

THE BOOK OF THE FEY

A FEY BESTIARY



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INTRODUCTION

Welcome to the Book of the Fey! Inside these pages you'll find a host of fey creatures for your D&D 5th edition games. Adventurers beware, some of these fey may look friendly and beautiful, but many would be happy to end you.

Inside this book are over 150 fey creatures, ranging from the forgettable (literally!) Forgotten Ones to the mighty Glaistig. Also included in this book are monster templates that you can apply to other creatures, turning them into new fey creatures, as well as 5 new playable character races!

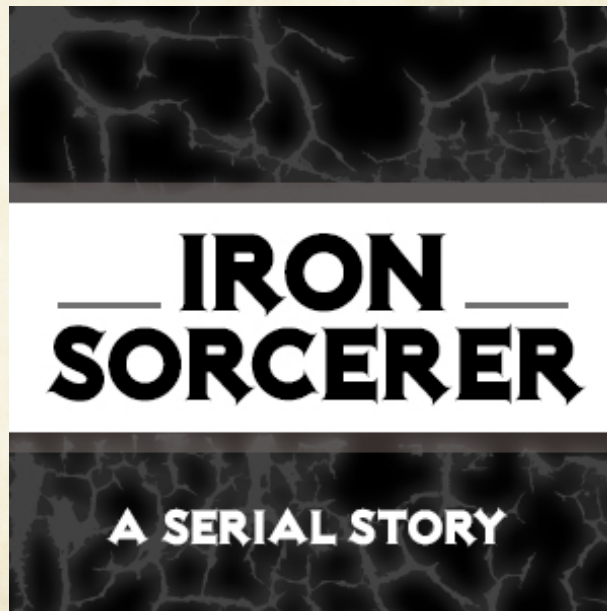
The fey can be charming, terrifying, and dangerous. Will you survive?

Enjoy the Book of the Fey!



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There is no peace without order. Locasta, next in line to be the Iron Champion of her people, knows this. She journeys into Gargantua with Trax, the wise old dragonblessed, in search of the current champion. But what they find in the wilds between the realms will challenge her trust in that order.

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ALP

This creature has large eyes over a fang filled mouth. Its hind legs are large and powerful.

Dream Shaper. Alps can control the dreams of a sleeping creature while drinking their blood. They usually create disturbing nightmares.

Night Stalker. An alp does not kill creatures it drains blood from, and aside from the nightmares, there are no long term problems from doing so.

Deep Sleep. An alp stalks at night, when prey is already asleep. If surprised by creatures that are already awake, it can magically put them to sleep.

Tactics. An alp prowls at night, and avoids any conflict during the day. If it finds itself in a fight, it uses Deep Slumber to put as many people to sleep as possible. From there, it either escapes or uses Crushing Leap to knock an enemy down and drink their blood.



ALP

Medium fey, chaotic neutral

Armor Class 16

Hit Points 123 (13d8 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	10 (+0)	8 (-1)	17 (+3)

Skills Acrobatics +9, Intimidate +6, Perception +2, Stealth +9

Senses darkvision 60 ft., passive Perception 12

Languages deep speech, common, telepathy 30 ft.

Challenge 5 (1,800 XP)

Nightmare Creature. The alp cannot be magically put to sleep.

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

Magic Weapons. The alp's weapon attacks are magical.

Innate Casting. The alp's spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The alp can innately cast the following spells, requiring no material components.

At Will: *prestidigitation*

1/Day: *greater invisibility*

Change Shape. The alp can use its action to polymorph into a cat, dog, pig, snake, butterfly, or back into its true form. It reverts to its true form if it dies.

ACTIONS

Multiattack. The alp makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Blood Drain. One unconscious or grappled creature takes 2 (1d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the alp regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Deep Slumber. The alp makes all creatures in a 10-foot radius of a point it can see within 90 feet fall asleep. All creatures must succeed on a DC 14 Wisdom saving throw or fall unconscious for 1 minute. A sleeping creature wakes if it takes damage, someone uses an action to awaken it, or the spell ends. Undead and creatures immune to being charmed aren't affected by this ability.

Crushing Leap. The alp leaps on top of an adjacent creature that is Medium sized or smaller. The target must make a DC 17 Dexterity saving throw, taking 10 (2d6 + 3) bludgeoning damage and falling prone on a failed save, or half as much damage on a successful one. The alp can automatically grapple a target knocked prone by this ability (escape DC 17).

Nightmare Rider. The alp can control the dreams of a sleeping target by sitting on its torso, and drain their blood while doing so. The sleeping target can attempt a Wisdom (Perception) check against the alp's Dexterity (Stealth) check to waken. If it remains asleep, they are subject to the *dream* spell, and the alp uses Blood Drain.

ALPLUACHRA

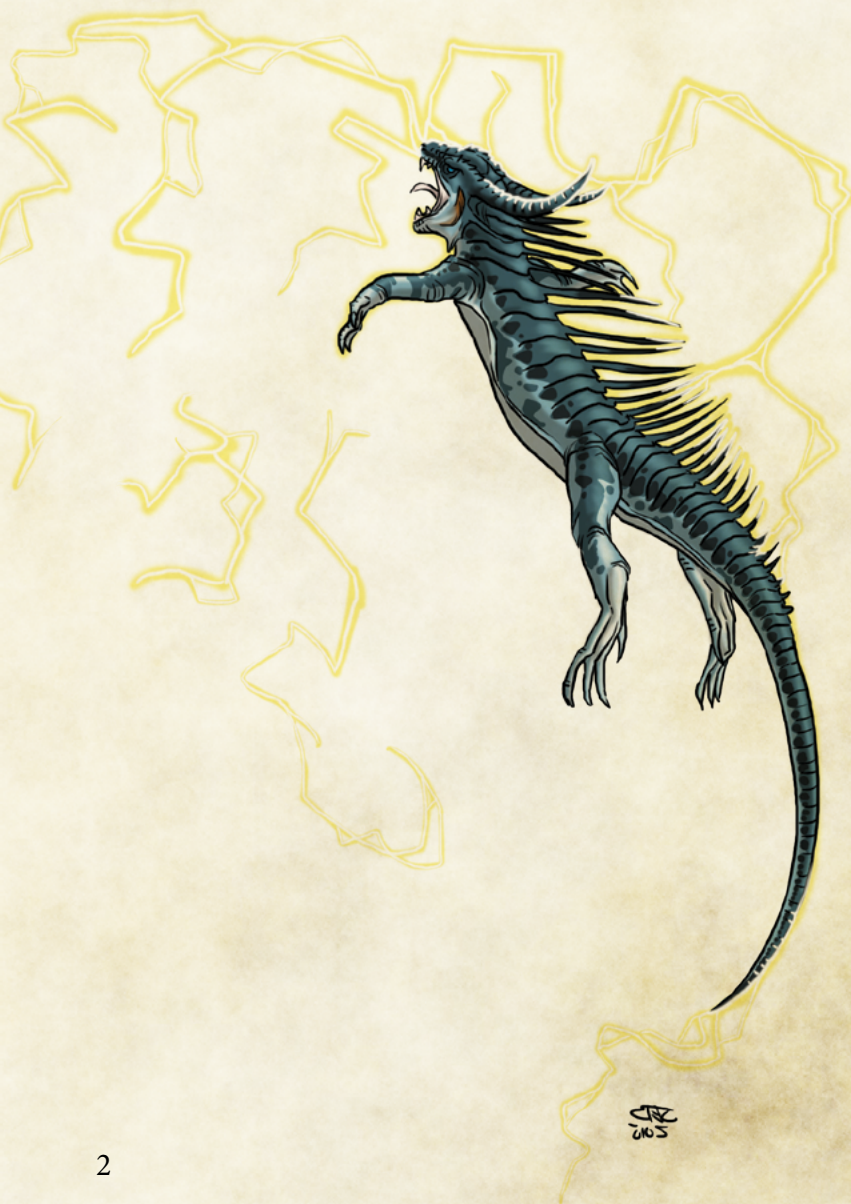
This tiny creature looks like a newt with three tails

Parasite. Alpluachra are tiny, lazy fey. Instead of hunting their own food, they crawl down the throat of other creatures and eat everything the host consumes.

Numbing Slime. The slime that covers an alpluachra has a numbing effect, which allows them to slide down throats unnoticed.

Deadly Nuisance. These tiny fey are so lazy that they will eat everything the host consumes, until they eventually die of starvation. They don't do this out of malice, they just don't think about it at all.

Tactics. An alpluachra avoids combat.



ALPLUACHRA

Tiny fey, chaotic neutral

Armor Class 11

Hit Points 4 (1d4 + 2)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	14 (+2)	4 (-3)	11 (+0)	11 (+0)

Skills Stealth +5

Senses passive Perception 10

Languages deep speech

Challenge 1/8 (25 XP)

Amphibious. The alpluachra can breath air and water.

Numbing Slime. Any creature that touches an alpluachra must succeed on a DC 11 Constitution saving throw or have disadvantage on all tactile checks, such as Wisdom (Perception) or using thieves tools for the next 24 hours. On a successful saving throw, the target is immune to any numbing slime for the next 24 hours.

Vulnerable to Salt. Half a pound of salt or a gallon of salt water deals damage to the alpluachra as if it were a flask of acid.

ACTIONS

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

Implant. The alpluachra tries to crawl into the mouth of a helpless or unconscious creature and implant itself in their throat. The target can make a Wisdom (Perception) check against the alpluachra's Dexterity (Stealth) check to notice. On a failed save, the target does not notice and the alpluachra implants itself in their throat. An implanted alpluachra eats all food and water the target consumes, and they begin starving. An alpluachra can be removed by being killed, casting *lesser restoration* on the target, or succeeding on a DC 15 Wisdom (Medicine) check.

ANKOU

This skeletal figure is cloaked with wings of pure darkness. A dim fire burns from within, amplifying its menacing aura.

Royal Torturers. Many fey are unable to be killed in their home realm. However, they can still feel pain. When a fey ruler wants to punish someone, they dispatch their ankou.

Cause Pain. Everything an ankou does is meant to maximize the amount of pain it causes. Its wings and tail can cause immense, unending pain.

Shadow Doubles. The only thing worse than an ankou is more ankou. Each ankou is able to summon shadowy duplicates of itself, surrounding and shredding foes.

Tactics. An ankou tries to sneak up to a target

ANKOU

Large fey, lawful evil

Armor Class 19

Hit Points 304 (29d8 + 174)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	28 (+9)	22 (+6)	17 (+3)	19 (+4)	25 (+7)

Saving Throws Wis +10

Skills Intimidate +13, Perception +10, Stealth +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't cold iron

Senses Darkvision 60 ft., passive Perception 20

Languages understands but can't speak common, sylvan; telepathy 100 ft.

Challenge 20 (25,000 XP)

Innate Casting. The ankou's spellcasting ability is Charisma (Save DC 21, +13 to hit with spell attacks). The ankou can innately cast the following spells, requiring no material components.

at will: *darkness*

3/day each: *teleport*, *true seeing*

1/day: *locate creature*

Move Like Wind. If the ankou takes the Dash action, all attacks against it have disadvantage until the start of its next turn.

Cold Iron Killer. The ankou's weapon attacks are considered cold iron and magical.

Shadow Doubles (1/Day). As a bonus action, the ankou can conjure up to 4 shadowy duplicates of itself in unoccupied spaces within 60 feet of it. The duplicates last for 1 minute or until killed or dismissed as a free action. They have the same statistics as the original with the following exceptions:

unnoticed, filling any escape routes with shadow doubles.

From there, it makes its presence known and allows the fear and dread to build up in its target before descending on them with its wing and tail attacks. If escape seems unlikely, the shadow duplicates attack as well.

Hit point maximum is 26

Can't use Shadow Doubles

Can only use claw attacks

Vulnerable to radiant damage

A creature that interacts with a double can make a DC 21 Wisdom saving throw. On a success, they recognize the shadow double for what it is, and only take half damage from it.

ACTIONS

Multiattack. The ankou makes two claw or wing attacks and one tail attack.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d6 + 9) slashing damage.

Wing. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 7 (2d6) additional damage at the start of each of the target's turns. A successful DC 20 Wisdom (Medicine) check or any magical healing ends this effect. The additional damage does not stack.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) additional damage at the start of each of the target's turns. A successful DC 20 Wisdom (Medicine) check or any magical healing ends this effect. The additional damage does not stack.

Ray of Enfeeblement. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* The target deals half damage with weapon attacks. They can make a DC 20 Constitution saving throw at the end of each of their turns to end this effect.

Wave of Darkness (Recharge 5-6). The ankou unleashes a wave of darkness in a 60 foot cone. All creatures in the area must make a DC 21 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.



ASRAI

A tiny, blue skinned elf plays near a small pond.

Aquatic Protector. Asrai are aquatic fey that claim bodies of water as their home. They are friendly and carefree, playing with the fish or other animals that live with them.

Water Dependent. Asrai can breathe air for short periods of time, but eventually they start to suffocate if not in water.

Tactics. Asrai avoid combat, using their spells to aid in their escape.



ASRAI

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	13 (+1)	10 (+0)	13 (+1)	14 (+2)

Damage Vulnerabilities lightning

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Aquan, Sylvan

Challenge 1/2 (100 XP)

Innate Casting. The asrai's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The asrai can innately cast the following spells, requiring no material components.

3/day each: *control water*, *fog cloud*, *obscuring mist*

Water Dependent. The asrai can survive on land for 1 hour. After that, it begins to suffocate.

ACTIONS

Cold Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) cold damage.

Ray of Frost. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of the asrai's next turn.

ATOMIE

A small humanoid with green skin holds a tiny rapier in its hand. Dragonfly wings hold it aloft as it flits around.

Never Back Down. An atomie doesn't back down from a fight, no matter how tall its foe might be.

Even Size. Atomie can reduce the size of their opponent, putting them on more equal footing.

Wandering Fighter. Atomie often wander, seeking opportunities to practice their fighting skills. When they find people being oppressed, they step in and aid them.

Tactics. Atomie like to issue challenges for duels, reducing the size of their foe before the battle. They don't care about the tactics used in the fight, as long as no one else interferes. Otherwise, the atomie flies around, using sneak attack when possible.

ATOMIE

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	14 (+2)	18 (+4)

Skills Acrobatics +5, Deception +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Innate Casting. The atomie's spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The atomie can innately cast the following spells, requiring no material components.

At Will: *enlarge/reduce* (reduce only), *dancing lights*

3/day: *invisibility* (self only)

Sneak Attack (1/Turn). The atomie deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the atomie that isn't incapacitated and the atomie doesn't have disadvantage on the attack roll.

Speak with Animals. The atomie is always under the effects of the *Speak with Animals* spell.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BAGIENNIK

A small, humanoid lizard sniffs the air.

Hot Spring Lizard. Bagiennik love to relax and lounge in the warm water of hot springs.

Burning Cure. Bagiennik love curing diseases and helping others. They can smell disease, and burn it away with their nasal spray.

Village Boon. Small towns and villages love the presence of a bagiennik, and will give it presents and gifts to encourage it to stay.

Tactics. A bagiennik prefers to help and heal others instead of causing damage. If it finds itself in a fight, it will aid any allies first, and defend itself with claws and nasal spray.



BAGIENNIK

Small fey, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	17 (+3)

Skills Medicine +2, Nature +4, Survival +2

Damage Resistances acid, fire

Senses passive Perception 10

Languages Common, Sylvan

Challenge 1 (200 XP)

Amphibious. The bagiennik can breathe air and water.

Disease Scent. The bagiennik can detect the location of diseased creatures within 60 feet of it. It can also determine if the creature is the source of the disease or just a carrier of the disease.

Innate Casting. The bagiennik can innately cast the following spells, requiring no material components.

3/day each: *cure wounds*, *lesser restoration*

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Nasal Spray. *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 3 (1d6) fire damage plus 3 (1d6) acid damage. The target takes 3 (1d6) fire damage at the start of its next turn. A target that takes damage from this ability can make a DC 13 Constitution saving throw. On a successful save, they are subject to a *greater restoration* spell.

BAJANG

A stunted, stocky humanoid sneers at you with a lipless mouth and sharp teeth.

Evil Nature Spirit. Bajang are born from trees near sites of great death or evil. They are always connected to the tree they were born from, and die if it is destroyed.

Prey on the Weak. A bajang picks on weak or vulnerable creatures, tricking them with illusions.

Stalker. Bajang can assume the form of a large cat, and use it to scout and set up ambushes without revealing their nature.

Tactics. Bajang attempt to attack from surprise, and focus on the weakest enemy. They use bane to either ensure a faster kill, or to hamper another dangerous target.



BAJANG

Small fey (shapechanger), chaotic evil

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft., climb 30 ft.

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

Senses passive Perception 12

Languages common, spirit

Challenge 1/2 (100 XP)

Symbiotic Tree. Each bajang is tied to a specific tree. If the tree is destroyed, the bajang dies.

Innate Casting. The bajang's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The bajang can innately cast the following spells, requiring no material components.

At Will: *minor illusion*

3/day: *bane*

Shapechanger. The bajang can use its action to polymorph into a wildcat or back into its true form, which is fey. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) poison damage.

BANELIGHT

A creature with the body of a dragonfly and the head of a human holds a brightly glowing red orb between its hands.

The Red Light. Banelights emit a bright, red light which they can weaponize. Any light sources near them turn red, which signals the approach of a banelight.

Afraid of the Dark. Darkness strips a banelight of some of their powers. Because they always generate light, they rarely find themselves in this situation. When they do, however, they become frantic.

Snuff Light. Banelights are drawn to places with mortal-made light and kidnap or kill unlucky victims. A banelight might keep a prisoner alive if they can be useful or entertaining.

Tactics. The banelight will summon as many will-o-wisps as it can before initiating combat. It usually forgoes attempting surprise because of the light it generates. It then uses light vortex at range if possible, and avoids any *darkness* spells.



BANELIGHT

Medium fey, neutral evil

Armor Class 17

Hit Points 152 (16d8 + 80)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	20 (+5)	20 (+5)	22 (+6)	23 (+6)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses passive Perception 16

Languages Common, Terran, Auran, Draconic, Sylvan

Challenge 10 (5,900 XP)

Banelight Aura. Creatures within 60 feet of the banelight and also in bright light have a 1d4 penalty to attack rolls. All light sources within this area turn red.

Create Will'o'Wisp. As a bonus action, the banelight can target a nonliving source of light (other than one the banelight created) within the banelight aura and turn it into a will'o'wisp under the banelight's control. Creatures created this way last for up to 1 minute. The banelight can have up to 3 will'o'wisps at a time.

Light Source. The banelight is always under the effect of a *daylight* spell centered on itself.

Regeneration. The banelight regains 10 hit points at the start of its turn. The banelight dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Susceptible to Darkness. A banelight in darkness loses its aura, regeneration, and has disadvantage on all attack rolls and saving throws.

ACTIONS

Multiattack. The banelight makes two Light Vortex attacks.

Light Vortex. *Melee Weapon Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 22 (5d8) radiant damage.

BANSHRAE

A slim, pale creature with large eyes holds a flute to its mouthless face.

Cursed Silent. Banshrae used to be happier, carefree fey. Long ago, a banshrae earned the ire of a greater fey who cursed all banshrae, removing their mouths.

More Pacts. Cursed banshrae made a pact with a powerful Verdant Prince to regain some of their musical talent, but paid a great price.

Tactics. Banshrae fight at range, letting their music hinder their foes. They shoot darts from range, and will flee if overwhelmed.



BANSHRAE

Medium fey, chaotic evil

Armor Class 16

Hit Points 112 (15d8 + 45)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	14 (+2)	15 (+2)	20 (+5)

Senses passive Perception 12

Languages understands Common, Elvish, Sylvan, but can't speak; telepathy 100 ft.

Challenge 5 (1,800 XP)

Mystical Flute. As a free action, the banshrae can summon a flute that counts as a blowgun. The flute disappears if not held by the banshrae. The banshrae can play the following songs as a bonus action on its turn. The songs affect creatures within 60 feet of the banshrae that aren't deaf, and the songs have a DC of 16.

Dread Dirge: Creatures must succeed on Wisdom saving throw or be frightened for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gibbering: Creatures must succeed on a Wisdom saving throw or begin making gibbering noises, failing checks to remain hidden or silent. In addition, they can't cast spells with verbal components. This ability lasts for up to 1 minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Traveler's Turn: A creature must succeed on a Wisdom saving throw or be compelled to move up to their full movement speed on their next turn.

Innate Casting. The banshrae's spellcasting ability is Charisma (Save DC 16, +8 to hit with spell attacks). The banshrae can innately cast the following spells, requiring no material components.

At Will: *bestow curse*

ACTIONS

Locust Dart (Recharge 6). The banshrae makes a blowgun attack. On a hit, the target must succeed on a DC 16 Constitution saving throw or take an extra 7 (2d6) piercing damage as a swarm of locusts emerge from its body. A swarm of insects is summoned in the nearest unoccupied space next to the target.

Dart Cone (Recharge 5-6). The banshrae fires a cone of darts in a 15 foot cone. All creatures in the area must make a DC 16 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Blowgun. Ranged Weapon Attack: +9 to hit, range 25/100 ft., one target. **Hit:** 8 (1d4 + 6) piercing damage.

BAOBHAN SITH

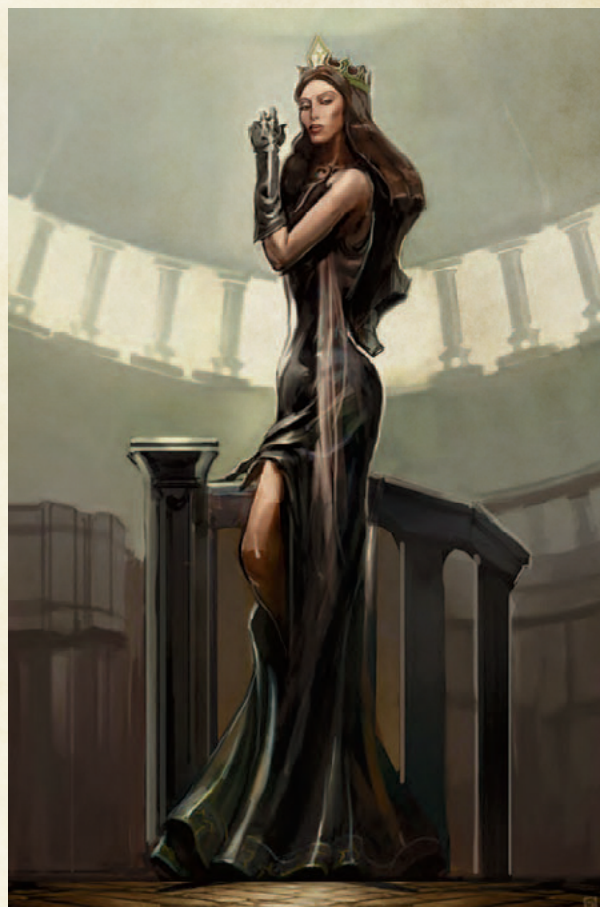
A beautiful elf saunters toward you with a mesmerizing walk.

Blood Drinker. Baobhan sith lure creatures to their death with their captivating dance, drawing them close before draining their blood. They refuse to drink the blood of animals.

Solitary Predator. Baobhan sith work alone, and prefer to prey upon isolated individuals. They avoid groups of travelers unless there is a straggler they can lure away.

Beautiful Curse. These beautiful creatures are hard to remove not just because of their frightening abilities, but also because of their death curse. Few are brave enough to willingly take on the curse when killing one.

Tactics. A baobhan sith will attempt to lure away individual creatures with *suggestion* or captivating dance, before killing them with claws and bites. In combat, they will use captivating dance to tie up as many enemies as possible while focusing on draining the blood of one creature. If surrounded by threats, the baobhan sith will use *entangle* before fleeing.



BAOBHAN SITH

Medium fey, chaotic evil

Armor Class 14

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)

Skills Deception +6, Performance (dance) +6, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 13

Languages Common, Terran, Elvish, Sylvan

Challenge 2 (450 XP)

Captivating Dance. A baobhan sith's movements look like a sensual dance. All creatures within 30 feet that can see it must succeed on a DC 14 Wisdom saving throw or be charmed. Creatures attracted to the baobhan sith have disadvantage on this saving throw. A charmed creature cannot attack and is enthralled by the dance. A creature charmed by the baobhan sith can repeat the saving throw at the end of each of its turns to end this effect. On a successful save, they are immune to the captivating dance of a baobhan sith for the next 24 hours.

Dying Words. When a baobhan sith is killed, it bestows a curse on the one that killed them as a free action. The target must succeed on a DC 14 Wisdom saving throw or be permanently

cursed. A cursed creature has disadvantage on checks and saving throws with its highest ability score. A curse can be removed by a *remove curse* spell or similar magic.

Innate Casting. The baobhan sith's spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The baobhan sith can innately cast the following spells, requiring no material components.

At Will: *detect thoughts*

1/Day Each: *entangle*, *suggestion*

ACTIONS

Multiattack. The baobhan sith makes two claw attacks. They can replace one claw attack with a bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and if the target is a Medium or smaller creature it is grappled (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one grappled, restrained, or helpless target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

BATTLE IMP

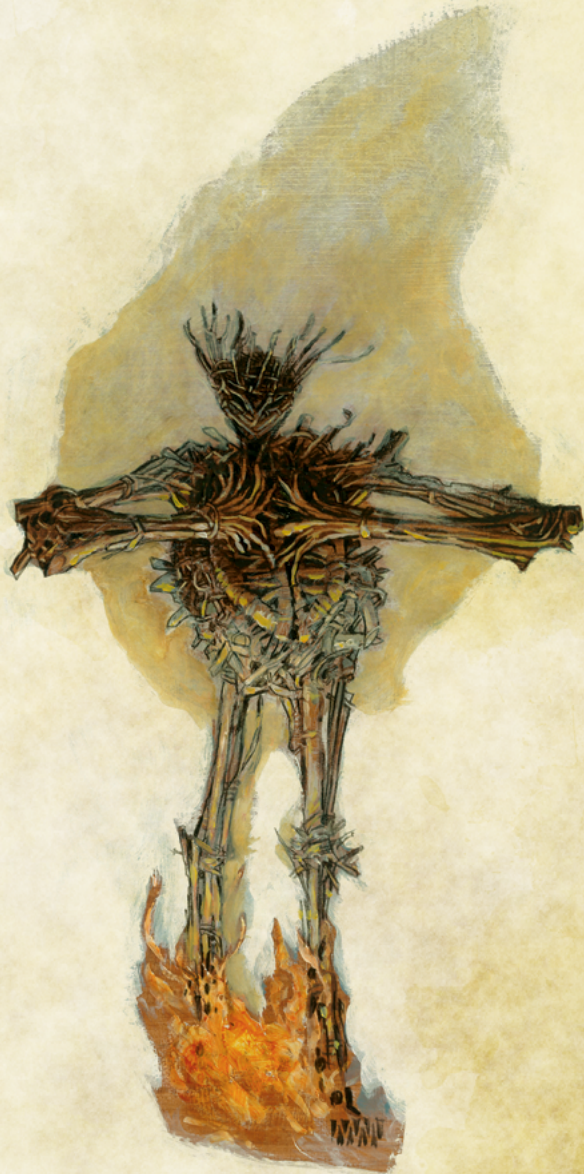
A small fey sits inside a larger form made of wood and stone, which floats above the ground.

Glee for Battle. Battle imps love to fight. Throwing rocks at intruders and undergoing practice fights bring them incredible joy.

Tall Tales. Battle imps enjoy telling stories. They have a story to explain anything and everything, and when they don't, they improvise one.

Mobile Suit. Battle imps have impressive telekinetic abilities, which they use to manifest and create suits of armor from their surroundings. A battle imp is essentially a pilot in a vehicle.

Tactics. Battle imps will throw rocks until their enemy comes close, at which point they slam them into submission. They use their *wall of thorns* ability defensively, using it to protect injured allies.



BATTLE IMP

Medium fey, chaotic good

Armor Class 17 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	20 (+5)	24 (+7)	18 (+4)	21 (+5)

Skills Bluff +9, History +11, Nature +11

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 14

Languages Common, Aquan, Auran, Druidic, Elvish, Giant, Sylvan, Terran

Challenge 9 (5,000 XP)

False Appearance. While the battle imp remains motionless, it is indistinguishable from a normal tree or foliage.

Telekinetic Mastery. The battle imp is always under the effect of the *telekinesis* spell, and does not need to maintain concentration on it. The battle imp can use its Intelligence score instead of Strength for ability checks.

Innate Casting. The battle imp's spellcasting ability is Intelligence (Save DC 19, +11 to hit with spell attacks). The battle imp can innately cast the following spells, requiring no material components.

3/Day Each: *wall of thorns*

ACTIONS

Multiattack. The battle imp makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a creature, they must succeed on a DC 19 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the battle imp, it can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

BILE WRAPPED IN BEAUTY

A traveler in simple clothes approaches.

Acid Spitter. Biles wrapped in beauty approach travelers, appearing as a normal creature until they unleash their acid spray.

Hag Fey. Once their reflective disguise is gone, a bile wrapped in beauty looks like a hag covered in open sores and pustules. Their origin is unknown, but their cruel nature is well documented.

Corrosive Flesh. The very skin of these creatures is acidic. Any clothes they wear begin to corrode, and fall apart within a few days. When they kill a creature, they keep any clothes that haven't been destroyed.

Tactics. The bile wrapped in beauty uses its Reflective Disguise to get close, before grappling a creature and burning them with its acid. They do not flee combat unless damaged by fire, which they are vulnerable to.



BILE WRAPPED IN BEAUTY

Medium fey, neutral evil

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	10 (+0)	10 (+0)	16 (+3)

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Acid Flesh. Creatures that touch the bile wrapped in beauty, hit it with a melee attack while within 5 feet of it, or start their turn grappled by it take 7 (2d6) acid damage.

Reflective Disguise. Any creature that sees the bile sees them as a creature of their race and gender. A DC 13 Wisdom saving throw reveals the illusion.

Innate Casting. The bile wrapped in beauty can innately cast the following spells, requiring no material components.

At Will: *mending*

ACTIONS

Acid Spray (Recharge 5-6). The bile wrapped in beauty sprays acid in a 20 foot cone. All creatures in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) acid damage and if the target is a Medium or smaller creature it is grappled (escape DC 12).

BILOKO

This gnome-sized humanoid has fiery red eyes and a mouth filled with sharp teeth. Instead of hair, it has patches of grass and moss growing from its skin.

Man Eater. Biloko are jungle hunters, preying upon foolish travelers. Their mouths can open impossibly wide, which they use to swallow meals whole.

Trap Maker. Biloko love to lure their food into carefully concealed traps and pits. If they can't be herded to their doom, a biloko will magically persuade them to walk into the trap.

Dye. Although they don't eat berries or fruit, biloko often collect them to use in dyes. Red is their preferred color.

Tactics. A biloko will attempt to secretly charm a creature, before subtly persuading them to take harmful actions. They try to lure targets into traps before killing them with spears and eating them whole.

BILOKO

Small fey, neutral evil

Armor Class 13 (leather armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Persuasion. A biloko can gradually insert its desires into the minds of those under the effects of their *charm person* spell. After being under the effect of the spell for 10 minutes, the biloko can begin asking the creature to perform actions that it wouldn't normally do. If it does, the creature can make another Wisdom saving throw to ignore the request and end the spell.

Innate Casting. The biloko's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The biloko can innately cast the following spells, requiring no material components.

3/day: *charm person*

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if using two hands.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



BISAN

A beautiful woman with a flowing robe and flowers in her hair stands before you.

Dryad Cousin. Bisan are closely related to dryads, and have their soul bound to a tree.

Giving Tree. Bisan are bound to trees that produce something, such as fruit or sap. While normally pleasant, bisan are reluctant to give the gifts of their tree away, and attack anyone that tries to steal from them.

Tree Reflection. A bisan's appearance mimics that of their tree in some way. An older tree might have a bisan that appears as an older woman, although this doesn't affect their abilities in any way.

Tactics. A bisan will use *hold monster* to lock down one target, and beat them with a magical club. They only use lethal force if their tree is threatened. They use *polymorph* and *invisibility* to escape if they believe their tree will not be destroyed.



BISAN

Medium fey, neutral

Armor Class 12 (16 with barkskin)

Hit Points 45 (10d8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	13 (+1)	15 (+2)	16 (+3)

Senses passive Perception 12

Languages Sylvan

Challenge 1/2 (100 XP)

Symbiosis. Each bisan has a connection to a specific tree. If the tree is destroyed, the bisan dies.

Innate Casting. The bisan's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The bisan can innately cast the following spells, requiring no material components.

At Will: *druidcraft*, *bane*, *bless*, *calm emotions*, *shillelagh*

3/day each: *hold monster*, *invisibility*

1/day each: *barkskin*, *polymorph* (self only)

Tree Stride. Once on its turn, the bisan can use 10 ft. of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

Magic Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical bludgeoning damage.

BLIGHTED FEY SATYR (TEMPLATE)

Blighted Fey

Any fey creature can become a blighted fey. A creature that becomes a blighted fey retains all its statistics except as noted below

- **Alignment.** The creature's alignment becomes chaotic evil.
- **Darkvision.** The creature gains darkvision 60 ft. If it already had darkvision, it increases by 30 ft.
- **Armor Class.** If the creature is not wearing armor, it gains a +1 bonus to AC from natural armor.
- **Immunities.** The creature becomes immune to poison damage as well as the poisoned and paralyzed conditions.
- **Immutable Form.** The creature is immune to any spell or effect that would alter its form.
- **Magic Resistance.** The creature has advantage on any saving throws against spells or other magical effects.
- **Fungal Rejuvenation.** If the creature is within 300 ft. of a blighted plant of significant size, it recovers 5 hit points at the start of its turn. The creature dies if it starts its turn with 0 hit points.
- **Thorn Throw.** The creature gains this ranged weapon attack with a range of 20/40 ft. The attack does 1d6 piercing damage plus the creature's Strength or Dexterity modifier.
- **Parasitic Bond (1/Day).** When the creature hits a living creature with a thorn throw attack, the target must make DC (8 + Constitution modifier + proficiency bonus) Constitution saving throw. On a failed save, the target is bonded to the blighted fey for 5 rounds. The target takes half of any damage the blighted fey takes, which cannot be reduced or mitigated.
- **Blighted Unity.** All blighted fey within 100 ft. of each other have telepathy with each other.
- **Tainted Blood.** If the blood of the blighted fey is consumed, the creature drinking it must succeed on a DC (8 + Constitution modifier + proficiency bonus) Constitution saving throw or become poisoned for the next 24 hours.

BLIGHTED FEY SATYR

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +4, Stealth +5

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan, Elvish; telepathy 100 ft. (blighted only)

Challenge 1 (200 XP)

Fungal Rejuvenation. The blighted regains 5 hit points at the start of its turn if it is within 300 feet of a blighted plant of significant size. The blighted dies if it starts its turn with 0 hit points.

Immutable Form. The blighted is immune to any spell or effect that would alter its form.

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

Tainted Blood. A creature that consumes the blood of a blighted creature must succeed on a DC 10 Constitution saving throw or be poisoned for the next 24 hours.

ACTIONS

Parasitic Bond (1/Day). When the blighted hits a living creature with its thorn throw attack, the target must make a DC 10 Constitution saving throw. On a failed save, they are bonded to the blighted creature for 5 rounds. A bonded creature takes half of the damage the blighted fey takes, which cannot be reduced or mitigated.

Thorn Throw. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* 3 (1d6 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Clumps of foul-smelling fungus and mold cling to the skin of this gaunt satyr.

Fey Abyss. In places where the boundaries between the Feywild and the Abyss grow thin, evil fungal creatures rise to power and spread their corruption.

Fungal Infection. The evil presence of the Abyss manifests as a fungal infection, taking over an area. Dryads are extremely susceptible to this blight, as once their tree becomes infected, so does the dryad. A blighted dryad lures other creatures to her cursed tree to infect them in turn.

Hive Mind. Creatures infected by the fungus become mentally linked with each other. They all work seamlessly together to spread the infection as far as possible.

Tactics. A blighted satyr tries to use parasitic bond as quickly as possible. The creature fights until slain, as it has no sense of self anymore.



BOG IMP

A small creature rises from the waters of the swamp. Its skin is the color of dying vegetation and its mouth is filled with long, broken teeth.

Swamp Killer. Bogimps live in swamps and kill any creatures that come into their territory.

Code of Laws. Although they are evil, murderous creatures, each family of bogimps has their own code of laws. Bogimps are incapable of acting against these laws, and lose some of their powers if they do so.

Tactics. Bogimps prefer to avoid direct confrontation, and default to using their sink ability while hidden. Ideally, all of the enemies will drown before noticing the bog imp. If threatened, it will flee.



BOG IMP

Small fey, lawful evil

Armor Class 14

Hit Points 22 (12d6 + 24)

Speed 30 ft., burrow 60 ft. (swamp only), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	12 (+1)

Skills Perception +4, Stealth +6

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, Elvish

Challenge 1 (200 XP)

Amphibious. The bog imp can breathe air and water.

Code of Laws. Each bog imp must follow the laws of its clutch or lose its immunities and sink ability.

Stagnating Aura. Any nonmagical liquids within 60 feet of the bog imp spoil.

ACTIONS

Sink. One creature the bog imp can see within 60 feet standing in mud or water must succeed on a DC 12 Strength saving throw or be restrained. At the end of their next turn, they must make another saving throw. On a failed save, they are pulled underwater or underground and begin drowning. They can repeat the saving throw at the end of each of their turns. On a successful save or when the effect ends, they are immune to the sink ability of this bog imp for the next 24 hours. Another creature can attempt a DC 12 Strength check to pull a drowning creature out from the ground.

