle of the woods. It looks newly made. The sign shows the directions towards two things: "The Right Way" and "The Wrong Way". Following the sign in either direction doesn't lead anywhere. It is a **mimic** (*MM*, pg. 220) that strikes when you turn your back to the sign.

THOUGHTWOVEN

You encounter a **satyr** (*MM*, pg. 267) acting strangely and searching through the forest. He tells you that he is searching for his missing flute, but this is untrue. The satyr has been taken over by a **nezim thoughtspinner** (*Appendix C*, pg. 75) and is using the satyr's body to scout for new nesting grounds for an ascendant webweaver.

DM's NOTE - THOUGHTWOVEN:

This is a good encounter if the players are travelling and will likely return to the area again. If the characters do not stop the possessed satyr, you can run the Arachnid Illusions encounter the next time they pass through the same area.

TREE MIGRATION

You encounter a tree (**shambling mound** [*MM*, pg. 270]) that has uprooted itself and is slowly shambling its way through the terrain, looking for a new home. It is non-hostile and takes care not to crush anything or anyone as it moves past you.

If you use a spell such as *Speak with animals and plants* or *Commune with nature*, the tree will tell them that it had a home by a nice pond, but a **boggle** (*VGtM*, pg. 128) moved into the pond and has been sitting in the water, spreading a foul smelling oily slick across the pond. Rather than be impolite to the boggle, the tree decided to move to a new pond.

UNENDING CHASE

Great plodding footsteps shake the ground as you spy a **stone giant** (*MM*, pg. 156) ahead of you. He stops, gets on all fours and sniffs the ground.

The stone giant is named Movir and is sniffing at the ground, trying to catch the scent of Felurian, which he believes that he can smell. He was wandering through a forest on the primaterial plane when he caught a glimpse of Felurian through a temporary rift into the Feywild. He was so overcome by his vision of her that he followed her through the portal and has been searching the Feywild, trying to find her, ever since. (The last time Movir caught a glimpse of Felurian was 6 years ago.)

UNSETTLING ENCOUNTER

A heavy fog forms up around you as you come upon a small clearing, dominated by a large, ancient tree at its centre. The tree is dead and silver with age, but stained with old blood. Impaled on a broken branch you see an Eladrin male, moaning gently and wriggling. The Eladrin's body is covered in bloody seams that have been roughly sewn together with twine, as though he had been taken apart and put back together again.

Close examination makes it seem as though there is something moving beneath the Eladrin's skin. If the players cut through the twine, it reveals something scaly moving within. The body is filled with a **swarm of poisonous snakes** (*MM*, pg. 338).

Encounter Variation: You can change this encounter by having the body emit a hissing sound before exploding in a fireball or insect swarm spell. It can also be a single incident with no further connection, or can be a marker signalling the territory of a **green hag** (*MM*, pg. 177) or woods witch (use stats for the **transmuter** [*VGM*, pg. 216])



WAILING DEATH

You encounter an old, deaf Eladrin man named Hershyl, living in an old cottage at the base of a cliff overlooking the sea. He warns you away from the area in any way that he can, but avoids providing any details as to why.

A **banshee** (*MM*, pg. 23) periodically appears on the cliffs above, looks out at the sea and wails. The banshee is the spirit of Hershyl's wife, who leapt off the cliff after their son drowned. Hershyl had Neit, the Wanderer cast a spell to deafen him so that he could remain in their house and see the ghost of his wife every day.

If the characters put the banshee to rest, Hershyl immediately dies.

WATERY ASSASSIN

You come across a small lake (this could be a river, pond, swamp or sea, depending on the location). Lurking in the waves, indistinguishable from the water, a **slithering tracker** (*VGtM*, pg. 191) floats with the currents of the water. When it sees you or a watercraft you are travelling on it moves towards you and latches on, aiming to satiate it's unending desire for vengeance.

FEY CRAFTING

On the primaterial plane, humans craft tools and weapons of iron and steel, dwarves plum the depths of the world for mithral and elves refine this craft to an artform, producing some of the sharpest, lightest weapons and armor that mortals can produce. On the plane of fire rivers run with molten metal and the denizens of the infernal planes produce weapons of blackened steel and obsidian. But in the Feywild, creating a tool or weapon is more art than craft.

Fey items are shaped and stitched together from materials traditionally believed to be incorporeal. Shadows, moonlight, wishes, memories and anything with emotional significance can all go into crafting. These materials are harvested, fashioned into a workable material and then worked into the item's final shape.

DM's NOTE:

This system of crafting provides a framework on which to hang your own ideas, rather than an exhaustive guide. Players and dungeon masters can work together to determine any materials, effects or limits of the crafting.

THE MATERIALS

Harvesting the materials for Fey Crafting is both the most important, most difficult and most interesting part of the crafting process. Not just anyone can capture a beam of moonlight and work it into a sickle blade or harvest someone's lust to stoke the fires of her forge. From a hag bartering for the memory of your first love, to a fey elder weaving a cloak of invisibility from shadows and starlight, to a pixie crafting an unbreakable chain from the wishes of children - all fey have the natural ability to grasp these intangible objects and force them into a tangible form. As such any character trying to learn this method of crafting would require a tie to the Feywild, whether that be from their Fey ancestry, a significant amount of time spent in the Feywild or with a Fey being, or a long period of study to develop that bond.

Dungeon Masters have the final say on whether a character has a sufficient bond with the Feywild or sufficient experience studying to utilize Fey crafting techniques.

You hold a sword in your hand, ancient but pristine. A scrolling Sylvan inscription up it's black metal blade gives away it's fey origin, but even to your keen eyes, it seems like nothing more than an ordinary weapon. Then the light of a full moon falls on it. The solid blade evaporates, revealing a network of tiny, translucent folds of something dark; thinner than a sheet of parchment. The runes, which were etched into the dark steel now glow with the reflected moonlight. You run your hand down the blade and it is icy to the touch. You trace your finger across the glowing runes and in a flash of silver light, all colour drains out of the world, leaving only silver light and black shadow. You look down at your hands and they too have faded to shadow.

GATHERING THE COMPONENTS

Gathering the components for Fey Crafting can be one of the most interesting aspects of the crafting process. If the player has met whatever prerequisites set by the dungeon master to gain access to this crafting mechanic, the player can begin gathering crafting components. Below are several different methods for gathering components, along with a list of example components, the methods by which you could gather them and some suggested effects they could impart onto a Fey crafted item.

If you are designing your own Fey item, think about the end ability or effect that you wish to impart to the object and then think about what sort of component might imbue that property on your item.

What follows are descriptions of the different methods of gathering components and examples of possible effects or benefits that might be conferred by including those components in the crafting process. It is up to the Dungeon Master to determine the restrictions or limits of those effects when the item is created.

DM's NOTE:

If the dungeon master wants to make the crafting process more difficult, it might require multiple components to produce an effect (for example, to produce a +1 sword made of shadows, it might require not only the shadows to forge the blade from, but the blade may need to be cooled in water from a mountain spring that has been infused with starlight).

A lone elf wanders the forest, tipping droplets of morning dew into a flask. It will be many mornings before she collects enough for her purpose, but when she has enough, she will be able to cool the blade of her sword in the dew. When combined with the dryad's heartwood she has gathered for her handle will impart powers of healing into her blade.

PHYSICAL COMPONENTS

There are many physical components scattered across the planes which, although they provide no physical benefit, are symbols of greater concepts. By incorporating these in either the crafting or the crafting process, you may be able to imbue special strength or power to the item you are crafting. These items may include items from nature, which items may be based on survival, nature or investigation checks or items gathered from the monsters, such as the heart of an elemental.

PHYSICAL COMPONENTS

Material	Suggested Effect
Heartwood from a Dryad's Tree	When the player drops to 0 hitpoints, the heartwood in the item snaps and heals the player for half their hitpoints, destroying the item.
Morning Dew	As an action, you can cast the lesser restoration spell. Once you use this feature it can not be used again until the next dawn.
Coals from the remains of a slain fire elemental	The object glows red hot and any creature who touches it takes 2d8 fire damage.
Hair from a giant	Increases the strength score of the wielder by 2.
Unicorn Horn	Gives the wielder advantage on saving throws against magic.
Pieces of someone petrified by a medusa or basilisk	As an action, you can cause stony scales to spread over your skin giving you resistance to piercing, slashing and bludgeoning damage for 1 min.
Fires from the infernal planes	1d8 fire damage or the effects of a continual flame spell
Spider webs	You can move up, down, and across vertical surfaces and upside down along ceilings.

