

MONSTERS OF FEYLAND



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MONSTERS OF FEYLAND

A COLLECTION OF MONSTERS FOR 5TH EDITION

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FEYLAND

Feyland is a magical land just around the corner from the everyday world. You might simply step into it without knowing. Beauty is everywhere, emotions are volatile, and time doesn't seem to work in a linear fashion. In some places twilight never seems to end and thick mists drift through endless woods. In other areas there is constant upheaval and music blares out spontaneously. Bright colors sparkle and the world is bursting with life. Quiet, hidden groves clash with harsh rocky terrain. Feyland seems similar to the everyday world, but it is a much more intense version.

The fey are quick, agile beings who move gracefully through their lands. They are playful, usually enthusiastic, and sometimes savage. Even the beasts talk and a giant mushroom just might ask you to dance.

There are three general fey divisions, the good Seelie Court, the evil Unseelie Court, and wild fey. The Seelie court is divided into the Spring and Summer courts. The Unseelie Court contains the Autumn and Winter courts. Titania and Oberon rule the Seelie Court and the Queen of Darkness rules the Unseelie Court. The untamed wild fey have no leader or hierarchy.

SEELIE COURT – centaurs, spring and summer faeries, good elves, sprites, Orchid, everflowers, swan maidens, Lady of the Swans, Oak Lord. The court is based in the Tree Castle, a massive complex of buildings on the Great Tree.

UNSEELIE COURT – gremlins, hunttaurs, autumn and winter faeries, Riverwind, Ice Princesses, Snow Queen, Frost Lord, Skeleton King, Witch King, doom riders, harvest maidens, evil elves, goblins, and the Goblin King. The court is based in the Fortress of Shade, a flying castle.

ADVICE FOR GAME MASTERS

Arcane energy flows freely, every plant and creature is infused with magic. Many fey have access to magic and have greater resistance to spells. Fey contracts have powerful binding magic. Therefore, the fey love to make deals and will use a plethora of tricks to entrap someone. Some of these deals will involve minor trade offs, other deals will be complex and life-changing.

The local inhabitants are usually quite honest and blunt at their core. However, fey must only tell the truth if asked a question twice. This bit of knowledge is essential to navigating Feyland. It's also important to remember that fey are not always interested in combat. They love drama and many times they will simply toy with newcomers. Crossing the threshold into Feyland can be done in many ways. Visitors can find their way in through magical portals, trees, stone gates, ponds, faerie rings, and even mirrors.

SEELIE COURT

**QUEEN TITANIA &
KING OBERON**
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SUMMER COURT
OAK LORD (PAGE 60)
CENTAURS (PAGE 12 & 13)
SUMMER FAERIES (PAGE 30)

SPRING COURT
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PRINCE OF THE PIPES (PAGE 66)
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GREMLINS (PAGE 43)
UNDEAD (MANY KINDS)



ARCANE STALKER

Medium fey, chaotic evil

Armor Class 14

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR 18(+4)	DEX 18(+4)	CON 12(+1)	INT 12(+1)	WIS 14(+2)	CHA 10(+0)
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Skills Arcana +4, Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan, Elvish

Challenge 5 (1,800 XP)

Innate Spellcasting. The arcane stalker's innate spellcasting ability is Wisdom (spell save DC 15). The arcane stalker can innately cast the following spells, requiring no components.

At will: detect magic, message

1/day: mirror image, phantasmal steed, see invisibility

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

Shadow Step. While in dim light or darkness, the arcane stalker can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The arcane stalker makes two attacks.

Arcanis Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. In addition, if the arcane stalker hits a spellcaster, the arcane stalker can use a bonus action to cast *dispel magic*.

Reactions

Uncanny Dodge. When an attacker that the arcane stalker can see hits it with an attack, the arcane stalker can use its reaction to halve the attack's damage against it.

A flash of a shining sword in the dark and your spell ends. Arcane stalkers can spell trouble for any magic user. These agile, elite warriors of the Unseelie Court are especially adept at fighting those who use magic.