Sickening Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

BOGGART

Boggarts are ugly, small fey with damp skin, a beast-like face, and black eyes.

Drag. Boggart are surprisingly strong for their size. They can drag enemies back to their lair to eat.

Family Bond. Boggarts bond with a particular family, but the relationship is not positive. Instead, the boggart disrupts their life as much as possible, but never resorts to violence against the family.

Thought Food. Although they haven't refined the ability, boggarts can sense the general emotional energy of an area. They prefer the feel of negative thoughts, and like to make people miserable.

Tactics. A boggart prefers to avoid fights, but when attacking potential prey, will try to drag them underwater or into its lair.



BOGGART

Small fey, chaotic evil

Armor Class 13

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	14 (+2)	10 (+0)	17 (+3)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Drag. The boggart can move at its normal speed when grappling a creature.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and if the target is a Medium or smaller creature they are grappled (escape DC 11). The boggart can only grapple one creature at a time.

BOOGEYMAN

Dressed like a carnival worker in a long coat and tall hat, this lanky humanoid grins with a mouth filled with fangs, and radiates an aura of fear.

Feed on Fear. Boogeymen are cruel fey who prey upon the fears of others. A boogeyman will haunt a creature for a long time, drawing out their fear as long as possible before finally killing them.

Personal Fears. The supernatural horror that surrounds a boogeyman manifests the unique fears of anyone inside. Everyone sees something different, and it is always their worst fear.

Reputation. Some boogeymen haunt individual houses or ruins, where they can prey on individuals. Other boogeymen take a more active approach, turning into serial killers and stalkers. As their reputation spreads and more people become afraid of the mysterious killer, the boogeyman grows stronger.

Tactics. The boogeyman haunts creatures for as long as possible, keeping them within range of their fear aura, or targeting them with Killer Fear. Boogeymen strike from the shadows, sneak attacking whenever possible. Once they've struck someone with their claws and manifested fears, they turn invisible to reposition and strike again, sometimes hours later.



BOOGEYMAN

Medium fey, neutral evil

Armor Class 14

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	22 (+6)

Skills Bluff +9, Deception +9, Insight +6, Intimidate +9, Perception +6, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 16

Languages all

Challenge 7 (2,900 XP)

Sneak Attack (1/Turn). The boogeyman deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the boogeyman that isn't incapacitated and the boogeyman doesn't have disadvantage on the attack roll.

Striking Fear. If the boogeyman critically hits a creature or sneak attacks them, they are immediately subject to the boogeyman's Manifest Fear ability, even if they are immune to this ability (but not fear in general).

Healing Fear. The boogeyman regains 5 hit points at the start of its turn if there is a frightened creature within 30 feet of it. The boogeyman dies if it starts its turn with 0 hit points.

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

At Will: *minor illusion, darkness, suggestion, invisibility (self only)*

3/day each: *hold person, bane*

1/day: *dream*

ACTIONS

Multiattack. The boogeyman makes two claw attacks.

Killer Fear (Recharge 5-6). The boogeyman creates a fear so intense that it can kill. One creature within 120 feet of the boogeyman must make a DC 17 Wisdom saving throw. On a failed save, they are frightened for up to 1 minute. At the end of each of their turns while frightened, they can repeat the saving throw. On a failed save, they take 22 (4d10) psychic damage. On a successful one, the effect ends. The boogeyman must maintain concentration on this ability as if concentrating on a spell.

Manifest Fears. All creatures of the boogeyman's choice within 30 feet that can see it must succeed on a DC 17 Wisdom saving throw or be frightened for up to 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the boogeyman's Manifest Fears for the next 24 hours.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

BROWNIE

This small fey has a wide smile.

Peaceful. Brownies are peaceful creatures, they like to live simple lives filled with work and family.

The Final Trick. Most brownies prefer to avoid conflict or fights whenever possible. As a final solution, they carry a short sword or dagger on their person. They hate to use it, and only do so when they feel their life is in danger.

Living in Harmony. A brownie likes to repay debt. If they take something from a family, like food, they will perform other chores or tasks as payment. They can remain unnoticed for years, living with a family in a mutually beneficial way.

Tactics. The brownie avoid combat and flees if possible. It only attacks if it feels that there is no escape.



BROWNIE

Tiny fey, neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

Skills Stealth +6

Senses passive Perception 12

Languages Common, Sylvan, Elvish, Gnomish

Challenge 1/4 (50 XP)

Innate Casting. The brownie's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The brownie can innately cast the following spells, requiring no material components.

At Will: *dancing lights*, *mending*, *prestidigitation*

1/Day Each: *silent image*, *misty step*

ACTIONS

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d2 + 4) slashing damage.

Variant: Brownie Familiar

A brownie can be summoned as a familiar through the *find familiar* spell by a warlock with the Pact of the Chain feature or a spellcaster with a fey connection.

Familiar. The brownie can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the brownie senses as long as they are within 1 mile of each other. At any time and for any reason, the brownie can end its service as a familiar, ending the telepathic bond.

BUCKAWN

This small fey dresses in drab, brown clothes that blend with the environment.

Brownie Cousin. Buckawn are related to brownies, although they lack the same pleasant demeanor.

Reclusive. Trade or communication with a buckawn village is unheard of. Buckawn keep a watchful eye on anyone who trespasses in their domain, and quickly kill them if they would threaten their home.

Poisoners. Moonseed berries are the preferred poison of the buckawn. They are adept at harvesting and handling the berries safely, and coat their weapons with it.

Tactics. A buckawn will attempt to attack from stealth, hurling poisoned daggers before turning invisible and repositioning. They do not fight fair, and will whittle down their foes.



BUCKAWN

Small fey, neutral

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	12 (+1)	13 (+1)	14 (+2)

Skills Stealth +5

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Innate Casting. The buckawn can innately cast the following spells, requiring no material components.

At Will: dancing lights, invisibility (self only)

ACTIONS

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

BULABAR

Bandoliers and belts full of tools hang on the body of this tiny, upright beetle.

Tinkering. Bulabar are fascinated by technology and devices, and are always creating new things.

Reverse Engineer. Bulabar have the ability to disassemble objects with a touch. They do this to gain an understanding of how things work. They don't always ask permission, which gets them in trouble sometimes.

Fix It. As annoying as their habit of disassembling objects is, bulabar like to fix things. They are welcome in villages, where the townsfolk will bring small things to repair. The act of fixing and teaching how to repair things brings bulabar great joy.

Tactics. Bulabar don't often find themselves in combat. They are likely to get distracted and focus on interesting items. If they do need to fight, they attack with crossbows.

BULABAR

Tiny fey, lawful neutral

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	15 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, Tinker Tools +4

Senses passive Perception 10

Languages Common, Gnomish

Challenge 1/8 (25 XP)

Innate Casting. The bulabar can innately cast the following spells, requiring no material components.

At Will: *mending*

ACTIONS

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Disassemble. The bulabar can touch a Small or smaller nonmagical object. If it is worn or carried by a creature, they can make a DC 11 Dexterity saving throw to avoid being touched. If the bulabar successful touches the item, it becomes broken. Broken items have disadvantage on all checks or attacks made with it.



CALIENTO

This creature is humanoid shaped with webbed appendages and thick claws. It has large, multifaceted eyes like glittering gems.

Desert Dweller. Caliento live in hot climates. It's hard to notice, but a sudden temperature increase in an already hot location can signal their presence.

Stored Heat. Caliento store the heat of the desert for later use. They can unleash searing waves of flames.

Water Phobia. Caliento avoid running water.

Tactics. As pack predators, caliento travel at night in groups of 4 or 5. They surround their prey and burn them with volleys of fire.



CALIENTO

Small fey, neutral

Armor Class 13

Hit Points 72 (16d6 + 16)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	11 (+0)	13 (+1)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, telepathy 60 ft.

Challenge 2 (450 XP)

Heat Aura. Any creature that starts its turn within 5 feet of the caliento takes 3 (1d6) fire damage.

Hive Mind. All calientos within 30 feet of each other are mentally linked and aware of everything the linked caliento experience.

ACTIONS

Fire Volley (Recharge 5-6). The caliento unleashes a wave of fire. All creatures within 20 feet of the caliento must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Heated Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus 3 (1d6) fire damage.

CALPINA

This humanoid insect has brightly colored wings and a sharp proboscis.

Ego Drain. Calpina don't feed on physical food, instead subsiding on the ego of intelligent creatures. They see most humanoids as just sources of sustenance, but occasionally interact peacefully.

Larval Growth. Calpina begin life as eggs, hatching into a larval form. The larva must feed on meat, which is provided by calpina prey that has been drained of all ego. The larva grow quickly, and spin cocoons before finally emerging as adult calpina.

Seasonal Attitude. The attitude of a calpina generally depends on the season. In spring, they are nomadic and hunt for food. In summer, they lay egg and band together with other calpina. In fall, the eggs hatch and the calpina gather food. In winter, the larva have either become adults or soon will be, and the calpina are less aggressive overall.

Tactics. A calpina will try to capture as many creatures in its fragrant haze as possible, and then focus on draining the ego of one creature. If they can fly away with an unconscious foe, they do so. Otherwise, they will flee if badly injured.



CALPINA

Small fey, chaotic neutral

Armor Class 13

Hit Points 27 (5d6 + 10)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	11 (+0)	12 (+1)	15 (+2)

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Ego Drain. Creatures that end their turn grappled by the calpina have their Charisma reduced by 1d4. The reduction lasts until the target finishes a short or long rest. The target is unconscious if this effect reduces its Charisma to 0.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a Medium or smaller creature it is grappled (escape DC 13). The calpina can only have one creature grappled at a time.

Fragrant Haze. All non-calpina creatures within 20 feet must succeed on a DC 12 Constitution saving throw or gain disadvantage on attacks rolls for 1d4 rounds. On a successful save, a creature is immune to the fragrant haze of all calpina for the next 24 hours.



CHANEQUE

A creature that looks like a cross between a bat and a pixie holds a small skull in its hand.

Head Hunter. Chaneque are nocturnal fey that hunt fey and collect their skulls. They perform evil rituals that transform the skulls into vessels for storing souls.

Tree Glider. Chaneque hunt from trees, and move through them quickly. They can't fly, but can glide well.

Fey Punisher. Chaneque view themselves as righteous punishers of other fey. Their motivation for persecuting other fey is unknown, but they are unrelenting.

Tactics. A chaneque will creep within 30 feet of a target and attempt to steal their soul. On a success, they are given commands by the chaneque that they follow until they die of starvation or thirst. If a task assigned by the chaneque is complete, the poor target wanders aimlessly. If the chaneque fails at stealing a soul, it retreats until it can attempt it again.

CHANEQUE

Small fey, neutral evil

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	9 (-1)

Skills Athletics +0, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan, Abyssal

Challenge 1/2 (100 XP)

ACTIONS

Steal Soul (Recharge 5-6). The chaneque throws an enchanted skull at a creature it can see within 30 feet. The target must succeed on a DC 12 Charisma saving throw or have a fraction of their soul trapped in the skull. The soul fragment is trapped until the soul is destroyed or the chaneque releases it.

Dominate. The chaneque can control a person whose soul is stolen by a skull. The chaneque can issue commands telepathically, and must maintain concentration while controlling someone.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

CHESHIRE CAT

A brightly colored cat smiles widely with a human-like expression.

Smiles. Cheshire cats are intelligent creatures with the personality of a cat. They love to laugh, and often laugh at the misfortunes of others.

Lazy. These cats are lazy, and will sneak up to and latch onto larger creatures, letting them carry the cat.

Fey Cat. Scholars believe that a cheshire cat is the fey version of a natural housecat.

Tactics. A Cheshire cat will hunt smaller animals, but otherwise avoids combat.

CHESHIRE CAT

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Keen Smell. The cheshire cat has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

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

Invisibility. The cheshire cat magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the cheshire cat wears or carries is invisible with it.

Maddening Laugh. One creature the cheshire cat can see within 60 feet must succeed on a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on their next attack roll due to uncontrollable laughter.

Variant: Cheshire Cat Familiar

A cheshire cat can be summoned as a familiar through the *find familiar* spell by a warlock with the Pact of the Chain feature or a spellcaster with a fey connection.

Familiar. The cheshire cat can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the cheshire cat senses as long as they are within 1 mile of each other. While the cheshire cat is within 10 feet of its companion, the companion shares the cheshire cat's magic resistance trait. At any time and for any reason, the cheshire cat can end its service as a familiar, ending the telepathic bond.



CHOXANI

This creature appears to have wooden skin and wings. Sylvan words and shifting colors shimmer and move across its body.

Picture People. The mysterious choxani do not speak. However, their bodies can depict words, colors, and simple images, which they use to communicate.

Nature's Prophecy. Sometimes the patterns that appear on a choxani's skin are uncontrolled. These words and patterns are seen as prophecy, and other choxani worship it as a truth.

Patterns. Choxani are fascinated by patterns, and see them in places where others wouldn't. Many choxani believe that the larger a pattern, the more significance it has.

Tactics. Choxani will begin a fight with Hypnotic Colors in an attempt to reduce the number of enemies fighting. With their flight, they attack at range and out of reach. If caught in melee, they like to use a Discoloring Touch at least once.



CHOXANI

Medium fey, chaotic neutral

Armor Class 12

Hit Points 32 (10d8 + 20)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan (script on body or hand signals)

Challenge 1 (200 XP)

Pattern Reading. The choxani can cast *augury* at will by interpreting the patterns on its skin.

ACTIONS

Multitask. The choxani makes two weapon attacks.

Hypnotic Colors. The choxani creates dizzying, swirling colors that fill a 30 foot cube within 120 feet. All creatures in the area must make a DC 12 Wisdom saving throw. On a failed save, they are charmed for up to 1 minute. While charmed, they are incapacitated and their speed is reduced to 0. This effect ends if they take any damage or if an adjacent creature spends an action to rouse them. They can repeat the saving throw at the end of each of their turns to end this effect. Once a creature saves or the effect ends on them, they are immune to the hypnotic pattern of this choxani for the next 24 hours. The choxani must maintain concentration on this ability.

Discoloring Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) force damage and the target must succeed on a DC 12 Constitution saving throw or their hit point maximum is reduced by this amount and the color is drained from them. This reduction and discoloration lasts until the target finishes a short or long rest. The target dies if their hit point maximum is reduced to 0.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

COLD RIDER

Cold riders are evil, malicious fey. Their bodies are animated by pure cold energy.

One With Ice. Cold riders wield the elemental forces of ice as a weapon. They can instantly form icy weapons and armor.

Planar Traveler. The cold riders can travel between the fey realms and material planes naturally. Their arrival is preceded by a sudden, abnormal drop in temperature.

Tactics. Cold riders use *ice storm* from range, and then charge in with their glaive. Their icewalking ability means they aren't hindered by the difficult terrain. They usually attack with superior numbers, and if outmatched will retreat and regroup.



COLD RIDER

Medium fey, chaotic evil

Armor Class 18 (plate armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	17 (+3)

Skills Animal Handling +5, Intimidate +6, Nature +5, Perception +5

Damage Vulnerabilities fire, thunder

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Innate Spellcasting. The cold rider's spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The cold rider can innately cast the following spells, requiring no material components.

1/Day: *ice storm*

Icewalking. The cold rider ignores difficult terrain from ice and snow. The cold rider can climb icy surfaces at its normal speed.

Implements of Ice. The cold rider's weapons and armor are made of ice. When the rider is killed, they melt in 1d6 rounds.

Susceptible to Shatter. The cold rider automatically fails saving throws against *shatter* and takes the maximum amount of damage.

ACTIONS

Multiattack. The cold rider makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) cold damage.

CROSSROADS GUARDIAN

Crossroad guardians are towering defenders with large curling horns and colorful skin.

Crossroads. Crossroads are shortcuts that druids and fey use. They are very similar to portals and allow for fast travel between two places.

Guardian. A guardian watches over each crossroad to make sure that only authorized travelers pass through. Each creator of a crossroads designates a test that must be passed to gain entrance. Otherwise, the guardian attacks.

Tactics. The guardian is incorporeal, but can still block the entrance to a crossroads, which it does so with its life. If a forced entry is attempted, it summons satyr reinforcements and attacks ruthlessly.



CROSSROADS GUARDIAN

Huge fey, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (16d12 + 32)

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

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

Skills Insight +7

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 14

Languages Telepathy 100 ft.

Challenge 6 (2,300 XP)

Incorporeal Movement. The guardian can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Guardian. If the guardian is not within 50 feet of a point it must guard, it gains disadvantage on all attack rolls, saving throws, and checks.

ACTIONS

Multiattack. The crossroads guardian makes two weapon attacks.

Summon Satyr (Recharges After a Long Rest). The guardian summons 1d3 satyr adjacent to it that are loyal to the guardian.

Incorporeal Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d12) force damage.

CRYSTALLINE CAT

This large cat-like creature seems to be made from crystalline shards.

Fey Cat. Although they look like elementals or constructs, crystalline cats are natural fey. Little is known about their origin, but they often appear in wintry locations.

Harmonic Hunter. Crystalline cats are tied to sound and music. The sound of their crystals creates a pleasant melody when they walk, although they can muffle it when hunting.

Crystal Growth. The crystals that make up a crystalline cat's body continue to grow throughout its life. When young, they are thin and fine, like fur. As they age, they become thicker and longer, giving them a bristlier appearance.

Tactics. Crystalline cats prefer to surprise and stagger their foes with a shattering sound, before pouncing for the kill. They like to attack in packs, and will flee if the fight appears hard.

CRYSTALLINE CAT

Large fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses passive Perception 10

Languages Sylvan

Challenge 3 (700 XP)

Pounce. If the crystalline cat moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the crystalline cat can make one claw attack against it as a bonus action.

ACTIONS

Multiattack. The crystalline cat makes two claw attacks.

Shatter (Recharge 5-6). The crystalline cat makes soundwaves around a target vibrate. One creature the cat can see within 60 feet must make a DC 13 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

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



DEEPLING

This creature has pale grey skin and extra skin folds around its neck.

Throaty Laugh. If a deepling feels threatened, it makes a deep-throated laughing sound that induces fear.

New Tunnels. Deeplings travel freely underground with their ability to move the earth itself.

Tactics. Deeplings avoid combat, and rely on their scare ability to keep enemies away.



DEEPLING

Small fey, chaotic neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	6 (-2)	16 (+3)	16 (+3)

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Undercommon

Challenge 1/8 (25 XP)

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

ACTIONS

Scare. One creature within 60 feet of the deepling must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deepling's Scare for the next 24 hours.

Warpick. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 2 (1d8 - 2) piercing damage.

Passwall. The deepling can cast *passwall*.

EKEKEH

This creature looks like a dolphin with a large, spiral horn surrounded by crackling electricity.

City Makers. Many assume that ekekeh are just smart dolphins, but these creatures have created their own underwater cities that rival the size of land-based ones.

Bioelectricity. A common but false belief is that the frontal horn of an ekekeh allows them to generate electricity. In truth, the metal deposits in their horns allow them to more easily channel and control their lightning. Without the horns, their lightning is more violent and uncontrolled.

Land Floater. In addition to their electricity generation, ekekeh also have some telekinetic control. They can use this power to slowly float themselves outside of water. It may look silly, but coastal cities sometimes have ekekeh floating through the streets, shopping.

Tactics. Ekekeh avoid fights unless in the water. Once there, they unleash ranged lightning bolt attacks. While that is charging, they ram foes with their horns and shock them with their electrical field.

EKEKEH

Large fey, neutral good

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 5 ft., swim 60 ft., fly 15 ft. (levitation)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ekekeh, Sylvan

Challenge 3 (700 XP)

Amphibious. The ekekeh can breathe both air and water.

Telekinetic Levitation. The ekekeh can fly but not more than 10 feet off the ground.

Electrical Field. Creatures that hit the ekekeh with a melee attack while within 5 feet of it take 7 (2d6) lightning damage.

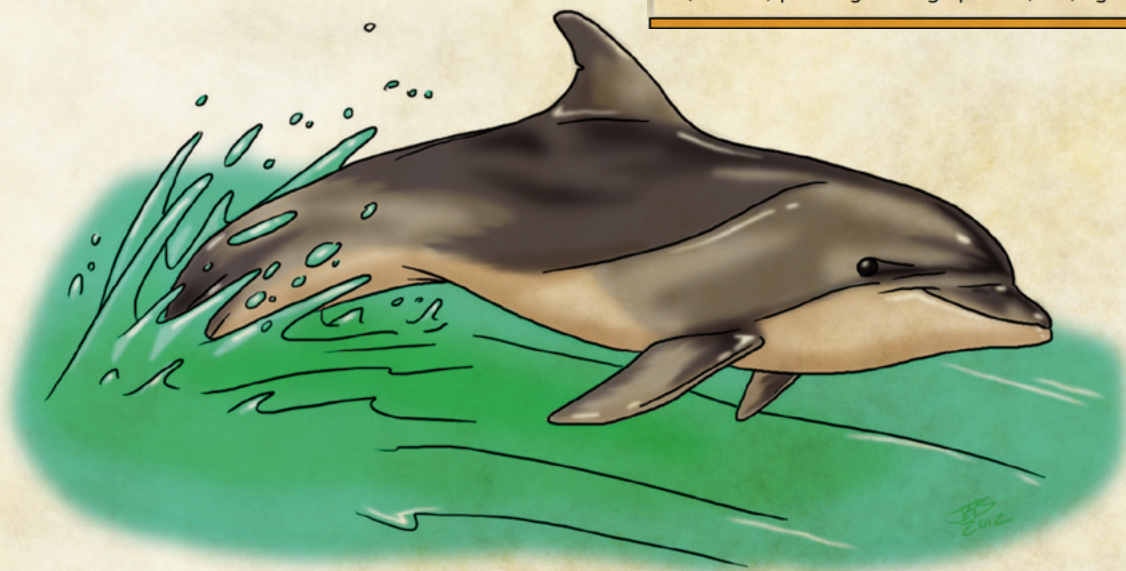
Innate Casting. The ekekeh can innately cast the following spells, requiring no material components.

At Will: *mage hand*

ACTIONS

Lightning Bolt (Recharge 5-6). The ekekeh shoots a bolt of lightning in a line 60 feet long and 5 feet wide. Creatures in the area must make a DC 11 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Horn. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage plus 3 (1d6) lightning damage.



ENCANTADO

This creature appears like a mermaid, but with the body of a dolphin instead of a fish.

Party Crasher. Encantado love parties and festivals. They often assume a humanoid form to infiltrate, using their charms to gain access. Once in the party, they sing and dance happily.

Narcissistic. Some encantado are extreme narcissists. They attack anyone who insults their beauty.

Bad Influence. Stories about encantado claim that they steal people away to their river dens. While not always true, some encantado become so enamored or obsessed with a creature that they lure them away for their personal enjoyment.

Tactics. Encantado rely on their charm to avoid combat. They will use their intoxicating touch to weaken their foes before attempting to escape. They swim faster than they run, so they look for nearby rivers to escape to.



ENCANTADO

Medium fey (shapechanger), chaotic neutral

Armor Class 15

Hit Points 95 (10d8 + 50)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	20 (+5)	13 (+1)	18 (+4)	21 (+5)

Skills Deception +7, Performance +7, Persuasion +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Amphibious. The encantado can breathe both air and water.

Intoxicating Touch. If the encantado touches a creature, it can cause them to become drunk. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Shapechanger. The encantado can use its action to polymorph into a dolphin or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any

equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The encantado makes two weapon attacks.

Charm. The encantado targets one humanoid it can see within 30 ft. of it. If the target can see the encantado, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the encantado. The charmed target regards the encantado as a trusted friend to be heeded and protected. Although the target isn't under the encantado's control, it takes the encantado's requests or actions in the most favorable way it can, and it is a willing target for the encantado's intoxicating touch. Each time the encantado or the encantado's companions 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 encantado is destroyed, is on a different plane of existence than the target, or takes a bonus Action to end the effect.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage or 9 (1d8 + 5) piercing damage if used with two hands.

ERLKING

This majestic, regal elf has wings made of leaves instead of feathers.

King of the Forest. Erlkings guard the most pristine, untouched natural lands. Other fey recognize an erlking's might and view them as rulers.

Nature's Fury. An erlking is an embodiment of nature itself. They move with astounding grace and speed, and are ruthless in defending or reclaiming defiled land.

Untamed. Erlkings spend their time in both the mortal and fey realms. Because of this, even though they are powerful, they are not Fey Lords. Erlkings have little care for ruling or having subjects, and focus on the protection of nature.

Tactics. The erlking summons a treant if it does not already have one. It focuses on taking down the weakest targets first, using its longbow to weaken at range or closing in with swords to destroy ranged attackers. It will restrain melee based attackers so they cannot reach the erlking.

ERLKING

Medium fey, chaotic neutral

Armor Class 19 (studded leather)

Hit Points 270 (20d8 + 180)

Speed 70 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	28 (+9)	19 (+4)	20 (+5)	21 (+5)

Saves Str +11, Wis +11

Skills Acrobatics +13, Athletics +11, History +10, Insight +11, Intimidation +11, Nature +10, Perception +11, Survival +11

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities poisoned

Senses passive Perception 21

Languages Common, Sylvan, Elvish

Challenge 19 (22,000 XP)

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

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

Magic Weapons. The erlking's weapon attacks are magical.

Speaker of Nature. The erlking can speak with animals and plants.

ACTIONS

Multiattack. The erlking makes four weapon attacks.

Nature's Call (Recharge 6). The erlking can target a tree it can see within 100 feet and turn it into a treant. The erlking can only have 1 treant summoned at a time, and the treant is loyal to the erlking.

Healing Touch (4/Day). The erlking can touch a willing creature, including itself. They magically regain 40 (8d8 + 4) expended hit points.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

REACTIONS

Parry. The erlking adds 6 to its AC against one attack that would hit it. To do so, the erlking must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Attack. The erlking makes a weapon attack.

Razor Leaves (Costs 2). The erlking surrounds itself in a storm of sharp leaves. All enemies within 10 feet of it must make a DC 19 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. The erlking can fly up to half its speed.

Binding Ground. The ground rises up at the erlking's command. One creature it can see within 100 feet must succeed on a DC 19 Dexterity saving throw or be restrained. They can make a DC 19 Strength (Athletics) check as an action to break free.

ESCORITE

Glittering dust surrounds this giant moth that has a skull for a head and dangling tentacles.

Adult Remacera. Escorite are the final form of remacera, although no one is sure what causes them to pupate. Escorite and remacera seem to represent two different aspects; remacera for rebirth, and escorite for entropy.

Inevitable Entropy. These death head moths are agents of entropy, and seek to speed it along whenever possible. Creatures near them catch maddening glimpses of the end of everything.

Final Death. Fey and other creatures that can reincarnate fear the escorite's glare. Being killed by these creatures is permanent and final, and each death hastens the end of the universe.

Tactics. Escorite do not fear death, and fight to the death. They will use their Eyes of Entropy at range, as they move closer to put creatures within their Aura of Inevitability. Escorite focus on one creature at a time; after all, entropy isn't hastened if multiple creatures are wounded, just if they're killed.

ESCORITE

Large fey, chaotic evil

Armor Class 14

Hit Points 123 (13d10 + 52)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	9 (-1)	13 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan, telepathy 100 ft.

Challenge 4 (1,100 XP)

Aura of Inevitability. All creatures that start their turn or come within 30 feet of the escorite on their turn must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage. Invisible creatures in this area are revealed.

ACTIONS

Multiattack. The escorite makes two weapon attacks.

Eyes of Entropy. One creature within 60 feet of the escorite must make a DC 12 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, they are killed and turned to dust. A creature killed in this way can only be revived by a *wish* spell.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 7 (2d6) necrotic damage.

FAERIE SEER

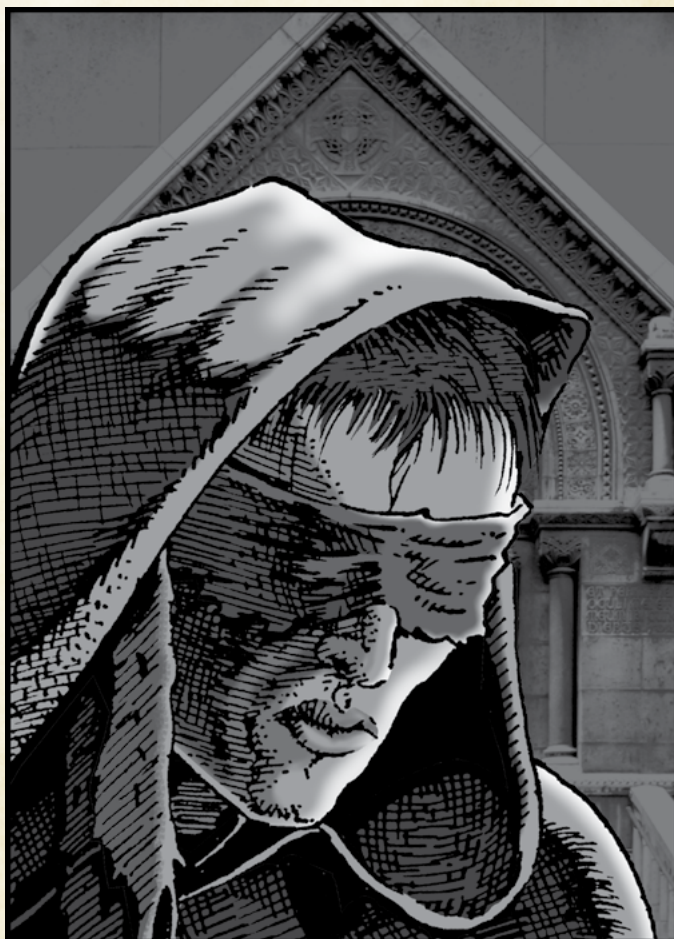
An old humanoid sits before you, dressed in a simple robe and wearing a sash over its eyes.

Crossroads of Time. Faerie seers are rare creatures, born in the spaces between the boundaries of planes and time. They are born with the gift to see into multiple timelines, but are unable to directly see the world around them.

Seekers of Knowledge. A faerie seer is born old and knowledgeable, but they don't know everything. They use their vision to collect information and learn as much as they can. However, seers that push themselves too hard can stumble upon tendrils of the Far Realm, which leads to madness.

Unsurprised. Most faerie seers are welcoming of strangers, because they already know their intentions. It is rare for a seer to be surprised, and most know of the time and place of their death.

Tactics. Faerie seers are usually unsurprised by combat, and if not destined to die, are prepared. Although not proficient fighters, they likely have had time to lay traps and have allies or reinforcements nearby. Finally, a faerie seer will offer to share secrets to spare their life.



FAERIE SEER

Medium fey, neutral

Armor Class 15

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	19 (+4)

Skills Arcana +6, History +6, Nature +6, Religion +6

Senses blindsight 30 ft. (blind beyond this point), passive

Perception 13

Languages all

Challenge 1 (200 XP)

Multiple Fates. Attacks against the seer while within 20 feet of it have disadvantage. A creature attacking the seer can make a DC 13 Wisdom saving throw, ignoring this feature for the next 24 hours on a success.

Foresight. The faerie seer adds its Wisdom modifier to its AC.

Innate Casting. The faerie seer's spellcasting ability is Wisdom (Save DC 13, +5 to hit with spell attacks). The seer can innately cast the following spells, requiring no material components.

At Will: *augury, guidance*

3/day each: *clairvoyance, contact other plane, scrying, legend lore*

1/day: *foresight*

ACTIONS

Multiattack. The faerie seer makes two weapon attacks.

Locate. The seer can name an object or creature that is familiar to it. It knows the direction and distance to it if it is within 1,000 feet.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

FASTACHEE

This tiny creature appears to be made of corn husks, and carries a basket filled with corn cobs.

Protector of Corn. Fastachee are benevolent fey who act as protectors of crops. They have a strong affinity for corn, and can quickly grow it from nothing. They spend time tending to other crops and helping them grow.

Generous. Fastachee are happy to share their bounty, especially corn, to kind folk. Many a village has been saved from a harsh winter by a fastachee.

Angry Fields. Fastachee are normally peaceful, but will attack any creatures that threaten the health of their crops. They don't mind harvesters, but evil or blighted creatures will find the fields coming to life to attack.

Tactics. Fastachee prefer to fight from range, using their powers to animate the fields to attack on their behalf. They will attempt to befuddle or trap enemies in corn mazes that spring from nowhere. If cornered, these tiny fey show that they are quite adept at using corn cobs as weapons.



FASTACHEE

Tiny fey, neutral good

Armor Class 15

Hit Points 117 (18d4 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	18 (+4)	19 (+4)	22 (+6)	17 (+3)

Skills Medicine +9, Nature +7

Senses passive Perception 16

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Bounty. The fastachee has a basket filled with corn that provides the benefits of the *goodberry* spell.

ACTIONS

Multiattack. The fastachee makes two corn club attacks.

Nature's Fury (Recharge 5-6). Roots, grass, vines, and trees attack at a point the fastachee can see within 60 feet. All enemies within 10 feet of the point must make a DC 17 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Grow Corn. The fastachee can spontaneously grow corn at a point it can see within 60 feet. The corn acts as difficult terrain.

Corn Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Thrown Corn. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

FAUN

A faun resembles a human with the furry lower body and cloven hooves of goats. Spiral horns sprout from their heads, ranging in shape from a pair of small nubs to large, curling ram's horns.

Satyr Relative. Fauns are closely related to satyr, but are more gentle and calm than their hedonistic cousins. They are often confused for each other, which annoys both fauns and satyrs.

Art Appreciation. Fauns love the arts, whether it is music, dance, or literature. They will patronize a skilled performer and seek them out time and time again.

Countryside Connection. Fauns are known to wander for long stretches of time before finding a countryside that calls to them. They will then settle down and befriend the locals of the region. If danger threatens their home or that of their friends, they will call for aid from allies they've met on their travels

Tactics. Unless angered or defending their home, most fauns will use their panpipes to put enemies to sleep and then walk away. In a dangerous fight, however, after doing so they will then use their weapons to attack anyone that resisted.



FAUN

Medium fey, chaotic good

Armor Class 14 (leather armor)

Hit Points 22 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	17 (+3)

Skills Perception +2, Performance +5

Senses passive Perception 12

Languages Common, Sylvan, Elvish

Challenge 1/2 (100 XP)

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

ACTIONS

Panpipe Lullaby (Recharges After a Short Rest). The faun plays a sleepy song. All creatures within 60 feet that can hear it must succeed on a DC 13 Wisdom saving throw or fall asleep for 1 minute. A sleeping creature awakens if they take any damage or if another creature uses an action while adjacent to them to awaken them. If a creature succeeds on a saving throw against this effect or if it ends for them, they are immune to the panpipe lullaby of fauns for the next 24 hours.

Charming Song. All creatures within 60 feet of the faun that can hear it must succeed on a DC 13 Wisdom saving throw or be charmed by it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the charming song for the next 24 hours.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

FEAR EATER

This creature looks like a pale, fleshy, oversized caterpillar with stubby arms and a human face.

Fear ‘Shrooms. These vile creatures live in dark places where they can grow their mushrooms. The vast fungal gardens of the fear eaters are filled with the bound, living hosts of the mushrooms. The mushrooms feed on the fear of the person they are implanted into, and grow larger as their fear builds. Fear eaters consider these mushrooms a luxury, and they cause a euphoric sensation in anyone that eats it.

Shunned. Fear Eaters are hated by everyone, even those that purchase the mushrooms from them. The mushrooms are expensive, and those wealthy enough to afford them prefer to do so through intermediaries. Not for any amount of discretion, mind you, but because no one wants to be near the ugly creatures.

Cultivation. Fear eaters care only about growing the biggest, best mushrooms. They look for strong hosts that look like they could nourish the mushrooms for a long time. They are ruthless and remorseless.

Tactics. Fear is obviously the most important tool in a fear eater’s kit. They will spew a fungal mass to restrain creatures, and supernaturally induce fear in anyone who avoided it. They then move in close, using

their claws to infect as many creatures with anxiety spores. When multiple creatures are infected, they detonate the spores and repeat the process.



FEAR EATER

Medium fey, neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., climb 30 ft.

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

Skills Perception +3, Nature +2

Damage Resistances poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, Undercommon

Challenge 1/2 (100 XP)

Anxiety Spores. A creature infected with this disease has disadvantage on saving throws against fear. An infected creature can make a DC 12 Constitution saving throw every minute, ending the disease on a successful save.

ACTIONS

Multiattack. The fear eater makes two claw attacks.

Fear (Recharge 4-6). One creature the fear eater can see within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fungal Snare (Recharge 5-6). The fear eater spews a fungal mass at a point it can see within 30 feet. All creatures within 10 feet of the point must succeed on a DC 12 Dexterity saving throw or be restrained. A restrained creature can attempt a DC 12 Strength (Athletics) check to break free as an action.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage and if the target is a creature they must succeed on a DC 12 Constitution saving throw or be infected by anxiety spores.

Detonate Fear. The fear eater detonates anxiety spores. One creature infected by the disease within 30 feet must make a DC 12 Wisdom saving throw, taking 21 (8d6) psychic damage on a failed save, or half as much damage on a successful one. If the target is currently frightened, all creatures within 10 feet of it must make a saving throw as well, taking half of the damage on a failed save, or no damage on a successful one.

FEY GIANT TOAD (TEMPLATE)

This toad is clearly supernatural, from its bright colors to sparkly wings.

Fey creatures are versions of normal creatures that are either native to the Fey realm or live close to it.

Fey Template

Any creature creature can become a fey creature or have a fey counterpart. A creature that becomes fey retains all its statistics except as noted below.