A witch kneels in a leafless glade, her breath collecting in the winter air. On the ground before her sits a silver bowl of water drawn from the nearby glacier. She looks to the sky, waiting patiently until the clouds clear and the full moon shines silvery light down on her. She speaks a hags incantation and the moonlight seems to grow brighter, filling the bowl with silvery luminescence. A cloud passes in front of the moon, but the silvery light has already been captured in the bowl.

RITUAL GATHERED COMPONENTS

This method of gathering components can be accomplished with study alone, providing that the character has had the right instruction. The ritual might be imparted by a hag or discovered in a powerful wizards grimoire. It involves using physical items to trap metaphysical properties and may include ritual circles, specialized magical tools and incantations. The resulting items are then used in crafting. Examples of this include capturing moonbeams in a bowl of water or the wind in a jar. Successfully completing a ritual may require an arcana check or religion check.

RITUAL COMPONENTS

Material	Suggested Effect
Moonlight infused gem or water	1d8 radiant damage, or resistance to radiant damage
Wind in a bottle	When you hit a creature, the creature must succeed on a strength saving throw or is pushed back 10 feet.
Shadow	+1 to attack and damage rolls or advantage on stealth checks
Dragon's shadow	As an action, all creatures within 60 ft must make a wisdom saving throw. On a failed save, they are frightened for 1 min. At the end of each of their turns they can make another saving throw to end this effect.
A jar of whispers of the old ones	1d6 psychic damage or advantage on wisdom saving throws
Good dreams precipitated into a silver dust	Creates a soothing aura around you, granting you +2 to Charisma persuasion checks.
Crystallized nightmares	When you roll a 19 or 20, the creature must succeed on a Wisdom saving throw or be frightened for 1 minute.

An old man stands on a hilltop, wrapped in a thick shroud of woolen shawls, awaiting the coming of the sun. He is shivering in the cold, but can't afford to miss the first rays of dawn. When the eastern sky lightens and the first golden rays streak over the distant horizon, the man closes one eye, reaches out and plucks it from the sky. He lays a single golden thread down in his basket. Again and again he does this until his basket is filled to the brim, then returns to his workshop and his loom to weave a robe of sunlight.

METAPHYSICAL COMPONENTS

Directly harvesting components is one of the most challenging ways of gathering components. The character directs their will to form incorporeal materials into materials which they can harvest and shape. This could involve activities as diverse as plucking beams of moonlight or gusts of wind. Harvesting materials in this way involves reshaping reality with the strength of your will and may require a successful charisma or arcana check.

BARGAINING OR TRICKING

These components are among the most valuable and hardest to obtain, but also some of the most powerful. A wish, an unbroken promise, a cherished memory, a secret that was never told. These are things obtained from other intelligent beings and the character may bargain, trick, coerce or charm to acquire them, but they must be given by their owner willingly and the recipient must have the knowledge to turn them into something usable.

METAPHYSICAL COMPONENTS

Material	Suggested Effect
Strands of sunlight	The object emits bright light within 30 feet and dim light within 60 feet
Beams of moonlight	2d8 radiant damage when under the light of the moon or invisible when in the light of the sun
Gusts of wind	The target and any creature within 5 feet take 1d6 bludgeoning damage are pushed 10 feet.
Waves of anger	As a bonus action, you can enter into a rage until the end of your turn. While in this rage, you have advantage on attack rolls. Until the end of your next turn, attacks against you have advantage.
Melody	As an action, all creatures within 60 feet who can hear you must make a wisdom saving throw. On a failed save, they are charmed for 1 minute, or until they take damage.
Smoke	You can dissolve in a cloud of smoke, teleporting up to 30 feet to a place you can see.

COMPONENTS OBTAINED BY BARGAINING OR TRICKING

Material	Suggested Effect
A barbarian's rage	As a bonus action, you can enter a rage, gaining resistance to piercing, bludgeoning and slashing damage and +2 to your damage rolls.
Unbroken promise	This item cannot be destroyed.
Unrequited love	As an action, you can mark a target for up to 8 hours. While the target is marked, if you are moving towards the target, you can take the dash action as a free action and are unaffected by difficult terrain.
Untold secret	As an action, cast the invisibility spell.
A shameful memory	While you are moving stealthily, all creatures have disadvantage on Wisdom perception checks to see you.
A bard's voice	As an action you can cast one of the following spells: charm person, enthrall, thunderwave, shatter

"I can help you," says the bard, holding back a smirk. "But it will cost you something. I want you to think hard. Think of a promise you made. A promise that remains unbroken. That is what I want from you." The old man nodded and a length of red ribbon appeared, circling the bard's hand. He examined it. It was a perfect circle, without end - unbroken. "Perfect," said the bard. "That will do nicely."

CRAFTING

The crafting of a Fey item can be a great undertaking for a character, depending on the complexity of the item. For example, folding shadows into a blade could take days worth of work to gather enough shadows and further weeks to fold those shadows and bind them to form a blade. Other factors may also influence the crafting of the item, such as the location that the crafting is taking place and when the crafting is being completed

CRAFTING CHECKS

Fey crafting is less about the manipulation of the materials through knowledge and skill and more about the application of the crafter's will to shape the materials into something that they are not. As such, when crafting an item, you must succeed on a Charisma check against a DC set by the Dungeon Master to successfully craft the item. If you are proficient in Fey crafting (or alternatively, proficient in a mundane crafting discipline that lends itself their task such as blacksmithing, weaving, or leatherworking) you can add their Charisma bonus + proficiency bonus to the roll.



THE CRAFTING LOCATION

Because Fey crafting involves a large application of willpower and magic to shape the objects, being in a location that has access to large amounts of magical energy can assist in the crafting process. Being near a magical node, within a set of ritual standing stones, or even within the Feywild itself could confer advantage on the crafting check.

A RIGHT TIME FOR CRAFTING

Choosing a particular time for crafting an item may further increase your chances for success. Crafting an item that uses components drawn from moonlight beneath a full moon would increase the bonus to your crafting check, as would crafting an item utilizing sunlight beneath the noonday sun.

The dungeon master may choose to offer additional benefits for crafting certain items within different seasons (spring and summer for items that provide benefits fire, radiant, poison, lightning and thunder damage, fall and winter for items imparting negative effects, cold, necrotic and acid damage) or allow the character to make an Intelligence arcana check to successfully identify the right constellations to craft the item under.

APPENDIX A:

MAGIC ITEMS

THE BLACK CURSE

A dragonborn warrior stood before Black Agatha, prepared to do battle with her. She reached down and tore the iron finger nail from her left hand and as it came away, dripping blood, it morphed into a long blade. It's handle was wrapped in human skin and it's hilt made from the fangs of massive serpents. She handed it to Krelldar and smiled, offering him the blade and a bargain instead.

Weapon (longsword), legendary (requires attunement)

The Black Curse is a +3 longsword.

As an action, you can point the blade towards a creature, turning the baleful curse of Black Agatha on them. While under the effect of the curse, the target sees the visage of Black Agatha looming behind you. It has disadvantage on attack rolls against you and takes an additional 2d6 necrotic damage whenever you deal damage to it with The Black Curse.

Additionally, the soul of any creature who dies under the effects of the curse is sent to Black Agatha and your next attack with the Black Curse, within 1 minute, deals an additional 5d8 necrotic damage.

CLOAK OF FORGETFULNESS

A short cloak woven from secrets that have never been told, the cloak of forgetfulness negates the need for stealth.

Wonderous item, rare

While you are wearing this cloak, any creature that sees you must make a DC 15 wisdom saving throw. On a failed save, the creature loses all memory of having seen the wearer as soon as they look away from them.