Arcane Weapon. Each arcane stalker wields a magical sword called an Arcanis Sword. Not only can the weapon do bodily harm but it can also dispel magic.

Evil Minions of the Queen. The Queen of Darkness often uses these stealthy fey to hunt down her enemies.

At Home in the Dark. Arcane stalkers are skilled at moving in the dark.



The giant basilisk is the king of snakes. It is a massive green and gold monster, and a deadly killer. Some folks say the basilisk was hatched by a rooster from the egg of a toad or a snake. Legend also says this monstrosity can turn someone to stone.

Serpent Leader. Other snakes and snake-like creatures often work in unison with giant basilisks. Although they don't share a language, they share a common tongue.

Rooster Retreat. Even though these monstrosities strike fear in the hearts of many, they are scared of the call of the common rooster.

Castles and Keeps. On rare occasions, a giant basilisk makes a home in a castle or large settlement.



BASILISK, GIANT

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR 23(+6)	DEX 8(-1)	CON 21(+5)	INT 5(-3)	WIS 10(+0)	CHA 7(-2)
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Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 10

Languages -

Challenge 15 (13,000 XP)

Respect for the Rooster. If the giant basilisk hears the crowing of a rooster it must make a DC 12 Wisdom saving throw, or flee the area. It can make the save again after each of its turns.

Keen Smell. The giant basilisk has advantage on Wisdom (Perception) checks that rely on smell.

Petrifying Gaze. If a creature starts its turn within 30 feet of the giant basilisk and the two of them can see each other, the giant basilisk can force the creature to make a DC 18 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw as the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the giant basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the giant basilisk in the meantime, it must immediately make the save.

Actions

Multiattack. The giant basilisk makes two bite attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage. The target must also make a successful DC 18 Constitution saving throw or take an additional 10 (3d6) poison damage.

- ◆ **Poisonous Breath (3/day).** The giant basilisk breathes out a poisonous breath in a 60-ft. cone. Any creatures in the area must make a successful DC 18 Constitution saving throw or take 31 (9d6) poison damage.

BOGGART

Medium fey (shapechanger), chaotic evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR 12(+1)	DEX 16(+3)	CON 15(+2)	INT 12(+1)	WIS 14(+2)	CHA 7(-2)
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Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Sylvan

Challenge 3 (700 XP)

Frightening Form. The boggart can use an action to transform into a form that would scare a target within 10 ft. The target must make a successful DC 13 Wisdom saving throw or become frightened for 1 minute. It needs to use a bonus action to transform back into its true form.

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

At will: detect thoughts, prestidigitation

2/day: invisibility, shocking grasp

1/day: confusion, dissonant whispers

Magic Resistance. The boggart 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: 8 (2d6 + 1) piercing damage.

Hiding in the darkest places of the wilderness is a horrid, malevolent creature. The boggart usually inhabits marshes or fields. Its true form is a mystery as it often takes the form of its victim's deepest fear. Some say the boggart is really a black shadowy creature. However, if a boggart is killed it simply dissolves.

Hidden Homes. These monsters often hide in burrows, under bridges, in old trees, or under logs.

Darkest Fear. Having the ability to shapechange and the ability to detect thoughts makes this monster a challenging opponent. The boggart usually changes shape when a humanoid is nearby.

Domestic Setting. At times a boggart gets inside a dwelling and causes all kinds of havoc. Many a family has been chased from their home by this nasty fey.



FLORA OF FEYLAND

Mithrenfire

Bright red grass

Once consumed, you feel warm and energetic. For one day all Constitution saving throws are with advantage and all Wisdom saving throws are with disadvantage.

Brownies are peaceful, friendly members of the good Seelie Court. This small creature looks very similar to a little elf. Honest to a fault, brownies will go out of their way to take responsibility for their actions.

Peculiar Pacifist. The brownie will usually stay out of combat unless they are defending themselves or others. Playing dead is always an option for this small fey. In this state, it isn't that easy to tell if the brownie is actually dead or not.