Type. The creature's type changes to fey

Ability Scores. The creature gains a +2 bonus to Intelligence and Charisma.

Darkvision. The creature gains darkvision 60 ft.

Flight. The creature gains a flight speed equal to 1.5 times its base ground speed unless it already has a faster flight speed.

Language. The creature knows Sylvan.

Fey Traits. The creature gets one of the following abilities.

- **Change shape.** The creature can use its action to polymorph into another form or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Possible forms include a normal version of the base creature, a humanoid, or an animal.

- **Misty Step.** The creature can cast misty step.
- **Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.
- **Invisibility.** As an action, the creature magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the creature wears or carries is invisible with it.

FEY GIANT TOAD

Large fey, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage. The target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



FOREST FOLK

This small creature blends in with the environment, cloaked in natural terrain.

Sonic Elemental. These small creatures are tied to sonic energy, and can unleash a staggering shout. They live in very secluded areas, however, so few hear these sounds.

Gliding Hunters. Forest folk have thin membranes under their arms that allow them to glide short distances. They hunt and forage for food, targeting foxes and other small animals from the sky. They live in tribes among the trees, and rarely travel along the ground.

Tactics. Forest folk will usually just hide from intruders. If they attack, it is usually in a coordinated group. They will surround and use their Hunting Cry, darting among the trees and staying out of melee range.

FOREST FOLK

Small fey, neutral

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 20 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	9 (-1)	8 (-1)	8 (-1)

Damage Resistances thunder

Senses passive Perception 9

Languages Forest Folk

Challenge 1/4 (50 XP)

ACTIONS

Hunting Cry (Recharge 5-6). The forest folk unleashes a sonic scream filling a 30 foot cone. All creatures in the area must make a DC 11 Constitution saving throw, taking 5 (2d4) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is incapacitated until the end of their next turn.

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



FORGOTTEN ONE

These creatures are about a foot tall, with slender limbs and camouflage clothing.

Fey Spies. Forgotten ones are natural spies, due to their size and special ability. They work for powerful fey, and stalk strangers that enter the realm. You could be followed by a dozen forgotten ones and never know.

Forget. The feature that makes these fey superb spies is their ability to erase memories. Even if you were to spot a forgotten one, they will make you forget about it.

Environmental Awareness. Forgotten ones don't need to directly see a creature to spy on it. They can commune with the environment around them, allowing them to see creatures behind walls, in cover, or invisible, which is a common ability among the fey.

Tactics. Forgotten ones do not engage in combat, their role is to observe. They will flee from any fight, using their Forgetful Presence to erase memories of the meeting.

FORGOTTEN ONE

Tiny fey, neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	14 (+2)	17 (+3)	21 (+5)

Skills Nature +4, Perception +5, Stealth +5, Survival +5

Senses tremoresense 100 ft., blindsense 100 ft., passive Perception 15

Languages Common, Sylvan, Elvish

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 1 (1d6 - 4) piercing damage plus 2 (1d4) poison damage.

Forgetful Presence. One creature within 20 feet of the forgotten one must succeed on a DC 15 Wisdom saving throw or forget a memory with the forgotten one. If the target succeeds on the saving throw, they are immune to the forgetful presence of forgotten ones for the next 24 hours.

FORLARREN

Forlarren look like satyr or fauns with hairless bodies except for their head. Their horns are larger, and can form asymmetrical shapes.

Half Fiend, Half Fey. The offspring of a fey and a fiend does not always result in a half-fiend. It occasionally results in a forlarren, which physically appears like a fey but still possesses fiendish qualities.

Outcast. Forlarren are usually outcasts. Their parents, if alive, either want nothing to do with the child or can't handle its violent temper. Few societies will willingly open up to a forlarren, which only serves to deepen their bitterness to the world.

Fiery Rage. Forlarren possess an incredible temper, and lash out at anything nearby. They become so consumed by hatred that they become mindless in their rage. However, once they have killed a creature, the memories of those who have been kind to it surface, and the forlarren becomes overwhelmed by remorse.

Tactics. Forlarren attack in a rage. They gain a some powers from their fiendish parent, and use it to heat the metal armor or weapons of an enemy. They then focus on ripping an enemy to pieces with their claws, only changing targets once they are dead.



FORLARREN

Medium fey, neutral evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	7 (-2)	13 (+1)	9 (-1)

Skills Acrobatics +4, Perception +3, Stealth +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Remorse. After killing a living creature, the forlarren must succeed on a DC 15 Wisdom saving throw or be overcome with remorse for 1d6 rounds. While remorseful, the forlarren has disadvantage on all attack rolls.

ACTIONS

Multiattack. The forlarren makes two weapon attacks.

Heat Metal (Recharge 5-6). The forlarren targets one metallic piece of armor or weapon it can see within 60 feet. Any creature in contact with the object takes 9 (2d8) fire damage. If holding the item, they must make a DC 11 Constitution saving throw or be forced to drop the weapon. If the weapon isn't dropped, it has disadvantage on all attack rolls and ability checks until the start of the forlarren's next turn.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

FOSSEGRIM

A beautiful elf with white hair holds a harp.

Waterfall Lurker. Fossegrim are evil fey that haunt waterfalls, and lure unlucky travelers to their watery death with songs and the promise of treasure.

Drowning Death. One way or another, a fossegrim will drown its targets. It can create an illusion of a pile of treasure under the water, or charm with music. The mere touch of a fossegrim induces drowning, as water fills their lungs. It can then grab and drag them under the waves.

Musician. Fossegrim are never without their instrument, which they are skilled at playing. While attractive, they cannot magically charm without this instrument.

Tactics. The fossegrim will lure an unsuspecting creature close, where it can touch them and induce drowning. It then uses Hydraulic Torrent to push melee fighters away, and will try and pull other creatures under the water. The fossegrim will flee if it feels threatened, using transparency to its advantage.



FOSSEGRIM

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	12 (+1)	14 (+2)	21 (+5)

Skills Deception +7, Insight +4, Nature +3, Performance +7, Persuasion +7

Senses passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Transparent. The fossegrim is invisible while fully immersed in water.

Water Walk. The fossegrim can walk on water.

ACTIONS

Multiattack. The fossegrim makes two weapon attacks.

Hydraulic Torrent (Recharge 5-6). The fossegrim shoots a pressurized stream of water filling a line 60 feet long and 5 feet wide. All creatures in the area must succeed on a DC 15

Strength saving throw or be pushed to the end of the line or until they hit an object. A pushed creature takes 7 (2d6) bludgeoning damage.

Enchanting Music. One creature within 50 feet that can hear the fossegrim must succeed on a DC 15 Wisdom saving throw or be charmed by the fossegrim for as long as it plays. A charmed creature will move towards the fossegrim and try to kiss it on its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fossegrim's enchanting music for the next 24 hours.

Treasure Form. While underwater, the fossegrim can create an illusion of a pile of treasure in its space. A creature can make a DC 15 Wisdom (Insight) check to notice the illusion. While maintaining this illusion, the fossegrim must remain motionless and can take no other actions.

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

Drowning Touch. One willing, charmed, or helpless creature within 5 feet of the fossegrim must succeed on a DC 15 Constitution saving throw or begin drowning (phb 183).

FROSTWIND VIRAGO

A woman of incredible beauty smiles at you from beneath a fur coat. Flakes of snow dot her body.

Cruel Heart of Winter. Frostwind virago embody the cruelty of a winter blizzard. Her veins are filled with cold, and her chilling touch causes frostbite.

Cold Call. A frostwind virago lures victims with her captivating call. They often live in secluded castles, calling from the walls.

Icy Domain. Frostwind viragos are the servants of Auril the Frostmaiden. Their goal is to cover the world in ice. They have been known to ally with frost giants, and recently have been interested in recovering the fabled Ring of Winter.

Tactics. These fey use their captivating call to lure creatures close, suppressing their mind freeze aura. Once creatures are close, they unleash both their aura and icy vortex. They focus their attacks on those that are resisting the effects of the mind freeze aura.



FROSTWIND VIRAGO

Medium fey, neutral evil

Armor Class 16

Hit Points 285 (30d8 + 150)

Speed 30 ft., swim 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	20 (+5)	16 (+3)	17 (+3)	20 (+5)

Skills Deception +10, Insight +8, Perception +8, Persuasion +10, Stealth +11

Damage Immunities cold

Senses passive Perception 18

Languages Common, Sylvan, Elvish, Auran

Challenge 15 (13,000 XP)

Mind Freeze Aura. At the end of the frostwind virago's turn, all creatures within 30 feet of it must succeed on a DC 18 Wisdom saving throw or have disadvantage on all attack rolls until the end of their next turn. If the saving throw fails by 5 or more, they are incapacitated instead, and if it fails by 10 or more they are stunned. The frostwind virago can suppress the aura as a free action.

ACTIONS

Multiattack. The frostwind virago makes two frostbite touch attacks.

Frostbite Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) cold damage.

Icy Vortex. The frostwind virago surrounds itself with an icy vortex. All creatures within 30 feet of it must make a DC 18 Dexterity saving throw, taking 14 (4d6) piercing damage and

14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Captivating Call. The frostwind virago sings a magical melody. Every humanoid within 300 ft. of the fey that can hear the song must succeed on a DC 18 Wisdom saving throw or be Charmed until the song ends. The fey must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the fey is incapacitated.

While charmed by the fey, a target is incapacitated and ignores the songs of other frostwind virago. If the charmed target is more than 5 ft. away from the fey, it must move on its turn toward the fey by the most direct route. 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 fey, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this frost virago's call for the next 24 hours.

LEGENDARY ACTIONS

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

Frostbite Touch. The frostwind virago makes a frostbite touch attack.

FYR

Fyr are goat headed humanoids. They have large ram horns, goat-like legs, a bushy tail, and a humanoid torso. Their body is covered in hair and jewelry.

Nomads. Fyr are natural nomads, rarely staying in one place longer than a few months. They are solitary, only traveling with a few animal companions. They acclimate to new areas very quickly, and are hard to track.

Jeweler. Fyr are fascinated by jewelry, and have a natural knack for making it. A fyr-made piece of jewelry is in high demand, and can fetch a high price. Fyr prefer to trade with civilizations that appreciate their skills, and avoid those that don't.

Tactics. Fyr prefer to avoid combat if possible. In a fight, they will charge and ram their foe, fleeing if they begin to lose.

FYR

Small fey, neutral

Armor Class 11

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

Skills Handle Animal +3, Nature +3, Stealth +3, Survival +3

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Charge. If the fyr moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Natural Camouflage. The fyr has advantage on Dexterity (Stealth) checks in an environment that it has spent at least 24 hours in.

Trackless. The fyr leaves no tracks unless it wants to.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if used with two hands.



GATHLAIN (RACE)

Gathlain look like slender gnomes with wings made of wood and vines.

First Seed. Legends state that the Gathlain were among the first creatures of the Feywild, born from the seeds of a magical tree. The seed became their wings, and allowed them to spread across the realm.

Explorers. Gathlain are naturally curious, and travel to indulge in their whims. Gathlain have crossed the boundaries between realms, and explore the strange lands they come across.

Gnomish Friends. Gathlain are fond of gnomes, and see themselves as cousins. However, gnomes often see the gathlain as too random and unreliable.

Tactics. Most gathlain are magically inclined, and fight at range with their spells

Racial Traits

Gathlain share certain traits as a result of their fey heritage.

- **Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.
- **Age.** Gathlain mature at the same rate as gnomes do. They can live 350 to almost 500 years.
- **Alignment.** Gathlain are chaotic creature of the Feywild. They act to amuse themselves and satisfy their curiosity.
- **Size.** Gathlain are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.
- **Speed.** Your base walking speed is 30 feet.
- **Flight.** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.
- **Fey Ancestry.** You can cast entangle, using Charisma as your spellcasting ability for it. Once you cast this spell, you can't cast it again with this trait until you finish a long rest.
- **Languages.** You can speak, read, and write Common and Gnomish.

GATHLAIN

Small fey, chaotic neutral

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft., fly 30 ft.

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

Skills Arcana +2, Deception +5, Nature +2

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Spellcasting. The gathlain is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The gathlain has the following sorcerer spells prepared:

Cantrips (At Will): *acid splash*, *friends*, *fire bolt*, *mage hand*, *poison spray*

1st level (4 slots): *burning hands*, *charm person*, *sleep*

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

Innate Casting. The gathlain's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The gathlain can innately cast the following spells, requiring no material components.

1/day: *entangle*

Heighten Spell (Recharge 6). The gathlain can impose disadvantage on one creature's saving throw against a spell the gathlain casts.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.



GERBIE

This adorable creature is a cross between a mouse and a lizard standing on its hind legs, with large eyes, cute clothes, and a friendly presence.

Harmony. Gerbies are fey of friendship and harmony. They hate violence, and either bring opposing sides to an agreement, or make them forget why they were upset in the first place.

Protect and Correct. Gerbies make excellent friends, but they can cause problems for those whose careers involve violence. The gerbie will always get involved and try to solve problems peacefully.

Travelers. Gerbies congregate in small settlements built into mushrooms, but they often feel the call to wander. Young gerbies will travel the world, hoping to bring about world peace.

Gerbie. A gerbie will not fight. They will use their friendship aura to try to make peace, and charm monster to force compliance. If this fails, they will use their Forget ability to remove memories of the meeting or source of anger, fleeing if it seems like their life will be in danger.

GERBIE

Small fey, chaotic good

Armor Class 13

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	11 (+0)	16 (+3)	21 (+5)

Skills Medicine +5, Perform +7, Persuasion +7

Senses passive Perception 13

Languages All

Challenge 1/2 (100 XP)

Friendship Aura. All creatures within 60 feet of the gerbie must succeed on a DC 15 Wisdom saving throw or be charmed by the gerbie. While charmed, the target is friendly to the gerbie and all other creatures in the aura. If the target is attacked, they are no longer charmed. The effects of the aura last for as long as the target is in the aura and for 24 hours after leaving it. A creature charmed by the gerbie can repeat the saving throw at the end of each long rest to end it.

If the target succeeds on the saving throw or the charmed condition ends on them, they are immune to the friendship aura of gerbies for the next 24 hours. Creatures in the aura can understand any other creature in the aura, even if they don't share the same language.

Innate Casting. The gerbie's spellcasting ability is Charisma (Save DC 15, +7 to hit with spell attacks). The gerbie can innately cast the following spells, requiring no material components.

At will: *calm emotions*, *charm monster*

3/day: *detect thoughts*

ACTIONS

Mental Cacophony (Recharge 5-6). The gerbie can create mental distress in a creature. One creature the gerbie can see within 100 feet must make a DC 15 Wisdom saving throw. On a failed saving throw they have disadvantage on attack rolls and ability checks for 1 minute. If the target is concentrating on a spell, they must make a concentration check against DC 10 or lose concentration. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

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

Forget. *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* The target must succeed on a DC 15 Wisdom saving throw or forget something.

GLAISTIG

Glaistig are incredibly powerful fey with a strong connection to nature and the earth. They appear like female humans or elves with green skin and goat-like legs. They often wear long, flowing robes that conceal their legs.

Ancient Protectors. Glaistig are among the oldest and most powerful fey. When the world was young, they existed as bodiless spirits of the earth. In order to protect the lives of early humans, they took physical forms and acted as their guardians. Glaistig still have a strong connection to their time as earth spirits, and can summon elementals to come to their aid. They prefer to combat threats subtly, acting from the shadows to make it appear as if the land itself has risen to fight. When angered though, they stride into battle to face their opponent head on.

Hates Lies. Although they have no compulsion about telling a falsehood, glaistig hate to be lied to. Lying to a glaistig is dangerous, as their fickle nature can send them into a blind rage.

Fey Witch. Glaistig protect large swaths of land, and can be a boon to farmers that live nearby. However, an angered glaistig is a terrible sight, as she can just as easily blight crops within her domain. Farmers often leave gifts as both thanks and tribute to the glaistig.

Tactics. Against minor threats, a glaistig will summon allies to scare them off. When angered or facing a dangerous foe, they utilize all of their powers. They enter battle with their summoned allies, and focus spells and attacks against those that resist the glaistig's Euphoric Aura. The glaistig will move and reposition itself often, using walls of thorns and earth to provide cover or separate allies from each other.

Lair Actions

On initiative count 20 (losing initiative ties), the glaistig takes a lair action to cause one of the following effects:

- **Awaken.** The glaistig turns a nearby tree into a treant. The glaistig can only have one awakened treant at a time.
- **Reshape Environment.** The glaistig alters the environment as per the *move earth* spell, but it happens instantly and requires no concentration.
- **Wall of Thorns.** The glaistig casts *wall of thorns*.

Regional Effects

The region containing a glaistig's lair is warped by the fey's influence, which creates one or more of the following effects:

- **Good or Bad Crops.** The glaistig decides if crops within 20 miles of its lair grow faster than normal or are blighted. Water is either fresh and ample or scarce and polluted.
- **Monster Free Zone.** The area around a glaistig's lair is either free from monsters or contains far fewer than normal. This is a supernatural effect that compels monsters and dangerous creatures to leave.

The glaistig's regional effects fade if it is killed.



GLAISTIG

Medium fey, chaotic neutral

Armor Class 24 (sylvan grace)

Hit Points 337 (25d8 + 225)

Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	30 (+10)	28 (+9)	25 (+7)	24 (+7)	28 (+9)

Saves Dex +18, Wis +15, Cha +17

Skills Acrobatics +18, History +15, Insight +15, Intimidate +17, Nature +15, Perception +15, Perform +17, Persuasion +17, Stealth +18

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Damage Resistances acid

Condition Immunities charmed, paralyzed, petrified, restrained

Senses darkvision 60 ft., passive Perception 25

Languages Common, Elvish, Sylvan, Terran

Challenge 27 (105,000 XP)

Earthen Creature. The glaistig's regeneration and sylvan grace are suppressed when it is not on the ground.

Euphoric Aura. All creatures within 30 feet of the glaistig must succeed on a DC 25 Wisdom saving throw or be affected by *otto's irresistible dance* for up to 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. On a save or when the effect ends, the target is immune to the euphoric aura of this glaistig for the next 24 hours.

Sylvan Grace. The glaistig can add half of its Charisma modifier to its AC.

Regeneration. The glaistig regains 30 hit points at the start of its turn. The glaistig dies only if it starts its turn with 0 hit points.

Earth Glide. The glaistig can burrow through nonmagical, unworked earth and stone. While doing so, the glaistig doesn't disturb the material it moves through.

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

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

Innate Casting. The glaistig's spellcasting ability is Charisma (Save DC 25, +17 to hit with spell attacks). The glaistig can innately cast the following spells, requiring no material components.

At will: *create food and water*, *purify food and water*, *transport via plants*

3/day each: *conjure elementals (earth only)*, *conjure fey*

Witch of the Fey. The glaistig's conjure spells do not require concentration.

ACTIONS

Multiattack. The glaistig uses hex and makes 4 weapon or spell attacks.

Blight (Recharge 5-6). The glaistig blights all creatures within a 30 foot radius. All creatures in the area must make a DC 25 Constitution saving throw, taking 58 (13d8) necrotic damage on a failed save, or half as much damage on a successful one. Undead and constructs are immune to this effect, but plant-based creatures have disadvantage on the saving throw. Natural plants in the area wither and die.

Hex. One creature within 60 feet of the glaistig must succeed on a DC 25 Wisdom saving throw or have disadvantage on attack rolls, saving throws, and ability checks for 1 minute. The target can repeat the saving throw at the end of each of its turns to end the effect.

Thorn Whip. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 12 (1d6 + 9) piercing damage and the target must succeed on a DC 25 Strength saving throw or be pulled 10 feet closer to the glaistig.

Earth Blast. *Ranged Spell Attack:* +17 to hit, range 60/120 ft., one target. *Hit:* 14 (1d10 + 9) bludgeoning damage.

Leaf Blast. *Ranged Spell Attack:* +17 to hit, range 60/120 ft., one target. *Hit:* 14 (1d10 + 9) slashing damage.

LEGENDARY ACTIONS

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

Nature Step (Costs 2). All creatures within 10 feet of the glaistig must make a DC 25 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one. The glaistig can teleport up to 100 feet.

Grasping Earth. The earth rises up at a point the glaistig can see within 60 feet. All creatures of the glaistig's choice within 10 feet of the point must succeed on a DC 25 Dexterity saving throw or be restrained. A restrained creature can use an action to attempt a new saving throw, freeing itself on a successful save. A restrained creature takes 11 (2d10) piercing damage at the start of each of its turns.

Witch Bolt. *Ranged Spell Attack:* +17 to hit, range 60 ft., one target. *Hit:* 13 (2d12) lightning damage. The glaistig can automatically deal this damage to the target as a bonus action on each of its turns until it uses Witch Bolt on a different target or if the creature is out of range. The glaistig must maintain concentration on this ability.

GLITTERHAUNT

A creature with a body made of earth and gems rises from the ground before you.

Earthen Fey. Glitterhaunt are fey spirits with a connection to earth. Their bodies are crystalline in nature.

Prism. The gems in a glitterhaunt's body create pretty colors, but the glitterhaunt can turn these rays of light into elemental energy.

Shattered Weapons. Glitterhaunts eat metal and rock for sustenance. They have such fine control over their body that they can absorb the metal from a weapon striking them, adding it to their body.

Tactics. The glitterhaunt closes into melee range against a foe using metal weapons, using Earth Glide to travel safely. They will use their Prismatic Flash and Shardburst against groups of foes, or focus on one enemy with their gemlance. They use their Absorb Metal ability to disarm melee fighters.



GLITTERHAUNT

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 180 (19d8 + 95)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	14 (+2)	11 (+0)	21 (+5)

Damage Immunities acid, fire, poison

Damage Resistances cold

Condition Immunities paralyzed, petrified, poisoned

Senses passive Perception 10

Languages Common, Sylvan, Terran

Challenge 8 (3,900 XP)

Earth Glide. The glitterhaunt can burrow through nonmagical, unworked earth and stone. While doing so, the glitterhaunt doesn't disturb the material it moves through.

ACTIONS

Multiattack. The glitterhaunt makes 4 gemlance attacks.

Prismatic Flash (Recharge 6). The glitterhaunt creates a 60 foot prismatic cone of energy. All creatures in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) damage on a

failed save, or half as much damage on a successful one. Roll a d6 to determine the damage type.

1. fire
2. acid
3. lightning
4. poison
5. cold
6. force

Shardburst (Recharge 5-6). The glitterhaunt shoots jagged pieces of its body all around it. All creatures within 40 feet of the glitterhaunt must make a DC 16 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

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

REACTIONS

Absorb Metal. When the glitterhaunt is hit by a nonmagical weapon attack using a metal weapon, the creature must succeed on a DC 16 Dexterity saving throw or the glitterhaunt absorbs the weapon and regains hit points equal to the weapon's damage dice.

GLOURA

Gloura have silver skin and moth-like wings. They live underground and wear simple clothing.

Lonely Singer. Gloura have beautiful singing voices, but are shy creatures. They sing to themselves when alone, their beautiful songs echoing throughout the long caves and tunnels of the underground.

Nurturing. Gloura are kindhearted creatures. They look after anyone they come across, especially if they look injured.

Well Received. Everyone in the underground likes gloura, even traditionally evil civilizations. Little altars and offerings are left out for gloura to entice them to visit.

Tactics. Gloura prefer to not fight, and they'll use their spellcasting to mind control people into leaving them alone. They flee if they can't avoid a fight.



GLOURA

Medium fey, neutral good

Armor Class 15

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	14 (+2)	11 (+0)	12 (+1)	17 (+3)

Skills Insight +3, Nature +2, Performance +5, Survival +3

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Undercommon

Challenge 1/2 (100 XP)

Innate Casting. The gloura's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The gloura can innately cast the following spells, requiring no material components.

At Will: *dancing lights*, *minor illusion*, *mage hand*
4/day each: *charm person*, *cure wounds* (1d8+3), *silent image*, *expeditious retreat*
3/day each: *calm emotions*, *invisibility*, *silence*
1/day: *charm monster*

ACTIONS

Light Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

GOSSIP PIXIE, DANTHIENNE

A fey the size of a child is dressed in exquisite clothes and jewelry.

Gossipmonger. Danthienne earn their nickname as gossip pixies. They roam royal courts and other organizations, eavesdropping and sharing secrets.

Lying Inspiration. Danthienne often claim that they can grant wishes or bestow blessings in exchange for favors or fancy clothing. They have no ability to do so, however, and use their abilities to make it appear so.

Mock Court. If left to their own devices, without a court to insert themselves into, a danthienne will round up unsuspecting mortals and other creatures into a mock court. With no check on their power, they quickly turn to deadly intrigue and politics.

Tactics. Danthienne avoid combat themselves, using willing or unwilling allies to fight on their behalf.



GOSSIP PIXIE

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 50 (20d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	10 (+0)	13 (+1)	8 (-1)	21 (+5)

Skills Deception +7, History +3, Persuasion +7, Sleight of Hand +6

Senses passive Perception 9

Languages Common, Dwarvish, Elvish, Gnomish, Halfling, Sylvan

Challenge 1 (200 XP)

Fool's Inspiration (1/Day). The gossip pixie can designate a humanoid as a companion. An unwilling creature can succeed on a DC 15 Wisdom saving throw to resist. The pixie is aware of its companion's location, health, and mood. A companion can use the pixie's Charisma score instead of its own for Charisma checks.

Every 24 hours, the companion's Charisma score is reduced by 1, and recovers after a long rest when no longer the pixie's companion. The target falls unconscious if their Charisma is reduced to 0. A companion can attempt to break the connection once every 24 hours by succeeding on a DC 15 Wisdom saving throw.

Innate Casting. The gossip pixie's spellcasting ability is Charisma (Save DC 15, +7 to hit with spell attacks). The gossip pixie can innately cast the following spells, requiring no material components.

At Will: *minor illusion*, *prestidigitation*, *invisibility* (self only)

3/day each: *charm person*, *suggestion*

1/day each: *glibness*, *heroism*

ACTIONS

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

GRAVE FAIRY

Grave fairies get their name because they spend most of their time around graveyards. They have pale skin and white, wispy wings.

Grave Witch. Grave fairies share many similarities with witches, including cooking with cauldrons.

Bargains. A grave fairy is a powerful fey that is willing to make deals. Those that can't afford a proper resurrection visit a grave fairy, who spells out the details of the uneven bargain. They have nothing to lose in the arrangement.

Tactics. A grave fairy doesn't feel the need to fight, since it prefers to strike deals and bargains. In a fight, however, it blights an enemy and then stabs them with its dagger. If it has someone's soul, it holds it hostage. If a fight continues, it destroys the soul and kills the creature.



GRAVE FAIRY

Small fey, neutral evil

Armor Class 14

Hit Points 220 (40d6 + 80)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	14 (+2)	16 (+3)	17 (+3)	20 (+5)

Skills Intimidate +9, Religion +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, Elvish

Challenge 9 (5,000 XP)

Dark Resurrection. Once per night as a 10 minute ritual, the grave fairy can raise a creature from the dead as per the *raise dead* spell. If the target is unwilling to be resurrected, they must succeed on a DC 17 Charisma saving throw or be forced back to life. On a successful saving throw, they can't be raised by the grave fairy.

During the ritual, the grave fairy gets a token and places a portion of the raised creature's soul there. As long as the grave fairy has the token, they can kill the creature as an action. The grave fairy can impart the creature's full soul back to them as an action while within 15 feet of them.

The grave fairy can only have one token at a time. A creature that has their soul in a token has disadvantage on saving throws against the grave fairy.

Innate Casting. The grave fairy's spellcasting ability is Charisma (Save DC 17, +9 to hit with spell attacks). The grave fairy can innately cast the following spells, requiring no material components.

At Will: *dancing lights*

3/day each: *death ward*, *dispel magic*, *detect thoughts*, *detect good and evil*

1/day: *suggestion*

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

ACTIONS

Multiattack. The grave fairy makes two weapon attacks.

Blight (Recharge 5-6). The grave fairy blights a creature it can see within 30 feet. The target must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

Bone Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 14 (4d6) necrotic damage.

GRAY JESTER

The gaunt figure before you wears the grey-hued attire of a jester. It holds a scepter with a doll's head at the top and chuckles.

Joy Eater. Grey Jesters are drawn to happiness, which they feed off of. They drain the happiness from people until they become joyless husks.

Bleak Ones. A creature that has had all emotion drained from them becomes a bleak one. Bleak ones loyally follow the jester and its orders, unable to feel any positive emotions. They take no actions unless commanded to by the grey jester.

Laugh for Me. Because the grey jester feeds off of happiness, it tries to cause others to laugh. The effects of its empathic feeding is subtle, so the poor victims don't realize what is happening until it's too late.

Tactics. The grey jester will remain hidden if it can, lurking in the shadows while its prey experiences joy. If needed, it moves in to cause magical laughter with a touch before draining them further. A grey jester is usually supported by a number of bleak ones.



GRAY JESTER

Medium fey, neutral good

Armor Class 15

Hit Points 104 (16d8 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	14 (+2)	11 (+0)	17 (+3)

Skills Deception +5, Perform +5, Persuasion +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan, Elvish

Challenge 4 (1,100 XP)

Empathic Feeding. As a bonus action, the gray jester drains the emotion of any creature within 30 feet of it that is feeling joy or laughing. The creature must succeed on a DC 13 Charisma saving throw or have their Charisma reduced by 1d4 and lose any resistances to magic or damage for that many rounds. If the target's Charisma is reduced to 0, they lose the ability to feel joy and must succeed on another saving throw or become a bleak one. This reduction lasts until the target finishes a long rest.

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

ACTIONS

Scepter. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage and the target is subjected to Laughing Touch.

Laughing Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* Target must succeed on a DC 13 Wisdom saving throw or be subject to *tasha's hideous laughter*.

GREMLIN, JINKIN

This tiny creature has a wide, toothy grin and bat-like ears. Its eyes glow dimly with a solid orange light.

Cursed Items. Jinkin have the ability to curse items, even magical ones. They will observe enemies from a distance, and sneak into their camp while they are asleep. Once inside, they will imbue the item with a curse that afflicts the first person to use it. Sometimes they'll steal an item if it catches their eye instead.

Grudges. Jinkin are known for harboring long grudges. They will wait weeks or months for the perfect opportunity to exact their revenge. Sadistic creatures, their revenge can range from petty theft to hired assassins.

Dwarven Scourge. Many dwarves despise jinkin, and vice versa. There are many dwarven stories about tragedies or crimes that jinkin have caused.

Tactics. Jinkin hide in the shadows, attacking larger creatures when they are in an advantageous position. They will make a sneak attack and then run away, luring the enemy into a pit trap. If the battle truly turns against them, they will Fey Step away.



GREMLIN, JINKIN

Tiny fey, chaotic evil

Armor Class 13

Hit Points 5 (2d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	11 (+0)	14 (+2)	14 (+2)	15 (+2)

Skills Stealth +5, Tinker Tools +5

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 1/4 (50 XP)

Sneak Attack (1/Turn). The gremlin deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

Tinker. During a short rest, the gremlin can bestow a curse into an object. Any creature that uses the object is affected by the *bestow curse* spell (DC 12). The cursed object lasts until the curse is dispelled or removed.

ACTIONS

Fey Step (Recharge 6). The gremlin teleports to a point it can see up to 500 feet away.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GREMLIN, NUGLUB

This gremlin has a hunchbacked form and three glowing eyes.

Blood Lust. Unlike most gremlins, nuglub love combat. They sharpen their teeth and claws in their free time and actively seek out fights or opportunities for murder.

Armor Jealously. The hunchbacked, twisted form of nuglubs make finding fitting armor impossible. They are jealous of this fact, and rip the armor from heavily armored foes.

Brute. Nuglub are big bullies. They often work with other gremlins or smaller creatures, because they like being the biggest or strongest in a group. They fight with each other, and cannibalize anyone who disagrees with their orders.

Tactics. Nuglub like battle, but they still look for sneaky opportunities. If an enemy wears heavy armor, they focus all their attacks on them. They will attempt to kneecap them, and then pile on them with shocking grasp.

GREMLIN, NUGLUB

Small fey, chaotic evil

Armor Class 13

Hit Points 16 (3d6 + 6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	8 (-1)	9 (-1)	12 (+1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Undercommon

Challenge 1 (200 XP)

Kneecap (1/Turn). When the gremlin hits a creature with a melee weapon attack, they must succeed on a DC 10 Strength saving throw or fall prone.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shocking Grasp. *Melee Spell Attack:* +3 to hit, advantage if target is wearing metal armor, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage and the target can't take reactions until the start of its next turn.

GREMLIN, PUGWAMPI

If someone took a sick chihuahua, mixed it with a gremlin, and then made it even uglier, you would have a pugwampi.

Bad Luck. An aura of bad luck surrounds these creatures. Pugwampi love to see accidents befall other creatures, and will try to engineer situations where even worse outcomes occur.

Hard of Hearing. Even though they have the trademark bat-like ears, pugwampi have poor hearing. When not sneaking, they shout loudly at each other in order to hear.

Gnoll Humor. Pugwampi feel a kinship with gnolls, and aspire to be just like them. Gnolls, on the other hand, hate these cowardly weak creatures, just like everyone else. They might keep some around for torture or food.

Tactics. Pugwampi are cowards. They will only attack from an advantageous position, and generally try to engineer situations where accidents happen instead. They usually flee combat.



GREMLIN, PUGWAMPI

Tiny fey, neutral evil

Armor Class 11

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	11 (+0)	10 (+0)	14 (+2)	6 (-2)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon, Gnoll

Challenge 1/4 (50 XP)

Bad Hearing. The gremlin has disadvantage on Wisdom (Perception) checks that rely on hearing.

Unlucky Aura. Any creature within 20 feet of the gremlin must succeed on a DC 10 Charisma saving throw or have disadvantage on all ability checks while within the aura. The target can repeat the saving throw at the end of each of its turns in the aura, ending the effect on itself on a successful save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gremlin's unlucky aura for the next 24 hours.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GREMLIN, VEXGIT

Vexgit are aquatic gremlins with a crustaceous appearance.

Disassemble. Vexgit channel their destructive tendencies into sabotaging and scrapping constructed objects. The larger the object, the happier they are to ruin it.

Wrecking Crew. An individual vexgit can cause a lot of problems, but a group of them working together can be downright dangerous. They can create elaborate death traps from existing objects very quickly, and can turn a simple hideout into a trap infested lair.

Drawn to Cities. Like other gremlins, vexgit like to live underground. They are drawn to populated centers, and live in the sewers or near rivers.

Tactics. Vexgit like to attack with traps. They operate best from their lairs, where traps can soften of their foes. They avoid direct confrontation as long as possible, and then rely on pack tactics.

GREMLIN, VEXGIT

Tiny fey, lawful evil

Armor Class 12 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

Challenge 1/8 (25 XP)

Saboteur. The gremlin has advantage on checks made to dismantle or sabotage a device.

Pack Tactics. The gremlin has advantage on an attack roll against a creature if at least one of the gremlin's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Warhammer. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d8 - 2) bludgeoning damage.

GRIG

Griggs are creatures with the upper body of a fey humanoid and the lower body of a cricket.

Musical Legs. Grigs love music, and can create beautiful sounds by rubbing their legs together. Creatures that hear their songs are inspired to dance along.

Close Community. Grigs live in close knit communities. They support and aid one another, and their nights are filled with song and dance. They have many festivals based around the stages of the moon.

Confront Ugliness. Despite their small size, grigs are eager and willing to fight evil and banish ugly things. Their definition of ugly is imprecise, and they find themselves in trouble because of it.

Tactics. Grigs attack from range whenever possible, using their flight and speed to stay out of reach.



GRIG

Tiny fey, neutral good

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	13 (+1)	10 (+0)	13 (+1)	14 (+2)

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Fiddle. The grig makes a sound. All creatures within 20 feet that can hear the sound must succeed on a DC 12 Wisdom saving throw or be forced to dance in place. While dancing, the target is unable to move and has disadvantage on attack rolls and saving throws. This is a charm effect, and the grig must maintain concentration on the ability. An affected creature can repeat the saving throw at the end of each of their end this effect. On a successful save or when the effect ends the target is immune to the grig's fiddle for the next 24 hours. The grig can maintain this effect as an action on subsequent turns.

Invisibility. The grig magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the grig wears or carries is invisible with it.

GRIMM

A monstrous creature with sharp claws and fangs looms before you. Its black skin glistens as if wet, and ink seems to drip from its claws.

Ultimate Weapon. Grimm were weapons created by the Unseen Court to destroy the ruling class. Designed to find and hunt fey, they were created as the ultimate hunters.

Fey Hunter. Created grimm were deposited in specific locations, and left to their own devices. Their predatory instincts kicked in, and they prowl large areas looking for fey to consume.

Creature of Shadow. Grimm were infused with shadow magic, and thrive in the dark. They easily fade into shadows, and can consume the life energy from a still living creature. They are so imbued with evil energy that it actively bleeds into the world, causing damage to anyone nearby.

Tactics. A grimm will focus on one creature at a time, preferring fey. It will try to grapple and bite. A grimm will retreat from a fight with its Ethereal Jaunt ability and try again later.



GRIMM

Large fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	17 (+3)	12 (+1)	14 (+2)	20 (+5)

Skills Perception +6, Stealth +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Understands but can't speak Common, Sylvan

Challenge 8 (3,900 XP)

Evil Aura. Creatures that start their turn within 5 feet of the grimm take 7 (2d6) necrotic damage.

One With Shadows. The grimm's body is blurred. Attacks against it have disadvantage. This ability is suppressed until the end of its next turn if it takes radiant damage. A creature that doesn't rely on vision or can see through illusions ignores this trait.