CLOAK OF FALLING STARS

It is said that Thanduul, the Two-Faced King, once fell in love with a mortal traveller from the primaterial plane. He offered to rearrange time and the space and the multiverse itself, if only they would stay with him. He plucked seven stars from the sky and strung them across the the shadow he stole from a mountain, creating a cloak.

Wondrous item, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

The cloak has 7 charges. As an action, you can expend 1 or more charges to cause the stars on the cloak to streak towards a point within 120 feet. Once it impacts against a solid surface, each creature within 5 feet must succeed on a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d6 radiant damage for each charge spent, or half as much damage on a successful one.

The cloak of falling stars regains 1d6+1 charges at dusk.



DAGGER OF THE DEPTHS

Forged from the final memories of a sailor, lured to his death by a pack of sirens and bound with the whispers of the sea at sunset.

Weapon (dagger), legendary

You gain a +1 bonus to attack and damage rolls made with this weapon.

The dagger of the depths has 3 charges which regenerate each day at dawn. When you hit a creature with the dagger of the depths, you can expend one of the charges to fill the creature's mind with an illusion of drowning for 1 minute. That creature must succeed on a DC 14 Intelligence saving throw or take 1d6 psychic damage and fall prey to the dagger's illusionary magic. While under the effects of the illusion, the creature believes that they are drowning and can not move or take actions. At the end of each of their turns, they can repeat the saving throw, taking an additional 1d6 psychic damage on a failed save.

HEART OF SUMMER

One of the four masterworks that Mardellion, the famed llosalfar weaponsmith, crafted for a band of adventurers that saved the Autumn Queen a thousand years ago. It was gifted to a tiefling paladin named Tora. Tora was the first to leave the others - her hot temper getting the better of her. She floated around, fighting in pit fights and coliseums to earn a living; always moving on before anyone recognized the shield she carried. Eventually, a drunken Tora lost the shield to a thief and it was lost until some years later the shield reappeared as a prize in a pit fighting arena. An aging Tora heard about it and took to the sands to win back her shield, which she did, but not before suffering grievous wounds. She resolved to return the shield to the Autumn Queen in the Feywild, as she promised she would, but she never made it to the queen before her wounds took her. What became of the shield, no one knows.

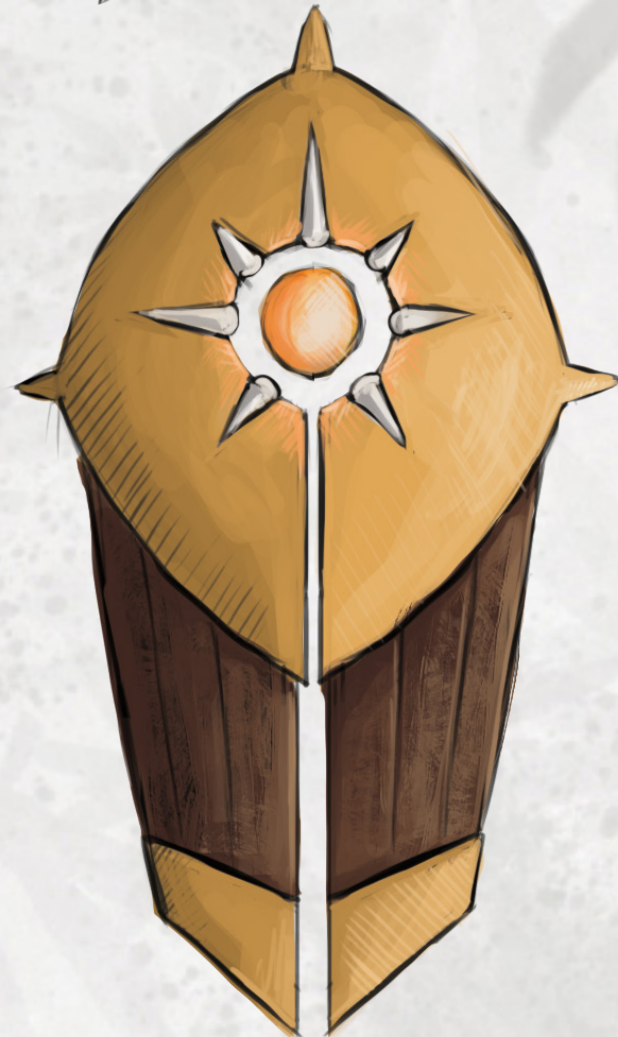
Armor (shield), legendary (requires attunement)

While holding the heart of summer, you have a bonus of +4 to your armor class and the shield emits bright light in a 30 foot radius and dim light in a 60 foot radius.

The heart of summer has 5 charges which can be used for the following properties. It regains 1d4 + 1 charges daily at dawn.

Shield Wall. As a reaction, you can expend one charge and plant the heart of summer in the ground, where it expands to form a 10 foot by 10 foot wall, returning to it's normal size when you use a bonus action to the end the effect. The wall provides full cover for any creature behind it (a target with total cover can't be targeted directly by an attack or spell). Additionally, creatures behind the wall are unaffected by any spell effect that requires line of sight or requires that the target make a dexterity saving throw, providing that the wall is interposed between the caster and the target.

Spells. You can use an action to expend 1 or more charges to cast the following spells: *daylight* (1 charge), *dawn* (3 charges)



ILDERATHYL, THE CHAIN OF BINDING
Forged by the Ilosalfar for the Autumn Queen, Ilderithyl was designed to be unbreakable, indestructible and inescapable. It was crafted to detain Faen, the Dread Wolf within the dungeons of the Autumn Queen's palace so that Lughier could end his hunt and was successful, until Cethenn released Faen and stole the chain for his own purposes.

Legendary item

Ilderathyl is a thin, silver chain crafted from moonlight and a hundred unbroken promises, bound together by unspoken wishes. It is indestructible and stretches to accommodate any any size of creature. When secured around a creature, the creature is restrained and feels an icy pain that radiates outward from the chain. Additionally, the chain drains saps their strength, giving them disadvantage on all ability checks.

Once the chain has been fastened around a creature, it can only be removed by another willing creature.

LIFESPARK

A relic from the time when the Feywild was new, before the first satyr walked the Everbright and the first korred plumbed the depths of the earth. Lifespark was forged from the light of the sun, moon and stars all wound together and bound with the essence of a life unborn. Legends say that it was used to awaken the first dryad and animate the first treant.

Ring, legendary (requires attunement)

While attuned to Lifespark you have advantage on constitution saving throws.

Lifespark has 7 charges, which can be used to cast the following spells: *awaken* (1 charge) and *animate objects* (1 charge). Lifespark regains 1d6 + 1 charges each day at dawn.

DM'S NOTE - LIFESPARK:

Lifespark was last seen in the possession of a Boggle named Snet. See "An Army of Twigs", pg. 52.