Naturally Nimble. Although brownies are not strong, they are quite agile.

Wilderness Home. Most brownies live in the wilderness areas of Feyland. Typical dwellings include hollow trees and burrows. They make excellent guides, as they know their territory like the backs of their small hands.



BROWNIE

Small fey, chaotic good

Armor Class 14 (leather armor)

Hit Points 9 (2d6 + 2)

Speed 25 ft.

STR 7(-2)	DEX 16(+3)	CON 12(+1)	INT 10(+0)	WIS 11(+0)	CHA 12(+1)
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Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Fey Ancestry. The brownie has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The brownie's innate spellcasting ability is Wisdom (spell save DC 13). The brownie can innately cast the following spells, requiring no components.

At will: druidcraft, goodberry

1/day: dancing lights

Actions

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

Mimic Death. The brownie can collapse to the ground and appear to be dead. A DC 13 Intelligence (Investigation) check will reveal they are still alive.

FLORA OF FEYLAND

Golden Mushroom

A small, plump golden mushroom

Once consumed, it grants the benefit of a short rest.

CENTAUR, ARMORED

Large fey, neutral good

Armor Class 17 (studded leather, shield)

Hit Points 68 (8d10 + 24)

Speed 50 ft.

STR 19(+4)	DEX 16(+3)	CON 16(+3)	INT 9(-1)	WIS 13(+1)	CHA 12(+1)
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Skills Athletics +7, Perception +4, Survival +4

Senses passive Perception 14

Languages Sylvan, Elvish

Challenge 4 (1,100 XP)

Charge. If the armored centaur moves at least 30 feet straight toward a target then hits it with a longsword attack on the same turn, the target takes an extra 4 (1d8) slashing damage.

Actions

Multiattack. The armored centaur makes two attacks: one with its hooves and one with its sword.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Reactions

Parry. The armored centaur adds 2 to its AC against one melee attack that would hit it. To do so, the armored centaur must see the attacker and be wielding a melee weapon.

You hear the clash of swords and the sound of hooves echo through the woods. The armored centaur is the warrior version of the centaur. They are led by the Oak Lord, head of the Summer Court. This tough warrior fey can attack with its sword and its hooves. All centaurs are sworn enemies of their evil cousins, the hunttaurs.

Centaur Soldier. Unlike other centaurs, the armored versions aren't wanderers. Most of these centaurs are part of the Seelie Court and form a significant part of the warrior ranks.

Useful Mounts. Armored centaurs are willing to be mounts for good-aligned creatures, including their elven allies.

Sword Masters. These fey are adept at sword fighting and can even use their melee weapons to block attacks.



The most unusual of the centaurs is the centaur mage. These fey have a number of spells at their disposal. Armored centaurs and centaur mages give the good fey a powerful force to fend off their dark foes. As with the armored centaurs, they are sworn enemies of the hunttaurs.

Summer Court. Centaur mages belong to the Summer Court, a division of the Seelie Court. Although their usual leader is the Oak Lord, ultimately these centaurs serve Titania and Oberon. A number of female centaur mages have fallen in love with the fey king.

Arcane Focus. The centaur mage's staff is their arcane focus. If it is destroyed or taken away, they lose any ability to cast spells.

CENTAUR MAGE

Large fey, neutral good

Armor Class 12

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR 14(+2)	DEX 14(+2)	CON 14(+2)	INT 16(+3)	WIS 13(+1)	CHA 12(+1)
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Skills Arcana +6, History +6, Perception +4, Survival +4

Senses passive Perception 14

Languages Sylvan, Elvish

Challenge 4 (1,100 XP)

Innate Spellcasting. The centaur mage's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The centaur mage can innately cast the following spells, requiring no components.

Cantrips (at will): blade ward, prestidigitation, shocking grasp

2/day: blur, charm person, hold person, scorching ray, shield, sleep

1/day: counterspell, fear

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

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

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



CHANGELING

Medium fey (shapechanger), any alignment

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR 10(+0)	DEX 16(+3)	CON 12(+1)	INT 10(+0)	WIS 12(+1)	CHA 12(+1)
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Skills Deception +3, Performance +3, Persuasion +3

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Common, and two others

Challenge 1/2 (100 XP)

Ambusher. The changeling has advantage on attack rolls against any creature it has surprised.