Devour. If the grimm has a target grappled and hits it with a bite attack, its Strength is reduced by 1d4. The target dies if its Strength is reduced to 0. This reduction lasts until the target finishes a short or long rest.

The grimm gains a +1 bonus to attack and damage rolls every time this ability triggers, up to a maximum of +5. This bonus fades after an hour.

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

Detect Fey. The grimm knows the presence and location of all fey within 30 feet of it.

ACTIONS

Multiattack. The grimm makes two claw and one bite attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target is grappled (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Ethereal Jaunt. The grimm becomes ethereal as per the *ethereal jaunt* spell.

GRIMSTALKER

This creature looks like a wooden, hairless elf. Its arms are long and end in sharp claws, and its skin is bark-like.

False Guides. Grimstalkers are evil fey who delight in murder. They will act pleasant to travelers, and offer to be a guide. The unfortunate traveler is lured into the forest, and never seen from again.

Marked Territory. Grimstalkers mark their territory by hanging the skulls of their victims from trees, forming a perimeter. If they are acting pleasant, they will make up lies about an evil creature that lives in the area, and present themselves as the only safe route.

Plant Master. Grimstalkers create weapons, nets, and poison from their environment, and also have a special ability to train assassin vines and other plant creatures.

Tactics. A grimstalker acting pleasant will try to isolate creatures and lure them into traps. If hunting, it will attack from stealth, entangling them before striking. A grimstalker will flee to attack again later.

GRIMSTALKER

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	14 (+2)	13 (+1)	16 (+3)

Skills Nature +4, Perception +3, Stealth +6, Survival +3

Senses passive Perception 13

Languages Common, Deep Speech, Elvish

Challenge 2 (450 XP)

ACTIONS

Entangle (Recharge 5-6). The grimstalker commands the environment to rise up at a point it can see within 90 feet. All creatures within 10 feet of the point must succeed on a DC 13 Strength saving throw or be restrained. The target can make a DC 13 Strength check as an action to break free. The grimstalker must maintain concentration on the ability.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 12 (3d6) poison damage.



HAMADRYAD

The ruler of the forest, a hamadryad possesses the poise and dignity of a noble with the physical appearance of a dryad.

Master Dryad. Individual dryads have a connection to a specific tree. Hamadryads have a connection to an entire forest of trees. They do not grow weak or die if separated from their forest, but it does make them uneasy. Hamadryads can support a dryad who has lost their tree, sustaining them until they can bond to another one.

Aspect of Nature. Nature has many aspects, some dangerous and others benevolent. Hamadryads represent the protective and nurturing aspects of nature.

Protector. A hamadryad's primary purpose is defending their forest and the dryads that live within it. They are indifferent to other creatures as long as

they cause no harm. If the hamadryad's subjects are threatened, however, she will act swiftly and ruthlessly to defend them.

Tactics. A hamadryad prefers to use its magical powers from afar. Avoiding direct conflict is emphasized, and the hamadryad will attempt to confuse or force compliance from an enemy. If a big fight occurs, the hamadryad will use its most powerful spells, and use Tree Stride to stay out of range.



HAMADRYAD

Medium fey, neutral

Armor Class 15 (16 with barkskin)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	20 (+5)	18 (+4)	19 (+4)	22 (+6)

Skills Diplomacy +11, History +9, Nature +9, Perception +9, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

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

At Will: *druidcraft*, *barkskin*, *entangle*, *shillelagh*
 3/day each: *goodberry*, *pass without trace*, *wall of thorns* (7d8),
conjure fey, *suggestion*, *dominate monster*
 1/day each: *storm of vengeance*, *control weather*, *heal*

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

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

Tree Stride. Once on her turn, the hamadryad can use 10 ft. of its movement to step magically into one living tree within

reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

Lightning Bolt (Recharge 5-6). The hamadryad fires a bolt of lightning in a line 100 feet long and 5 feet wide. All creatures in the area must make a DC 19 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Shillelagh. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) magical bludgeoning damage.

Fey Charm. The hamadryad targets one humanoid or beast that it can see within 30 feet of it. If the target can see the hamadryad, it must succeed on a DC 19 Wisdom saving throw or be magically charmed. The charmed creature regards the hamadryad as a trusted friend to be heeded and protected. Although the target isn't under the hamadryad's control, it takes the hamadryad's requests or actions in the most favorable way it can.

Each time the hamadryad or its 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 hamadryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the hamadryad's Fey Charm for the next 24 hours.

The hamadryad can have no more than one humanoid and up to three beasts charmed at a time.

HELLFIRE IGNIS

This small imp-like creature has red skin. Molten rock drips from its hands.

Fire Fey. Hellfire ignis are corrupted fey who once represented the positive and negative aspects of fire; death and rebirth. Now they just represent destruction.

Pyromaniac. These creatures love to see things burn. Unlike most fey, they are attracted to cities where they can set off large blazes.

Familiar. Although they look like imps, hellfire ignis are not fiends. They do have a strong connection to fire, and spellcasting pyromancers find them useful. They sometimes employ them as familiars, although they have to keep a close eye on them.

Tactics. A hellfire ignis' primary goal is fire. They want to set as many things on fire as they can. They are not brave, and will flee to save their life.



HELLFIRE IGNIS

Small fey, neutral evil

Armor Class 13

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	8 (-1)	11 (+0)	11 (+0)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Brimstone Stench. Any creature other than a hellfire ignis that starts its turn within 5 feet of one must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the brimstone stench of all hellfire ignis for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) fire damage.

Molten Glob. *Ranged Weapon Attack:* +5 to hit, range 20/30 ft., one target. *Hit:* 7 (2d6) fire damage.

HOARFROSTER

This ghostly figure hovers over the snowy ground, elvish in appearance but with cold sapphires as eyes.

Nocturnal Hunter. Hoarfrosters are nocturnal, hiding underground in burrows during the day. Their vision is sharpest at night, when they emerge to hunt.

Cursed Death. Hoarfrosters are created when a creature is killed by another hoarfroster. Their bodies lie dormant for over a year before transforming into the spectral fey.

Spirit Nature. The fey does not need to eat or sleep.

Tactics. A hoarfroster only attacks at night. They react violently to light and heat, attacking those that carry an open flame like a torch. They attack until killed.



HOARFROSTER

Medium fey, neutral evil

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	14 (+2)	5 (-3)	11 (+0)	17 (+3)

Damage Vulnerabilities fire

Damage Immunities cold

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Incorporeal Movement. The hoarfroster can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Consuming Cold. A creature that fails the saving throw against the hoarfroster's fatiguing touch is affected by this supernatural disease. After each long rest, the target's hit point maximum is reduced by 1d4. This disease can only be cured by magical means. If a target's hit point maximum is reduced to 0, they die and rise as a hoarfroster a year and a day later.

ACTIONS

Chilling Breath (Recharge 5-6). The hoarfroster breathes cold energy in a 30 foot cone. All creatures in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Fatiguing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* Target must make a DC 14 Constitution saving throw, taking 7 (2d6) cold damage and a level of exhaustion on a failed save, or half as much damage and no exhaustion on a successful one.

HOARY HUNTER

The hoary hunter is a humanoid with sharp, exaggerated features. It is completely white, including its clothing.

Moonlight Hunter. A hoary hunter appears on cold, moonlight nights to hunt travelers, dragging them away into the Feywild where they are never heard from again. When moonlight shines on the ground, a fog appears with a distant sound of hoofs. Soon after, the hoary hunter appears on its steed.

Claim Souls. These evil fey attack without mercy, preying on travelers that can't defend themselves. They trap souls in their magical longswords, so they don't hold back against helpless foes.

Hoary Steed. Each hoary hunter rides a majestic flying steed as white as the hunter itself. The sound of their hooves announce approaching doom.

Tactics. The hoary hunter fights from horseback as much as possible. It doesn't expect resistance, so it defaults to using its longsword. If it finds itself fighting a powerful enemy, it uses its magical powers to weaken them. The hoary hunter fights until killed since it knows it will regenerate later. It then holds a grudge against those that killed it and will hassle them until permanently killed.

HOARY HUNTER

Medium fey, neutral evil

Armor Class 18

Hit Points 621 (46d8 + 414)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	27 (+8)	29 (+9)	25 (+7)	23 (+6)	26 (+8)

Saves Int +15, Wis +14, Cha +16

Skills Intimidate +16, Nature +15, Perception +14, Survival +14

Damage Immunities cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed, fatigued, frightened, petrified, stunned

Senses truesight 120 ft., passive Perception 24

Languages Common, Elvish, Sylvan

Challenge 26 (90,000 XP)

Innate Casting. The hoary hunter's spellcasting ability is Charisma (Save DC 24, +16 to hit with spell attacks). The hoary hunter can innately cast the following spells, requiring no material components.

At Will: *locate creature*, *fog cloud*, *hold monster*, *plane shift*
3/day each: *dominate monster*, *dispel magic* (9th level)

Legendary Resistance (3/Day). If the hoary hunter fails a saving throw, it can choose to succeed instead.

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

Mounted Charge. If the hoary hunter moves at least 35 feet on a steed, it deals an extra 9 (2d8) damage with the first binding longsword attack that hits this turn.

Rejuvenation. A destroyed hoary hunter gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears in its home domain. The hoary hunter only dies if killed in its domain.

ACTIONS

Multiattack. The hoary hunter makes four binding longsword attacks.

Binding Longsword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) slashing damage plus 9 (2d8) force damage. If the target is reduced to 0 hit points, they are killed and their soul is stored in the longsword. They cannot be raised from the dead while their soul is trapped.

LEGENDARY ACTIONS

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

Charge! The hoary hunter can move up to its speed and make a weapon attack.

Reposition. If mounted, the hoary hunter can move up to its mount's speed without provoking opportunity attacks.



HOARY STEED

Large fey, unaligned

Armor Class 14

Hit Points 102 (12d10 + 36)

Speed 70 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	17 (+3)	6 (-2)	13 (+1)	14 (+2)

Damage Immunities cold

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Trampling Charge. If the hoary steed moves at least 35 ft. straight toward a creature and then hits it with a hoof attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the hoary steed can make one hoof attack against it as a bonus action.

ACTIONS

Hoof. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

HOUSE SPIRIT, DOMOVOI

This tiny creature is mostly beard. Little arms and legs stick out from the mass of hair.

House Helper. Domovoi are helpful fey that take residence in homes and help out with chores. They do so secretly, and try to avoid detection. Although they may never be seen directly, once the home owners learn of their presence, they leave food and treats for the domovoi.

Generational. A single domovoi might live in the same house for many generations. When a domovoi lives in a house for long enough, it slowly begins to take on the physical characteristics and quirks of the family.

Fortune Teller. Domovoi can tell the fate of the family they protect, and may share this information with them. However, the domovoi can grow annoyed if asked to use this ability too often.

Tactics. Domovoi remain invisible and undetected unless defending their home. If this happens, they will try to put their enemy to sleep and move them away. If this fails, they either enlarge their size or reduce their opponent's size, or use their telekinesis to hurl them around.



HOUSE SPIRIT, DOMOVOI

Tiny fey, chaotic good

Armor Class 14

Hit Points 22 (5d4 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	9 (-1)	13 (+1)	15 (+2)

Skills Stealth +4

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Change Shape. The house spirit can use its action to polymorph into a cat, dog, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Casting. The house spirit's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The house spirit can innately cast the following spells, requiring no material components.

At Will: *invisibility*, *mage hand*, *telekinesis*, *mending*, *prestidigitation*

3/day each: *enlarge/reduce*

1/day: *augury*

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

HOUSE SPIRIT, DVOROVoi

This tiny creature has a mane of wild curly hair.

Yard Helper. Dvorovoi are helpful creatures that assist with chores in the yard or pasture.

White Hatred. Dvorovoi hate white animals. They refuse to work or be in the presence of one. For unknown reasons, this hatred doesn't apply to white chickens.

Tactics. Most dvorovoi avoid direct confrontation. If a fight breaks out, they will cast *entangle* at their foes and escape.



HOUSE SPIRIT, DVOROVoi

Small fey, chaotic neutral

Armor Class 12

Hit Points 38 (7d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	16 (+3)

Skills Handle Animals +3, Stealth +4

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Innate Casting. The house spirit's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The house spirit can innately cast the following spells, requiring no material components.

At Will: *animal friendship*, *invisibility*

3/day: *enlarge/reduce*

1/day: *entangle*

Oversized Weapons. The house spirit can use oversized weapons without penalty.

Speak with Animals. The house spirit speak to and be understood by animals.

ACTIONS

Pitchfork. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d10 + 3) piercing damage.

HOUSE SPIRIT, OVINNIK

This tiny creature has a feline appearance, with dark fur and a flickering flame in its clawed hand.

Granary Helper. Ovinnik make their homes in granaries or drying houses. Like cats, they keep away vermin if placated.

Yearly Divination. If a family has an ovinnik living with them, it is tradition to visit the creature once a year to hear their fate. The ovinnik will touch them, and the warmth of the touch dictates their luck. If the touch is warm, they will have good luck. If the touch is cold, they will have bad luck.

Fickle. Ovinnik are the most temperamental of the house spirits. Their ability to conjure fire makes them dangerous if not treated well.

Tactics. The ovinnik prefers to avoid fighting, and uses tradition and superstition to live a spoiled life. If it thinks a fight will break out, it will attempt to use its baneful touch. It uses produce flame attacks at range, and will flee to save its life.

HOUSE SPIRIT, OVINNIK

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 14 (4d4 + 4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	9 (-1)	12 (+1)	14 (+2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Baneful/Blessing Touch. When the house spirit touches a creature or hits it with a claw, they can choose to resist a magical effect with a DC 12 Charisma saving throw. They do not know if this is a blessing or baneful touch before deciding. If blessed, they gain a 1d6 bonus to their next three attack rolls, ability checks, or saving throws. A baneful touch grants a 1d6 penalty instead. Once a creature has been affected or saves against this ability, they are immune to it for the next 24 hours.

Keen Scent. The house spirit has advantage on Wisdom (Perception) checks that rely on smell.

Innate Casting. The house spirit's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The house spirit can innately cast the following spells, requiring no material components.

1/month: *divination*

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Produce Flame. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 45 (1d8) fire damage.



HULDRA

A huldra appears like a lithe, strong person with a fox tail. Somewhere on their body, typically on the back, is a wood-lined hollow. Their slender frame conceals a supernatural strength.

Legends of the Hollow. There are many legends that claim huldra were created by troll witches, explaining their regeneration powers and strength. The hole in their body is where the witches ripped their soul out.

Huldra hate this story.

The quickest way to anger a huldra is to bring this legend up, or to call them a hollow. They deny and despise this legend and all things trollish, and go out of their way to attack trolls.

Tail of Beauty. A huldra's tail has the ability to strip away the beauty from a creature temporarily. Each hit from the tail makes a creature progressively uglier. The troll legends say this is because the huldra would store the beauty and bring it back to the troll witches.

Lucky Encounter. Huldra are friendly and respectful to strangers who treat them in the same way. They are willing to bestow a boon to those who leave a positive impression on them, or a negative boon if they are suspicious.

Tactics. A huldra will attempt to alter a creature's luck before a fight breaks out. Once a fight happens, they leap into melee combat. They will only flee if badly wounded. They will also use their incredible strength to manipulate the battlefield.

HULDRA

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	19 (+4)

Skills Deception +6, Nature +3, Perception +4

Condition Immunity charmed

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Sylvan

Challenge 4 (1,100 XP)

Regeneration. The huldra regains 5 hit points at the start of its turn. If the huldra takes acid or fire damage, this trait doesn't function at the start of its next turn. The huldra dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The huldra makes two claw and one tail attacks.

Alter Luck (Recharges After a Long Rest). One creature in contact with the huldra can choose to resist a magical effect with a DC 14 Charisma saving throw. They do not know if this is good or bad luck. If good luck, they gain a 1d4 bonus on attack rolls, ability checks, and saving throws for the next 24 hours. Bad luck grants a 1d4 penalty instead. This counts as a curse effect if using bad luck.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

Tail Slap. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage and the target must succeed on a DC 14 Charisma saving throw or their Charisma is reduced by 1d4 until the target finishes a long rest. A target whose Charisma is reduced to 0 falls unconscious.



HYBSIL

A hybsil is a centaur-like fey, but with the body of an antelope instead of a horse. Male hybsil have large forked antlers and female hybsil have shorter spiral antlers.

Hunted Past. Hybsil have a history of being hunted by other creatures, as there are rumors their horns possess magical powers. Because of this, they are distrustful of outsiders until they are proven to be trustworthy.

Three Virtues. Hybsil society is based around three core virtues; honor, obligation, and daring. Because they cannot turn invisible like many fey, they have to stand up to certain problems.

Sentinels. Hybsil have the ability to see invisible creatures, which make them highly sought after as guards in areas heavily populated with fey. All fey know of this ability so the mischievous ones avoid hybsil.

Tactics. Hybsil use *mirror image* and their mobility to stay at range and hit enemies with arrows. They use their Sleeping Arrow on spellcasters or those with the ability to attack at range. Hybsil will retreat tactically but will die to protect their home and family.



HYBSIL

Small fey, neutral good

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	13 (+1)	10 (+0)	10 (+0)

Damage Immunities poison

Condition Immunity poisoned

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

Innate Casting. The hybsil's spellcasting ability is Charisma (Save DC 10, +2 to hit with spell attacks). The hybsil can innately cast the following spells, requiring no material components.

At Will: *dancing lights*

3/day: *invisibility*

1/day each: *pass without trace*, *mirror image*, *jump*

See Invisible. The hybsil can see invisible creatures.

ACTIONS

Sleep Arrow (3/Day). Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or fall asleep for 1 minute. If the target takes any damage or if another creature rouses them as an action, they wake up.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

IJIRAQ

Rarely seen in its normal form, an Ijiraq wears a caribou or elk skull mask and is buried under piles of ragged fur cloaks.

Territorial. Ijiraq defend their arctic homes from any intruder, regardless of who they are or why they're there.

Disorienting. The gaze of an ijiraq can cause dizziness and hallucination, which can cause even the most skilled tracker to become lost.

Shape Shifter. Ijiraq spend a significant portion of their time as an elk or caribou, roaming their arctic homes. Even in their normal form, they never let anyone see under the mask.

Tactics. The ijiraq will use its Disorienting Gaze from afar against anyone it sees, and create hallucinatory terrain to turn creatures away. If they manage to continue, the ijiraq begins to pelt them from afar with an Ice Storm. The ijiraq stays at range, teleporting as necessary. They do not try to engage in fair fights and can harass from afar with their abilities.



IJIRAQ

Medium fey (shapechanger), chaotic neutral

Armor Class 14 (hide)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	15 (+2)	19 (+4)	22 (+6)

Skills Arcana +4, Nature +4, Perception +6, Survival +6

Condition Immunity charmed

Senses passive Perception 16

Languages Common, Giant, Sylvan

Challenge 4 (1,100 XP)

Change Shape. The ijiraq can use its action to polymorph into an elk, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Hide in Plain Sight. While the ijiraq remains motionless in snow or ice, it is invisible.

Innate Casting. The ijiraq's spellcasting ability is Charisma (Save DC 16, +8 to hit with spell attacks). The ijiraq can innately cast the following spells, requiring no material components.

At Will: *hallucinatory terrain*

3/day each: *gust of wind*, *cure wounds* (4d8 + 6)

ACTIONS

Multiattack. The ijiraq makes two weapon attacks.

Ice Storm (Normal Form Only)(Recharge 5-6). The ijiraq summons an icy storm at a point it can see within 300 feet, filling a 40 foot high cylinder with a 20 foot radius. All creatures in the area must make a DC 16 Dexterity saving throw, taking 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain until the end of the ijiraq's next turn.

Dimension Door (Normal Form Only). The ijiraq teleports up to 500 feet.

Disorienting Gaze (Normal or Elk Form Only). One creature the ijiraq can see within 30 feet must succeed on a DC 16 Wisdom saving throw or have disadvantage on Wisdom (Perception and Survival) checks for the next 24 hours.

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

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

JAEBRIN

Jaebriin are athletic humanoids that look like half-elves. They like to wear scarves that cover their lower face. When the scarf is removed, it reveals an oversized mouth filled with pointed teeth.

Jokesters. Jaebriin love a good joke, and used to be court jesters for fey kings and queens. Their best defense is their mind controlling magic, which they use to avoid troublesome situations.

Mind Immune. The longer that jaebriin lived in fey courts, the more of a resistance they built up to enchantment magic. They are now completely immune to mind controlling magic, and can even pretend to be under the effect of such spells.

Unending Appetite. Jaebriin love to eat, and possess the envious ability to eat whatever they want without gaining weight. Poison still affects them, but no jaebriin has ever eaten themselves sick.

Tactics. Jaebriin use their magical abilities to mind control others to avoid a fight. They have no special combat abilities, so they avoid it whenever possible. If someone possesses mind control magic, they will pretend to be affected by it until they can escape.



JAEBRIN

Medium fey, chaotic neutral

Armor Class 14 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	8 (-1)	12 (+1)

Skills Arcana +4, Deception +3, Insight +1

Condition Immunity charmed

Senses passive Perception 9

Languages Common, Elvish, Halfling, Sylvan

Challenge 1/4 (50 XP)

Feign Enchantment. When targeted by an enchantment or mind controlling spell, the jaebriin knows the effect of the spell and can pretend to be affected by it. A creature must succeed on a DC 15 Wisdom (Insight) check to notice the deceit.

Spellcasting. The jaebriin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The jaebriin has the following Wizard Spells prepared:

Cantrips (at will): *dancing lights*, *message*, *minor illusion*

1st level (3 slots): *charm person*, *color spray*, *disguise self*, *sleep*, *silent image*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed on a DC 12 Wisdom saving throw or have disadvantage on Wisdom saving throws for the next minute.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

JERMLAINE

This creature is about a foot tall and is covered in dirt and black fur. It has beady eyes and a foul look.

Rat Fey. A jermlaine's speech sounds like the squeaks of a rat. Rats are some of the few creatures that tolerate jermlaine, and can be understood by them.

Swarms. Despicable creatures, a single jermlaine is easily destroyed but they often attack in large groups.

Home Remedies. No one likes jermlaine, and different towns and villages have their own specific superstitions or remedies to keep them away.

Tactics. Jermlaine are cowardly creatures that only attack in large groups, and run away when threatened.



JERMLAINE

Tiny fey, neutral evil

Armor Class 12

Hit Points 3 (2d4 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	8 (-1)	16 (+3)	5 (-3)

Skills Animal Handling +5, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Jermlaine, Common, Dwarvish, Gnomish, Goblin, Orcish

Challenge 1/8 (25 XP)

Speak with Rats. Jermlaine can speak to and be understood by rats.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d6 - 4) piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

JOY STEALER

The elf before you is beautiful, but a careful look reveals that it is slightly translucent. It has a wide smile that becomes a feral grin as you see its hungry red eyes.

Emotion Feeder. The touch of these creatures can drain emotions away. They find love and happiness the tastiest, and manipulate creatures into feeling these emotions.

Earth Bound. Joy stealers used to live in the Feywild, but an old curse keeps them locked on the material plane. Part of their essence is still tied to the Feywild, so they are incorporeal on the material plane.

Hopeless Husk. A creature drained of all emotions by a joy stealer is cursed to never feel any emotions again. They wander through life as joyless husks, unmotivated by anything including fear.

Tactics. A joy stealer is like a parasite, feeding on victims for as long as possible. They can flee easily due to their incorporeal nature, and linger in a fight until they drain all emotions from someone or they are badly wounded. Killing a joy stealer is the easiest way to remove their curse, so joy stealers keep themselves alive if possible.

JOY STEALER

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (17d8 + 17)

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

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	12 (+1)	13 (+1)	12 (+1)	19 (+4)

Skills Stealth +6, Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities grappled, petrified, prone, restrained

Senses passive Perception 14

Languages Common, Sylvan, Khen-Zai

Challenge 5 (1,800 XP)

Incorporeal Movement. The joy stealer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sense Emotions. The joy stealer can sense the emotions of a living creature within 60 feet of it, and can detect the presence and location of a living creature feeling emotions within this range.

ACTIONS

Emotion Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target's Charisma is reduced by 1d4 until the target finishes a long rest. If their Charisma is reduced to 0, they become incapable of feeling emotions and can't be frightened, inspired, rage, or use any other effect that require emotion. This reduction can be restored by a *remove curse* spell or by killing the joy stealer.



KAMAITACHI

This weasel-like creature has wicked, curved scythes in place of feet or claws. It sits atop a dusty whirlwind.

Revel in Pain. Kamaitachi are evil creatures that enjoy causing pain. Their sickle claws cause excruciating pain with even a scratch, and they prolong the pain for as long as possible.

Hold Pain Hostage. A kamaitachi has the ability to delay the damage and pain from its attacks, and it uses this as leverage. The kamaitachi will strike a creature until it knows it should be dead, and use this knowledge to force compliance. If the hostage doesn't do what the kamaitachi wants, it unleashes all of the pain and damage at once. Of course, the kamaitachi might just kill them anyway.

Dust Devil. Kamaitachi can summon a personal whirlwind that lets them fly around incredibly quickly. The force of the wind is so strong that it can even block ranged attacks. However, the kamaitachi can be knocked off of it, where it is more vulnerable.

Tactics. The kamaitachi zooms into melee range, and spreads its attacks against as many creatures as possible. If the fight begins to turn against it, it will focus attacks against one creature, and try to leverage delayed doom as a bargaining chip.

KAMAITACHI

Medium fey, chaotic evil

Armor Class 16 (20 with Dust Devil)

Hit Points 253 (22d8 + 154)

Speed 30 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	24 (+7)	15 (+2)	20 (+5)	19 (+4)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Auran, Sylvan

Challenge 13 (10,000 XP)

Delayed Doom. The kamaitachi can postpone the damage a creature receives for up to 1 week, and can reapply it as a free action. The kamaitachi must remain within 1 mile of the creature to apply the damage, and it always knows how much damage would be dealt to a creature.

Dust Devil. The kamaitachi is surrounded by a whirlwind. Ranged attacks against it have disadvantage, it gains a fly speed of 100 ft. (hover), and it can add its Charisma modifier to its AC. If the kamaitachi is affected by a spell that controls wind, it must succeed on a Constitution saving throw against the spell's save DC or fall and lose the dust devil. It can reactivate the dust devil as an action.

Razor Claws. The kamaitachi scores a critical hit on a 19-20.

Keen Scent. The kamaitachi has advantage on Wisdom (Perception) checks that rely on smell.

Control Winds. The kamaitachi can cast *control winds* (save DC 18) at will.

ACTIONS

Multiattack. The kamaitachi makes four painful claw attacks.

Painful Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target must succeed on a DC 18 Constitution saving throw or have disadvantage on attack rolls until the end of their next turn.

Gust of Wind. The kamaitachi creates a gust of wind in a line 60 feet long and 10 feet wide. All creatures in the area must succeed on a DC 18 Strength saving throw or be pushed 15 feet. The line remains for up to 1 minute if the kamaitachi maintains concentration on it. The kamaitachi can redirect the gust of wind as a bonus action.

LEGENDARY ACTIONS

The kamaitachi can take 1 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kamaitachi regains spent legendary actions at the start of its turn.

Attack. The kamaitachi makes a painful claw attack.

KELPIE

This ugly, slimy creature has a horse-like head and webbed hands. It has sharp teeth in its long mouth, but is rarely seen in this form. Instead, it prefers to shapeshift into other forms.

Captivating Lure. Kelpie can mentally influence a creature to believe the monster is beautiful, and walk toward it. The victim ignores the presence of water, and will continue toward the kelpie even if it begins drowning.

Consume Victims. A kelpie will generally only transform back into its natural form once an enemy has been killed. It will then use its sharp teeth to eat the victim, leaving only their heart and liver behind. Legend states that someone killed on the water near a kelpie lair turn into kelpies.

Steed. When in service to a more powerful creature, kelpie are used as mounts. Due to their shapeshifting abilities, they can travel quickly on both the land and water.

Tactics. The kelpie will find prey in a shapeshifted form, and use captivating lure to bring them into water. It will then attack one creature until killed. If more enemies are present, it will either scare them off or retreat with the corpse so it can eat it.



KELPIE

Medium fey (shapchanger), neutral evil

Armor Class 13

Hit Points 104 (16d8 + 32)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	8 (-1)	12 (+1)	17 (+3)

Damage Resistances fire

Senses passive Perception 11

Languages Common, Aquan, Sylvan, Telepathy 1 mile (previously touched creatures)

Challenge 3 (700 XP)

Amphibious. The kelpie can breathe air and water.

Shapechanger. The kelpie can use its action to polymorph into an hippocampus, horse, humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The kelpie makes a claw and bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and if the target is a Medium or smaller creature it is grappled (escape DC 13). The kelpie can have 1 creature grappled at a time.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Captivating Lure. One creature within 60 ft. of the kelpie must succeed on a DC 13 Wisdom saving throw or be charmed until the mental lure ends. The kelpie must take a bonus action on its subsequent turns to continue the lure. It can stop the lure at any time. The lure ends if the kelpie is incapacitated.

While charmed by the kelpie, a target is incapacitated. If the charmed target is more than 5 ft. away from the kelpie, it must move on its turn toward the kelpie by the most direct route. It doesn't avoid opportunity attacks or view water as dangerous. Before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the kelpie, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this kelpie's captivating lure for the next 24 hours.

KILLMOULIS

This tiny creature is incredibly thin; it appears to have almost no muscle to its body. Its oversized head has no mouth, just a toothless trunk.

Helpful Freeloader. Killmoulis live together in small groups, hiding inside the houses of humanoids. They dwell near sources of food, popping out at night or when alone to steal scraps. They treat the house as their own, and perform small chores and tasks to keep it nice.

Hard to Remove. It is unknown how killmoulis reproduce, as they seem sexless. However, over time more and more of them can appear. An infestation of killmoulis is hard to remove, as they can hide in the framework of the house. This is a rare occurrence, however, as their numbers tend to remain stationary.

Tactics. A killmoulis avoids combat. They have little defense, but do carry around sharp sewing needles that can hurt.

KILLMOULIS

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	6 (-2)

Senses passive Perception 12

Languages telepathy 100 ft.

Challenge 1/8 (25 XP)

ACTIONS

Sewing Needle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



LAMPAD

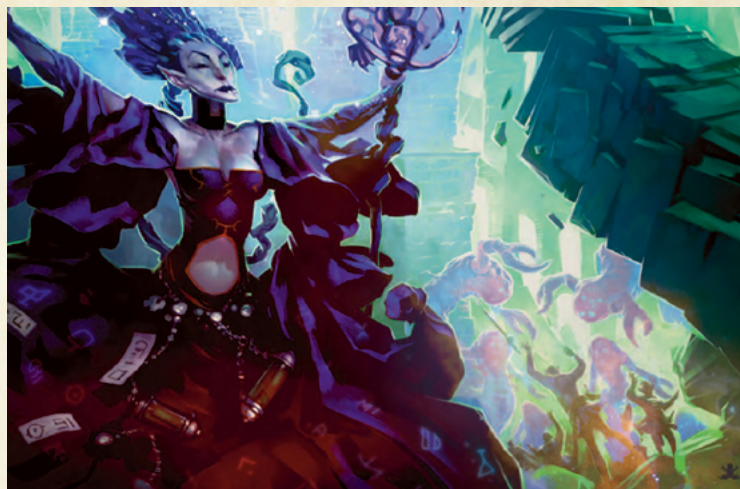
Kin to nymphs, lampads are fey that live underground and protect areas of beauty. Their skin is the color of obsidian, and sparkles in light.

Mournful. Lampads are emotional fey, and prone to bouts of sorrow and sadness. Their sadness permeates the underground around them, and can cause nearby creatures to feel the same way.

Light in the Darkness. Lampads are unintentional guides. They carry their own magical light source through the tunnels, which lures travelers to them. Their weeping also draws out noble heroes that want to help a person in distress.

Sparkling Light. Although they feel most comfortable underground, lampads know the effect that bright light has on their body. They avoid this when interacting peacefully, but will unleash the full glittering lightshow if threatened.

Tactics. Lampads are not naturally aggressive, but are often ambushed. In fights, they will create bright light to use their sparkling beauty feature and begin crying. Their goal is survival, so they will use erupting earth and *stone shape* to modify the terrain and put space between them and their enemies. They will *meld into stone* or *spider climb* to reposition or escape.



LAMPAD

Medium fey, chaotic neutral

Armor Class 15

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	17 (+3)	20 (+5)

Skills Perform +8, Persuasion +8

Senses darkvision 90 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 5 (1,800 XP)

Sparkling Beauty. In bright light, the lampad sparkles with supernatural beauty. All creatures within 30 feet that can see the lampad must succeed on a DC 16 Wisdom saving throw or be affected by the *confusion* spell.

Spellcasting. The lampad is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The lampad has the following Druid Spells prepared:

Cantrip (at will): *druidcraft*, *light*, *mold earth*

1st level (4 slots): *cure wounds*, *faerie fire*

2nd level (3 slots): *magic weapon*, *spider climb*

3rd level (3 slots): *meld into stone*

4th level (1 slot): *stone shape*

ACTIONS

Erupting Earth (Recharge 5-6). The lampad commands the earth to attack at a point it can see within 120 feet. All creatures within 20 feet of the point must make a DC 16 Dexterity saving throw, taking 19 (3d12) bludgeoning damage on a failed save, or half as much damage on a successful one. The area is considered difficult terrain.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Boulder Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 11 (2d10) bludgeoning damage.

Weep. The lampad cries. All creatures that can hear it within 30 feet must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls, ability checks, and saving throws for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. If a creature is immune to fear or charm, they are immune to this effect. If this effect ends or on a successful save, they are immune to this lampad's weep.

LARABAY

Larabay are fey with pale blonde hair and feathery parrot-like wings. Their clothing, although minimal, is brightly colored. They have pointy teeth and are often smiling or laughing at some joke.

Capricious Trickster. Larabay like to cause mischief and play pranks. Although it might start innocently, larabay have little sympathy for other creatures, and their pranks can turn deadly. They don't care about how their mischief affects others, just their enjoyment in carrying it out.

Ship Wrecker. Larabay often create illusions for sailing ships, luring them into dangerous waters. Many a ship has been sunk due to a larabay's "joke".

Heart Breaker. Because they can shapeshift into a humanoid form, larabay sometimes infiltrate humanoid settlements. They will work their way into a trusted position before revealing their nature and causing heartbreak and confusion.

Tactics. Most larabay like to create dangerous situations, using *mirage arcana*, *hallucinatory terrain* and other spells to trick others into falls or traps. In engaged in a fight, they fly around the target and pummel them with elemental cone attacks. They will occasionally fly in for a melee attack before dashing away. A larabay will flee if it fears death.



LARABAY

Medium fey (shapechanger), chaotic neutral

Armor Class 16

Hit Points 228 (24d8 + 120)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	21 (+5)	15 (+2)	16 (+3)	18 (+4)

Skills Deception +8, Perception +7, Persuasion +8

Damage Resistances cold, fire, lightning

Senses passive Perception 17

Languages Common, Sylvan

Challenge 11 (7,200 XP)

Change Shape. The larabay can use its action to polymorph into a humanoid or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Casting. The larabay's spellcasting ability is Charisma (Save DC 16, +8 to hit with spell attacks). The larabay can

innately cast the following spells, requiring no material components.

5/day: *gust of wind*

3/day each: *hallucinatory terrain*, *invisibility*, *fog cloud*, *suggestion*

1/day each: *mirage arcana*

ACTIONS

Multiattack. The larabay makes two mischievous rapier attacks.

Befuddling Gaze (Recharge 5-6). The larabay projects a disorienting effect in a 30 foot cone. All creatures that can see in the area must succeed on a DC 16 Wisdom saving throw or be incapacitated until the end of their next turn.

Elemental Cone. The larabay shoots elemental energy in a 30 foot cone. All creatures in the area must succeed on a DC 16 Dexterity saving throw, taking 36 (8d8) cold, fire, or lightning damage (larabay's choice) on a failed save, or half as much damage on a successful one.

Mischievous Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 3 (1d6) psychic damage.

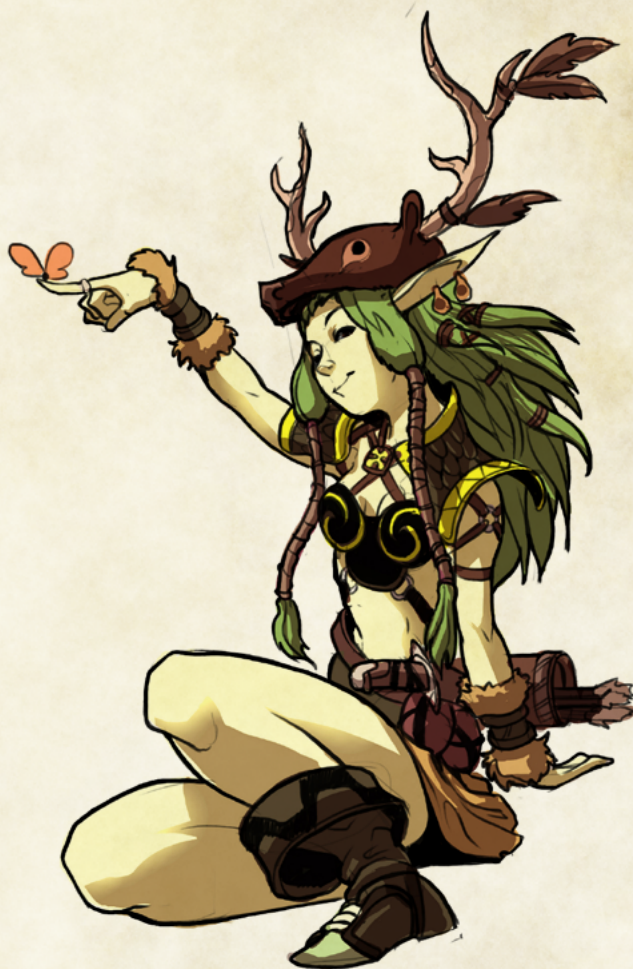
LEANAN SIDHE

A beautiful elf wears brightly colored, flowing clothes and a crown made of twigs.