THE LODESTONE MAUL

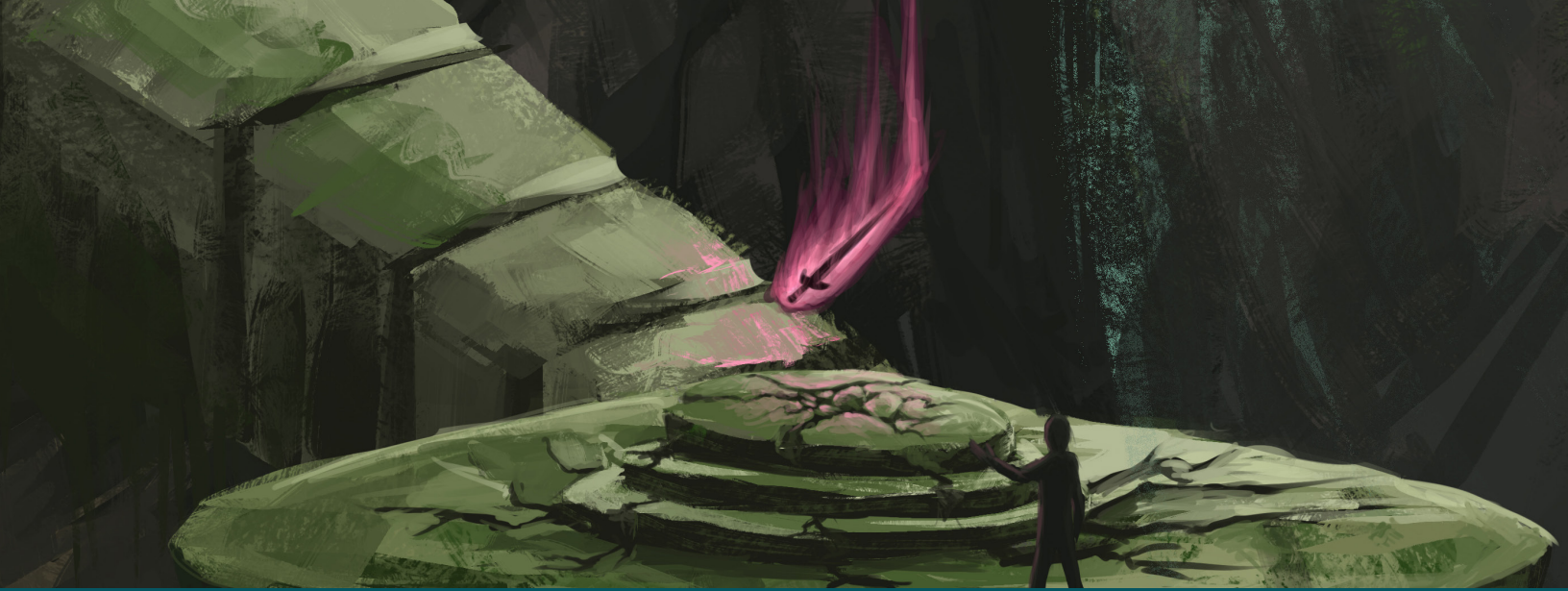
The korred pride themselves on digging deeper into the earth than any other creature; plumbing deepest places of the Feywild. They return to the surface with crystals, gems and precious metals, but also a strange, attractive material that, in the hands of a Ilosalfar smith can elicit some strange effects.

Weapon (warhammer or maul), uncommon

You gain a +1 bonus to attack and damage rolls made with this weapon.

When you hit a creature with the lodestone maul, you can expend a bonus action to pull enemy creatures closer to you. Each hostile creature within 30 feet of you must make a DC 13 Strength saving throw. On a failed save, they are pulled up to 15 feet closer to you.





THE REAPING BLADE

One of the four masterworks that Mardellion, the famed Ilosalfar weaponsmith, crafted for a band of adventurers that saved the Autumn Queen a thousand years ago. It was gifted to an elven fighter named Illenia who fought many battles with the blade before perishing, while fighting the demon queen Zuggtmoy. With Illenia's death, the reaping blade was handed to a Illenia's brother, Ferron, to return to the Autumn Queen. However, both Ferron and the blade went missing. When the blade next emerged, a hundred years later, it was in the hands of a darkling elder, named Omu who used the blade's power to lead a warband into the caves beneath the Murkmidden and combat the Fomorians who had invaded his clan's territory. The blade's power eventually drove Omu mad, leading him to slaughter his clan and wander the Everdark, until 150 years after the slaughter of his clan, Omu appeared before the Autumn Queen, cursing the blade and handing it back over to the Autumn Queen, who subsequently sealed it away in the Well of Regret, so that it would never be used for evil.

Weapon (greatsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a creature that is below their maximum hit points, you deal an additional 1d10 slashing damage.

Soul Reaping. When you score the killing blow on a creature with the reaping blade, add 1 charge to the blade, to a maximum of five charges. When you hit a creature with the reaping blade, you can expend one of these charges to deal an additional 4d8 necrotic damage to that creature. When you do so, make a DC 13 Wisdom saving throw. On a failed save, you move towards the nearest creature (whether ally or enemy) and make an attack against that creature. If the attack kills the target, repeat this process.

Spells. You can expend 3 charges to cast *circle of death*. After you do this, roll a DC 13 Wisdom saving throw. On a failed save, you suffer from one effect of long term madness (*Dungeon Master's Guide*, pg. 260).

THE VERDANT BLADE

One of the four masterworks that Mardellion, the famed Ilosalfar weaponsmith, crafted for a band of adventurers that saved the Autumn Queen a thousand years ago. It was gifted to a halfling rogue named Belmont. After leaving the Feywild, Belmont travelled briefly with the elven fighter, Illenia, for a time, before her lust for vengeance drove even him from her side. He continued adventuring for a time, before finding a new home with the a circle of druids, where he lived out the rest of his life. Upon his death, the archdruids took ownership of The Verdant Blade, passing it down to their most capable warriors, including Glim the Greenblade and Eldeth Emeraldeye, before the blight wiped out their circle. The blade has not been seen since.

Weapon (shortsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

The Verdant Blade has 7 charges for the following properties. It regains 1d6+1 charges at dawn.

Sprout Tree. You can use an action and expend 1 charge and stab The Verdant Blade into a nonliving material (such as the ground or a wooden wall). A tree immediately sprouts in that location, growing 20 feet. The tree grows an addition 20 feet each round, to a maximum of 60 feet.

Spells. You can use a bonus action to expend 1 or more charges and cast one of the following spells: *ensnaring strike* (1 charge), *grasping vine* (2 charges).

WINTER'S BREATH

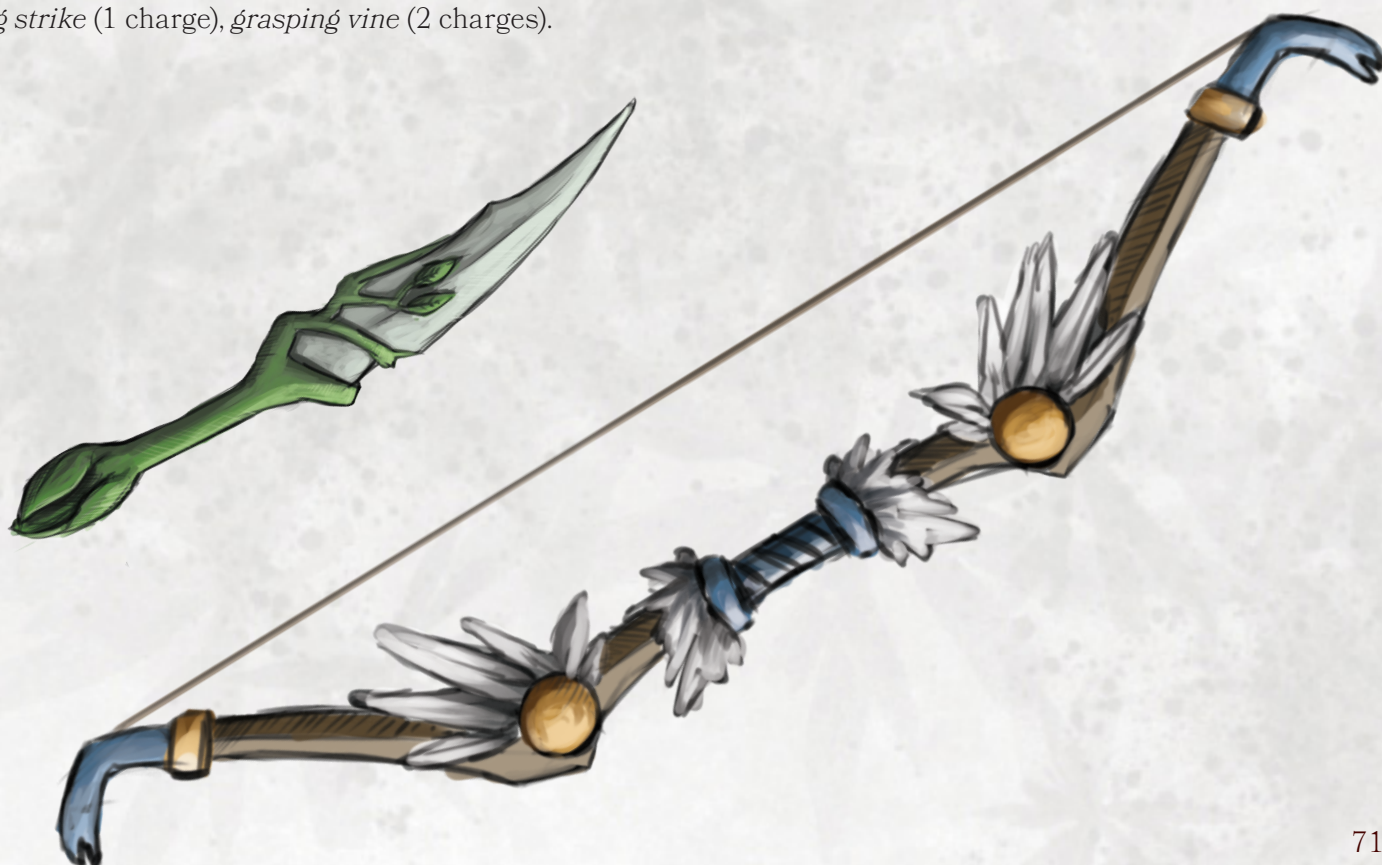
One of the four masterworks that Mardellion, the famed Ilosalfar weaponsmith, crafted for a band of adventurers that saved the Autumn Queen a thousand years ago. It was gifted to a human archer named Aeden. Aeden left the Feywild and went north into the lands ice and snow, where he protected the trade roads from frost giants and ettin for years before finally being overwhelmed and killed. The bow disappeared for 400 years until being recovered from the horde of a white dragon who had taken over a frost giant hold. The bow then passed quickly between many owners who were each unable to string it, before finally finding it's way back to the Feywild in the hands of an illusionist named Torvin, who recognized it for what it was and returned it to the Autumn Queen.