Doppelganger Ancestry. The changeling has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shapechanger. As an action, the changeling can shapechange into a medium or smaller humanoid it has seen, or back into its true form. Any equipment it is wearing is transformed. If the changeling dies, it reverts to its true form.

Actions

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

The changeling can look like any humanoid and lives amongst them. The offspring of doppelgangers and humans, its true form can come as a shock to some. Even in Feyland their pale bodies and large eyes are noticeable. They are extremely stealthy and are used as spies by both of the fey courts.

Diplomatic Doppelganger. Changelings are patient and calm and make very good diplomats.

Cautious Creature. These creatures are rather sensitive and take their time getting to know others and trying new activities. However, changelings often wander far from their homes as they are curious about other races.

Prolific Performers. A large number of changelings end up as entertainers. Their many gifts lend themselves to the performing arts.



As you emerge into the clearing you notice a shimmering spectral elk and rider. The hooded figure holds a mighty lance pointing towards you. A doom rider has arrived to eliminate you. This dark fey is part of the Autumn Court, a division of the Unseelie Court. The rider and mount are inseparable.

Doom Bringer. When the Skeleton King decides he needs to kill someone, he sends a doom rider to take care of it. Doom riders usually make their homes in the Bone Castle with their leader. They know the geography of Feyland very well and will use the most direct route to hunt down their prey.

Undead Nature. The doom rider doesn't require air, food, drink, or sleep.

DOOM RIDER

Large undead, chaotic evil

Armor Class 14

Hit Points 105 (10d10 + 50)

Speed 50 ft.

STR 18(+4)	DEX 18(+4)	CON 20(+5)	INT 10(+0)	WIS 18(+4)	CHA 10(+0)
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Skills Perception +8

Damage Immunities poison

Damage Resistances cold, lightning, necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Sylvan

Challenge 10 (5,900 XP)

Turn Resistance. The doom rider has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The doom rider makes two attacks: one with its antlers and one with its hooves.

Antlers. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Hooves. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Death Lance. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 18 (3d6 + 8) piercing damage plus 22 (5d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.



DOUBT TROUT

Tiny fey, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft.

STR 1(-5)	DEX 16(+3)	CON 10(+0)	INT 1(-5)	WIS 12(+1)	CHA 1(-5)
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Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Aura of Doubt. Creatures within 30 feet of the doubt trout have disadvantage on saving throws. They must also make a successful DC 13 Wisdom saving throw or begin to doubt their decisions.

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

Phosphorescent Glow. The doubt trout emits a bright orange color as bright light in a 20 ft. radius and dim light for an additional 10 ft.

Water Breathing. The doubt trout can breathe only underwater.

Actions

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

While tracking the enemy, you suddenly begin to question your mission. You could be under the influence of the doubt trout. The doubt trout is a very unusual fey creature. They are usually found in rivers and lakes in Feyland. They glow bright orange and stand out in the clear blue and green bodies of water. A school of the glowing fish is quite a stunning sight.

Drain Confidence. In the presence of these fey, one is drained of confidence and doubt begins to take over. A strange tingling sensation can be felt all over the body.

Interior Lives. At times, powerful beings capture these creatures and place them in containers in their lairs. This puts any strangers at a significant disadvantage. Doubt trout can also double as indoor lanterns.





DREAM DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft., fly 80 ft.

STR
21(+5)

DEX
18(+4)

CON
20(+5)

INT
23(+6)

WIS
18(+4)

CHA
16(+3)

Saving Throws Int +12, Wis +10

Skills Arcana +12, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Draconic, Sylvan

Challenge 17 (18,000 XP)

Innate Spellcasting. The dream dragon's innate spellcasting ability is Intelligence (spell save DC 19). The dream dragon can innately cast the following spells, requiring no components.