Patron of the Arts. Leanan sidhe view themselves as patrons of the arts, and bless artists and spellcasters with a boost of inspiration. However, the leanan sidhe slowly feeds off of the life source of those they bless, until the victim falls into obscurity or dies.

Loyal Servants. A leanan sidhe has no need to fight, they always have creatures vying for their affection. Even if they know the danger a leanan sidhe poses, artists still seek them out for their blessing.

Tactics. The leanan sidhe usually has minions that fight on its behalf. The minions aren't usually charmed, they willing serve the fey in hopes of earning its blessing. The leanan sidhe flees if threatened.



LEANAN SIDHE

Medium fey, chaotic neutral

Armor Class 12

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	21 (+5)

Skills Arcana +3, Deception +7, Insight +3, Intimidate +7, Persuasion +7

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses passive Perception 11

Languages Sylvan, all

Challenge 3 (700 XP)

Innate Casting. The leanan sidhe's spellcasting ability is Charisma (Save DC 15, +7 to hit with spell attacks). The leanan sidhe can innately cast the following spells, requiring no material components.

At Will: *bane*, *bless*, *calm emotions*, *dimension door*
3/day: *charm person*

ACTIONS

Blessed Spell (1/Day). One creature the leanan sidhe touches regains expended spell slots with a combined level of 5. A creature can only receive this blessing once per day.

Blessing. The leanan sidhe creates a magical (and cursed) tool set. If attuned to the tool set, all checks made with it have advantage. While attuned to the tool set, the curse prevents you from using any other types of tools. The leanan sidhe can only create one tool kit at a time, and can destroy it at any time as an action at any range.

Change Shape. The leanan sidhe can alter its appearance to look like a humanoid.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Life Drain. When a creature uses a tool created by the leanan sidhe's blessing ability, the fey can drain some of the creature's life force from any distance. The target takes 1d6 necrotic damage, and their hit point maximum is reduced by this amount until the target finishes a long rest. The leanan sidhe regains 5 expended hit points, or gains 5 temporary hit points if already at their hit point maximum. These temporary hit points can stack up to the fey's hit point maximum.

LEPRECHAUN

Leprechauns are small, red haired fey. They like the color green, and wear clothes that match their emerald eyes.

Fun Trickster. Leprechauns are jovial creatures that love a good joke. They get along famously with halflings.

Fan of the Chase. A leprechaun can turn invisible at will, and uses this to play tricks. A favorite tactic is to steal something, and then turn invisible. They reappear periodically in different places to keep the chase going, until finally returning the stolen object.

Gold Hoarder. Leprechauns love gold. They gather and collect gold in big piles, hidden away for safekeeping. Legends state that if you find a piece of gold in the forest and return it to the leprechaun, they will grant you a wish. This is untrue, as leprechauns don't have that power, and is probably a trick to con people into giving leprechauns free gold.

Tactics. Leprechauns usually fight until an opponent is incapacitated or subdued. They like to viciously mock foes, but turn invisible and flee if a fight looks too difficult.



LEPRECHAUN

Small fey, chaotic neutral

Armor Class 13

Hit Points 54 (12d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	14 (+2)	15 (+2)	16 (+3)

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

Senses passive Perception 12

Languages Common, Elvish, Halfling, Sylvan

Challenge 1 (200 XP)

Innate Casting. The leprechaun's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The leprechaun can innately cast the following spells, requiring no material components.

At Will: dancing lights, minor illusion, invisibility (self only), mage hand, prestidigitation, major image

ACTIONS

Rainbow Flash. A rainbow of colors flash in a 15 foot cone originating from the leprechaun. All creatures in the area must succeed on a DC 13 Constitution saving throw or be blinded until the end of the leprechaun's next turn.

Shillelagh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical bludgeoning damage.

Vicious Mockery. One creature the leprechaun can see within 60 feet must succeed on a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and have disadvantage on their first attack roll on their next turn.

LESHAY

Immortal creatures from another universe, leShay are tall and thin with pale skin, white hair, and black eyes. Many leShay look old, but they can change their apparent age at will.

Immortal. LeShay cannot die of old age or disease, they can only be killed. They have existed since before this universe was born, and some say they are the progenitors of elves.

Catastrophic History. LeShay are not originally from this universe. Incredibly old, a calamity destroyed their reality and the survivors fled here. They mention that undoing their past would condemn another reality to the same fate, so they leave the past alone.

Proper Manners. Etiquette and manners are important to leShay. The quickest way to draw their ire is to be rude to them.

Tactics. LeShay rarely initiate combat, preferring to see how a situation develops. With their charming gaze, it is rare for creatures to want to fight a leShay. With an eternity of experience, leShay are skilled tacticians and can read a situation quickly. They fight fiercely, overwhelming foes with a flurry of their custom magical weapons.



LESHAY

Medium fey, any alignment

Armor Class 19

Hit Points 575 (50d8 + 350)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	28 (+9)	24 (+7)	24 (+7)	23 (+6)	30 (+10)

Saves Str +12, Wis +13

Skills Arcana +14, Deception +17, Intimidate +17, Nature +14, Perception +13, Persuasion +17, Stealth +16

Senses darkvision 60 ft., passive Perception 23

Languages all

Challenge 23 (50,000 XP)

Charm Gaze. Any creature the leShay looks at is subjected to a *charm monster* spell. The leShay can choose to suppress this ability, and is immune to their own charm gaze.

Fey Ancestry. The leShay has advantage on saving throws against being charmed, and can't be magically put to sleep.

Immortal. The leShay cannot die of old age or disease, it can only be killed.

Innate Casting. The leShay's spellcasting ability is Charisma (Save DC 25, +17 to hit with spell attacks). The leShay can innately cast the following spells, requiring no material components.

At Will: *alter self*, *detect thoughts*, *blur*, *freedom of movement*, *dispel magic*, *heal*, *greater invisibility*, *speak with plants and animals*, *teleport*, *water breathing*

LeShay Weapons. The leShay can summon magical weapons in its hand as a free action at any time. Each weapon is unique to the leShay and disappears when released.

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

ACTIONS

Multiattack. The leShay makes five weapon attacks.

Charm Gaze. The leShay can use its Charm Gaze.

LeShay Weapon. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) magical slashing damage.

LEGENDARY ACTIONS

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

Attack. The leShay makes a weapon attack.

Move. The leShay moves up to its speed.

LESHII

Leshii are muscular, fur-covered fey with large antlers and glowing red eyes. They can assume the form of other animals, but their eyes remain the same unnatural color.

Wild Nature. Leshii are the personification of the wild, unpredictable aspects of nature. One day they may slaughter someone that cut down a tree, and the other day lead a lost traveler back home.

Favorites. Every once in a while a leshii will form a strong connection to a person. They will not harm this person intentionally and will protect them from danger. This protection does not extend to anyone else, just the one individual.

Animal Fury. Leshii can shapeshift into wild animals, which they use to observe from a distance or destroy their enemies.

Tactics. Unless it wants to kill, a leshii will use its magical powers to convince people to do what it wants. When it needs to fight, it transforms into a wolf or bear. Leshii fight until killed, as nature does not go down without a fight.



LESHII

Medium fey, chaotic neutral

Armor Class 11

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Sylvan

Challenge 2 (450 XP)

Innate Casting. The leshii's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The leshii can innately cast the following spells, requiring no material components.

3/day each: *charm person*, *confusion*, *invisibility (self only)*, *suggestion*

ACTIONS

Multiattack. The leshii makes a club and antler attack.

Transform (Recharges After a Long Rest). The leshii can wild shape into a wolf or brown bear as per the druid's Wild Shape ability.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Antler. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

LUNAR RAVAGER

A lunar ravager is a large fey creature with pale yellow skin. They carry crescent shaped battleaxes and shields with emblazoned moons. Their eyes are dark and have no pupils.

Moonbeam Travels. Lunar ravagers have a connection to the moon, and travel at night. They can ride moonbeams from their hunting lodges to the ground.

Lunar Home. Lunar ravagers dwell on the moon, where little is known about them. Regardless of how celestial bodies move, lunar ravagers tend to prowls specific areas.

Gruesome Trophy. Lunar ravagers collect trophies from anything they kill. They collect the skulls of smaller humanoids, and have no qualms about murdering the helpless.

Tactics. Lunar ravagers underestimate smallfolk, and are often surprised by the power and resolve of heroes. They hate cowardice, but not enough to stay and fight a losing battle. They usually hunt in groups, turning invisible to surround their prey.



LUNAR RAVAGER

Large fey, chaotic evil

Armor Class 17 (studded leather, shield)

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 30 ft. (air walking)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +6, Survival +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Casting. The lunar ravager's spellcasting ability is Wisdom (Save DC 13, +5 to hit with spell attacks). The lunar ravager can innately cast the following spells, requiring no material components.

At Will: *faerie fire*

3/day each: *invisibility (self only)*, *pass without trace*

Moon Rider. The lunar ravager can perform a ritual over the course of 1 minute to cast *teleport* when standing in moonlight.

Moon Scrying. The lunar ravager can see distant areas illuminated by moonlight, as per the *clairvoyance* spell.

Moon Shadow. The lunar ravager has advantage on Dexterity (Stealth) checks at night.

ACTIONS

Multiattack. The lunar ravager makes three weapon attacks.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.



LURKER IN LIGHT

Lurkers in light are small fey with bodies seemingly made of light. Their small frame has four flickering wings.

Hateful Light. Although they look bright and helpful, lurkers in light are evil fey that operate under an alien sense of logic and justice. Unlike most monsters, the closer a lurker in light is to bright light, the harder it is to see. They hate the darkness and the creatures that live in it, but do not be fooled into thinking they are on your side.

Ritual Gate. By performing a ritual and sacrificing humanoids, lurkers in light can create portals. They can create temporary portals to their home or one of

the elemental planes. The more sacrifices made, the longer the gate remains open and the more powerful the creatures that can pass through it.

Light Dust. When killed, a lurker in light's body dissipates into a pile of faintly glowing dust. The dust gives off light like a candle, and lasts for 1d6 days. This dust can damage shadows and other creatures made of darkness like holy water.

Tactics. A lurker in light tries to fight in areas of bright light so that it is invisible. If there is no light available to hide in, it will use flash of light. It then stabs foes that it can reach until they die. The lurker in light will teleport away to safety if it is close to death.

LURKER IN LIGHT

Small fey, neutral evil

Armor Class 14

Hit Points 88 (16d6 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	14 (+2)	16 (+3)	17 (+3)

Condition Immunity blinded

Senses passive Perception 13

Languages Common, Deep Speech, Sylvan

Challenge 3 (700 XP)

Blend with Light. The lurker in light is invisible when in an area of bright light.

Innate Casting. The lurker in light's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The lurker in light can innately cast the following spells, requiring no material components.

At Will: *dancing lights*, *light*

ACTIONS

Flash of Light (Recharge 5-6). The lurker in light creates an explosion of light at a point it can see within 60 feet. All creatures in a 60 foot sphere must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of their turns to end the blinded condition. The area created by this ability is bright light and lasts for up to 1 hour or until the lurker in light uses this ability again or it is dispelled.

Light Step (Recharge 6). The lurker in light teleports up to 500 feet. It must begin and end its teleport in an area of bright light.

Poisoned Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or their Strength is reduced by 1. If a target's Strength is reduced to 0, they die. This reduction lasts until the target finishes a short or long rest.

Radiant Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 9 (2d8) radiant damage.

MAJORDOMO

This well dressed fey carries a golden scepter. The clothes and demeanor are an attempt at distracting from the fey's ugly and misshapen face.

Desire to Rule. A majordomo wishes to rule, but is usually relegated to serving a more powerful fey.

Jealous. A majordomo despises the mortal races, especially those that are better looking than it. It loves to put them into demeaning jobs.

Ugly Touch. When a majordomo is in charge of other creatures, it uses its disfiguring touch as a threat. Displease the majordomo, and it will render you ugly.

Tactics. Majordomo are cowardly creatures that avoid a fight at all costs. They will lie and bargain to keep themselves safe.



MAJORDOMO

Medium fey, neutral evil

Armor Class 14

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	12 (+1)	15 (+2)

Skills Deception +4, Intimidate +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 2 (450 XP)

ACTIONS

Multiattack. The majordomo makes a scepter and dismissive slap attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Dismissive Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or have their Charisma reduced by 1d6 as they gain physical deformities. If the target's Charisma is reduced to 0, they are permanently disfigured until cured by a *greater restoration* spell or similar magic. This reduction to Charisma and non-permanent deformities lasts until the target finishes a long rest.

MALGOREN

A large figure with skin like carved ebony rises from the ground. Its long arms end in sharp claws.

Crystal Caves. Malgoren dwell in caves or underground pockets filled with crystals. They eat crystals for sustenance, but don't eat the crystals in their cave unless it's an emergency.

Hate the Living. Xenophobic and dangerous, malgoren hate all other living creatures and attack them without warning.

Cunning Strength. Although they have a fearsome appearance, malgoren are cunning fighters. The last mistake many make is underestimating a malgoren.

Tactics. A malgoren will attack any living creature it sees, but it fights tactically. It will attack the most vulnerable enemies first, using earth glide to move safely and *darkness* to block line of sight.



MALGOREN

Large fey, lawful evil

Armor Class 16 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6, Survival +3

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 13

Languages Sylvan, Terran

Challenge 8 (3,900 XP)

Earth Glide. The malgoren can burrow through nonmagical, unworked earth and stone. While doing so, the malgoren doesn't disturb the material it moves through.

Innate Casting. The malgoren can innately cast the following spells, requiring no material components.

At Will: *darkness*

ACTIONS

Multiattack. The malgoren uses Frightful Presence and makes two claw attacks.

Frightful Presence. Each creature of the malgoren's choice that is within 30 ft. of the malgoren and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the malgoren's Frightful Presence for the next 24 hours.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and if the target is a Large or smaller creature it is grappled (escape DC 18). The malgoren can have one creature grappled at a time.

MIMI

This tiny creature looks like a miniature elf with bee-like wings. It dresses in colorful clothes and carries a short sword in a scabbard on its back.

Cold Trickster. Mimi live in cold forests and fields. They love to play games and pranks. Good natured, their pranks are always harmless, and usually involve throwing snowballs or putting snow in someone's clothes.

Lend Aid. Mimi are happy to help others in need, especially if they've helped other mimi before. Mimi will avoid evil or vicious creatures.

Naturally Cold. Mimi can lower the temperature around them. While often used for pranks, they can lower the temperature to subzero ranges and cause harm with it.

Tactics. Mimi avoid combat. If forced into a fight, they lower the temperature until it begins harming their foe. They stay at range with cold blasts, but won't hesitate to fight in melee. Groups of mimi work well together.



MIMI

Tiny fey, neutral good

Armor Class 14

Hit Points 45 (10d4 + 20)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	14 (+2)	15 (+2)	13 (+1)	14 (+2)

Damage Vulnerabilities fire

Damage Immunities cold

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Lower Temperature. The mimi can lower the temperature within 20 feet of itself as a free action. If lowered enough, it can cause 3 (1d6) cold damage to any creature that starts its turn in the area.

ACTIONS

Cold Blast (Recharge 5-6). The mimi creates a 15 foot cone of cold energy. All creatures in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Invisibility. The mimi magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the mimi wears or carries is invisible with it.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

MITE

Mites are ugly creatures with large, puffy blue heads.

Notoriously Ugly. Mites are so ugly that even goblins make fun of their appearance. Mites feel self-conscious about their appearance, and slowly build up anger over time.

Grudge. Mites allow their anger to build up until it finally overrides their natural cowardice. They go on murder sprees until they are put down.

Spider Rider. Mites have a natural affinity for communicating with vermin, especially spiders. Mites often make use of spiders as mounts.

Tactics. Unless on a murder spree, mites are cowardly and flee. Otherwise, a murderous mite attacks until killed. It will use Dooming Glare at a foe and focus attacks on them.



MITE

Tiny fey, lawful evil

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	8 (-1)	13 (+1)	8 (-1)

Skills Animal Handling +3, Sleight of Hand +3, Stealth +3

Senses passive Perception 11

Languages Undercommon

Challenge 1/8 (25 XP)

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

Vermin Empathy. The mite can communicate with vermin, and they are not automatically hostile to mites.

ACTIONS

Dooming Glare. One creature the mite can see within 60 feet must succeed on a DC 11 Wisdom saving throw or have disadvantage on attack rolls for the next minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

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

MOCKINGFEY

These creatures have the body of a parrot and the head of a humanoid.

Mockery. Mockingfey love to mimic and mock other creatures. When they see an intelligent creature, they will perch on their shoulder and shift into a miniature version of them.

Gibberish. Mockingfey can mimic the voice of other creatures, but only speak in gibbering. They refuse to speak normally, conveying their intent through gestures and dance.

Illusionist Ally. Although they can be annoying, mockingfey are friendly companions if treated well. Illusionists like to utilize them as familiars.

Tactics. Mockingfey will generally attempt to flee a fight, using their daze attack as they escape.

Variant: Mockingfey Familiar

A mockingfey can be summoned as a familiar through the *find familiar* spell by a warlock with the Pact of the Chain feature or a spellcaster with a fey connection.

Familiar. The mockingfey can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the mockingfey senses as long as they are within 1 mile of each other. At any time and for any reason, the mockingfey can end its service as a familiar, ending the telepathic bond.

MOCKINGFEY

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	7 (-2)	12 (+1)	13 (+1)

Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Mock. As an action the mockingfey can copy the appearance of a creature it can see, but the fey stays its normal size.

ACTIONS

Daze. One creature the mockingfey can see within 30 feet must succeed on a DC 11 Wisdom saving throw or have disadvantage on their next attack roll.

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

MORGODEA

Morgodea are an evil union of fey and vermin. They appear like a humanoid covered in old rags and surrounded by a swarm of cockroaches. The rags are actually layers of flaps that hide the cockroaches.

Jelly. Morgodea naturally produce a jelly substance from pores in their body. The jelly acts as a food source for its vermin swarm, and causes euphoric hallucinations in humanoids. The jelly is addictive, and users are easily influenced by the morgodea.

Cycle of Life. Morgodea usually live in populated cities underground. They lure people with their jelly, and then consume them when hungry. To reproduce, a morgodea inserts an egg in the body of a comatose humanoid. A few days later, the egg hatches into a larva, which burrows into the victims brain, eats it, and merges with the body. While this happens, a pheromone is released that draws the cockroach swarm to it. After a month, the body has morphed into that of a full-grown morgodea.

Illicit Merchant. When a morgodea sets up a lair in a city, it begins selling its jelly or infecting others with it. As the customers become addicted, it uses them as thralls to spread the jelly further, and become food for the morgodea.

Tactics. The morgodea usually has drugged thralls that willingly fight on its behalf. The cockroach swarm attacks any creatures near it, while the morgodea tries to inject an enemy with jelly until they can be mind controlled.



MORGODEA

Medium fey, chaotic evil

Armor Class 14

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	8 (-1)	12 (+1)	15 (+2)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 2 (450 XP)

Cockroach Aura. Any creature that starts its turn within 5 feet of the morgodea takes 3 (1d6) piercing damage and must make the saving throw against Morgodean Jelly. If the morgodea takes damage from an area of effect ability, this ability is suppressed for 1d4 rounds.

Cockroach Empathy. The morgodea can speak to and be understood by cockroaches.

Hive Mind. The morgodea is immune to any spells or effects that control minds.

Morgodean Jelly. The morgodea produces a clear, addictive jelly. If consumed by a creature, they must succeed on a DC 15 Constitution saving throw or become addicted to it. On a successful saving throw, they are immune to Morgodean Jelly for the next 24 hours. While addicted, the morgodean can issue commands to the target as per the *suggestion* spell. If the target is within 60 feet of the morgodean, they have disadvantage on the saving throw.

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

ACTIONS

Multiattack. The morgodea makes two stinger attacks.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a saving throw against Morgodean Jelly.

MURDERJACK

These frightful creatures are roughly the size of an elf, but are almost skeletal. Instead of eyes or a mouth, their face has rough slashes that light shines through. Their hands end in serrated claws.

Macabre Killer. Murderjacks find glee in torture and murder. They pick creatures that can't fight back, torturing them until the brink of death and then bringing them back to life. Once the victim breaks and the fun ends, the murderjacks rip them to pieces and strew their parts across the city or forest.

No Honor. Murderjacks travel in packs, looking for victims. They ignore anyone that is too difficult.

Tactics. A murderjack is opportunistic, and will only attack when victory seems sure. They can run quickly, so they escape when badly wounded.



MURDERJACK

Medium fey, neutral evil

Armor Class 14 (leather armor)

Hit Points 127 (15d8 + 60)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	15 (+2)	13 (+1)	22 (+6)

Skills Deception +9, Perception +4, Stealth +6, Survival +4

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Sneak Attack (1/Turn). The murderjack deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the murderjack that isn't incapacitated and the murderjack doesn't have disadvantage on the attack roll.

Sudden Lunge. The murderjack can Dash as a bonus action.

ACTIONS

Multiattack. The murderjack uses Frightful Presence and makes two razor claw attacks.

Frightful Presence. Each creature of the murderjack's choice that is within 30 ft. of the murderjack and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the murderjack's Frightful Presence for the next 24 hours.

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

MUSE

This beautiful humanoid moves with grace and beauty. When it speaks, its voice is crystal clear.

Muse. These fey are the embodiment of artistic inspiration. They inspire artists to create beautiful works of art.

Thunderous Voice. Muses inspire all forms of art, but they have a personal affinity for song. A muse can manipulate sound waves into a powerful force.

Ultimate Bard. Muses are considered the first bards. Their powerful abilities inspired others to follow in their footsteps, leading to performers with magical abilities.

Tactics. The muse will have *foresight* cast on itself. It then disables or compels enemies with its spells. The muse will rarely fight to kill, generally leaving enemies subdued and confused.



MUSE

Medium fey, chaotic good

Armor Class 15 (18 with Sonic Armor)

Hit Points 161 (17d8 + 85)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	20 (+5)	23 (+6)	14 (+2)	28 (+9)

Saves Str +6, Wis +6

Skills All tools (+13), Arcana +10, History +10, Nature +10, Religion +10, Perception +6, Performance (All) +13, Stealth +9

Damage Immunities thunder

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses blindsight 120 ft., passive Perception 16

Languages all, telepathy 100 ft.

Challenge 11 (7,200 XP)

Inspiration. As a bonus action, the muse can inspire itself or an ally within 60 feet. The target gets a 1d12 inspiration bonus die that it can use on an ability check, attack roll, or saving throw that it makes within the next 10 minutes. Each creature can only have one inspiration die at a time.

Muse of Art. The muse has advantage on all ability checks to perform or create something.

Sonic Armor. The muse has a +3 bonus to AC as long as it isn't deafened.

Spellcasting. The muse is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The muse has the following bard spells prepared: .

Cantrips (at will): *vicious mockery* (4d4), *prestidigitation*, *minor illusion*, *dancing lights*

1st level (4 slots): *thunderwave*, *hideous laughter*, *heroism*

2nd level (2 slots): *silence*, *enhance ability*

3rd level (3 slots): *dispel magic*, *sending*, *major image*

4th level (3 slots): *compulsion*

5th level (2 slots): *legend lore*, *dream*

6th level (1 slot): *irresistible dance*

7th level (1 slot): *project image*

8th level (1 slots): *glibness*

9th level (1 slots): *foresight*

ACTIONS

Sonic Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 14 (4d6) thunder damage.

NAIAD (RACE)

Racial Traits

Naiad share certain traits as a result of their fey heritage.

- **Ability Score Increase.** Your Charisma score increases by 1, and your Wisdom score increases by 1.
- **Age.** Naiad mature and age at the same rate as humans do.
- **Alignment.** Naiad have a fey parent or ancestry, which gives them a chaotic nature. However, their aquatic nature and healing abilities often put them on the path of good.
- **Size.** Naiad are generally built like humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Swimming.** You have a swim speed of 30 feet.
- **Aquatic Body.** You have resistance to fire damage, but vulnerability to lightning damage.
- **Amphibious.** You can breathe both air and water.
- **Water Magic.** You know the *shape water* cantrip. When you reach 3rd level, you can cast *cure wounds* once with this trait, and you regain the ability to cast it this way when you finish a long rest. You cast *cure wounds* at a level equal to your proficiency modifier. Charisma is your spellcasting ability for these spells.
- **Languages.** You can speak, read, and write Common and Primordial.

Naiad look like humanoid water elementals, but are actually fey. Their skin looks like water, and their hair ripples like waves.

Freshwater Protector. Naiad are protectors of sources of water like ponds, rivers, and lakes. Some naiad live a stationary life near their home, while others explore the world, drawn to new sources of freshwater.

Nymph Bloodline. Naiad share similarities with water genasi, but they have different bloodlines. Naiad are the offspring of a nymph and a humanoid, and they possess the nymph's affinity to water.

Water Body. A naiad's skin looks like water, but is a solid substance. If they become dehydrated, their skin begins to look drier

Tactics. A naiad usually takes a supportive role in combat, healing and inspiring allies.

NAIAD

Medium fey, neutral good

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	17 (+3)

Skills Athletics +0, Nature +3

Damage Resistances fire

Senses passive Perception 10

Languages Common, Aquan, Sylvan

Challenge 1/2 (100 XP)

Amphibious. The naiad can breathe air and water.

Inspire. As a bonus action, the naiad can grant an ally within 60 feet a 1d6 bonus on their next attack roll, ability check, or saving throw.

Innate Casting. The naiad can innately cast the following spells, requiring no material components.

At Will: *shape water*

ACTIONS

Cure Wounds (Recharge 5-6). One creature the naiad touches regains 7 (1d8 + 3) hit points.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage if used with two hands.



BrNlee

NAT, EINSAUNG

Nat are lesser spirits that dwell in warm forest areas. They resemble humanoids with brightly colored skin, long black hair, and sharp claws.

Einsaung are small and squat, and have orange reddish skin.

Shy Fey. The smallest of the nat, einsaung are shy and avoid contact with others.

House Spirit. Einsaung live in the houses of residents that leave food for them. In return, the einsaung provides small blessings and advice (written on paper of course. They're shy, remember?)

Spirit Home. Although they inhabit houses, their true home is in the spirit world. They live in small pocket dimensions that allow them to travel between the two easily.

Tactics. As a shy creature, the einsaung avoids combat. If its house is threatened, it uses magic to drive off intruders.

NAT, EINSAUNG

Small fey, chaotic good

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Skills Stealth +5

Damage Resistances fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Spirit

Challenge 1/8 (25 XP)

Disease Immunity. The nat is immune to diseases.

Innate Casting. The nat's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The nat can innately cast the following spells, requiring no material components.

At Will: *comprehend languages*, *detect thoughts*, *dream*, *ethereal jaunt* (self only), *invisibility* (self only), *levitate*, *passwall*, *animal friendship*, *shield of faith*, *magic circle*, *polymorph* (self only)

1/day: *divination*, *lesser restoration*

1/week: *dispel magic*

ACTIONS

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

NAT, HKUM YENG

Hkum yeng are taller than einsaung but are much stockier. They have an earthy yellow skin tone.

Village Spirit. Like einsaung, hkum yeng pick an entire village that they live in and watch over. They are not as shy as their shorter brethren, but still dwell in the spirit realm.

Elemental Control. Hkum yeng have control over simple elemental forces, typically fire. They use this to drive off enemies.

Tactics. Hkum yeng attack from a distance with elemental magic, before closing in with their claws and fear aura. They will fight to the death if protecting their village.

NAT, HKUM YENG

Medium fey, neutral

Armor Class 11

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	9 (-1)	10 (+0)	13 (+1)

Skills Stealth +3

Damage Resistances fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Spirit

Challenge 2 (450 XP)

Disease Immunity. The nat is immune to diseases.

Fear Aura. A creature that starts its turn within 10 feet of the nat must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. When the effect ends or on a

successful save, the target is immune to the nat's Fear Aura for the next 24 hours.

Innate Casting. The nat's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The nat can innately cast the following spells, requiring no material components.

At Will: *comprehend languages, detect thoughts, dream, ethereal jaunt (self only), invisibility (self only), levitate, passwall, animal friendship, shield of faith, bane, dispel magic, purify food/drink, conjure woodland beings*

1/day: *remove curse*

ACTIONS

Multiattack. The nat makes two claw attacks.

Fireball (Recharge 5-6). The nat fires a fireball at a point it can see within 120 feet. All creatures within 20 feet of the point must make a DC 11 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Bolt. *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

NAT, LU

Lu are the tallest of the nat, standing nearly 6 feet tall with blue skin.

Graveyard Spirit. Lu live in graveyards, but are not nice spirits. They attack anyone that comes close, but can be calmed with gifts of food.

Bearer of Disease. Lu cause sickness in living creatures near them. Immune to disease themselves, lu are typically very dirty.

Misery. Lu get a thrill from making other people miserable. If avoided for too long, they relocate so they can pester more people.

Tactics. The lu will hinder enemies with magic while invisible. They like to attack at close range where their disease aura can weaken their foes.

NAT, LU

Medium fey, chaotic evil

Armor Class 11

Hit Points 44 (8d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	11 (+0)

Skills Intimidate +2, Stealth +3

Damage Resistances fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Spirit

Challenge 1/2 (100 XP)

Disease Immunity. The nat is immune to diseases.

Disease Aura. A creature that starts its turn within 5 feet of the nat must succeed on a DC 11 Constitution saving throw or

become infected with a disease and have their hit point maximum reduced by 1d6. After each long rest the target's hit point maximum is reduced by another 1d6. This disease can only be cured by a *lesser restoration* spell or similar magic. If a creature succeeds on the saving throw, they are immune to the Disease Aura of all nat for the next 24 hours.

Innate Casting. The nat's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The nat can innately cast the following spells, requiring no material components.

At Will: *comprehend languages*, *detect thoughts*, *dream*, *ethereal jaunt (self only)*, *invisibility (self only)*, *levitate*, *passwall*, *animal friendship*, *shield of faith*
3/day: *stinking cloud*

ACTIONS

Multiattack. The nat makes two attacks.

Fire Shuriken. Ranged Spell Attack: +2 to hit, range 120 ft., one target. Hit: 5 (1d10) fire damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

NATURE SPIRIT, LARGE

A nature spirit inhabits an element of nature, much like a dryad inhabits a tree. They appear as elementals or attractive humanoids.

Elemental Nature. Nature spirits are closely tied to elementals, although their essence is a fey spirit. Their personalities tend to mimic that of an elemental of the same nature.

Dual Nature. Each nature spirit has an aspect that represents the nurturing parts of nature, and the other represents its savage nature. These aspects usually exist in harmony, but they can become unaligned to disastrous results.

Bigger and Better. Bigger nature spirits can inhabit bigger parts of nature, and by extension are stronger.

Tactics. A nature spirit can easily avoid combat by turning invisible or moving to the spirit world. If angered or in a fight, it unleashes its elemental powers and fights until slain.

NATURE SPIRIT, LARGE

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 156 (24d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	17 (+3)	18 (+4)	19 (+4)

Skills Nature +6

Damage Resistances see elemental nature

Senses passive Perception 14

Languages Common, Spirit

Challenge 5 (1,800 XP)

Change Shape. The nature spirit can use its action to polymorph into a large humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Elemental Nature. The nature spirit gains resistances based on their elemental nature; acid for earth, fire for fire, cold for water, and lightning for air.

Innate Casting. The nature spirit's spellcasting ability is Charisma (Save DC 15, +7 to hit with spell attacks). The nature spirit can innately cast the following spells, requiring no material components.

At Will: *detect evil and good*, *detect magic*, *invisibility (self only)*, *plane shift (material plane and spirit world)*

ACTIONS

Multiattack. The nature spirit makes two weapon or spell attacks.

Elemental Fury (Recharge 5-6). The nature spirit manifests its elemental nature at a point it can see within 60 feet. All creatures within 10 feet of the point must make a DC 15 Dexterity saving throw, taking 18 (4d8) damage of the nature spirit's elemental nature.

Elemental Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) damage of the nature spirit's elemental nature.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.



NATURE SPIRIT, MEDIUM

Medium fey, neutral

Armor Class 13

Hit Points 85 (19d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	14 (+2)	16 (+3)	17 (+3)

Skills Nature +4

Damage Resistances see elemental nature

Senses passive Perception 13

Languages Common, Spirit

Challenge 2 (450 XP)

Change Shape. The nature spirit can use its action to polymorph into a Medium humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Elemental Nature. The nature spirit gains resistances based on their elemental nature; acid for earth, fire for fire, cold for water, and lightning for air.

Innate Casting. The nature spirit's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The nature spirit can innately cast the following spells, requiring no material components.

At Will: *detect evil and good*, *detect magic*, *invisibility (self only)*, *plane shift (material plane and spirit world)*

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

NATURE SPIRIT, SMALL

Small fey, neutral

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	9 (-1)	10 (+0)	11 (+0)

Skills Nature +1

Damage Resistances see elemental nature

Senses passive Perception 10

Languages Common, Spirit

Challenge 1/4 (50 XP)

Change Shape. The nature spirit can use its action to polymorph into a Small humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Elemental Nature. The nature spirit gains resistances based on their elemental nature; acid for earth, fire for fire, cold for water, and lightning for air.

Innate Casting. The nature spirit's spellcasting ability is Charisma (Save DC 10, +2 to hit with spell attacks). The nature spirit can innately cast the following spells, requiring no material components.

At Will: *detect evil and good*, *detect magic*, *invisibility (self only)*, *plane shift (material plane and spirit world)*

ACTIONS

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

NEREID

This beautiful elf has long, dark hair and flawless skin. It is completely naked except for a small wet towel.

Drowning Death. These fey are attractive creatures, but their beguiling aura makes them even more appealing. The kiss of a nereid means death, as the recipient begins drowning as their lungs fill with water.

Just...Naked... All the Time. Nereid carry only a small towel with them, but prefer to be naked. They feel constrained in clothes, and find humor when other creatures are uncomfortable with their nakedness.

Water Nymph. Nereid are not tied to a specific body of water, but they still prefer to spend most of their time in one. Their natural magic is connected to water, and they can control it at will.

Tactics. A nereid will prefer to beguile an enemy and give them a drowning kiss. If a fight breaks out, they summon a water elemental as a guardian, and hide underwater while invisible. They will then suggest that a weak willed opponent kiss them or remain on the sidelines. If a nereid is badly injured, it will flee into the nearest large body of water.



NEREID

Medium fey, chaotic neutral

Armor Class 16

Hit Points 209 (22d8 + 110)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	22 (+6)	20 (+5)	14 (+2)	18 (+4)	26 (+8)

Skills Deception +12, Insight +8, Performance (Singing) +12

Damage Immunities cold

Senses passive Perception 14

Languages Common, Aquan, Sylvan

Challenge 10 (5,900 XP)

Amphibious. The nereid can breathe air and water.

Beguiling Aura. Any creature that would be attracted to the nereid, can see it, and is within 30 feet must succeed on a DC 20 Wisdom saving throw or be charmed by the nereid for 1 minute. While charmed, the target will not hurt the nereid and spends its turn moving toward it. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. On a successful saving throw or

when the charmed condition ends, the target is immune to the beguiling aura of this nereid for the next 24 hours.

Innate Casting. The nereid's spellcasting ability is Charisma (Save DC 20, +12 to hit with spell attacks). The nereid can innately cast the following spells, requiring no material components.

At Will: *shape water*, *suggestion*

Transparency. While underwater, the nereid is invisible.

ACTIONS

Summon Water Elemental (Recharges After a Short Rest). The nereid summons a water elemental at a point it can see within 30 feet. The elemental lasts until the nereid finishes a short rest.

Drowning Kiss. The nereid kisses one charmed or willing creature. They begin drowning and must succeed on a DC 18 Constitution saving throw or gain one level of exhaustion. They can repeat the saving throw at the end of each of their turns, no longer drowning on a successful save or gaining another level of exhaustion on a failed save. The kiss does not count as a hostile action for a charmed creature.

Poison Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) poison damage.

NISP

This creature's grey skin is slick and rubbery. Its feet and hands are webbed, and it has sharp pointy teeth.

Water Hunter. Nisps are aquatic creatures that can survive on land for short periods of time. They are vicious hunters, and attack anything they think they can kill and eat.

Self-Aware Idiot. Nisps are not smart, but are wise enough to know that they're not smart. This causes irritability and confusion, and when it begins to give the nisp a headache, they can unleash a psychic wave that confuses others.

Inquisitive. Nisps are curious creatures, and like to prod and poke at things to figure out how they work. For people, this usually means getting pulled apart by a nisp piece by piece.

Tactics. Nisps are hunters, and avoid large or dangerous prey. They begin with a confusion attack to weaken someone, and then attack the same target in an attempt to rend them. They flee if badly injured.



NISP

Large fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 162 (8d10 + 91)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	24 (+7)	5 (-3)	11 (+0)	10 (+0)

Skills Insight +3, Perception +3, Stealth +4

Senses passive Perception 13

Languages Aquan

Challenge 7 (2,900 XP)

Keen Scent. The nisp has advantage on Wisdom (Perception) checks that rely on smell.