Weapon (longbow), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit a creature with an attack from winter's breath, the creature takes an additional 1d8 frost damage and frost spreads from the wound across the creature's body, reducing it's speed by 10 feet.

Additionally, you can cast *cone of cold* as an action, using winter's breath, 3 times per day, recharging at dawn.



APPENDIX B: FLORA OF THE FEYWILD

RAZORGRASS

Tall, narrow shoots of white or golden grass that support a flat seed pod at the top of the central stalk. When touched or jostled, after a short delay, the grass begins to whip back and forth wildly, often triggering it's neighbouring razorgrass to flail back and forth in response, setting off the entire patch of grass. Creatures caught within the grass must succeed on a DC 13 Dexterity saving throw or take 1d6 slashing damage for each adjacent square of razorgrass. If not using a grid, the the character takes 1d6 slashing damage if they are adjacent to the grass, 3d6 if they are partially surrounded and 6d6 if they are fully surrounded by razorgrass.

ROOTING CLAWS

Wide flat leaves supporting a single rigid stem topped with a cluster of seeds. When jostled, the seeds eject into the air, adhering to anything they touch, where they begin to grow roots down into it. If the seeds land on a creature, the creature takes 1 piercing damage as the seed begins to sprout. They take an additional 1 piercing damage every minute until the seedling is removed, using an action. If the creature is dead or undead, the seeds grow at an increased rate and deal 3 piercing damage every minute until removed. Locating and removing each seed requires a DC 10 Perception check.

If a creature moves through a patch of rooting claws, they can make a Dexterity saving throw. On a 25 or higher no seeds attach to them, 20 to 25 1d4 seeds attach, 15 to 20 2d4 seeds attach, 10 to 15 3d4 seeds attach and less than 10, 4d4 seeds attach.

When I encountered the razorgrass for the first time, I fell victim to it's attack and, in my anger, tried to pull the offending stalk from the ground, only to find that it emits a strange piercing sound, not unlike a child's scream from the bulb. I found also that extending from the bulb is a long, thick root which had entwined itself with the roots of a tree, making it impossible to remove from the ground without uprooting the tree.

- Gimble



TERROGEN PODS

Flat, lichen like plants that grow in the undergrowth and form small, marble sized, spore pods. When stepped on, the pods explode releasing the spores into the air in a 10 foot radius. Any creature within the radius must succeed in a DC 14 Constitution saving throw or become infected by the spores. While infected, the creature is poisoned, nauseous, and has disadvantage on all skill checks, attack rolls and saving throws. After 4 hours, the character begins to vomit profusely for 10 minutes, spreading the spores, ending the effects of the spores and giving the character one point of exhaustion. New terrogen pods begin to grow in the space where the vomit landed. If the poison is cured before the 4 hour time period has completed, the character avoids the point of exhaustion.

WHITE DAZEBERRIES

Broad, waxy green leaves on a low bush, sporting clusters of dull white berries. When a character eats a dazeberry, they must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. If they have eaten a large amount of them, they make the saving throw with disadvantage. White Dazeberries are often mistaken for other types of fruit due to the illusionary magic that they exude. Creatures who look upon the berries see whatever type of berry is the most palatable to them.

Terrogen Pods



Rooting Claws



APPENDIX C: FAUNA OF THE FEYWILD

NEZIM

The nezim are intelligent arachnids that stalk the Wanderwood and the Murkmidden. They appear similar to large spiders, but have higher than average intelligence, speak telepathically and have illusionary abilities, which they utilize to set elaborate traps for anyone who wanders into their territory.

Tunnelers and webbers. A colony of nezim may contain anywhere from thirty to upwards of two hundred members, though even a large colony can be hard to spot. The bulk of a nezim colony is built underground, in a series of web lined passageways and chambers, with multiple entrances leading to webbed grottos on the surface.

They spin their webs in large flat, overlapping sheets which they attach to the underside of tree branches and the sides of caves. The webbing is suffused with magic that can be tapped by the webweavers and the broodmother to create illusions to snare their prey.

Quest for dominance. Unlike traditional arachnids, the nezim are not motivated by a voracious hunger for food. Instead, they have an insatiable hunger for dominance and control. Nezim are always seeking ways to manipulate races (and even other colonies of nezim) and bring them under their control. This led to the evolution of the nezim thoughtspinnners, which can take complete control over other creatures and manipulate them as puppets to their own ends, whatever those ends may be.

Rigid hierarchy. Each nezim colony is built on a rigid hierarchy, with the nezim broodmother at it's apex, the webweavers beneath her, the thoughtspinnners and finally the rank and file Nezim. When a colony has grown to a sufficient size, a webweaver will split off from the colony with a contingent of nezim and build a new colony, where the webweaver will encase itself in a cocoon and emerge as a new broodmother.



NEZIM

Medium fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 43 (6d8 + 16)

Speed 30 ft., 40 ft. while on webbing

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

Skills Stealth +4, Perception +5

Damage Resistances poison

Senses darkvision 60 ft.

Languages telepathy 120 ft.

Challenge Rating 2 (450 XP)

Spider climb. The nezim 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 nezim knows the exact location of any other creature in contact with the same web within 100 ft.

Web walker. The nezim ignores movement restrictions caused by webbing.

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

1/day each: *blur*, *ray of enfeeblement*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage plus 10 (3d6 poison damage). The target must succeed on a DC 15 Constitution saving throw or become disoriented by the poison and have disadvantage on their next attack roll.

Nezim Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. While restrained by the webbing, the illusionary magic of the Nezim seeps into the creature's mind, giving them disadvantage on attack concentration checks. As an action, the restrained target can make a DC 14 Strength check, bursting through the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

NEZIM THOUGHTSPINNER

The thoughtspinner is the smallest of the nezim, barely bigger than a common house spider, but by far the most feared. They are specially bred by the broodmothers to take control of other beings that have been captured by the nezim and turn them into puppets of the broodmother.

When a creature is captured and restrained by the colony, a thoughtspinner will burrow into it's head, often by route of it's ear canal, and begin to ingest the fluid around it's brain. This process is agonizing and slow, eventually killing the host after days of torment. Once complete, the thoughtspinner spins it's magic infused webs inside the empty space, giving it access to the creature's memories and allowing it to take control of the body, controlling it like a puppet. The thoughtspinner continues to feed on the fluids inside the creature while it is controlling it through it's nervous system of magical webbing. The thoughtspinner must eventually abandon it's puppet when the fluids on which it feeds have been depleted or when the body has sustained too much damage to be used effectively, though a thoughtspinner may inhabit the body for months before this point.