1/day: color spray, confusion, dancing lights, detect thoughts

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

Magic Weapons. The dream dragon's attacks are magical.

Actions

Multiattack. The dream dragon makes three attacks: two with its claws and one with its bite.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Breath Weapon. The dream dragon breathes out a rainbow breath in a 90-ft. cone. This creates a hallucinatory terrain in which those affected must fight and defeat the dream dragon. If anyone in the area fails a DC 19 Wisdom saving throw, all targets in the 90-ft. cone enter the dream terrain. The only way to escape the dream terrain is to slay the dream dragon. Once the dream terrain is activated, the dream dragon chooses what form it takes. The dream dragon also is able to use an action to have an element from the terrain strike out and attack one target, the target must succeed on DC 19 Dexterity saving throw or take 60 (11d10) bludgeoning damage. The hallucinatory terrain is only destroyed if the dream dragon is defeated.

Without warning, a rainbow-colored dragon emerges from the depths of the forest. The dream dragon is one of the rarest of all dragons. Highly intelligent, it uses its unique breath weapon to ensnare victims.

Bewildering Terrain. The breath of the dream dragon creates a magical terrain where the winged monster will face down its opponents. If one member of the party is drawn inside, all the heroes are sent into the dream terrain. Disturbingly, the dragon has some control over the terrain and can use it to attack its enemies. The only way to escape is to defeat the evil wyrm in combat.

Hefty Hoarders. Dream dragons are known to collect a huge amount of treasure. They usually hide their hoard in a cavern at the center of their territory. Goblins and ogres are often enslaved to guard these hoards.

PURPLE DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 40 ft., fly 80 ft.

STR 19(+4)	DEX 20(+5)	CON 18(+4)	INT 18(+4)	WIS 20(+5)	CHA 16(+3)
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Saving Throws Dex +12, Con +11, Wis +12

Skills Perception +12, Stealth +12

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 22

Languages Draconic, Sylvan

Challenge 21 (33,000 XP)

Innate Spellcasting. The purple dragon's innate spellcasting ability is Wisdom (spell save DC 21). The purple dragon can innately cast the following spells, requiring no components.

1/day: charm person, detect magic, detect thoughts, dispel magic, hypnotic pattern, see invisibility, sleep, suggestion

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

Magic Weapons. The purple dragon's attacks are magical.

Shadow Stealth. While in dim light or darkness, the purple dragon can take the Hide action as a bonus action.

Actions

Multiattack. The purple dragon makes three attacks: two with its claws and one with its bite.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Dragon Shout (Recharge 5-6). The purple dragon lets out a draconic shout in a 90-ft. cone. Each creature in that area must make a successful DC 21 Constitution save or take 67 (15d8) force damage and be knocked prone. Or half as much damage on a successful one.

Legendary Actions

Detect. The purple dragon makes a Wisdom (Perception) check.

Dragon Shout (costs 3 actions). Uses its shout attack.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