Rend. If the nisp hits the same target with two claw attacks in the same turn, it can Bite as a bonus action.

Water Dependent. The nisp can survive out of water for 20 minutes before it starts drowning

ACTIONS

Multiattack. The nisp makes two claw attacks.

Confusion. One creature the nisp can see within 90 feet of it must succeed on a DC 11 Wisdom saving throw or be confused for 1 minute. While confused, on each of its turns the target must choose between having disadvantage on weapon attacks and require a DC 11 Wisdom saving throw before casting a spell, or grant advantage on all attacks against. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

NIXIE

Nixie are aquatic fey with gills, webbed hands and feet, and gills. They adorn their clothing with seashells and starfish.

Water Guardians. Nixie live in idyllic rivers, lakes, and springs. They are happy, carefree creatures that protect their homes from predators and malicious humanoids.

Underwater Labor. Nixie can magically charm creatures. They either do this to turn someone away from their homes, or get them to perform some quick labor. A nixie can grant creatures the ability to breathe underwater.

Secret Kingdom. Legends hold that there is a secret kingdom of nixies hidden away in a lake. No one has found this secret kingdom yet, and nixies refuse to speak about it.

Tactics. A nixie prefers to avoid combat, using charm person to turn attackers away.

NIXIE

Small fey, neutral

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	16 (+3)

Senses passive Perception 11

Languages Aquan, Sylvan

Challenge 1/4 (50 XP)

Amphibious. The nixie can breathe air and water.

Water Breathing Blessing. The nixie can grant a creature the ability to breathe in water for the next 24 hours.

ACTIONS

Charm Person (Recharge 5-6). One creature the nisp can see within 30 feet must succeed on a DC 13 Wisdom saving throw or be charmed by the nisp for 1 hour or until the nisp or its companions does something harmful to the target. The nisp can only have one target charmed at a time. The charmed target regards the nisp as a friendly acquaintance.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



NORN

This tall woman has long, blonde hair. She carries an oversized pair of shears.

Protector of Destiny. A norn is the physical manifestation of fate and destiny. They were created personally by the gods to protect the world from reality warping threats. If something begins distorting the strands of fate, the norns will intervene with a ruthlessness that only an immortal watcher possesses.

String of Fate. A norn sees the world differently than a mortal. The entire world, all of reality, is a series of strings in an infinite tapestry to them. They can see the individual strings that make up a person's being, and manipulate it with a touch. The shears of a norn are able to cut these strings, removing a creature from the weave entirely.

Tactics. A norn fights ruthlessly and intelligently, susceptible only to things that do not have a string they can snip, or that somehow avoided their sight. A norn will snip the thread and use their shears if possible, focusing attacks on one creature. A norn knows that once a creature is reduced to 0 hit points by their shears, they are immediately dead. They will Manifest Threads to keep a melee attacker from approaching, and will either Pull the Thread on enemies at range or use shears on one within melee range. A norn will selectively use their Thread of Fate ability. If they can use it defensively, they will try to turn a hit into a miss. However, if they believe they could kill a creature with one more attack, and miss, they might use it to ensure a kill.



NORN

Large fey, lawful neutral

Armor Class 19 (foresight)

Hit Points 290 (20d10 + 180)

Speed 30 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	28 (+9)	21 (+5)	24 (+7)	28 (+9)

Skills Arcana +12, History +12, Insight +14, Nature +12, Perception +14, Religion +12

Damage Immunities cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Damage Resistances acid, fire, lightning

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 24

Languages all

Challenge 22 (41,000 XP)

Change Shape. The norn can use its action to polymorph into a humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Foresight. The norn can't be surprised, and can add its Wisdom modifier to its AC.

Innate Casting. The norn's spellcasting ability is Charisma (Save DC 24, +16 to hit with spell attacks). The norn can innately cast the following spells, requiring no material components.

At Will: *bestow curse*, *divination*, *dispel magic*, *geas*, *phantasmal killer* (4d10)

1/day each: *power word kill*, *maze*, *weird*

Legendary Resistance (3/Day). When the norn fails a saving throw, it can choose to succeed instead.

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

Mind of the Future. The norn is immune to effects that would sense or detect thoughts, emotions, and other divining effects.

ACTIONS

Multiattack. The norn makes two Shears attacks.

Snip The Thread (Recharge 5-6). The norn snips the thread of one creature within 120 of it. The target must succeed on a DC 24 Constitution saving throw, taking 70 (20d6) necrotic damage on a failed save, or half as much damage on a successful one. If a creature is reduced to 0 hit points by this ability, they are dead and can only be revived by a *wish* spell or divine intervention. This is a death effect.

Shears. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Thread of Fate. The norn can grant a reroll to a d20 roll just make, and pick whichever number it chooses.

LEGENDARY ACTIONS

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

Shears. The norn makes a Shears attack.

Manifest Threads. One creature within 120 feet must succeed on a DC 24 Dexterity saving throw or be restrained in the threads of fate. The target can use an action to attempt a new saving throw to break free. The threads can be broken by attacking them, dealing at least 20 points of damage to them. If the threads are attacked, 1 random ally takes the same amount of damage.

Pull Thread. One creature within 120 feet must make a DC 24 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NUCKELAVEE

A horseman carrying a double bladed sword gallops toward you, both rider and horse without skin and showing exposed musculature. As it comes closer, you realize that the horse and rider are one creature, a humanoid torso rising from the horse's back.

Manifestation of Filth. Nuckelavees are the embodiment of pollution and filth. They seek vengeance against those that introduce pollution into the world, but also spread it themselves. A nuckelavee loves nothing more than to watch the living choke and slowly die from its corruption.

Spontaneous Creation. No one knows how a nuckelavee is created, and they do not reproduce. They seem to sprout into existence when enough pollution fills an area. They are most commonly found in coastal regions or filthy swamps. A nuckelavee will remain hidden in an underwater cave until it senses harm being done to its home.

Disease Carrier. Nuckelavees are infected with a disease called mortasheen. This disease slowly kills

those infected, and it is contagious. Although nuckelavees enjoy killing whatever they find, they sometimes leave survivors infected with the disease so that they continue to infect others.

Tactics. A nuckelavee will open up combat with a trample, getting close to a group of enemies. It then uses Foul Breath on as many creatures as possible. Nuckelavee will target noncombatants, and flee only if badly wounded and they believe they can make an escape. Otherwise, they attack wildly and attempt to infect as many creatures with disease as possible.



NUCKELAVEE

Large fey, neutral evil

Armor Class 16

Hit Points 126 (16d10 + 96)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	13 (+1)	17 (+3)	20 (+5)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Deep Speech, Sylvan

Challenge 9 (5,000 XP)

Amphibious. The nuckelavee can breathe air and water.

Mortasheen Disease. A creature must succeed on a DC 18 Constitution saving throw or have their hit point maximum reduced by 1d6. After reach long rest, the target must repeat the saving throw, reducing their hit point maximum by another 1d6 on a failed save. On a successful saving throw, the disease is cured but the hit point reduction isn't restored until after the next long rest.

Trample. If the nuckelavee moves at least 30 ft. straight toward a target and then hits it with a double sword attack on the same turn, the target must succeed on a DC 18 Strength

saving throw or be knocked prone. The nuckelavee can make a hoof attack against the prone creature as a bonus action.

ACTIONS

Multiattack. The nuckelavee uses Frightful Presence and makes two weapon attacks.

Foul Breath (Recharge 5-6). The nuckelavee exhales its foul breath in a 60 foot cone. All creatures in the area must make a DC 18 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. A target that fails this saving throw must immediately make a saving throw against Mortasheen Disease.

Frightful Presence. Each creature of the nuckelavee's choice that is within 30 ft. of the nuckelavee it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nuckelavee's Frightful Presence for the next 24 hours.

Double Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Hoof. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

NYMPH

The nymph is among the most beautiful fey, with beauty so radiant that it can blind.

Sought After. Many pursue nymphs because of their legendary beauty. Nymphs are well used to these stalkers, and easily turn them away. If a stalker turns violent, however, nymphs are very effecting at putting them down like rabid dogs.

It's Hard Being Pretty. Every nymph has their own hopes and dreams, but have a hard time pursing them. They are often seen as one-dimensional creatures, just the embodiment of beauty. While nymphs are happy to use their looks to their advantage, they tend to grow annoyed with it's all others focus on. Can't you just see the fey beneath the beauty?

Inspiring Token. When a nymph is treated with respect, they can grant a small token as a reward. This is often a small trinket they have, or a lock of hair.

Tactics. Nymphs avoid combat unless threatened by a stalker. When that happens, they ruthlessly attack them with all of their abilities until dead. Otherwise, a nymph will hope to blind enemies and then escape.



NYMPH

Medium fey, chaotic good

Armor Class 12

Hit Points 88 (16d8 + 16)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	24 (+7)

Skills Insight +5, Persuasion +9

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Amphibious. The nymph can breathe air and water.

Blinding Beauty. Creatures within 30 feet of the nymph that can see it must succeed on a DC 17 Constitution saving throw at the start of their turn or be blinded for 1 minute. A creature blinded by this ability can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If the saving throw fails by 5+, the target is instead blinded for 1 hour and doesn't get a save to end it early. The nymph can suppress this ability.

Inspire (1/Day). The nymph can grant a token to a creature. A creature with a token gains a 1d4 bonus to attack rolls, ability checks, and saving throws for the next 24 hours.

ACTIONS

Stunning Beauty (Recharge 5-6). One creature not blinded within 30 feet must succeed on a DC 17 Wisdom saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

Charm. The nymph targets one humanoid it can see within 30 ft. of it. If the target can see the nymph, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the nymph. The charmed target 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.

Each time the nymph or its companions 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 is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Water Bolt. Ranged Spell Attack: +4 to hit, range 30/60 ft., one target. **Hit:** 16 (3d10) bludgeoning damage.

OAKMAN

This old creature has wrinkled bark as skin. Messy moss or leaves forms its hair, and it has a long wooden nose.

Oak Spirit. Oakmen are the spirits of oak trees, and are bound to a specific tree. Most oakmen are bound to older trees, and have the personality of a cantankerous old man. They sit in their tree branches and heckle those that pass by. Some legends state that oakmen are the male version of dryads. However, the existence of male dryads proves this false.

Sedentary. Oakmen spend most of their time by their tree and rarely venture far from it. An oakman is hard to rouse into action, but it will do so to defend its forest.

Tree Travel. Oakmen can open portals between two trees, allowing others to instantly pass between the two. Because of their cranky nature, oakmen rarely offer this service to others.

Tactics. Oakmen are surprising scrappy. They prefer to fling acorns at their foes from the safety of a tree branch, but will flee if injured too much. If an oakman feels its tree being damaged, it will fight to the death to protect it.



OAKMAN

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	11 (+0)	15 (+2)	14 (+2)

Damage Vulnerabilities fire

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Tree Stride. Once on its turn, the oakman can use 10 ft. of its movement to step magically into one living tree within reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Tree Dependent. Each oakman is bound to a specific tree. The oakman must remain within 1 mile of its bound tree or it gains a level of exhaustion for every 24 hours that pass outside of this range. The exhaustion doesn't recover until the oakman is back within range.

Goodberry. The oakman can cast the *goodberry* spell at will.

ACTIONS

Branch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Acorn. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

OCEAN STRIDER

A towering creature that looks like a humanoid orca walks across the ocean's surface. It carries a trident and wears scale armor over its rubbery black and white skin.

Ocean Keeper. Ocean striders protect the ocean from anyone that would travel upon it that is not a natural inhabitant. They are extremely adamant in their duty.

Negotiate. Ocean striders are not unreasonable. When they see someone traveling on the water, they make their presence known and give them the opportunity to turn around. They can also be negotiated with, if they believe the travelers will keep the ocean clean and not damage it.

Ship Sinker. Few sail without an ocean strider's permission, but those that do find their ship quickly destroyed and sunk by the ocean strider.

Tactics. An ocean strider usually fights creatures on ships, so it tries to knock them off the boat by ramming it or using a tidal wave. They alternate between standing on the ocean's surface or swimming beneath it. When angered, they create a storm and summon lighting on their foes. They tend to ignore those that don't fight, neither helping nor hurting them.



OCEAN STRIDER

Huge fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 315 (30d12 + 120)

Speed 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	18 (+4)	16 (+3)	22 (+6)	14 (+2)

Saves Dex +7

Skills Intimidate +8, Nature +9, Perception +12

Senses passive Perception 22

Languages Common, Elvish, Sylvan

Challenge 17 (18,000 XP)

Amphibious. The ocean strider can breathe air and water.

Ram. The ocean strider can use a bonus action to Dash while swimming. If it swims at least 60 feet in a straight line and hits with a weapon attack in the same turn, it deals an additional 15 (2d8 + 6) damage. If it hits an object, it takes double the damage. Creatures on a rammed object (like a ship) must succeed on a DC 20 Dexterity saving throw or fall prone.

Innate Casting. The ocean strider's spellcasting ability is Wisdom (Save DC 20, +12 to hit with spell attacks). The ocean strider can innately cast the following spells, requiring no material components.

At Will: *control water*, *fog cloud*

1/day: *tsunami*

Water Walk. The ocean strider can walk on water.

ACTIONS

Multiattack. The ocean strider uses Frightful Presence and makes two weapon attacks.

Frightful Presence. Each creature of the ocean strider's choice that is within 100 ft. of the ocean strider and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ocean strider's Frightful Presence for the next 24 hours.

Tidal Wave. The ocean strider creates a tidal wave within 120 feet, filling an area 30 feet long, 10 feet wide, and 10 feet tall. All creatures in the area must make a DC 20 Dexterity saving throw, taking 18 (4d8) bludgeoning damage and falling prone on a failed save, or half as much damage on a successful one.

Falchion. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

LEGENDARY ACTIONS

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

Attack. The ocean strider can make a weapon attack.

Call Lightning. The ocean strider calls down a bolt of lightning at a point it can see within 120 feet. All creatures within 5 feet of the point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Submerge. The ocean strider Disengages and can swim up to its speed underwater.

OCEANID

Oceanid are beautiful fey with long white hair. Their hair naturally bobs and weaves like ocean foam. They are naked except for their hair, which clings to their body like clothing.

Ocean Mastery. Oceanid have mastered water magic and have complete control of it. The ocean rises to do their bidding with a mere thought. Most oceanid live in salt water, although they can survive in fresh water.

Sea Legs. When an oceanid is in the water, their lower body transforms into a pillar of water, allowing them to swim incredibly fast. They find that walking on legs is slow and burdensome and avoid it when possible.

Vain Boon. Oceanid are vain creatures, and like to be spoiled and fawned over. If sufficiently placated, an oceanid might allow other swimming creatures or boats to gain a speed boost.

Tactics. Oceanid will use Waveglide to slow the speed of any ship they are attacking. They will control the weather to cause a bad storm, or summon an elemental to aid them. Water spout will be used to knock people into the water, and telekinesis to batter them once in the water.



OCEANID

Medium fey, chaotic neutral

Armor Class 14

Hit Points 152 (16d8 + 80)

Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	20 (+5)	14 (+2)	19 (+4)	20 (+5)

Skills Insight +7, Perception +7, Persuasion +8, Stealth +7

Damage Immunities acid

Damage Resistances cold

Senses darkvision 60 ft., tremorsense 30 ft. (in water only), passive Perception 14

Languages Common, Aquan, Sylvan, all sea animals

Challenge 7 (2,900 XP)

Water Dependency. The oceanid gains 1 level of exhaustion for each hour it spends outside of water.

Water Magic. The oceanid must be within 1 mile of water to use its water magic. The oceanid's spellcasting ability is Charisma (Save DC 16, +8 to hit with spell attacks). The oceanid can innately cast the following spells, requiring no material components.

At Will: *water breathing*, *create or destroy water*, *control water*, *conjure elemental (water only)*

1/day: *control weather*

Water Telekinesis. The oceanid can use *telekinesis* (save DC 16) while in water and against creatures in water.

Waveglide. The oceanid can double or half the speed of a creature or object traveling on the surface of the water as long as it is within 100 feet of the oceanid. The oceanid must concentrate on this ability as if concentrating on a spell.

ACTIONS

Water Spout. *Ranged Spell Attack:* +8 to hit, range 100 ft., one target. *Hit:* 21 (6d6) bludgeoning damage and if the target is a Large or smaller creature it must succeed on a DC 16 Strength saving throw or be pushed back 5 feet and fall prone.

OREAD (RACE)

Racial Traits

Oread share certain traits as a result of their earthen fey heritage.

- **Ability Score Increase.** Your Wisdom score increases by 2, and your Constitution score increases by 1.
- **Age.** Oread mature and age at the same rate as humans do.
- **Alignment.** Oread culture promotes the tenets of lawfulness. Like their connection to the earth, they are neutral.
- **Size.** Oread are generally built like humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You have superior vision in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Stone Body.** You have resistance to acid damage.
- **Earth Magic.** You know the *acid splash* and *mold earth* cantrips. When you reach 3rd level, you can cast *maximilian's earthen grasp* once with this trait, and you regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- **Languages.** You can speak, read, and write Common and Primordial.

An oread looks like a stern humanoid with stony skin and a strong body. Their hair is like moss, and their clothes seem to be woven from metal.

Mountain Warden.

Oreads are similar to dryads, but have a connection to a mountain instead of a tree. They protect their mountain and its inhabitants from

threats.

Bane of Miners. Miners find oreads particularly troublesome, as the fey fight bitterly to keep them out. An oread will form agreements with other creatures for assistance if needed.

Tactics. An oread uses earth glide to maneuver safely. It will use its *mold earth* and *stone shape* spells to create pitfalls and spike traps. They retreat to keep themselves safe and attack over and over again until the threat is gone.

OREAD

Medium fey, lawful neutral

Armor Class 16 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	14 (+2)	13 (+1)	16 (+3)

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 11

Languages Dwarvish, Sylvan, Terran

Challenge 5 (1,800 XP)

Earthglide. The oread can burrow through nonmagical, unworked earth and stone. While doing so, the oread doesn't disturb the material it moves through.

Earthen Mastery. The oread deals an extra 1d6 damage to foes on the ground.

Innate Casting. The oread's spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The oread can innately cast the following spells, requiring no material components.

At Will: *mold earth*, *stone shape*

1/day each: *earthquake*, *move earth*

ACTIONS

Earthen Spikes (Recharge 5-6). Sharp spikes rise from the ground, filling a line 30 feet long and 5 feet wide, originating from the oread. All creatures in the area must make a DC 14 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Boulder Slam. Ranged Spell Attack: +6 to hit, range 60/120 ft., one target. Hit: 11 (2d10) bludgeoning damage.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.



PECH

This gangly creature holds a pickaxe in its hands. It has pale, yellow skin and bulging white eyes without a pupil.

Before Derro. Pech once served forgotten masters from deep beneath the world's surface. Over time, as their masters left, the pech began to spread out. Those who ventured closer to the surface met the horrors that live underground, and eventually became derro. The pech that remained close to their ancient homes survived intact.

Skilled Miners. Pech are skilled miners, and evil overlords force them into slavery to work for them. Pech have become good at hiding their homes, and can even manipulate the earth with their touch.

Tactics. Pech avoid combat, using *stone shape* to block off tunnels or escape into hidden tunnels.



PECH

Small fey, neutral

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

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

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 11

Languages Terran, Undercommon

Challenge 1/2 (100 XP)

Innate Casting. The pech's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The pech can innately cast the following spells, requiring no material components.

3/day each: *stone shape*

Stone Knowledge. The pech has advantage on attack rolls against creatures made of stone.

Stone to Flesh (1/Day). The pech can remove the petrified condition as an action.

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

ACTIONS

Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

PETAL

Petals are tiny fairy-like fey with clothes made from leaves, petals for wings, and colorful flowers in their hair.

Fey Messengers. These tiny fey are often used as helpers or messengers by more powerful fey.

“Helpful”. Petals try to be helpful, and believe that whatever they do to that end is right. They believe that travelers need a good long rest, and will magically put them to sleep. Once asleep, they try to clean the travelers up and make them as comfortable as possible.

Sleeping Prey. Carnivores love petals, because they make finding food very easy. A sleeping slab of meat? Perfect.

Tactics. Petals often initiate combat without malicious intent, singing a lullaby. In a real fight, a petal is likely to just flee.



PETAL

Tiny fey, neutral good

Armor Class 13

Hit Points 9 (2d4 + 4)

Speed 20 ft., fly 40 ft.

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

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Lullaby. The petal sings a song. Creatures that can hear the song and are within 20 feet of the petal must succeed on a DC 14 Wisdom saving throw or fall asleep for 1 hour. A sleeping creature wakes up if they take any damage or if an adjacent creature wakes them up as an action. After 1 hour, the target can repeat the saving throw. On a failed save, they remain sleeping for another 7 hours and gain the benefits of a full rest. On a successful save, they wake up with the benefits of a short rest and are immune to the Lullaby of petals for the next 24 hours.

Thorn. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

PHOOKA

Phooka are small, hairy creatures with big ears and a wide mouth. They look like a toy bear.

Tricks from Above. Phooka are tricksters, and like to laugh at travelers that get lost in the woods. Phooka like to drop from tree branches onto the shoulders of travelers to spook them, and are sometimes referred to as ‘drop bears’.

Attuned to Nature. Phooka have an innate connection to nature, even if they don’t foster it. When a phooka is killed, their connection to nature is severed in a violent way that creates distress. As a result, all plant life in the vicinity dies and no new plant life can grow for a year.

Tactics. Phooka prefer to avoid direct combat, and use their shapeshifting and spells to confuse others and get them lost. A phooka will tree stride away from a fight.

PHOOKA

Small fey, chaotic neutral

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	15 (+2)	18 (+4)

Skills Animal Handling +4, Deception +6, Stealth +5

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Change Shape. The phooka can use its action to polymorph into a pony, goat, cat, dog, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

Innate Casting. The phooka’s spellcasting ability is Charisma (Save DC 14, +6 to hit with spell attacks). The phooka can innately cast the following spells, requiring no material components.

At Will: dancing lights, minor illusion, prestidigitation

Nature’s Remorse. If the phooka is killed, all plants within 100 feet of it die and no new plants grow naturally in the area for 1 year.

Tree Stride. Once on its turn, the phooka can use 10 ft. of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Medium or bigger.

ACTIONS

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

POLEVIK

Fungal stalks and spores cover the body of this hunchbacked humanoid. Its eyes glow with a dim light.

Mushroom Whisperer. Polevik are paranoid creatures that cultivate fungal gardens, mixing different kinds of fungi together in ways that aren't naturally possible. A polevik's body is a surprising source of life energy, which they use as a home for the mushrooms that grow on their body. Polevik can communicate with mushrooms, although the fungi don't have much to say. They strike up alliances with myconid and other plant-based creatures.

Puffball. The deadly puffball disease only exists in polevik mushrooms. This disease causes puffball sprouts to painfully grow in the hosts body, before erupting and infecting more creatures.

Born from Spores. When a polevik dies, the fungus on their body continues to grow and fully consumes it. Over time, one fungal stalk grows larger than the others, before finally bursting and giving birth to a new polevik. The new polevik has no memories of its parent, but has all of its skills and abilities.

Tactics. Polevik rarely fight outside of their gardens. When a fight does break out, they try to lure attackers into any dangerous terrain like the various types of deadly molds. They throw puffballs at range while plant-based allies protect them.



POLEVIK

Small fey, neutral evil

Armor Class 12

Hit Points 60 (8d6 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	15 (+2)	9 (-1)	8 (-1)

Damage Immunities poison

Condition Immunities poisoned, disease

Senses darkvision 60 ft., passive Perception 9

Languages Common, Deep Speech, Sylvan, Undercommon, Speak with Plants

Challenge 1 (200 XP)

Putrefying Aura. All nonmagical food and water within 30 feet of the polevik spoils.

Puffball Disease. On a failed save against this disease, phosphorescent bulges appear in the target's wounds. They take a cumulative -1 penalty to attack rolls, ability checks, and saving throws that rely on Dexterity, up to a maximum of -5. When the penalty reaches -5, the spores explode, forcing all creatures within 10 feet of the creature to make saving throws against this disease.

The target can repeat the saving throw after each long rest, ending the disease after two successful saves.

ACTIONS

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

Puffball. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus the target must make a saving throw against Puffball Disease.

POOKA (RACE)

Racial Traits

Pooka share certain traits as a result of their fey heritage.

- **Ability Score Increase.** Your Dexterity score increases by 2, and your Wisdom score increases by 1.
- **Age.** Although pooka physically mature at the same rate as humans, their life expectancy is longer. Pooka can live up to 200 years.
- **Alignment.** Pooka enjoy individuality and expression and gravitate toward the more chaotic natures. They value the well being of others and the community, and are more often good than not.
- **Size.** Pooka are generally built like humans. Your size is Medium.
- **Speed.** Your base walking speed is 35 feet.
- **Keen Senses.** You have proficiency in the Perception skill.
- **Fey Magic.** You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *suggestion* once with this trait, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Change Shape.** As an action, you can polymorph into a rabbit (use almiraj, TOA pg. 211, but with no attacks), or back to your true form, which is fey. If you fall unconscious, fall to 0 hit points, or die, you revert back to your true form. Once you revert back to your true form, you must finish a short rest before using this ability again.

While polymorphed, your statistics are replaced by that of the rabbit, but you retain your alignment, personality, Intelligence, Wisdom, and Charisma scores.

When you transform, you assume the beast's hit points, and you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

Any equipment you are wearing or carrying is not transformed.

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

Pooka are humanoids with rabbit-like features. They are similar in appearance to a slender human, but with long rabbit-like ears.

Sylvan Defenders. Pooka have many similarities with elves, but their civilizations rarely overlap. A forest is usually protected by either a group of pooka or elves.

Rabbit Ancestry. Some pooka have a very strong connection to their rabbit side, and can transform completely into a bunny. They use this as a scouting ability.

Tactics. Pooka prefer to use hit and run tactics, using their knowledge of the forest to their advantage. They can easily shoot arrows from afar while keeping distance between them and the enemy.

POOKA

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Telepathy (touch only)

Challenge 1 (200 XP)

Change Shape. The pooka can use its action to polymorph into a rabbit, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Casting. The pooka's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The pooka can innately cast the following spells, requiring no material components.

At Will: *minor illusion*

1/day: *suggestion*

ACTIONS

Multiattack. The pooka makes two weapon attacks.

Scimitar (Fey Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Fey Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



RAGEWALKER

This creature is tall and slender, covered completely in fitted metal armor so tight that it seems to move like skin. A cloud of swords, axes, and other weapons spin around the creature like a vortex.

War Torn Fey. Ragewalkers are the embodiment of war and battle. They form from nothing in war-torn lands, and exist only to fight.

Bloodlust. A ragewalker's very presence can drive others into a frenzied rage as they are overcome with the desire to fight.

End War. A ragewalker wants to end all war. However, all the ragewalker knows how to do is fight and kill, so it attempts to fulfill its desire by killing everyone that could make war.

Tactics. A ragewalker will summon a wall of floating blades to separate enemies so they are easier to kill. The ragewalker strides into combat, attacking with reach with its spiked chain. Ragewalkers fight until killed.



RAGEWALKER

Large fey, neutral evil

Armor Class 17

Hit Points 209 (22d10 + 88)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	19 (+4)	10 (+0)	14 (+2)	24 (+7)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 10 (5,900 XP)

Frenzy Aura. Any creature that starts its turn or comes within 10 feet of the ragewalker on its turn must succeed on a DC 19 Wisdom saving throw or become frenzied for 1 minute. A frenzied creature must make a weapon attack with advantage against the nearest creature to it on its turn. A frenzied creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If the effect ends or the target successfully saves, the target is immune to the ragewalker's Frenzy Aura for the next 24 hours.

Reflect Missiles. Ranged attacks against the ragewalker are reflected back at the attacker. They must make another attack roll, but with themselves as the target instead.

Weapon Cloud. Creatures that start their turn within 10 feet or enter within 10 feet of the ragewalker on their turn take 7 (2d6) slashing damage.

ACTIONS

Multiattack. The ragewalker makes three weapon attacks.

Wall of Blades (Recharge 5-6). The ragewalker creates a wall of blades at a point within 90 feet of it. The wall fills a space 100 feet long, 20 feet high, and 5 feet thick. The wall provides 3/4 cover and counts as difficult terrain. A creature that enters the wall or starts its turn in the area must make a DC 19 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one. The wall lasts for up to 10 minutes or until the ragewalker uses this ability again.

Spiked Chain. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

REMACERA

A huge caterpillar with the face of a human opens its mouth to reveal rows of sharp teeth that begin to vibrate.

Agent of Change. A remacera embodies transformation and change. They look for old or stagnant creatures to force change upon. A remacera is remorseless when it has chosen a target, for it believes that it is doing not only the victim, but the world a service.

Reincarnation. A creature killed by the remacera is immediately reincarnated into a new creature. Remaceras do not mind being killed, and look forward to whatever new form they may take.

New Growth. Remacera do not reproduce naturally. Instead, an existing remacera can spontaneously create new larva from the body of another creature. A remacera considers this an honor, as the target's body gives life to tiny, wriggling remacera.

Tactics. Remacera are friendly to most creatures, but are always on the lookout for things that need change. If they find a living creature that needs change, they bite it until it dies and is reincarnated, at which point the remacera leaves it alone. Remacera fight until slain, since they do not fear death.

REMACERA

Large fey, chaotic neutral

Armor Class 11

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (+0)	13 (+1)	13 (+1)

Senses passive Perception 11

Languages Common, Gnomish

Challenge 3 (700 XP)

Reincarnation Cycle. If the remacera kills a creature, they are immediately reborn per the *reincarnate* spell. If the remacera dies, they are reincarnated as well, but appear 1d20 miles away.

ACTIONS

New Growth (Recharge 5-6). One creature within 100 feet must make a DC 16 Constitution saving throw, taking 17 (5d6) piercing damage on a failed save as larval remacera wriggle out of its skin, or half as much damage on a successful one.

Vibrating Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) thunder damage.



RIME SPRITE

Rime sprites look like living ice statues of beautiful elves with snow for hair.

Ice Trickster. Rime sprites play tricks on sailors and fishermen in arctic regions. They freeze unattended drinks, get boats stuck, and trip people.

Short Fuse. Rime sprites are quick to anger. If they feel like they are being threatened, they turn deadly.

Tactics. When a rime sprite is in a fight, it aims to kill. It will create a Snow Flurry to stagger foes, and then hit them with *ray of frost* spells from out of reach.



RIME SPRITE

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 2 (1d4)

Speed 30 ft., swim 50 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Water Walk. The rime sprite can walk on water.

ACTIONS

Snow Flurry (Recharge 5-6). The rime sprite creates a small snowstorm at a point it can see within 100 feet. All creatures within 5 feet of the point must succeed on a DC 14 Dexterity saving throw or be incapacitated until the end of its next turn.

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 3 (1d6) cold damage and the target's speed is reduced by 10 feet until the end of their next turn.



RIMEFIRE EIDOLON

A chunk of ice emerges from the iceberg held aloft with many blue frost-covered tentacles. The shard of ice is surrounded by a cold, blue flame.

Heart of Ice. When an ancient deity was killed, her body fell into the frozen lands of The Pale. Her heart froze and shattered into pieces, which became the crystal cores of rimefire eidolons.

Iceberg Dweller. The intense cold these creatures radiate can create large icebergs over time. Eidolons use their energy beam to carve tunnels into the iceberg for minions to use or to lay traps. The eidolon itself can glide through the ice.

Eidolon Nature. The eidolon doesn't need to eat, drink, or breathe

Tactics. The rimefire eidolon uses its mobility to attack at range. It uses the Cone Beam attack when possible, and dips in and out of ice with its ice glide ability. An eidolon will fight to the death on its iceberg.

RIMEFIRE EIDOLON

Medium fey, chaotic good

Armor Class 17

Hit Points 135 (18d8 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	24 (+7)	17 (+3)	15 (+2)	17 (+3)	22 (+6)

Damage Immunities cold

Senses darkvision 60 ft., tremorsense 60 ft. (on ice and snow only), passive Perception 13

Languages Common, Auran, Aquan, Sylvan

Challenge 7 (2,900 XP)

Ice Glide. The eidolon can burrow through nonmagical, unworked snow and ice. While doing so, the eidolon doesn't disturb the material it moves through.

ACTIONS

Multiattack. The rimefire eidolon makes three Rimefire Bolt or Slam attacks.

Cone Beam (Recharge 5-6). The rimefire eidolon charges up and fires a beam of cold energy in a line 100 feet long and 5 feet wide. All creatures in the area must make a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Rimefire Bolt. *Ranged Spell Attack:* +9 to hit, range 100 ft., one target. *Hit:* 5 (1d10) cold damage plus 5 (1d10) fire damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 3 (1d6) cold damage.

A ruin chanter looks like an old, withered elf with tattered clothes.

Slow Decay. Ruin chanters embody the slow decay of time. They live in ruins whose history has been lost to time. They are nostalgic creatures, and long for a different time.

Song of Time. A ruin chanter can use their voice as a weapon, controlling time itself. They assume that trespassers have bad intentions, and they lash out quickly, aging either the victim's mind or body.

Reclaimed History. Each ruin chanter can sing a song from the ruin's past, stirring the location itself to rise up and defend itself. These creatures are elementals, and they faithfully serve the ruin chanter. Sometimes a lonely ruin chanter will summon an elemental just to chat with it.

Tactics. If it doesn't already have on summoned, the ruin chanter will summon a ruin elemental. The chanter stays at range while the elemental fights and blocks for it. The chanter will try to inflict an infirmity of mind or body on each creature, picking the most debilitating one for each enemy.



Medium fey, chaotic neutral

Armor Class 17

Hit Points 210 (20d8 + 120)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	23 (+6)	18 (+4)	17 (+3)	25 (+7)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Auran, Giant, Sylvan, Terran

Challenge 8 (3,900 XP)

Nimble. The ruin chanter can Disengage as a bonus action.

Ancient Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Call Ruin Elemental (1/Week). The ruin chanter sings a song and summons a ruin elemental nearby. The ruin chanter can only summon one ruin elemental at a time.

Chant Doom. One creature within 60 feet of the ruin chanter must make a DC 18 Wisdom saving throw, taking 33 (6d10) psychic damage and have disadvantage on their next attack

roll on a failed save, or half as much damage on a successful one.

Infirmity of Body. One creature the ruin chanter can see within 60 feet must succeed on a DC 18 Constitution saving throw or be cursed and aged to old age. An aged creature has disadvantage on Strength, Dexterity, and Constitution based attack rolls, ability checks, and saving throws. The aging lasts for 1 hour or until the curse is removed. A creature can only be affected by one Infirmity at a time. On a successful save or once the Infirmity ends, the creature is immune to Infirmities for the next 24 hours.

Infirmity of Mind. One creature the ruin chanter can see within 60 feet must succeed on a DC 18 Intelligence saving throw or be cursed and aged to old age. An aged creature has disadvantage on Intelligence, Wisdom, and Charisma based attack rolls, ability checks, and saving throws. The aging lasts for 1 hour or until the curse is removed. A creature can only be affected by one Infirmity at a time. On a successful save or once the Infirmity ends, the creature is immune to Infirmities for the next 24 hours.

Inspire. The ruin chanter can give an ally a 1d10 bonus to an attack roll just made.

This creature is made from the rubble and rocks of the ruin it was summoned in.

Loyalty. A ruin elemental is loyal to the chanter that summoned it. It follows its orders without question.

Personality. Ruin elementals are intelligent. The longer they live, the more time they have to develop their personality. An elemental that outlives its summoner can claim the ruin as its home, acting like its owner or caretaker.

Tactics. The ruin elemental follows whatever orders its summoner gives. Typically, it smashes enemies and prevents them from reaching the chanter.



Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 175 (14d10 + 98)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	9 (–1)	15 (+2)	7 (–2)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 10 (5,900 XP)

Multiattack. The ruin elemental makes two slam attacks.

Shockwave (Recharge 5-6). The ruin elemental slams the ground. All creatures on the ground within 20 feet of the elemental must succeed on a DC 19 Strength saving throw or fall prone.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage and if the target is a Huge or smaller creature it must succeed on a DC 19 Strength saving throw or be knocked prone.

SANGOI

Sangoi can be mistaken for small vampires, as they have pale skin, large fangs, and a desire for blood. However, unlike vampires, sangoi become transparent in sunlight, making them hard to see.

Personal Pelt. Each sangoi wears the fur or pelt of an animal that it hunted and killed. One of these always holds special significance to the sangoi, and it cherishes it over all other possessions.

Sideways Glance. Sangoi are hard to see, even if you know where they are. A sangoi becomes transparent in the sun, and they have the uncanny ability to fade from sight when not the center of your focus.

Night Stalker. Sangoi are nocturnal, and prowl graveyards and other creepy locations. They can hear the sound of a heartbeat, which gets louder and louder the closer they get until the sangoi goes into a frenzy and attacks.

Tactics. Sangoi are usually encountered at night, and they prefer to initiate combat. They attack wildly when surrounded, hoping to score a critical hit. If a sangoi successfully rips a heart out, it eats it on the spot. The sangoi might flee if outnumbered.



SANGOI

Small fey, neutral evil

Armor Class 15

Hit Points 165 (22d6 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	18 (+4)	14 (+2)	12 (+1)	19 (+4)

Saves Str +4, Wis +4

Skills Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech, Sylvan

Challenge 7 (2,900 XP)

Blood Rage. If the sangoi reduces a creature to 0 hit points with a critical hit, the target must succeed on a DC 16 Constitution saving throw or die as the sangoi rips its heart out.