At the direction of the thoughtspinner, a creature who has undergone this procedure can move, talk, eat and function as it did when it was alive, but it can not heal any wounds that it takes after the procedure. If the creature is wounded, they ooze thick, congealed blood, or, if the thoughtspinner has occupied the body for a long period of time, may be empty of fluids and contain only webbing.

Talion went missing for five days. He said that there was some girl, beautiful beyond belief, that he was chasing, so I just assumed he finally caught up to her and was having the time of his life. Then he shows up like nothing ever happened and starts saying funny things about how he should be in charge around here; how he would make a better captain of the guard.

Fast forward three weeks and there's a mutiny in the guardhouse, with Talion at it's head. The captain died in the riot, but so did Talion. A mace to the skull. Caved in his head like an egg shell. But there was no blood; just a shrivelled mass of brain and an empty skull filled with webs. Don't think I'll ever sleep again.

- Durance, New Guard Captain

DM'S NOTE - NEZIM THOUGHTSPINNER:

If a thoughtspinner is removed from the colony of Nezim and loosed somewhere else, without direction from a broodmother, the thoughtspinner reverts to it's base instincts to control and dominate and start a new colony.

NEZIM THOUGHTSPINNER

Tiny fey, lawful evil

Armor Class 18 (natural armor)

Hit Points 2 (1d4 + 1)

Speed 20 ft., 40 ft. while on webbing

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

Skills Stealth +7

Damage Resistances poison

Senses darkvision 60 ft.

Languages telepathy 120 ft.

Challenge Rating 2 (450 XP)

Spider climb. The thoughtspinner 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 thoughtspinner knows the exact location of any other creature in contact with the same web within 200 ft.

Web walker. The thoughtspinner ignores movement restrictions caused by webbing.

Web spinner. The thoughtspinner can spin psychotropic webs that disorient those caught in them. It can spin 1 square foot of webbing per hour. Any creatures caught in the web are restrained and have disadvantage on all skill and ability checks while in contact with the web. As an action, the restrained target can make a DC 15 Strength check, bursting through the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

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

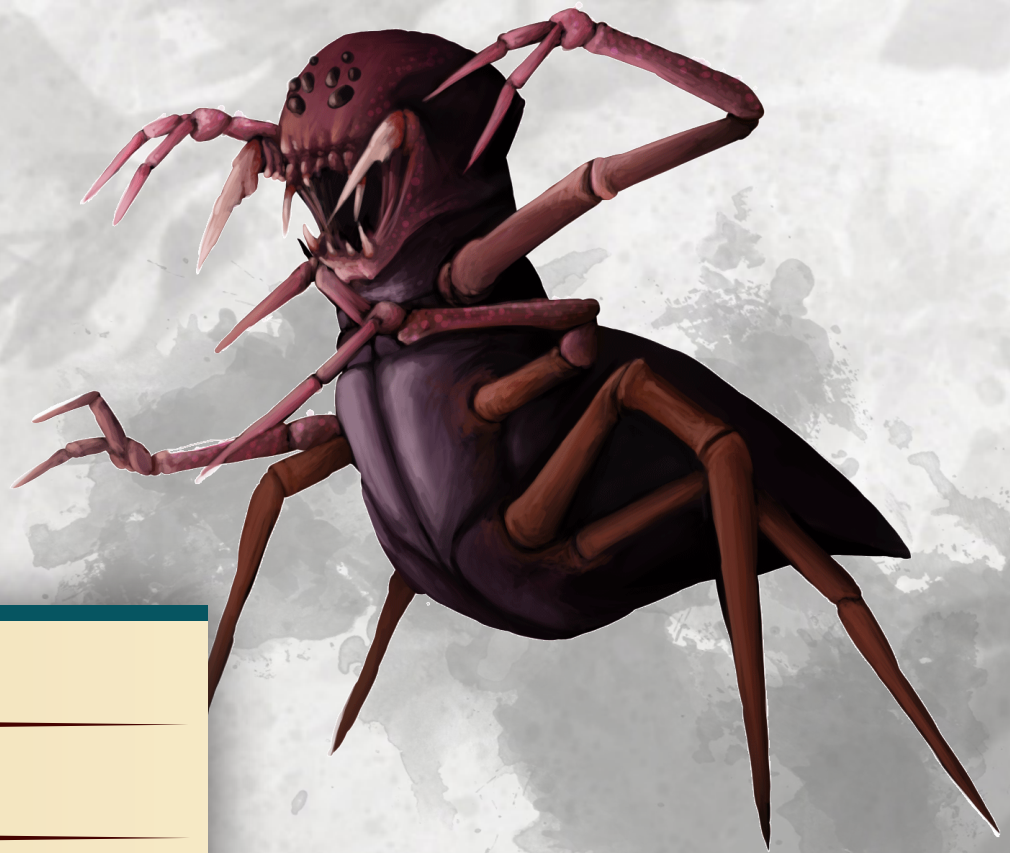
1/day each: phantasmal force, hallucinatory terrain, charm person, suggestion

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 11 (1d4 + 1) piercing damage plus 14 (4d6 poison damage). The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 day.

Burrow. The thoughtspinner makes one bite attack against a medium or larger creature that is restrained. On a hit, the thoughtspinner burrows into their body. While burrowed, the thoughtspinner causes excruciating pain while it reduces the target's maximum hitpoints by 1d6 per hour. When the target's hitpoints are reduced to 0, they fall unconscious for a period of 8 hours, after which point they rise up again under the control of the thoughtspinner. The thoughtspinner has complete access to the thoughts and memories of the target and can direct the body to eat, sleep, drink and act as normal, but the body does not heal any wounds, by physical or magical means and is considered to be dead.

During this time, the thoughtspinner can feed off of the body, maintaining it's control for up to 60 days before it must vacate the husk.



NEZIM WEBWEAVER

Medium fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 62 (8d8 + 26)

Speed 30 ft., 40 ft. while on webbing

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	20 (+5)	18 (+4)	13 (+1)

Skills Stealth +5, Perception +7

Damage Resistances poison

Senses darkvision 60 ft.

Languages telepathy 1 mile

Challenge Rating 6 (2,300 XP)

Spider climb. The webweaver 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 webweaver knows the exact location of any other creature in contact with the same web within 600 ft.

Web walker. The webweaver ignores movement restrictions caused by webbing.

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

At will: *minor illusion*, *ray of sickness*

1/day each: *phantasmal force*, *hallucinatory terrain*, *charm person*, *fear*, *confusion*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage plus 14 (4d6 poison damage). The target must succeed on a DC 16 Constitution saving throw or become paralyzed for 1 minute. The creature can make another saving throw at the end of its turn to end the effect.

Nezim Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. In addition, while restrained by the webbing, the illusionary magic of the Nezim seeps into the creature's mind, giving them disadvantage on concentration checks. As an action, the restrained target can make a DC 16 Strength check, bursting through the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

NEZIM WEBWEAVER

The webweavers are the magical centers of the colony. They have the ability to tap into the magical webbing woven by the other nezim and manipulate illusions to draw and trap their prey. When standing on the webs, the webweavers can transmit their consciousness through the webs to see and sense things in other areas of the colony, up to 600 feet away from it.

Webweavers are second in the hierarchy of a colony of nezim, below only the broodmother herself. When a colony reaches an appropriate size, a webweaver will set off from the colony with a contingent of nezim and form a new colony, wrapping themselves into a cocoon and emerging after weeks of transformation, as a broodmother.

I stumbled upon a colony of Nezim while travelling through the Wanderwood. It appeared to be a gnomish village, in the middle of the Feywild, complete with the smells of fresh bread and roasting meat and tinkerer's oil. Yet after talking to some of the locals, I was able to surmise that all was not as it appeared. When I finally saw through the illusion I was standing in a grove of webbing, surrounded by Nezim.

- Gimble



NEZIM BROODMOTHER

The broodmother is the heart of a colony of nezim. She keeps to the underground passages of the colony, usually enthroned in a large chamber at its heart from where she can direct the colony and manipulate the magic of the webbing. She can feel every movement in any portion of the web and, like the webweavers, direct her consciousness to anywhere the web connects to, no matter how far away from her it is. The bigger the colony is and the further the webbing stretches, the larger the reserves of magic the broodmother can call upon.