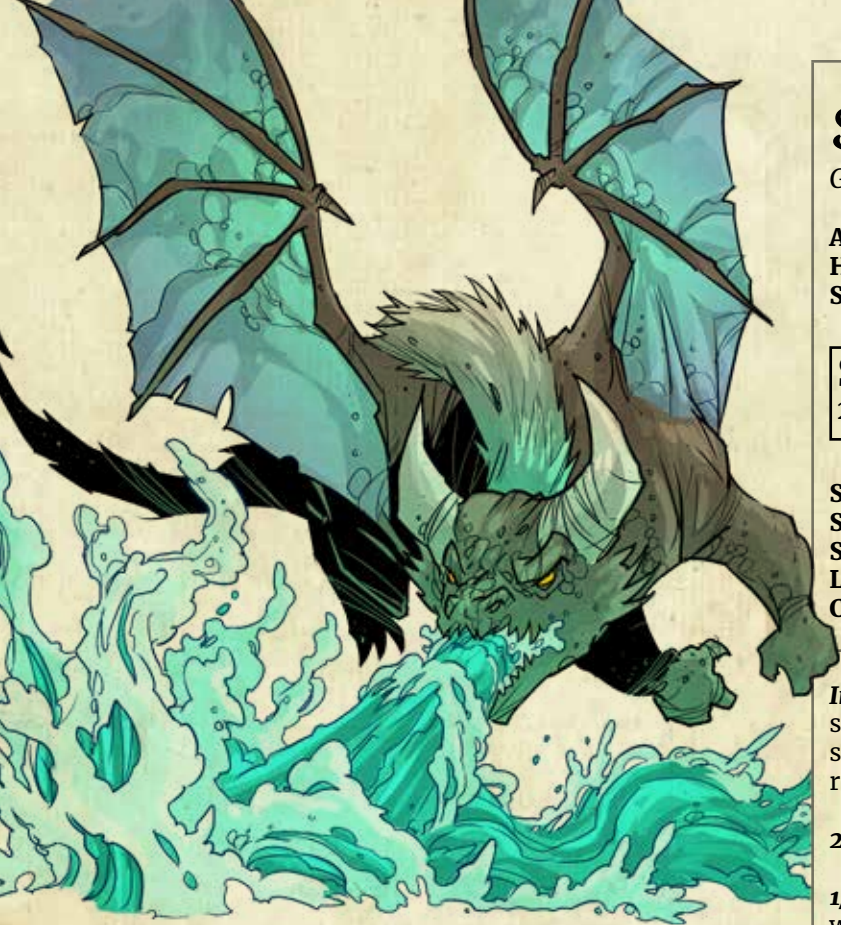


The purple dragon is a cunning, scheming dragon with many tricks up its sleeve. This monster casts spells, bellows a draconic shout, and can also attack with its jaws and claws. It delights in making complicated pacts with newcomers to Feyland.

Magical Menace. This monster is one of the few dragons that can use magic. Purple dragons often like to toy with their prey, using their subtle spells before moving in for the kill.

Dragon Shout. The magical shout of a purple dragon can be heard for a great distance. Trees bend and the shout usually knocks over any creatures in its path.

Stealthy Surprise. For a creature its size, the purple dragon is surprisingly stealthy and has been known to emerge out of the shadows in the darkest parts of the woods.



STORM DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 21(+5)	DEX 18(+4)	CON 21(+5)	INT 16(+3)	WIS 20(+5)	CHA 16(+3)
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Saving Throws Str +12, Con +12, Wis +12

Skills Insight +12, Perception +12

Senses darkvision 90 ft., passive Perception 22

Languages Draconic, Primordial

Challenge 23 (50,000 XP)

Innate Spellcasting. The storm dragon's innate spellcasting ability is Wisdom (spell save DC 22). The storm dragon can innately cast the following spells, requiring no components.

2/day: control water, dispel magic, fog cloud, gust of wind

1/day: chain lightning, conjure elemental (water), control weather, plane shift, tsunami

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

Siege Monster. The storm dragon does double damage to objects and structures.

Storm Vision. The storm dragon can see normally through light or heavy obscurement caused by high winds, heavy rain, fog, clouds, or mist.

The storm dragon can usually be found on the wild seas. It can control the weather and seas and causes chaos as it literally brings a storm with it.

Coastal Homes. Inhabitants of the coastal communities in Feyland live in constant fear of this monster.

Vessels Vanquished. This massive dragon is a scourge to many a vessel. They can do a tremendous amount of damage to ships of any size.

Legendary Actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Wing Attack (Costs 2 Actions). The storm dragon beats its wings. Each creature within 10 feet of the storm dragon must succeed on a DC 22 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The sea dragon can then fly up to half its flying speed.

Actions

Multiattack. The storm dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Breath Weapon (Recharge 5-6). The sea dragon shoots out a powerful burst of water in a 120-ft. line that is 10 feet wide. Each creature in that line must make a successful DC 22 Dexterity saving throw or take 88 (16d10) force damage and be knocked prone, or half as much damage on a successful one.