Fade From Sight. The sangoi can Hide as a bonus action.

Hear Heartbeat. The sangoi can detect the presence and location of creatures with a heartbeat within 30 feet.

Sunlight Transparency. Attacks against the sangoi while it is in bright light have disadvantage.

ACTIONS

Multiattack. The sangoi uses Curse of Misery and can make 2 claw and 1 bite attacks.

Curse of Misery (Recharge 5-6). A creature adjacent to the sangoi must succeed on a DC 15 Wisdom saving throw or be cursed for 1 minute. While cursed, the target takes a 1d4 penalty to attack rolls, ability checks, and saving throws, and the sangoi gets a 1d4 bonus on attack rolls against the creature. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. The target is immune to the sangoi's Curse of Misery for the next 24 hours when the curse ends or when it succeeds on the saving throw.

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

SEILENOS

This creature has the body of a human with the legs, horns, and ears of a goat.

Satyr Kin. Legends say that satyr are descended from seilenos. Almost everything about the seilenos is more extreme than a satyr, including their emotions and power.

Indulgent. Seilenos are devoted to pleasure and new experiences. They seek out any experience, no matter how taboo. Every seilenos is wildly different, and the same seilenos might act completely differently depending on the experiences it is pursuing.

Travelling Court. These raucous creatures attract hosts of admirers who are drawn to the charismatic fey. Many mortals can only last in a seilenos' court for a short time before their bodies begin to fail.

Fearsome Leaders. Most of the time, seilenos wander searching for pleasure. When threatened, or when they feel the need to fight, they reveal their frighteningly powerful nature. They can wield their charisma like a weapon, leading armies into battle and cutting a swath through their enemies. After all, war is an experience, and so is slaughter. If a seilenos decides to indulge in it, few can stop it.

Tactics. Seilenos are powerful leaders. They will use their True Story ability to get whatever advantage they can. A seilenos never enters battle without a number of allies by its side, and it can even conjure more fey to fight on its behalf. The seilenos uses its most powerful spells to assist allies and alter the battlefield, before striding into the fight and swinging its mace around.



SEILENOS

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 297 (22d8 + 198)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	28 (+9)	22 (+6)	24 (+7)	28 (+9)

Skills all

Damage Immunities thunder

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 23

Languages Common, Elvish, Sylvan, Speak with Animals

Challenge 19 (22,000 XP)

Dramatic Story. When telling a story (including a true story), the seilenos can influence the minds and emotions of creatures hearing it within 120 feet. Creatures must succeed on a DC 23 Wisdom saving throw or be subject to whatever the seilenos wishes.

Innate Casting. The seilenos's spellcasting ability is Charisma (Save DC 23, +15 to hit with spell attacks). The seilenos can innately cast the following spells, requiring no material components.

At Will: *confusion*, *dancing lights*, *divination*, *fear*, *mass suggestion*, *mirage arcana*, *polymorph*, *charm monster*
1/day each: *mass heal* (700 hp), *plant growth*, *reincarnate*, *conjure fey* (9th level)

True Story. When a seilenos begins telling a story, it can make it so real that aspects of the story begin to manifest in reality. The seilenos must maintain the story as an action on each of its turns, requiring concentration as if concentrating on a spell. If the seilenos loses concentration or does not maintain the story, everything returns to normal.

Rejuvenating Audience. Allies that start their turn within 60 feet of the seilenos regain 20 hit points.

ACTIONS

Multiattack. The seilenos makes four weapon attacks.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +12 to hit, ranged 150/600 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

LEGENDARY ACTIONS

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

Cutting Words. One creature within 100 feet must succeed on a DC 23 Wisdom saving throw or have disadvantage on all attack rolls until the end of their next turn.

Vicious Mockery. One creature within 100 feet must make a DC 23 Wisdom saving throw, taking 10 (4d4) psychic damage and have disadvantage on their next attack roll on a failed save, or half as much damage on a successful one.

SHADAR-KAI

Shadar-Kai are fey related to the eladrin, but dwell in the Shadowfell. Their skin is pale white, and their hair is pure white or black. Tattoos and other markings are common.

Sworn to the Raven Queen. Sometime in their history, the shadar-kai bound their existence to that of the Raven Queen. They travel between the Shadowfell and Material plane to do her bidding.

Fight Ennui. Life in the Shadowfell is hard, as the plane slowly drains life away. Shadar-Kai must constantly search for new experiences and excitement to keep the energy of the Shadowfell away.

Death Motif. As servants of the Raven Queen, shadar-kai are comfortable with death. They have many death or raven motifs in their clothing.

Tactics. Shadar-Kai like to fight with their spiked chains. They will teleport to distant enemies or to put themselves in an advantageous position. They do not fear death, but will not throw their life away unless in service to the Raven Queen.



SHADAR-KAI

Medium fey, neutral evil

Armor Class 15 (studded leather)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	11 (+0)	10 (+0)	9 (-1)

Skills Perception +2, Stealth +5, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

Blessing of the Raven Queen (Recharge 5-6). As a bonus action, the shadar-kai magically teleports to an unoccupied space within 15 feet and gains resistance to all damage until the end of its next turn.

ACTIONS

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SHADOW COLLECTOR

Shadows drip from this small creature like ink. It has long claws that seem to fade away into darkness.

Shadow Sustenance. Shadow collectors feed on the shadows of living creatures for sustenance. The true nutrition comes from the memories and emotions of the shadow, which is why they don't consume the shadows of inanimate objects.

Shadow Thief. A shadow collector is a dangerous fighter, but they prefer to secretly steal shadows. A skilled collector can take your shadow before you even notice its absence.

Shadow, Not Darkness. Shadow collectors have power over shadows, not darkness. They live and hunt in areas where the varied lighting can cast long shadows. At night, there are no shadows.

Tactics. Most shadow collectors attempt to steal a shadow secretly, using their shadow step to flee once the shadow is stolen. They summon a shadow to fight for them if threatened, and will teleport away if badly injured.



SHADOW COLLECTOR

Small fey, chaotic neutral

Armor Class 14

Hit Points 117 (18d6 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	15 (+2)	17 (+3)	18 (+4)

Skills Perception +5, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, Sylvan

Challenge 4 (1,100 XP)

No Shadow. The shadow collector has no natural shadow, it casts the shadow of stolen shadows.

Steal Shadow. The shadow collector can steal the shadow of a creature it killed, or by succeeding on a Dexterity (Sleight of Hand) check against an unaware creature. Creatures with a stolen shadow have their hit point maximum reduced by 1d6 until it is returned. The shadow is returned when the shadow collector is killed or when it returns it as an action.

ACTIONS

Multiattack. The shadow collector makes two Shadow Claw and one Tear Shadow attacks.

Shadow Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tear Shadow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) necrotic damage and the target's Charisma is reduced by 1d4. If a creature's Charisma is reduced to 0, its shadow is torn away (see Steal Shadow). A target's Charisma is restored after a short or long rest.

Shadow Step (Recharge 5-6). The shadow creature can teleport up to 60 feet to a shadow.

Summon Shadow (Recharge 6). The shadow creature can summon a shadow under its control at a point it can see within 30 feet. The shadow collector can only have one shadow summoned at a time.

SHAEDLING

Shaedlings have dragonfly-like wings that shimmer with bright colors. Their bodies have an insectoid appearance, and are as dark as obsidian and smooth as silk.

Shadow Crafter. Shaedling are skilled craftsmen, and can manipulate shadows like silk. They can create objects from their shadow gossamer, and are never unarmed.

Precision. Shaedling are efficient and precise. They know exactly where to place traps to maximize their effectiveness, and where to throw their javelins to hurt the most.

Temporary Constructs. Without a shaedling to maintain it, items constructed from shadow gossamer quickly fade away. No one has found a way to keep this from happening.

Tactics. Shaedlings rarely fight alone, or without some planning. Traps and obstacles are usually included. Shaedlings can fight, and use this to their advantage when throwing javelins. They will try to take out a weaker target, usually a spellcaster, with a sleeping curse before focusing on the rest.



SHAEDLING

Medium fey, chaotic evil

Armor Class 16 (shadow gossamer shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	13 (+1)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Shadow Gossamer. As a bonus action, the shaedling can create an object out of shadow gossamer weighing no more than 14 lb., including weapons or armor. If the object leaves the hand of the shaedling for more than 1 round, it disappears.

ACTIONS

Wall of Darkness (Recharges After a Long Rest). The shaedling summons a wall of darkness at a point it can see within 120 feet that is 30 feet long. This is normal darkness so darkvision works.

Sleeping Curse (Recharge 6)). The shaedling conjures a special shadow javelin and makes a shadow gossamer javelin attack. On a hit, the target takes normal damage and must succeed on a DC 13 Constitution saving throw or fall asleep for 1 minute. The target wakes up if it takes any damage or if an adjacent creature wakes it as an action. The target can repeat the saving throw at the end of each of its turns, waking up on a successful save. This is a curse effect.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Shadow Gossamer Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120, one target. *Hit:* 7 (1d6 + 4) piercing damage.

SHIMMERLING SWARM

An individual shimmerling is a tiny creature, only a few inches tall, with wings and a glowing color. One shimmerling is little more than an intelligent critter, but a swarm of these tiny fey is dangerous.

Pollinator. Shimmerling live among flowers and act like pollinators for the Feywild.

Stress Swarm. When a group of shimmerling become stressed, they gather into a bright swarm and turn hostile. These swarms show a greater intelligence and fighting instinct than a lone shimmerling.

Tactics. A swarm focuses on one creature until it is unconscious or fascinated by its Dazzling Illumination. When a swarm is reduced to 0 hit points, only a few shimmerlings remain that become non-hostile.

SHIMMERLING SWARM

Medium swarm of Tiny fey, chaotic neutral

Armor Class 16

Hit Points 49 (11d8)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	22 (+6)	11 (+0)	7 (-2)	15 (+2)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing damage

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

Senses passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Dazzling Illumination. The shimmerling swarm sheds bright light for 60 feet and dim light for 60 feet more. Creatures that see it must succeed on a DC 14 Wisdom saving throw or be fascinated by the colors. While fascinated, a creature will just stare at the shimmerling swarm. If any hostile action is taken against the target, the fascination ends. A fascinated creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. On a successful saving throw or when the effect ends, the target is immune to the dazzling illumination of shimmerling swarms for the next 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny shimmerling. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm. Melee Weapon Attack: +8 to hit, reach 0 ft., one target.

Hit: 21 (4d6 + 7) piercing damage, or half as much damage if the shimmerling swarm's hit points are half of its maximum or fewer.

SIABRIE

Siabrie are fey creatures of the desert. Their skin looks like fine grains of sand, their wings like stained glass, and their hair and eyes golden like the sunset.

Desert Fey. Siabrie live in desert regions, and claim miles of territory as their domain. They use their abilities to make the area as inhospitable to travelers as possible, hoping to turn them away.

Earth, Fire, Air. Siabrie are attuned to three of the four main elemental forces; earth, fire, and air. They have an innate control of these forces, and can alter the environment by doing so. They have no control over water.

Terrible Transformation. When angered, a siabrie's body undergoes a fiery transformation. Their skin darkens, and molten veins run down their body.

Tactics. A siabrie will use their abilities to deter possible enemies without directly engaging them. When angered or forced into a fight, they undergo a physical transformation and become lethal fighters. They use their spells and legendary actions at range, while using Sonorous Voice to frighten away lesser enemies. Because the siabrie heals from fire damage, they will use their spells to create fires that they can stand in.



SIABRIE

Medium fey, chaotic neutral

Armor Class 18

Hit Points 247 (26d8 + 130)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	27 (+8)	20 (+5)	22 (+6)	17 (+3)	25 (+7)

Skills Nature +11, Perception +8

Damage Immunities fire

Damage Resistances acid, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses passive Perception 18

Languages Auran, Ignan, Sylvan, Terran

Challenge 16 (15,000 XP)

Absorb Fire. If the siabrie would take fire damage, it instead regains hit points equal to that amount. If the siabrie is already at its hit point maximum, it gains temporary hit points equal to this amount.

Desert Awareness. The siabrie can see invisible creatures and is immune to mind affecting attacks or abilities while in a desert.

Innate Casting. The siabrie's spellcasting ability is Charisma (Save DC 20, +12 to hit with spell attacks). The siabrie can innately cast the following spells, requiring no material components.

At Will: *barkskin*, *create food and water*, *cure wounds* (1d8 + 7), *detect magic*, *faerie fire*, *dispel magic*, *heat metal*, *meld into stone*, *pass without trace*, *produce flame* (4d8)

3/day each: *call lightning* (3d10), *control winds*, *flame strike* (4d6/4d6), *heal* (70), *wall of stone*

1/day each: *antipathy*, *control weather*, *fire storm* (7d10), *sunbeam* (6d8), *sunburst* (12d6)

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

ACTIONS

Multiattack. The siabrie uses Sonorous Voice and makes three attacks.

Sonorous Voice. The siabrie lowers the pitch of its voice and increases its volume, causing an otherworldly sound. Each

creature of the siabrie's choice that is within 300 ft. of the fey and can hear it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the siabrie's Sonorous Voice for the next 24 hours.

Sandblast. *Ranged Spell Attack:* +13 to hit, range 60/120 ft., one target. *Hit:* 14 (4d6) slashing damage.

Sand Touch. *Melee Weapon Attack:* +13 to hit, all creatures within 5 ft. *Hit:* 12 (1d10 + 7) necrotic damage. If the target is reduced to 0 hit points, they must succeed on a DC 20 Constitution saving throw or be killed and turned to sand. Only *true resurrection*, *wish*, or similar magic can restore them to life.

LEGENDARY ACTIONS

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

Awakened Desert (Air). Part of the desert rises to attack at a point the siabrie can see within 100 feet. All creatures within 5 feet of the point must make a DC 20 Dexterity saving throw, taking 14 (4d6) damage from a sandstorm on a failed save, or half as much damage on a successful one.

Awakened Desert (Fire). One creature the siabrie can see within 100 feet combusts. They must succeed on a DC 20 Constitution saving throw or catch on fire, taking 7 (2d6) fire damage immediately and at the start of each of their turns. A creature can put out the fire with an action.

Awakened Desert (Earth). One creature the siabrie can see within 100 feet on the ground begins to sink into quicksand. They must succeed on a DC 20 Dexterity saving throw or be restrained. They can attempt a DC 20 Strength saving throw as an action to break free.

Gaze of Ruin. One creature that can see the siabrie within 30 feet must succeed on a DC 20 Wisdom saving throw or be frightened of the siabrie for 1 minute. While frightened, they take no actions and are overcome with despair. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful saving throw. If the target's saving throw is successful or the effect ends on it, it is immune to the siabrie's Gaze of Ruin for the next 24 hours. The siabrie is immune to their own gaze.

SIRINE

A sirine looks like a human, but with distinctly non-human hair colors. Blue, green, and pink are common among the sirine.

Reclusive. Sirine are aquatic fey. They are very protective of their homes, and only encounter strangers away from them.

Luring Song. A sirine's singing voice has an enchanting quality to it. Sailors passing by a sirine's home are captivated by the song, and try to find the source. Sirine find this annoying, and try to sing away from ship routes.

Sonic Force. Sirine have very powerful voices. A sirine can unleash a scream so powerful that it has a physical force to it.

Tactics. Most sirine try to avoid combat. They will create fog clouds to conceal their presence. Luring Song can be used to move someone into a dangerous location, and Sonic Scream can hit multiple creatures at once. A sirine will flee when wounded unless defending its home.



SIRINE

Medium fey, chaotic neutral

Armor Class 12

Hit Points 77 (14d8 + 14)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common, Sylvan

Challenge 2 (450 XP)

Amphibious. The sirine can breathe air and water.

Innate Casting. The sirine can innately cast the following spells, requiring no material components.

At Will: *fog cloud*

ACTIONS

Multiattack. The sirine makes two slam attacks.

Luring Song. The sirine sings a magical melody. Every humanoid and fey within 300 ft. of the sirine that can hear the

song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The sirine must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the sirine is incapacitated.

While charmed by the sirine, a target is incapacitated and ignores the songs of other sirine. If the charmed target is more than 5 ft. away from the sirine, the target must move on its turn toward the sirine by the most direct route. 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 sirine, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

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

Sonic Scream. All creatures in a 30 foot cone emanating from the sirine must make a DC 11 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

SKIN STEALER

This creature has a thin layer of skin stretched across its muscles the give it the appearance of being completely skinless.

Skin Suit. The skins of living humanoids are like clothes to a skin stealer. They travel with a few stored skins and put on new ones as needed. Sometimes they steal a skin for a job, and sometimes because they just fancy a person's skin.

Impersonator. Regardless of how big a skin suit is, a skin stealer can fit inside of it, although small creatures are uncomfortable. They can also mimic the voice of the victim, although it is not perfect.

Infiltrator. When left to their own devices, skin stealers revel in deception. If under the command of a powerful creature, they make excellent assassins and can operate undercover for long periods of time.

Tactics. A skin stealer prefers to attack from surprise, looking like another creature before revealing its true nature. A skin stealer will flee if badly wounded, donning another skin suit while escaping to avoid detection.



SKIN STEALER

Medium fey, chaotic evil

Armor Class 13

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	15 (+2)	10 (+0)	17 (+3)

Skills Deception +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech, Elvish, Sylvan

Challenge 2 (450 XP)

Steal Skin. The skin stealer can remove the skin of a dead or dying humanoid as an action, killing them. The skin stealer can wear their skin, taking on their appearance and voice, but not other features like abilities. The skin stealer is physically indistinguishable from the creature, and has advantage on Charisma (Deception) checks to impersonate the creature.

ACTIONS

Multiattack. The skin stealer makes two claw attacks.

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

SLEEPING BLOSSOM

These tiny sprites have translucent wings and travel in groups.

Pollinators. Sleeping blossoms are the honey bees of the Feywild. They hang around flowers and pollinate them.

Gardeners. Sleeping blossoms are avid gardeners and tend to the flowers near them. They view flowers as their home, and keeping them healthy as akin to keeping at tidy house.

Transplanted. Fey gardeners often seek out sleeping blossoms to enhance their gardens. Moving sleeping blossoms to a new location is tricky, as they angrily swarm when someone is missing.

Tactics. Sleeping blossoms attack if any of their swarm if missing or hurt. They also attack anyone carrying fire or a clear threat to their garden. They flee when they lose half their hit points and regroup.

SLEEPING BLOSSOM

Medium swarm of Tiny fey, neutral

Armor Class 13

Hit Points 45 (10d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	8 (-1)	9 (-1)	21 (+5)

Damage Resistances bludgeoning, piercing, and slashing damage

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

Senses passive Perception 9

Languages Common, Sylvan

Challenge 2 (450 XP)

Deep Slumber. If a creature starts its turn in the swarm, it must succeed on a DC 15 Wisdom saving throw or fall asleep for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. The sleeping target wakes up if it takes any damage or if an adjacent creature wakes it up as an action. If a creature's saving throw is successful or the effect ends for it, they are immune to the Deep Slumber of sleeping blossoms for the next 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The sleeping blossom makes two swarming nicks attacks.

Swarming Nicks. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) damage if the swarm's hit points are at half of its maximum or lower.

SPARK

A tiny humanoid with a body made of fire flits about.

Fire Sprite. A spark is a tiny fey attuned to fire. They love fire, and are often the cause of forest fires.

Spark Swarms. When a forest with fey energy begins to burn, some of the flames turn into sparks, which in turn spread the fire further. A raging forest fire is often filled with sparks, playing in the inferno.

Tactics. A spark's primary goal is to light things on fire. They attack whatever creature seems the most flammable. They have no ranged abilities, so they have to get in close to attack.



SPARK

Tiny fey, chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	13 (+1)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan, Sylvan

Challenge 1/4 (50 XP)

Fire Body. A creature that hits the spark with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The spark makes two Fiery Touch attacks.

Fiery Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) fire damage.

Flame Flit. The spark teleports up to 100 feet between two sources of fire.

SPRIT OF THE LAND

A spirit of the land is rarely seen, inhabiting parts of the land that it dwells in, like mountains and lakes. It controls nature as an extension of itself.

Distant Power. Sprits of the land are large and powerful, but paradoxically are hard to find. Their control of nature is nearly limitless, but very precise. A spirit of the land rarely has reason to directly interfere in something.

Favored Aspect. Each spirit is tied to one of the four elemental forces at a given moment, but still has the ability to attune to the others. A spirit's favored element is connected to the type of terrain they inhabit. A spirit of the land living in a lake would manifest water, but could later inhabit a volcano if it so wished.

One with the Land. A spirit of the land is hard to kill. Their essence is anchored to their environment, so even if their physical form is killed, they will eventually reform.

Tactics. A spirit of the land only fights to protect its terrain. When it fights, it attacks from surprise. The spirit prefers to weaken enemies with its powerful spells before manifesting and crushing them. The spirit fights until death.



SPIRIT OF THE LAND

Huge fey, neutral

Armor Class 11 (18 with elemental manifestation)

Hit Points 377 (26d12 + 208)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	26 (+8)	20 (+5)	19 (+4)	25 (+7)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Goblin; telepathy 5 miles

Challenge 23 (50,000 XP)

Elemental Manifestation. The spirit of the land can physically manifest, picking one of the options below. It loses its Incorporeal and Natural Invisibility traits. Its AC becomes 18 and Strength becomes 23. If the spirit of the land is reduced to 0 hit points in this form, it dissipates into the land and reforms 24 hours later.

Air: The spirit of the land has advantage on attacks against flying creatures. It can Dash as a bonus action. It deals extra lightning damage on attacks and is immune to lightning damage.

Earth: The spirit of the land has advantage on attacks against creatures on the ground. It deals extra acid damage on attacks and is immune to acid damage.

Fire: The spirit of the land is immune to fire damage and vulnerable to cold damage. If it hits with a melee attack, the target must succeed on a DC 22 Dexterity saving throw or catch fire and take 3 (1d6) fire damage at the start of its next turn. It deals extra fire damage.

Water: The spirit of the land has advantage on attacks against creatures in water. It gains a swim speed of 60 ft. It deals extra cold damage on attacks and is immune to cold damage.

Incorporeal Movement. The spirit of the land can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Casting. The spirit of the land's spellcasting ability is Charisma (Save DC 22, +14 to hit with spell attacks). The spirit of the land can innately cast the following spells, requiring no material components.

At Will: *chain lightning* (10d8), *heat metal*, *cone of cold* (8d8), *control water*, *control weather*, *control winds*, *earthquake*, *fire storm* (7d10), *fog cloud*, *ice storm* (2d8/4d6), *incendiary cloud* (10d8), *lightning bolt* (8d6), *move earth*, *produce flame* (4d8), *sleet storm*, *spike growth*, *stone shape*, *wall of fire*, *wall of stone*, *wind wall*

Natural Invisibility. The spirit of the land is always invisible while in spirit form. It can suppress this as a free action.

Vision of the Land. The spirit of the land has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The spirit of the land makes two Elemental Slam attacks.

Elemental Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 9 (2d8) elemental manifestation damage.

LEGENDARY ACTIONS

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

Elemental Slam. The spirit of the land makes an Elemental Slam attack.

SPLINTERWAIF

This creature has green, bark-like skin covered in thorns. It has a long tongue filled with barbs and thorns.

Urban Fey. Splinterwaif live in populated city centers, stalking docks and small alleys where they can move freely. They used to live in the forests, but found that cities were dense with potential food.

Plant Food. Splinterwaif don't eat meat, they eat plant-based material and wood. However, a splinterwaif can transform a corpse into a plant, which it then eats.

Camouflage. The skin of a splinterwaif can change color, blending in with the natural scenery. They will lie in wait for an isolated bystander, invisible.

Tactics. Splinterwaif prefer to attack from stealth, using their camouflage. They target enemies near wooden surfaces, where they can hold them in place with their Call Bramble ability. They then claw at them with their thorny arms until dead. Splinterwaif are opportunists, and flee when outnumbered.



SPLINTERWAIF

Medium fey, neutral evil

Armor Class 14

Hit Points 82 (15d8 + 15)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	18 (+4)	14 (+2)	16 (+3)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

Camouflage. The splinterwaif is invisible if it is motionless.

Transform. The splinterwaif can transform a dead humanoid or fey into a bush.

Sneak Attack (1/Turn). The splinterwaif deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the splinterwaif that isn't incapacitated and the splinterwaif doesn't have disadvantage on the attack roll.

Woodland Stride. The splinterwaif can ignore difficult terrain from plants and trees and natural growth.

ACTIONS

Call Bramble. One creature within 30 feet of the splinterwaif and near a source of wood must succeed on a DC 13 Dexterity saving throw or be restrained. A restrained creature can make a DC 13 Strength saving throw at the end of each of its turns, ending the effect on itself on a successful save. The splinterwaif can only have one creature restrained at a time.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Splinterspit. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

SPRIGGAN

Spriggan are ugly gnomes with the ability to grow into giant, hulking forms.

Unhygienic. Spriggan are incredibly dirty. They never willingly bathe or clean themselves.

Gnome Hatred. Although they are gnomes, spriggan hate other gnomes, and go out of their way to harm or harass them.

Giant Size. Spriggan can turn into powerful, giant forms of themselves in an instant. They are stronger and more brutish in this form.

Tactics. An individual spriggan usually enlarges itself for a fight. If a group of spriggan are fighting, some enlarge and others stay small to maneuver easier. Spriggan will fight to the death if enemy gnomes are present, and focus all their attacks on gnomes.



SPRIGGAN

Small fey, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 72 (16d6 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	11 (+0)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Gnomish

Challenge 3 (700 XP)

Gnome Cunning. The spriggan has advantage on saving throws against magic.

Size Alteration. As a bonus action, the spriggan can become Large or go back to Small. While Large, it deals an extra 1d4 damage on attacks. A Large spriggan weighs 8 times as much, and has advantage on Strength checks and saving throws.

ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 2 (1d4) if enlarged.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) if enlarged.

SPRING-HEELED JACK

This creature has jet-black skin, a pair of pointy horns, a wicked grin, and a bloody knife. It wears a billowing cape that seems to always be in movement, and a red glow emanates from its mouth.

Unknown Origin. No one knows if the spring-heeled jack is a specific individual or a type of fey. Only one is ever seen at a time, and no one has been able to apprehend one.

Murder Spree. When a jack appears in a city, a bloody spree of murders follows. Jack revels in killing with its prized knife, jumping onto buildings when the guards or witness spot it.

Companion Knife. Jack has a fondness for its knife, which it treats like a person. Sometimes it will go on 'dates' with the knife, which is a euphemism for murder.

Tactics. Jack is a serial killer, and stalks and kills lone people. It corners people so they can't flee from its Frightening Gaze, and stabs them to death with the dagger. It flees by leaping atop buildings and using *passwall* to make escape routes. Because Jack is always under the effects of *pass without trace*, it is nearly impossible to follow it.

SPRING-HEELED JACK

Small fey, chaotic evil

Armor Class 15

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Saves Str +4, Wis +2

Skills Acrobatics +7, Perception +2, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Innate Casting. The spring-heeled jack's spellcasting ability is Charisma (Save DC 11, +3 to hit with spell attacks). The spring-heeled jack can innately cast the following spells, requiring no material components.

At Will: *pass without trace*

1/day: *passwall*

Spring. The spring-heeled jack can jump up to 20 feet horizontally or vertically without a running start. It takes no falling damage.

ACTIONS

Multiattack. The spring-heeled jack uses Frightening Gaze and makes two dagger attacks.

Frightening Gaze. Each creature of the spring-heeled jack's choice that is within 10 ft. of the fey and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fey's Frightening Gaze for the next 24 hours.

Fire Breath (Recharge 4-6). The spring-heeled jack breathes fire in a 15 foot cone. All creatures in the area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

LEGENDARY ACTIONS

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

Spring. The spring-heeled jack jumps up to 20 feet.

STORM RIDER

The skin of a storm rider can be the color of any cloud, and their eyes are shades of blue. When angered, lightning sparks around their body.

Storm Herald. These reclusive fey are only seen during powerful storms. Their motives are unknown, and no one knows where they live when the storms disappear.

Storm Giant Friend. The only people that regularly meet with storm riders are storm giants. A storm rider might stay with a group of storm giants for a period of time before moving on.

Channel Lightning. Storm riders contain the might of a thunderstorm in their bodies. They keep it under control, but when angered the lightning begins to lash out.

Tactics. Although powerful, a storm rider tries to avoid fights. It uses its lightning based spells at range before moving in close with an electrical spear.

STORM RIDER

Medium fey, neutral

Armor Class 18 (plate armor)

Hit Points 169 (26d8 + 52)

Speed 30 ft., fly 30 ft.

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

Damages Resistances lightning

Senses passive Perception 10

Languages Common, Giant, Sylvan

Challenge 8 (3,900 XP)

Innate Casting. The storm rider's spellcasting ability is Charisma (Save DC 13, +5 to hit with spell attacks). The storm rider can innately cast the following spells, requiring no material components.

At Will: *gust of wind*

3/day each: *call lightning* (3d10), *lightning bolt* (8d6)

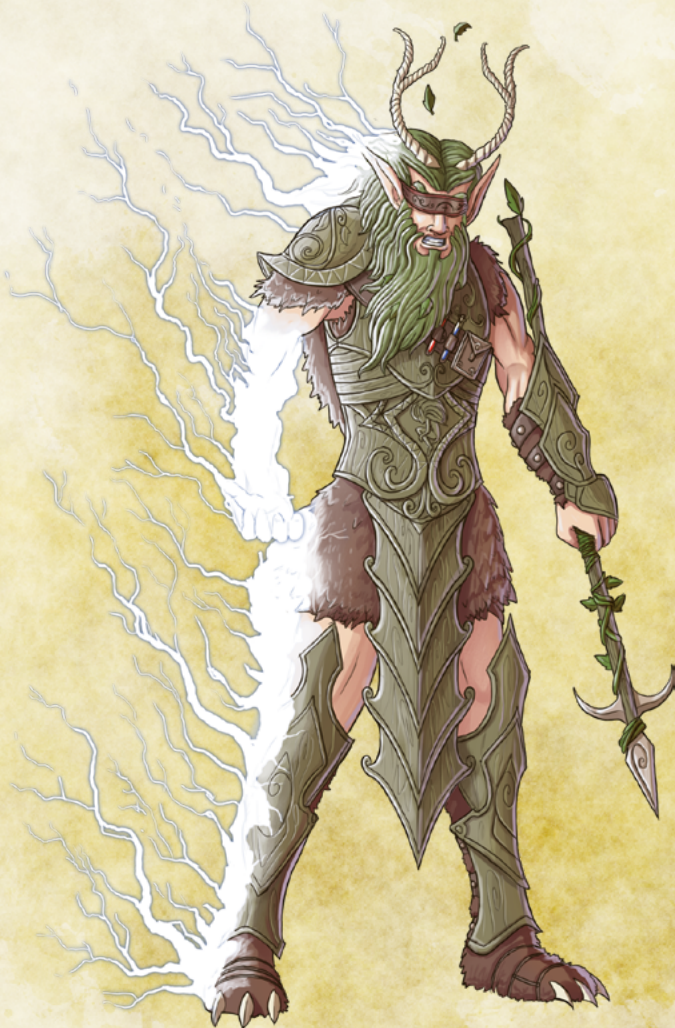
ACTIONS

Multiattack. The storm rider makes three weapon attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) lightning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) lightning damage.

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) lightning damage and the target can't take reactions until the start of their next turn. The storm rider has advantage on the attack if the target is wearing metal armor.





TSAL 030505

SVARTALFAR

Svartalgar looks like bald, grey-skinned elves.

Fey Exile. Svartalgar were banished from the Feywild eons ago for crimes that no one will speak of. They settled in the Shadowfell, and the energy of the plane has set into their bodies.

Hired Assassins. Svartalgar hire themselves as assassins. They are emotionless and efficient. They only accept payment in information, which they add to their dark, hidden libraries.

Forbidden Knowledge. The svartalgar have gathered as much information about the Feywild as possible. They are planning for their return to their old home, and will finally get their revenge.

Tactics. Svartalgar are skilled assassins, and operate in the darkness. They will fight to the death in order to execute a contract.

SVARTALFAR

Medium fey, lawful evil

Armor Class 15

Hit Points 97 (13d8 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	17 (+3)	18 (+4)	14 (+2)	21 (+5)

Skills Acrobatics +7, Deception +7, Perception +4, Stealth +7

Damages Resistances cold, lightning

Senses darkvision 120 ft., passive Perception 14

Languages Common, Deep Speech, Elvish, Sylvan

Challenge 4 (1,100 XP)

Sneak Attack (1/turn). The svartalgar deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the svartalgar that isn't incapacitated and the svartalgar doesn't have disadvantage on the attack roll.

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

ACTIONS

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 3 (1d6) necrotic damage.

SWAN MAIDEN

Swan Maidens are tall, regal-looking fey women wearing heavy armor and cloaks made of swan feathers.

Swan Shapeshifter. A swan maiden has the ability to transform into a swan, which they use for traveling long distances. Their cloaks are an extension of themselves, and without it, they become weaker.

Transformation ritual. Swan maidens can transform a willing female humanoid into a swan maiden over a ritual that takes 24 hours.

The Final Line. Swan maidens protect pristine places of primal power. They repel the forces of evil or the steady growth of urban cities.

Tactics. Swan maidens are skilled warriors. They weaken their foes from range while flying, cutting them to pieces with their swords when they get close. They are skilled and honorable tacticians, falling back to regroup or sacrificing their lives for a cause as needed.



SWAN MAIDEN

Medium fey (shapechanger), chaotic good

Armor Class 16 (breastplate)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saves Dex +6, Wis +4

Skills Insight +4, Perception +4, Stealth +6

Damages Resistances cold, lightning

Senses passive Perception 14

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Change Shape. The swan maiden can use its action to polymorph into a swan, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Feather Cloak. The swan maiden has a swan-feathered cloak. Without the cloak, she loses her Change Shape and damage resistances.

Trackless. The swan maiden leaves no tracks unless she wants to.

ACTIONS

Multiattack. The swan maiden makes three weapon attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

THIN MAN

This terrifying creature has long, thin arms that end in sharp claws. Its face is featureless, but sometimes opens to reveal a mouth filled with fangs.

Slim Island. All stories of the thin men originate from a specific island. Early settlers encountered these creatures, which stared at them from a distance. Over time, a number of disappearances were attributed to the thin men.

Thin Sickness. The presence of these creatures induces an intense feeling of fear and paranoia. When a person's field of vision begins wobbling, they know a thin man is near.

Target Children. Children have a different reaction to the madness aura of these creatures. It instead creates a calm feeling, and there are reports of these fey leading children into cane fields by the hand. They are never seen from again.

Tactics. Thin men stalk and mentally torture their victims. They can turn invisible and teleport, and their madness aura still affects creatures even if they are invisible. They like to stay close to their prey while invisible until they go insane, before revealing their presence and killing them. A thin man tries to prolong the process as long much as possible.

THIN MAN

Medium fey, chaotic evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saves Wis +3

Skills Perception +3, Stealth +6, Survival +3

Damages Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 120 ft., passive Perception 13

Languages Deep Speech

Challenge 4 (1,100 XP)

Behind You. The thin man can teleport up to 60 feet as a bonus action.

Madness Aura. Creatures that start their turn within 15 feet of the thin man must succeed on a DC 12 Wisdom saving throw or be frightened while within the aura as their vision shakes and wobbles.

Untraceable. The thin man is always under the effects of *pass without trace*.

ACTIONS

Multiattack. The thin man makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 8 (1d6 + 5) slashing damage.

Vanish. The thin man magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the thin man wears or carries is invisible with it.



THORN

Thorns have dark green skin and brown hair. Their clothes are made of leaves woven together, and they carry a sword covered in thorns.

Fey Defenders. Thorns are respected defenders among the fey. They help others when they travel and are hired by powerful fey to protect important things.

Thorn Sword. The sword each thorn carries is their prized possession. Each thorn creates their own sword, and the process often takes a significant amount of time. No two thorn longswords are the same.

Tactics. A thorn will attempt to knock out at least one enemy with a Sleeping Arrow. If multiple thorns are present, some will engage in melee while the others can support with ranged attacks. Thorns will lay down their lives if protecting something.



THORN

Small fey, neutral good

Armor Class 15 (leather armor and shield)

Hit Points 90 (20d6 + 20)

Speed 25 ft.

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

Skills Insight +2, Perception +2, Persuasion +3

Senses passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

ACTIONS

Multiattack. The thorn makes two attacks.

Thorn Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Sleeping Arrow (Recharge 6). *Ranged Spell Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 11 Constitution saving throw or fall asleep for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. The target wakes up if it takes any damage or an adjacent creature wakes it up as an action.

TOOTH FAIRY

This little fairy has oversized eyes and a mouth filled with mismatched teeth. It carries a big pair of pliers.

Tooth Thief. Tooth fairies are created when a child's tooth is buried in a place filled with fey energy. Tooth fairies are compelled to steal the teeth of humanoid creatures, and love doing so in painful ways.

Tooth Lair. A tooth fairy's mouth is filled with its favorite stolen teeth. Any teeth too large to fit in its mouth get added to its lair, which is covered with teeth.

Mistaken Myth. Cities and towns far away from fey locations have their own stories of tooth fairies, helpful spirits that take away old teeth in exchange for money. Those that live close to forests know better, that tooth fairies are real, and they prefer ripping out a tooth themselves.

Tactics. A tooth fairy's goal is to steal at least one tooth, and then flee. If there are too many threats, it flees.

A tooth fairy sneaks up on sleeping targets, and rips out a tooth. If they wake, it will either bite them to temporarily paralyze them, or magically put them to sleep.