The broodmother is a master of strategy and manipulation, crafting elaborate schemes and illusions to draw victims into her web. It isn't uncommon for a broodmother to have agents—both willing and unwilling—spread out through the countryside surrounding her colony working to further her aims.

The broodmother is the only member of the nezim colony capable of laying eggs, which she does in abundance in her underground chamber. Once laid, the nezim within the shells grow into maturity and then go into a dormant state until the broodmother hatches them with her magic. This allows the broodmother to always manage the size of her colony while having easy replacements ready if her colony comes under attack.

REGIONAL EFFECTS

The land wherever the nezim have spread their web, and for 1 mile around it, is altered by the Nezim's presence, creating one or more of the following effects:

- The minds of creatures within 1 mile of the nezim's territory feel cloudy and dreamlike, as though everything around them may not be quite real.
- The entirety of the terrain where the nezim have laid webbing is under the effect of the hallucinatory terrain spell, which is controlled by the broodmother (or webweavers).
- The broodmother can hear spoken conversations and see anyone within 60 feet of her webbing. Webweavers can hear and see to the same distance of the webs, but only up to 600 feet from where they are. Any creature that touches the webbing and succeeds in a DC 20 Intelligence (arcana) check can sense the presence of something observing them.
- While in the nezim's territory, any creature with a neutral or evil alignment can hear inaudible whispers in the back of their mind drawing them to the broodmother.

If the broodmother and webweavers die, all of the above effects immediately end.



LAIR ACTIONS

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

- The broodmother awakens dormant eggs from around the lair, hatching 1d4 nezim.
- The magic of the webbing awakens, casting the hallucinatory terrain spell in the chamber, lasting 1 round. While this effect is active, the movements and actions of the broodmother and other nezim in the chamber are obscured, giving them advantage on any attacks made while the illusion is active. The nezim use their web sense ability to sense the movements of enemy creatures.
- The illusionary magic of the webbing tries to take hold in the minds of up to two creatures. The targets must make a DC 16 wisdom saving throw or be under the effects of the phantasmal force spell as they see a horde of illusionary nezim pouring in through the entrances to attack them.

NEZIM BROODMOTHER

Huge fey, lawful evil

Armor Class 18 (natural armor)

Hit Points 190 (18d10 + 100)

Speed 40 ft., 60 ft. while on webbing

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	22 (+6)	16 (+3)	18 (+4)

Saving Throws Str +9, Con +9, Int +11

Skills Arcana +11, Persuasion +12, Deception +12, Perception +8

Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Senses darkvision 120 ft., blindsight anywhere where there is webbing

Languages telepathy 5 miles

Challenge Rating 17 (18,000 XP)

Spider climb. The broodmother 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 broodmother knows the exact location of any other creature in contact with the same web.

Web walker. The broodmother ignores movement restrictions caused by webbing.

Legendary resistance (3/day). If the broodmother fails a saving throw, it can choose to succeed instead.

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

At will: *minor illusion*, *command*, *ray of sickness*, *ray of enfeeblement*
3/day each: *phantasmal force*, *hallucinatory terrain*, *charm person*, *fear*, *major image*

1/day each: *mass suggestion*, *feeblemind*, *dominate person*, *mirage*, *arcane*

ACTIONS

Multiattack. The broodmother makes three attacks. One with it's bite and two with it's claws. Alternatively, it can cast a spell and make two attacks with it's claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 6) piercing damage plus 18 (4d8 poison damage). The target must succeed on a DC 16 Constitution saving throw or be under the effects of the confusion spell. The creature can repeat the saving throw at the end of each of it's turns, ending the effect on itself on a success.

Claws. *Melee weapon attack:* +9 to hit, reach 10ft., one target. Hit: 13 (2d6 + 6) slashing damage.

LEGENDARY ACTIONS

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

Claw Attack. The broodmother makes a claw attack.

Ray of Sickness. The broodmother casts *ray of sickness*.

Spider Swarm (costs 2 actions). The broodmother directs a swarm of tiny spiders to attack all creatures within a 10 foot radius. Each creature within the radius must make a DC 18 constitution saving throw or take 4d6 poison damage.

Draw on the Web (costs 2 actions). The broodmother draws on the magic of the web, recharging one of her 1/day spells.

NYPH

Nymphs are beings of joy and playfulness found in the pools lakes and coastal regions of the Feywild. Like the bond between dryad's and their tree, the nymph forms a similar bond with her pool, lake or stretch of shoreline. Nymphs are generally harmless to travellers who come across them, but can be raised to anger if they feel their chosen body of water is being polluted or desecrated in some way. Unfortunately for travellers in the Feywild, it is often impossible to recognize a pond that has been claimed by a Nymph until it is too late.

NYPH

Medium fey, chaotic good

Armor Class 14 (natural armor)

Hit Points 38 (5d8 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

Skills Persuasion +5, Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge Rating 2 (450 XP)

Amphibious. The sylandine can breathe both air and water.

Innate Spellcasting. The nymph's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sylandine can innately cast the following spells, requiring no material components:

At will: *control water*, *create or destroy water*, *shape water*
1/day each: *wall of water*, *fog cloud*

ACTIONS

Claws. *Melee weapon attack:* +5 to hit, reach 5ft., one target. Hit: 11 (1d4+3) slashing damage.

Fey Charm. The nymph targets one humanoid or beast they can see within 30 feet of them. If the target can see the nymph, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards the nymph as a trusted friend to be heeded and protected. Although the target isn't under the nymph's control, it takes the nymph's requests or actions in the most favorable way it can.

Each time the nymph or it's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the nymph dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If the target's saving throw is successful, the target is immune to the nymph's Fey Charm for the next 24 hours.

The nymph can have no more than one humanoid and up to 3 beasts charmed at one time.

I found myself travelling through the Shrouded Forest in the Morningtide, when I came across a small, secluded pool of crystal waters hidden within a copse of mangrove trees. Having been travelling for weeks without a proper bath, I thought it a good place to clean off the stink of long days travel. Little did I know, that particular pool had already been claimed by a Nymph - a fact I did not discover until I was stripped to the skin and submerged in the cool waters, only to find an angry nymph shrieking in my face and beating me with a broken branch.

The moral of this story: always ask the pond if it's ok to take a bath in it. It may look and sound ridiculous, but on the off chance it's the home to a nymph, it will save a good deal of discomfort.

- Gimble

SIREN

Beings of mystery and secrecy, sirens occupy many a story, but few have ever seen one in the flesh.

They live in secluded colonies, in caves and rocky inlets overlooking seas and oceans, where they can listen to the crash of the waves on the rocks.

Sea obsession. Above all other things, sirens love the sounds of the waves crashing against their rocks and the tides lapping into their caves. They spend their days idly listening to these sounds. And when the seas calm and the tides fall, the sirens begin to sing, calling out to the waves and the tides to return again, charming the very water itself to rise up and come to them.

Irresistable charm. Unfortunately, many a passerby has fallen under the sway of a siren's song — finding themselves inextricably drawn towards a rocky coastline as a silvery song drifts over the winds. Few people who hear the siren's song ever live to tell about it. Fewer still ever make it to the sirens themselves, but are smashed against the rocks by the waves that so entrance the siren.

SIREN

Medium fey, chaotic good

Armor Class 15 (natural armor)

Hit Points 38 (5d8 + 16)

Speed 30 ft., swim 40 ft.

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

Skills Persuasion +7, Survival +5

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge Rating 3 (700 XP)

Amphibious. The siren can breathe both air and water.

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

ACTIONS

Claws. *Melee weapon attack:* +6 to hit, reach 5ft., one target. Hit: 11 (1d4+4) slashing damage.

Siren Song. The siren sings a magical song that carries across the waves. Every creature within 500 feet of the harpy, or 1 mile if the terrain is water, must succeed on a DC 14 wisdom saving throw or be charmed for 1 hour.

While charmed in this way, a target is incapacitated and must spend its turn moving towards the siren by the most direct route. It takes the dash action if it is able. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, it can repeat the saving throw. If a creature's saving throw is successful, the effect ends.