JABBERWOCK (DRAGON)

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 50 ft., fly 20 ft.

STR 25(+7)	DEX 18(+4)	CON 23(+6)	INT 8(-1)	WIS 14(+2)	CHA 8(-1)
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Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, poisoned

Senses darkvision 90 ft., passive Perception 12

Languages Draconic

Challenge 19 (22,000 XP)

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

Magic Weapons. The jabberwock's attacks are magical.

Siege Monster. The jabberwock does double damage to objects and structures.

Vorpal Vulnerability. Three critical hits from magical swords (during one encounter) will behead the jabberwock and kill it immediately.

Actions

Multiattack. The jabberwock makes four attacks: two with its claws, one with its bite, and one with its tail.

Claw. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) slashing damage.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 29 (5d8 + 7) piercing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 25 (4d8 + 7) bludgeoning damage.

Eyes of Flame. The jabberwock sends out two rays from its flaming eyes up to 90 feet. It can target one or two creatures. The target must make a successful DC 20 Dexterity saving throw or take 42 (12d6) fire damage. Half damage on a save.

Burble (Recharges 5-6). The jabberwock shouts nonsense words. Anyone in a 60-ft. cone in front of the jabberwock must make a DC 20 Wisdom saving throw or suffer from the *confusion* spell for 1 minute.

The jabberwock is an out-of-control monster who wanders the farthest edges of Feyland. Making strange burbling noises, it crashes through the woods. If the jabberwock is near, everyone is fully aware of its presence. Fey creatures flee when this notorious dragon arrives on the scene.

Chaos Embodied. This wild dragon is the personification of chaotic evil. It embodies violence and rage.

Achilles Heel. Although it is a mighty foe, the jabberwock has an Achilles heel. It is vulnerable to magical swords, and with some luck it can be beheaded.

Burble and Flame. A mighty foe, the Jabberwock can blast flames from its eyes and confuses opponents with its strange sounds.



A shadow crosses the ground. You notice a dark shape with four wings is above you. The quadrak is a smaller dragon often used as a mount.

Fiery Opponent. Although this dragon is smaller than its cousins, it is still a dangerous opponent. It breathes fire and can attack with its jaws and claws. Quadraques enjoy bullying the weak, like their goblin allies.

Perfect Mount. The Unseelie Court are known to use these mounts for quick strikes against their enemies. They can manoeuvre into many areas that other kinds of mounts cannot. A group of goblin riders make up the bulk of this aerial cavalry.

QUADRAK (DRAGON)

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., fly 90 ft.

STR 18(+4)	DEX 16(+3)	CON 15(+2)	INT 10(+0)	WIS 12(+1)	CHA 7(-2)
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Damage Resistances fire

Senses passive Perception 11

Languages Draconic

Challenge 5 (1,800 XP)

Actions

Multiattack. The quadrak makes two attacks: one with its claws and one with its bite.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Breath Weapon (Recharge 5-6). The quadrak exhales fire in a 15-ft. cone. Each creature in the area must make a successful DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



DRYAD QUEEN

Large fey, neutral

Armor Class 14 (18 with *barkskin*)

Hit Points 65 (10d10 + 10)

Speed 40 ft.

STR
14(+2)

DEX
16(+3)

CON
12(+1)

INT
15(+2)

WIS
18(+4)

CHA
22(+6)

Skills Perception +7, Stealth +6

Senses passive Perception 17

Languages Sylvan, Elvish

Challenge 5 (1,800 XP)

Innate Spellcasting. The dryad queen's innate spellcasting ability is Charisma (spell save DC 15, +9 to hit with spell attacks). The dryad queen can innately cast the following spells, requiring no components.

At will: druidcraft, goodberry

3/day: entangle, shillelagh, thorn whip

1/day: barkskin, dispel magic, pass without trace, plant growth, spike growth

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

Tree Stride. Once on each of its turns, the dryad queen can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

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

Actions

Multiattack. The dryad queen makes two attacks with her club.