TOOTH FAIRY

Tiny fey, chaotic evil

Armor Class 12

Hit Points 9 (2d4 + 4)

Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	9 (-1)	8 (-1)	15 (+2)	14 (+2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 1/4 (50 XP)

Death Burst. When the tooth fairy dies, it explodes. All creatures within 5 feet must succeed on a DC 12 Constitution saving throw or be poisoned until the end of their next turn.

Innate Casting. The tooth fairy's spellcasting ability is Charisma (Save DC 12, +4 to hit with spell attacks). The tooth fairy can innately cast the following spells, requiring no material components.

At Will: invisibility (self only), sleep

Steal Tooth. As a bonus action when it hits with a pliers attack, it can attempt to rip out a tooth. The target must succeed on a DC 12 Constitution saving throw or lose a tooth and have their Charisma reduced by 1 until after a long rest. The tooth can be reattached with healing magic.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 9 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tooth fairy's bite for the next 24 hours.

Pliers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

TUNCHE

The ultimate jungle predator, tunche have three legs, bodies that resemble foliage, and the claws of an oversized praying mantis.

Jungle Dweller. Tunche live in jungles, and consider the entire jungle their home. They will ruthlessly kill anyone that causes harm to their home, but are indifferent toward respectful travelers.

Mimicry. Tunche have the ability to mimic sounds with uncanny accuracy. They will lie in wait, blending in with the natural scenery, and make sounds of people in distress to lure victims close.

Play With Food. Because they are such skilled hunters, tunche like to play with their food before they eat it. They like to manipulate the environment to confuse, mislead, and isolate opponents.

Tactics. Unless the enemy is directly harming the jungle, tunche toy with their prey. They manipulate the jungle and move around unseen, using camouflage and jungle step. Once they commit to an attack, they fight savagely. A tunche likely fights to the death because they don't think they can actually lose.



TUNCHE

Huge fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 337 (25d12 + 175)

Speed 50 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	24 (+7)	12 (+1)	20 (+5)	25 (+7)

Saves Dex +11, Int +7, Wis +11

Skills Deception +13, Insight +11, Nature +7, Perception +11, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses darkvision 60 ft., passive Perception 21

Languages Deep Speech, Sylvan, Plants

Challenge 17 (18,000 XP)

Jungle Master. The tunche can move and manipulate natural jungle terrain.

Jungle Step. The tunche ignores difficult terrain in jungles.

Sound Mimicry. The tunche can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by the tunche's Charisma (Deception) check.

ACTIONS

Multiattack. The tunche makes two claw attacks.

Wave of Thorns (Recharge 5-6). The tunche creates a wave of thorns emanating from it in a line 60 feet long and 10 feet wide. All creatures in the area must make a DC 21 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage and the target is grappled (escape DC 21). The tunche can have one creature grappled per claw attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage and the target must succeed on a DC 21 Constitution saving throw or take 21 (6d6) poison damage. The tunche has advantage on this attack roll against grappled creatures.

Twigjack

This creature has a vaguely humanoid shape made up of twigs and sticks bound together by vines.

Hate Outsiders. Twigjacks are overly protective of their home, attacking and hindering any trespassers or signs of civilization.

Not A Plant. Although they look like a plant creature, twigjacks are actually fey. Treants find them annoying, and hate any suggestions that they are related.

Annoyance. Most fey find twigjacks annoying. They are stubborn and hard to control. Sometimes bugbears and other monsters can bully some twigjacks into working with them.

Tactics. The twigjack uses Splinterspray when available, and fights until killed.



Twigjack

Tiny fey, chaotic evil

Armor Class 13

Hit Points 22 (5d4 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	13 (+1)

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

ACTIONS

Splinterspray (Recharge 5-6). The twigjack sprays splinters in a 15 foot cone. All creatures in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

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

ULDRA (RACE)

Racial Traits

Uldra share certain traits as a result of their icy fey heritage.

- **Ability Score Increase.** Your Constitution score increases by 2, and your Wisdom score increases by 1.
- **Age.** Uldra reach adulthood in their 20s and generally live up to 200 years.
- **Alignment.** Uldra often live in remote area, which give them a neutral outlook on life. Although their culture is often reserved, they look out for their friends and family and lean towards goodness.
- **Size.** Uldra are Small.
- **Speed.** Your base walking speed is 25 feet.
- **Darkvision.** You have superior vision in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Cold Resistance.** You have resistance to cold damage.
- **Icy Nature.** You know the *ray of frost* cantrip. Your spellcasting ability is Constitution.
- **Frosty Touch.** Your body is so cold that it imbues weapons you hold with cold energy. You deal an additional 1 point of cold damage with all weapon attacks.
- **Languages.** You can speak, read, and write Common and Sylvan.

Uldra are small winter fey, about the size of a Halfling with blue skin.

Rustic. Uldra live in remote, cold areas. They live in close communities, but are uncomfortable around large crowds.

Touch of Winter. Uldra have an affinity with cold magic, and all uldra possess some ability to manipulate cold forces.

Tactics. Uldra fight intelligently, using the terrain to their advantage.

ULDRA

Small fey, neutral good

Armor Class 14 (studded leather and shield)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Damage Resistances cold

Skills Handle Animal +2, Nature +2, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The uldra makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage plus 1 cold damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Ray of Frost. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of the uldra's next turn.

VERDANT PRINCE

This creature blends features of humans, fey, and nature. It is humanoid in shape, with antlers growing from its head and leaves as hair.

Evil Ruler. Verdant prince is both a name and a title. These selfish creatures appoint themselves as the rulers of the forest, and often have legions of evil fey under their command.

Patron Fey. Verdant princes are powerful creatures, and are able to make binding pacts. One does not enter into an arrangement with a verdant prince lightly, and the consequences for breaking an oath can be dire.

Bonded Power. Each verdant prince can vary greatly in power. The cost of doing business with a verdant prince is often something that increases their power. Verdant princes are known to hoard and collect magic items and artifacts.

Tactics. A verdant prince has minions to fight on its behalf. It fights in the back lines, casting spells while its servants protect it. A verdant prince will usually tree stride away from a fight, trusting its minions to take care of the fight for it.



VERDANT PRINCE

Medium fey, neutral evil

Armor Class 16

Hit Points 136 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	18 (+4)	16 (+3)	15 (+2)	21 (+5)

Saves Dex +10, Wis +6

Skills Arcana +7, Deception +9, Intimidation +9, Nature +7, Persuasion +9

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from cold iron weapons

Senses darkvision 120 ft., passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 11 (7,200 XP)

Evasion. If the verdant prince is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the verdant prince instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Casting. The verdant prince's spellcasting ability is Charisma (Save DC 17, +9 to hit with spell attacks). The verdant

prince can innately cast the following spells, requiring no material components.

At Will: *disguise self*

1/day each: *polymorph*, *call lightning* (3d10), *cure wounds* (1d8 + 5), *wall of thorns* (7d8), *heat metal*

Oath Bond. The verdant prince can strike a bargain with a willing creature. If the deal is broken, the offender has disadvantage on all ability checks until it is fulfilled. The other party is aware of when an oath is broken, and knows the distance and location to the offending party if they are on the same plane. Only death or a *wish* can end the oath before being fulfilled.

Tree Stride. Once on its turn, the verdant prince can use 10 ft. of its movement to step magically into one living tree within reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The verdant prince makes two staff attacks.

Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) magical bludgeoning damage.

Nature Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage.

VILDERAVN

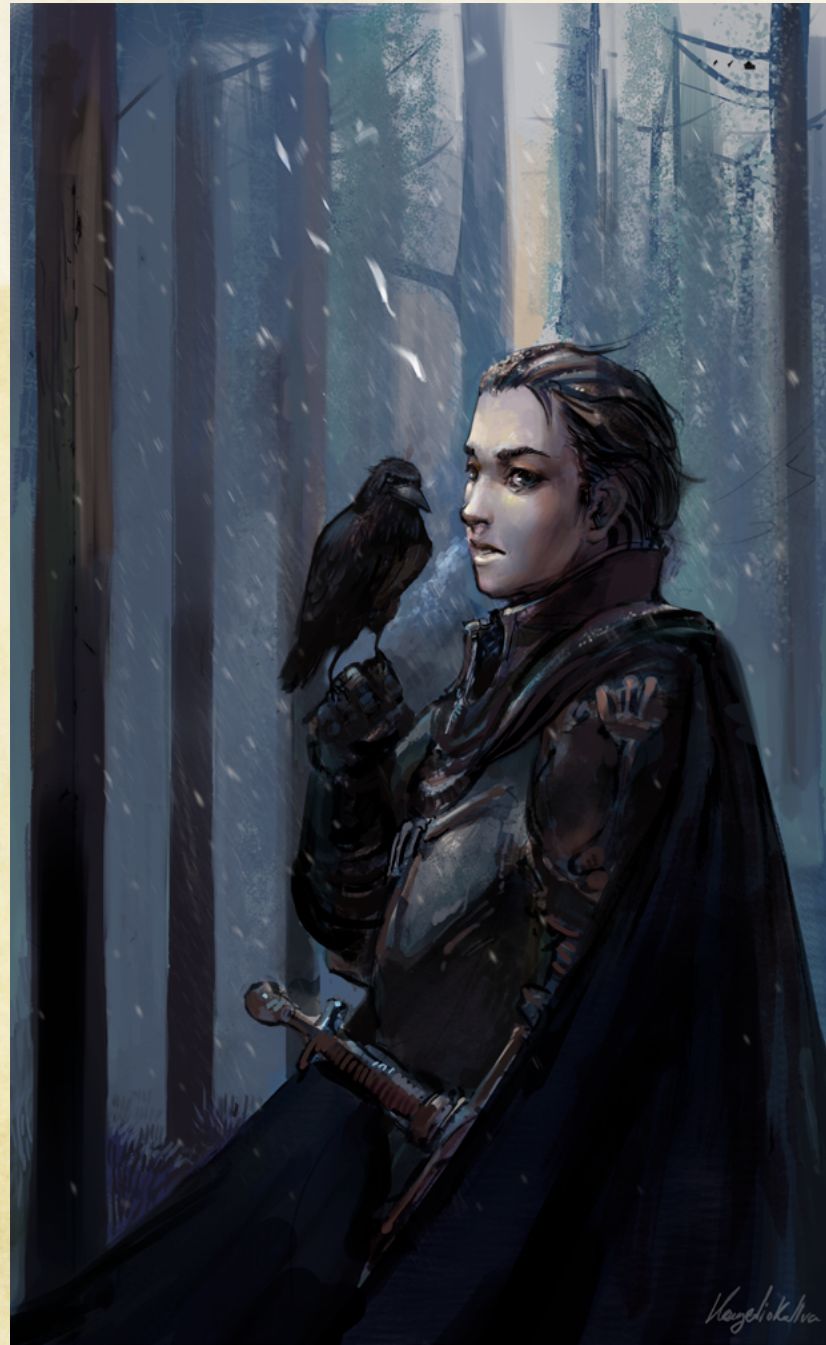
Vilderavn are terrifying raven shapeshifters. In their humanoid form, they are covered in heavy plate armor with a helm shaped like a raven head. In their natural form, they are human-sized ravens.

War and Suffering. These evil fey are drawn to places of suffering, like battlefields. They infiltrate society and manipulate leaders into declaring war. The presence of a vilderavn means the eventual unraveling and destruction of a kingdom.

Destruction of Mortals. Vilderavn were created as a counter to mortal kingdoms. Everything they do is meant to manipulate the inherent weaknesses and flaws of mortals into destruction.

False Oracle. Vilderavn like to toy with mortals, showing off their powerful magic. They claim they can perform powerful tasks, but always ask for a big price, like the blood of the innocent. This is all a lie, the vilderavn could perform the task whenever they wanted, but they love the torment and problems they create.

Tactics. A vilderavn is either already ingrained or is attempting to infiltrate a noble court. They only reveal their true nature for an ultimate betrayal, or when their machinations are discovered. They focus attacks on one creature at a time, picking the most vulnerable. The more attacks on one creature, the greater the bleed damage. They are ruthless and skilled tacticians.



VILDERAVN

Medium fey (shapechanger), neutral evil

Armor Class 18 (plate armor, 17 natural)

Hit Points 275 (22d8 + 176)

Speed 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	19 (+4)	20 (+5)	23 (+6)

Saves Dex +14, Wis +12, Cha +13

Skills Deception +13, History +11, Insight +12, Intimidation +13, Perception +12, Persuasion +13, Stealth +14

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities frightened

Senses true seeing 60 ft., passive Perception 22

Languages Common, Deep Speech, Infernal, Sylvan

Challenge 22 (41,000 XP)

Bloody Raven. Creatures hit by the vilderavn's attacks bleed, taking 3 (1d6) untyped damage at the start of each of their turns. This damage increases by 1d6 for every attack that hits. A creature can attempt a DC 21 Wisdom (Medicine) check to stop the bleeding as an action. Magical healing doesn't end the bleeding unless from a spell of at least 6th level.

Change Shape. The vilderavn can use its action to polymorph into a human sized raven, humanoid, or back into its true form, which is fey. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Hex. As a bonus action, the vilderavn curses a creature within 60 feet. A hexed creature takes an additional 9 (2d8) damage on attacks from the vilderavn. A hexed creature must succeed on a DC 21 Wisdom saving throw or have disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the disadvantage on a successful saving throw. The vilderavn can only have one target hexed at a time.

Innate Casting. The vilderavn's spellcasting ability is Charisma (Save DC 21, +13 to hit with spell attacks). The vilderavn can innately cast the following spells, requiring no material components.

At Will: *bestow curse* (7th level), *dispel magic*, *fear*, *scrying*, *suggestion*

1/day each: *etherealness*, *geas*, *mass suggestion*, *modify memory*

1/month: *wish*

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

Soul Eater. If the vilderavn reduces a creature to 0 hit points with a critical hit, it consumes their soul and regains 100 hit points. The vilderavn gains their memories, and can shapechange into a perfect copy of them. The target can't be raised from the dead until the vilderavn is killed.

ACTIONS

Multiattack. The vilderavn uses shatter loyalties and makes three weapon attacks.

Circle of Death (Recharge 5-6). The vilderavn creates a ring of death. All creatures within 60 feet of the vilderavn must make a DC 21 Constitution saving throw, taking 49 (14d6) necrotic damage on a failed save, or half as much damage on a successful one.

Claw (Raven Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Cruel Falchion (Fey Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Shatter Loyalties. Each creature of the vilderavn's choice that is within 120 ft. of the the vilderavn and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. While frightened, a creature no longer counts as an ally for any abilities that can target allies. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vilderavn's Shatter Loyalties for the next 24 hours.

REACTIONS

Fate. The vilderavn gains a +7 bonus to AC against one attack that would hit it.

LEGENDARY ACTIONS

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

Attack. The vilderavn makes a weapon attack.

Evil Eye. One creature the vilderavn can see within 60 feet must succeed on a DC 21 Wisdom saving throw or be unable to move for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

Feather Storm (Costs 2). The vilderavn moves up to 60 feet without provoking opportunity attacks, and can make one weapon attack against each creature that it moves adjacent to. The vilderavn can't attack a target more than once.

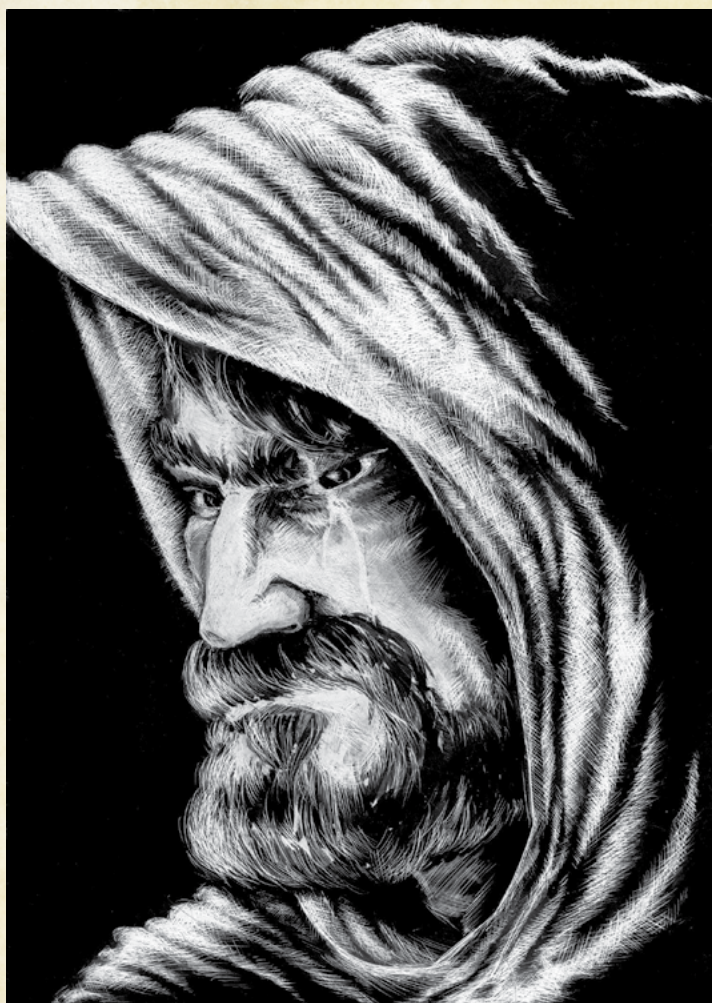
VODYANOI

A vodyanoi looks like a dirty old man with a long beard and messy hair. It has a pot belly and long gangly arms.

Nature Control. Vodyanoi live near rivers and lakes. They have control over the natural forces in these places, and can use it to control water and simple wildlife, like fish.

Moody. Vodyanoi are moody, and can be considered a boon or bane to small fishing villages. Unless placated, a vodyanoy might change the flow of water or even attack someone.

Tactics. A vodyanoy will use *control water* to try and knock enemies into water, where it can easily swim and attack them. It will summon clouds of fish as a distraction.



VODYANOI

Medium fey, neutral evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 60 ft.

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

Skills Survival +4

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Amphibious. The vodyanoi can breathe air and water.

Control Water. The vodyanoi can cast *control water* at will.

ACTIONS

Multiattack. The vodyanoi makes two claw attacks.

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

Fish Cloud. The vodyanoi summons magical fish at a point in water within 30 feet that it can see. The fish obscure vision in a 20 foot radius cloud and lasts for up to 1 hour unless dismissed as a free action or dispelled.

WHISPERER

Lair Actions

On initiative count 20 (losing initiative ties), the whisperer takes a lair action to cause one of the following effects:

- **Encroaching Madness.** Alien whisperers from the Far Realm begin worming their way into a creature's mind. One creature within 60 feet of the whisperer takes 11 (2d10) psychic damage.
- **Change Terrain.** The whisperer has control over its domain, and can change the landscape. They can raise walls of earth, move trees, or move terrain to another location.

Regional Effects

The region containing a whisperer's lair is warped by the fey's influence, which creates one or more of the following effects:

- **Get Lost.** Creatures traveling within 6 miles of the whisperer's lair become lost. All Wisdom (Survival) checks to navigate in this area have disadvantage.
- **Divination Fail.** The area around a whisperer's lair is protected from divination magic. All scrying spells or spells that attempt to look at a point within 6 miles of the whisperer's lair fail.
- **Hallucinations.** Each creature within 1 mile of the whisperer's lair begin seeing hallucinations, pulled from within their psyche.

The whisperer's regional effects only fade if the whisperer is killed and a *wish* spell is used to remove its influence. If this happens, the regional effects begin to fade immediately.

The whisperer has a pale, ghostly appearance twice the size of a human. Its face is blank and shines with a dim glow.

Alien Fey. A whisperer is the most alien of fey. It dwells in the spaces where civilization can never claim. Those that attempt to face it are lost forever.

Hateful Domain. The land a whisperer claims is as hostile as the whisperer itself. The very landscape becomes aggressive, attacking intruders.

No Escape. It doesn't matter if you willingly or accidentally entered a whisperer's domain. Unless you are undead, the whisperer will trap and curse you so that you can never leave.

Tactics. The whisperer doesn't fight in a straight up fight. Instead, it likes to slowly corrupt and torture enemies, forcing them to turn on each other or get lost and separated. Whisperers are particularly fond of mind controlling enemies to fight their allies.



WHISPERER

Large fey, neutral evil

Armor Class 19

Hit Points 465 (30d10 + 300)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	29 (+9)	30 (+10)	24 (+7)	23 (+6)	27 (+8)

Saves Int +15, Wis +14

Skills Deception +16, Perception +14, Stealth +17

Damage Immunities cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't cold iron

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

Senses blindsight 360 ft., darkvision 120 ft., passive Perception 24

Languages Deep Speech, Sylvan, telepathy 300 ft.

Challenge 26 (90,000 XP)

Aura of Whispers. Creatures that start their turn within 10 feet of the whisperer or enter this space on their turn take 14 (4d6) psychic damage.

Destructive Suggestion. When a creature is under the effect of a *suggestion* spell or mind controlling spell from the whisperer, they go about fulfilling the orders in the most self-destructive way possible.

Incorporeal Movement. The whisperer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Casting. The whisperer's spellcasting ability is Charisma (Save DC 24, +16 to hit with spell attacks). The whisperer can innately cast the following spells, requiring no material components.

At Will: *dominate monster*, *dream*, *etherealness*, *dispel magic*, *telekinesis*, *suggestion*

3/day each: *confusion*, *phantasmal killer* (4d10)

1/day each: *earthquake*, *reverse gravity*, *wish*

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

Rejuvenate. If the whisperer dies, it reforms during the next full moon. The whisperer doesn't rejuvenate if its region is gone.

Subtle. The whisperer's spells are subtle. Targets are not aware they are making saving throws against effects unless the whisperer allows it.

ACTIONS

Multiattack. The whisperer makes six Mist Tendril attacks.

Mist Tendril. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 9) necrotic damage.

Inescapable Curse. One creature within 300 feet must make a DC 24 Wisdom saving throw. On a successful saving throw, they are immune to this ability for the next 24 hours. On a failed save, they will not willingly leave the whisperer's region. If they leave, they are poisoned for the duration that they are away. A cursed creature that sleeps outside of the whisperer's domain is teleported back into it. This is a curse effect.

LEGENDARY ACTIONS

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

Attack. The whisperer makes a mist tendril attack.

Madness. One creature within 60 feet must succeed on a DC 24 Wisdom saving throw or gain a short-term madness. Each creature can only be affected by one madness at a time.

Whisper. The whisperer casts *suggestion*.

WILD HUNT

The wild hunt is a group of mysterious fey that pursue prey across the planes.

When the wild hunt appears, a deep mist suddenly fills the area as the sound of galloping hooves grows closer. The hunting party appears, and goes after their quarry.

The leader of the wild hunt is called the Horned King, although none have seen him and lived to tell the tale. The Horned King doesn't appear on individual hunts, but can rally together all members of the hunt to fight a deadly enemy.

WILD HUNT, ARCHER

This androgynous humanoid carries a wicked looking bow, and its eyes glow green.

Uncanny Accuracy. Archers of the wild hunt are deadly with their bow. They never run out of arrows, and each shot can steal the life from their quarry.



WILD HUNT, ARCHER

Medium fey, chaotic neutral

Armor Class 18

Hit Points 209 (22d8 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	21 (+5)	16 (+3)	23 (+6)	21 (+5)

Skills Perception +10, Survival +10

Damage Immunities cold

Damage Resistances fire, lightning

Senses blindsight 60 ft., truesight 60 ft., passive Perception 20

Languages Common, Deep Speech, Sylvan.

Challenge 12 (8,400 XP)

Innate Casting. The Wild Hunt member's spellcasting ability is Wisdom (Save DC 18, +10 to hit with spell attacks). The Wild Hunt member can innately cast the following spells, requiring no material components.

3/day each: *black tentacles*, *haste*, *sleet storm*

1/day each: *cloudkill* (5d8), *disintegrate* (10d6 + 40), *freezing sphere* (10d6)

Living Bow. Any bow the wild hunt archer holds is considered magical, as it creates arrows as needed that disappear after 1 round. The archer ignores cover or concealment penalties when shooting a bow.

Planar Acclimation. The Wild Hunt member can survive in any environment, ignoring any hostile or dangerous effects like heat or a lack of air.

Wild Hunt Link. Each member of a Wild Hunt group share a sensory link, gaining blindsight and truesight out to 60 feet.

ACTIONS

Multiattack. The Wild Hunt member makes three longbow attacks. It can use Vampiric Shot in place of a longbow attack.

Vampiric Shot (Recharge 5-6). *Ranged Spell Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage plus 10 (3d6) cold damage plus 10 (3d6) necrotic damage and the Wild Hunt archer regains hit points equal to the necrotic damage dealt.

Longbow. *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage plus 10 (3d6) cold damage.

WILD HUNT, HORSE

The mounts of the wild hunt are intelligent and aid their riders as much as they can.

Racer. When not hunting, wild hunt horses like to challenge each other to elaborate races.



WILD HUNT, HORSE

Large fey, chaotic neutral

Armor Class 14

Hit Points 180 (19d8 + 76)

Speed 100 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	18 (+4)	9 (–1)	12 (+1)	17 (+3)

Skills Perception +4, Survival +4

Damage Immunities cold

Damage Resistances fire, lightning

Senses blindsight 60 ft., truesight 60 ft., passive Perception 14

Languages Common, Sylvan.

Challenge 8 (3,900 XP)

Perfect Mount. When a rider or the horse takes damage, they can split the damage between themselves however they want.

Planar Acclimation. The Wild Hunt member can survive in any environment, ignoring any hostile or dangerous effects like heat or a lack of air.

Plant Stride. Once on its turn, the horse and its rider can use 10 ft. of the horse's movement to step magically into one area of plants within reach and emerge from a second area of plants within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both areas must be Large or bigger.

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the

same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Wild Hunt Link. Each member of a Wild Hunt group share a sensory link, gaining blindsight and truesight out to 60 feet.

ACTIONS

Multiattack. The Wild Hunt member uses Bewildering Hoofbeats and makes two hooves attacks.

Bewildering Hoofbeats. The hooves of the Wild Hunt's horses make an eerie sound. Each creature not part of the Wild Hunt within 60 ft. of the horse and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the horse's Bewildering Hoofbeats for the next 24 hours.

Deafening Cry (Recharge 5-6). The horse unleashes a deafening cry in a 30 foot cone. All creatures in the area must make a DC 14 Constitution saving throw, taking 35 (10d6) thunder damage and be deafened for 1 minute on a failed save, or half as much damage on a successful one. A creature deafened by this ability can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

WILD HUNT, HOUND

Green smoke billows out of the mouth of this large hound.

Tracker. Hounds are the primary means of locating the wild hunt's quarry once they enter a plane for the first time.

Dead Fog. Wild hunt hounds are surrounded by a fog which contains the souls of their previous victims. The hound can force the fog to take the form of spectral hounds.



WILD HUNT, HOUND

Medium fey, chaotic neutral

Armor Class 14

Hit Points 147 (14d8 + 84)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	13 (+1)	20 (+5)	17 (+3)

Skills Perception +8, Survival +8

Damage Immunities cold

Damage Resistances fire, lightning

Senses blindsight 60 ft., truesight 60 ft., passive Perception 18

Languages Common, Sylvan.

Challenge 6 (2,300 XP)

Hunter Senses. The Wild Hunt hound can innately cast *locate creature*, *locate animals or plants*, *locate objects* at will, requiring no material components.

Keen Hearing and Scent. The Wild Hunt hound has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Planar Acclimation. The Wild Hunt member can survive in any environment, ignoring any hostile or dangerous effects like heat or a lack of air.

Summoned Pack. The Wild Hunt hound can summon a spectral pack of its previous victims, coalescing into individual hounds. Any creature that starts its turn within 20 feet of the hound takes 7 (2d6) piercing damage. The hound can suppress or activate this ability as a free action at any time.

Wild Hunt Link. Each member of a Wild Hunt group share a sensory link, gaining blindsight and truesight out to 60 feet.

ACTIONS

Multiattack. The Wild Hunt member makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and if the target is a creature it must succeed on a DC 16 Strength saving throw or fall prone.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

WILD HUNT, MONARCH

This androgynous humanoid has elk antlers, long ears, and glowing green eyes.

Leader. Monarchs are the individual leaders of each hunt, responsible only to the Horned King. They determine who the quarry is.

Set a Handicap. The monarch determines how easy a particular prey is. If they determine the prey is too easy, they'll set additional rules and restrictions to the hunt.

Recruit. The monarch can add creatures that they kill to the wild hunt's ranks.



WILD HUNT, MONARCH

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 351 (26d8 + 234)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	25 (+7)	28 (+9)	22 (+6)	26 (+8)	27 (+8)

Saves Dex +14, Wis +15

Skills Insight +15, Intimidation +15, Nature +13, Perception +15, Persuasion +15, Stealth +14, Survival +15

Damage Immunities cold

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Senses blindsight 60 ft., truesight 120 ft., passive Perception 25

Languages Common, Deep Speech, Draconic, Sylvan.

Challenge 22 (41,000 XP)

Innate Casting. The Wild Hunt monarch's spellcasting ability is Charisma (Save DC 23, +15 to hit with spell attacks). The monarch can innately cast the following spells, requiring no material components.

At Will: *command*, *dominate monster*, *minor illusion*, *major image*

3/day each: *hallucinatory terrain*, *mass suggestion*, *plane shift*

1/day each: *foresight*, *finger of death* (7d8 + 30), *mass cure wounds* (3d8 + 8)

Join the Hunt. The monarch can bring a creature killed by the Wild Hunt back to life as a new member. If the dead creature does not wish to be resurrected, they can attempt a DC 23 Charisma saving throw to resist. On a failed save, they are brought back to life as a bound member of the Wild Hunt. On a successful saving throw, the creature cannot become a member of the Wild Hunt.

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

Monarch's Glaive. The monarch can summon or dismiss its glaive as a free action. The glaive is magical and cannot be disarmed.

Planar Acclimation. The Wild Hunt member can survive in any environment, ignoring any hostile or dangerous effects like heat or a lack of air.

Wild Hunt Link. Each member of a Wild Hunt group share a sensory link, gaining blindsight and truesight out to 60 feet.

ACTIONS

Multiattack. The Wild Hunt monarch uses Wild Gaze and makes three glaive attacks.

Call the Hunt (Recharges After a Long Rest. The monarch summons the Wild Hunt. One scout, two archers, 2 horses, and two hounds appear in unoccupied spaces within 100 feet. These Wild Hunt members last for up to 1 hour or until reduced to 0 hit points.

Wild Gaze. One creature the monarch can see within 60 feet must succeed on a DC 23 Wisdom saving throw or be incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If the creature's saving throw is successful or the effect ends for it, it is immune to the monarch's Wild Gaze.

Glaive. *Melee or Ranged Weapon Attack:* +16 to hit, reach 10 ft. or range 100/300, one target. *Hit:* 15 (3d10 + 9) piercing damage plus 11 (2d10) thunder damage.

LEGENDARY ACTIONS

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

Command. One ally that can hear the monarch makes a weapon attack.

Gore (Costs 2). The monarch moves up to its speed and makes a glaive attack. If the attack hits, the target takes normal damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of their next turn.

Mark Prey. The monarch marks one creature it can see within 300 feet. All attacks against that target have advantage. The monarch can only have one target marked at a time.

WILD HUNT, SCOUT

The wild hunt's scouts have ram horns.

Revenge. The angriest of the wild hunt, scouts seek revenge against those who escaped or insulted the hunt.

Flashing Light. Scouts carry scimitars with a green gem. They can project a blinding light from the gem.



WILD HUNT, SCOUT

Medium fey, chaotic neutral

Armor Class 18

Hit Points 252 (24d8 + 144)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	22 (+6)	17 (+3)	24 (+7)	21 (+5)

Skills Perception +12, Survival +12

Damage Immunities cold

Damage Resistances fire, lightning

Condition Immunities blinded

Senses blindsight 60 ft., truesight 120 ft., passive Perception 22

Languages Common, Deep Speech, Sylvan.

Challenge 13 (10,000 XP)

Innate Casting. The Wild Hunt scout's spellcasting ability is Wisdom (Save DC 20, +12 to hit with spell attacks). The scout can innately cast the following spells, requiring no material components.

At Will: *pass without trace*

3/day each: *clairvoyance, dimension door*

Planar Acclimation. The Wild Hunt member can survive in any environment, ignoring any hostile or dangerous effects like heat or a lack of air.

Wild Hunt Link. Each member of a Wild Hunt group share a sensory link, gaining blindsight and truesight out to 60 feet.

ACTIONS

Multiattack. The Wild Hunt scout uses Blinding Beam and makes four spectral scimitar attacks.

Blinding Beam (Recharge 5-6). *Ranged Spell Attack:* +12 to hit, range 40 ft., one target. *Hit:* 10 (3d6) force damage plus the target must succeed on a DC 20 Constitution saving throw or be permanently blinded. If the creature's saving throw is successful or the condition ends for it, it is immune to the scout's Blinding Beam for the next 24 hours.

Spectral Scimitar. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) force damage.

CR Rating

Name	CR	Pg			
Alpluachra	1/8	2	Fey giant toad (Template)	1	40
Bulabar	1/8	22	Gossip Pixie, Danthienne	1	53
Deepling	1/8	31	Gremlin, Nuglub	1	57
Forgotten One	1/8	42	Leprechaun	1	83
Gremlin, Vexgit	1/8	59	Mimi	1	90
Jermlaine	1/8	75	Polevik	1	117
Killmoulis	1/8	79	Pooka (race)	1	118
Mite	1/8	91	Baobhan Sith	2	10
Nat, Einsaung	1/8	97	Caliento	2	23
Biloko	1/4	13	Grimstalker	2	62
Brownie (familiar)	1/4	20	Leshii	2	85
Cheshire Cat (familiar)	1/4	26	Majordomo	2	88
Forest Folk	1/4	41	Malgoren	2	89
Fyr	1/4	46	Morgodea	2	93
Gremlin, Jinkin	1/4	56	Nat, Hkum Yeng	2	98
Gremlin, Pugwampi	1/4	58	Nymph	2	108
House Spirit, Domovoi	1/4	68	Shaedling	2	130
House Spirit, Ovinnik	1/4	70	Sirine	2	134
Jaebrin	1/4	74	Skin Stealer	2	135
Mockingfey (familiar)	1/4	92	Sleeping Blossom	2	136
Nixie	1/4	104	Splinterwaif	2	140
Petal	1/4	115	Bile Wrapped in Beauty	3	12
Phooka	1/4	116	Crystalline Cat	3	30
Rime sprite	1/4	121	Ekekeh	3	32
Spark	1/4	137	Hoary Steed	3	66
Tooth Fairy	1/4	148	Kelpie	3	78
Uldra (race)	1/4	151	Leanan Sidhe	3	82
Vodyanoi	1/4	155	Lurker in Light	3	87
Asrai	1/2	4	Remacera	3	120
Atomie	1/2	5	Spriggan	3	141
Bajang	1/2	7	Thorn	3	147
Bisan	1/2	14	Encantado	4	33
Boggart	1/2	18	Escorite	4	35
Buckawn	1/2	21	Fossegrim	4	44
Calpina	1/2	24	Gray Jester	4	55
Chaneque	1/2	25	Huldra	4	71
Faun	1/2	38	Ijiraq	4	73
Fear Eater	1/2	39	Shadow Collector	4	129
Forlarren	1/2	43	Shimmerling Swarm	4	131
Gathlain (race)	1/2	47	Spring-Heeled Jack	4	142
Gerbie	1/2	48	Svartalfar	4	144
Gloura	1/2	52	Thin Man	4	146
Grig	1/2	60	Alp	5	1
Hybsil	1/2	72	Banshrae	5	9
House Spirit, Dvorovoi	1/2	69	Cold Rider	5	28
Naiad (race)	1/2	96	Fastachee	5	37
Nat, Lu	1/2	99	Joy Stealer	5	76
Oakman	1/2	109	Lampad	5	80
Pech	1/2	114	Nature Spirit, Large	5	100
Shadar-Kai	1/2	128	Oread (race)	5	113
Twigjack	1/2	150	Crossroads Guardian	6	29
Bagiennik	1	6	Hoarfroster	6	65
Blighted Fey Satyr (template)	1	15	Murderjack	6	94
Bog Imp	1	17	Swan Maiden	6	145
Choxani	1	27	Wild Hunt, Hound	6	160
Faerie Seer	1	36	Boogeyman	7	19
			Lunar Ravager	7	86
			Nisp	7	103
			Oceanid	7	112
			Rimefire Eidolon	7	122
			Sangoi	7	125
			Glitterhaunt	8	51
			Grimm	8	61
			Ruin Chanter	8	123
			Storm Rider	8	143
			Wild Hunt, Horse	8	159
			Grave Fairy	9	54
			Nuckelavee	9	107
			Banelight	10	8
			Nereid	10	102
			Ragewalker	10	119
			Ruin Elemental	10	124
			Battle Imp	11	11
			Larabay	11	81
			Muse	11	95
			Verdant Prince	11	152
			Wild Hunt, Archer	12	158
			Hamadryad	13	63
			Kamaitachi	13	77
			Wild Hunt, Scout	13	162
			Frostwind Virago	15	45
			Siabrie	16	132
			Ocean Strider	17	110
			Tunche	17	149
			Erlking	19	34
			Seilenos	19	126
			Ankou	20	3
			Norn	22	105
			Vilderavn	22	153
			Wild Hunt, Monarch	22	161
			LeShay	23	84
			Spirit of the Land	23	138
			Hoary Hunter	26	66
			Whisperer	26	156
			Glaistig	27	49