A target that successfully saves is immune to the siren's song for the next 24 hours.

SYLANDINE

Deep within the Twilight is a place of bottomless pools of murky water and lush vegetation, where the roots of twisted trees are woven together to create pathways through the marshland. It is called the Drowning; so named for the Syllandine, who make their watery homes in the flooded passageways below.

Syllandine are beings of spite, trapped between life and death and animated by the emotions that they felt at the moment of their death. They appear as beautiful beings, inviting travellers to venture into their watery pools.

Suffocating transformation. Unlike other Fey, new Syllandine are not born, but made. When a being is captured or charmed and drowned within the Syllandine's pools, at the moment of their death, as life slips away, a Syllandine can share the water from their lungs, arresting the process of death and trapping the victims spirit in limbo upon the threshold between life and death.

As a result of this transformation, Syllandine are able to see both the land of the living which no longer embraces them and the peace of death which was denied them. This limbo in which they exist fuels the spite and malice that they feel for all other beings.

Oracles of the dead. Daring adventurers sometimes seek out the Syllandine for their ability to see into the realms of the dead. However, the syllandine are loathe to provide meaningful assistance to the living and will commonly use their illusionary magics to try and trick or trap the querents rather than actually communicate with the dead. On the rare occasions that they do speak to the dead on behalf of someone else, it is usually only under duress or as a part of a bargain the Syllandine has struck.

DM'S NOTE - DEALS WITH THE SYLANDINE:

The existence of the syllandine is not well known among most people. But for those who do know of them, the prospect of speaking with, or hearing a message from, a departed loved one can be too much to resist. Those who do manage to convince a syllandine to grant their request find that it comes at terrible cost.

A syllandine can make a perfect fey for a warlock to create a pact with (use the Fey Pact in the Players Handbook), offering continued communication with a loved one who has died in exchange for service. A syllandine may be interested in accumulating treasures with which to fill it's underwater home, or it may require the warlock to periodically drown victims in it's name.

VARIANT: DROWNED COLLECTIVE

A group of 3 or more syllandine may act as a collective, formed through the process by which they are created. A drowned collective speaks, thinks and hunts in unison. The illusions created by a collective of syllandine are more powerful and more elaborate, layering illusion on top of illusion to make it more believable, more difficult to penetrate and more difficult to dispel.

When playing with these rules, all illusions created by the syllandine collective have form, weight and substance, when inspected. Additionally, any intelligence checks made to identify or see through these illusions have disadvantage and a player character casting dispel magic peels back only one layer of the illusion (for example, if the collective is manifesting an illusion of a town, populated by halflings, during a thunderstorm, and a player character casts dispel magic, the illusion of the halflings might be removed, but the town and thunderstorm might require additional dispel magic spells to remove.



SYLANDINE

Huge fey, chaotic evil

Armor Class 16 (magic armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +6, Int +7, Cha +9

Skills Persuasion +9, Deception +9

Damage Resistances fire, bludgeoning, piercing, and slashing from non-magical attacks

Senses darkvision 60 ft., blindsight while underwater 250 ft.

Languages Sylvan, telepathy 100 ft., the languages it knew in life

Challenge Rating 6 (2,300 XP)
8 (3,900 XP) if using the drowned collective variant

Amphibious. The sylandine can breathe both air and water.

Shifting Visage: Beauty. As a bonus action, the sylandine's form shifts to that of a dazzlingly beautiful fey. All creatures who can see the sylandine must succeed on a DC 17 wisdom saving throw or become charmed for 1 minute or until the sylandine uses Shifting Visage again. The creature can repeat the saving throw at the end of their turn to end the effect. If a creature succeeds on this saving throw, they are immune to the effects of the charm for 24 hours.

Shifting Visage: Terror. As a bonus action, the sylandine's form shifts to that of a horrible drowned monstrosity. All creatures who can see the sylandine must succeed on a DC 17 wisdom saving throw or become frightened for 1 minute or until the sylandine uses Shifting Visage again. The creature can repeat the saving throw at the end of their turn to end the effect. If a creature succeeds on this saving throw, they are immune to the effects of the fear for 24 hours.

Innate Spellcasting. The sylandine's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The sylandine can innately cast the following spells, requiring no material components:

At will: *minor illusion*, *disguise self*, *silent image*, *control water*

3/day each: *phantasmal force*, *hallucinatory terrain*, *blur**

1/day each: *creation*, *mislead*, *mirage arcane**, *weird**

*these spells are available only to sylandine using the drowned collective variant

ACTIONS

Claws. *Melee weapon attack:* +5 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Watery Resurrection. *Melee weapon attack:* +5 to hit, reach 5 ft., one humanoid within melee distance of the sylandine who is unconscious at 0 hit points. Hit: The sylandine pours water from her lungs into the humanoid, stabilizing them and beginning the process of transformation into a sylandine. The agonizing transformation takes place over the next 24 hours as the subjects body dies. The process can only be halted by the application of a spell that would resurrect the character (such as raise dead) or by killing them. At the end of the 24 hours, they are transformed into a sylandine.

Drain Emotions. The sylandine feeds on the emotions of creatures that have been charmed or frightened. Choose a point within 60 feet. All creatures within a 10 foot radius of the chosen point must succeed on a DC 17 wisdom saving throw or take 4d6 psychic damage. Creatures who are under the effects of charm or fear have disadvantage on this saving throw.

LEGENDARY ACTIONS (Drowned Collective only)

The drowned collective use one set of legendary actions for all the sylandine in the collective. The collective can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The drowned collective regains spent legendary actions at the start of their turn.

Control Water. The sylandine casts control water.

Duplicate. The sylandine creates a watery duplicate of a hostile creature. The creature has all the same stats as the creature but has only one hitpoint. It acts on the sylandine's initiative and lasts up to 10 minutes.

Exert control. The sylandine exerts control over a charmed creature, forcing it to move up to it's speed and make a melee or ranged attack against a creature of the sylandine's choice. Alternatively, it causes a frightened creature to move up to it's movement speed away from the sylandine.

REGIONAL EFFECTS

The pools of the Drowning, where the Sylandine reside, and the area for 1 mile around them are suffused with their illusionary magic, creating the following effects:

- Sylandine are aware of any new arrival within a 1 mile radius of it's domain.
- The sylandine can manifest powerful illusions in the area. These illusions can be as simple as a false bottom, making a bottomless lake appear shallow, or as complex as a bustling town or

dragon chasing the sylandine's prey deeper into it's lair. Players who suspect an illusion can make a DC 18 Intelligence check to identify an illusion.

- Other creatures within the area are more likely to be brought to anger while within 5 miles of the Sylandine's lair. Small annoyances can turn into intense feelings of anger, spite or resentment that quickly spiral out of control.

If the Sylandine in the area die any illusionary effects end immediately. The emotional effects fade slowly over the course of 7 days.



APPENDIX D: MAP OF THE FEYWILD

This map represents a portion of the Feywild that corresponds with the events and locations described in this book. It is purposely smaller than many of the planes detailed in the *Dungeon Master's Guide*.

Why I use a smaller Feywild in my games. By stretching a smaller Feywild over a larger primaterial plane, it provides a number of opportunities that can interact with the different features of the Feywild, including the opportunity to use the Feywild as a means of travelling long distances on the primaterial plane. If characters were to enter an established portal to the Feywild and travel 2 weeks in the Feywild to another portal, they could potentially cross the breadth of the primaterial plane.

This method of fast travel is not without its risks. Because of the nature of the Feywild to stretch time, if the adventurers came into conflict in the Feywild (especially if that conflict involved one of the Fey Elders), their two week journey could see upwards of a year passing in the primaterial plane. However, if the adventurers are able to avoid trouble while travelling through the Feywild, they might cover hundreds of miles in the primaterial plane in only a matter of days.

This optional rule for fast travel is, of course, up to the DM's discretion.

Expanding the Feywild. The easiest way to expand the Feywild and make it into a larger place is simply to take the map provided in this section and use it as one continent in the Feywild, expanding it with other continents.

Everdark

Twilight

Everbright

Morningtide



10 Miles 20 Miles 60 Miles