Greatclub. Melee Weapon Attack: +5 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

The dryad queen is the leader of all the dryads. She is a wild fey and not a member of either of the fey courts. This creature was bound to her tree by the Queen of Darkness. Both were at court long ago and the evil queen grew jealous. However, this dryad has decided to make the best of the situation.

Leader of the Dryads. Other dryads look up to their queen as they know what she has been through. Their leader has fallen further than any of them, yet she holds her head high.

Fey Charm. The dryad queen targets one humanoid or beast she can see within 30 ft. of her. If the target can see the dryad queen, it must make a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad queen as a trusted friend to be heeded and protected. Although the target isn't under the dryad queen's control, it takes the dryad queen's requests or actions in the most favorable way it can. Each time the dryad queen or its allies do something 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 dryad queen dies, is on a different plane of existence than the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad queen's Fey Charm for the next 24 hours. The dryad queen can have no more than one humanoid and up to three beasts charmed at the same time.





Living at the center of Feyland is the Elder Tree. This powerful being is positioned in between the dark and light sides of the fey world. He is connected to everything and everyone.

Deep Roots. Ultimately, the Elder Tree will protect nature above any other concerns. He can sense dangers and will intervene whenever nature is threatened.

At the Center. The elder tree sees the big picture and doesn't usually take sides with either the Seelie or Unseelie courts.

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 60-foot radius centered on the elder tree, withering away after 10 minutes. For the duration, that area is difficult terrain for nonplant creatures. In addition, any creature the elder tree chooses in the area must succeed on a DC 24 Strength save or become restrained. A creature can use its action to make a DC 24 Strength check, freeing itself or another entangled creature within reach on a success.

THE ELDER TREE

Huge fey, neutral

Armor Class 18 (natural armor)

Hit Points 405 (30d12 + 210)

Speed 0 ft.

STR 22(+6)	DEX 7(-2)	CON 25(+7)	INT 20(+5)	WIS 26(+8)	CHA 20(+5)
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Saving Throws Con +14, Wis +15, Cha +12

Skills History +5, Insight +15, Perception +15

Damage Vulnerabilities fire

Damage Resistances bludgeoning and piercing damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 25

Languages All

Challenge 24 (62,000 XP)

False Appearance. If the elder tree remains motionless, it is indistinguishable from a huge tree.

Forest Sense. The elder tree knows when harm is being done to the forest it lives in.

Innate Spellcasting. The elder tree's innate spellcasting ability is Wisdom (spell save DC 24, +19 to hit with spell attacks). The elder tree can innately cast the following druid spells, requiring no components.

At will: druidcraft, guidance, resistance, thorn whip

3/day: animal friendship, charm person, confusion, daylight, detect thoughts, dispel magic, entangle, goodberry, grasping vine (5th level), hallucinatory terrain, plant growth, spike growth

1/day: commune with nature, earthquake, foresight, mass cure wounds, move earth, regenerate

Magic Resistance. The elder tree has advantage on saving throws against spells and magical effects.

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

Actions

Multiattack. The elder tree makes five root attacks.

Roots. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Summon Treants (1/day). The elder tree can summon 1d4 treants, appearing in unoccupied spaces within 60 feet of him.

ELF, FEY KNIGHT

Medium fey (elf), chaotic good

Armor Class 18 (enchanted oaken armor, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR 16(+3)	DEX 14(+2)	CON 14(+2)	INT 12(+1)	WIS 10(+0)	CHA 14(+2)
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Saving Throws Dex +5, Wis +3

Skills Stealth +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Fey Ancestry. The fey knight has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Actions

Multiattack. The fey knight makes two attacks.

Sword of Light. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus an extra 4 (1d8) radiant damage. Can use a bonus action to light the sword, bright light in a 20 ft. radius.

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

Reactions

Misty Escape (2/day). The fey knight can cast misty step as a reaction.

Parry. The fey knight adds to 2 to its AC against one melee attack that would hit it. To do so, the fey knight must see the attacker and be wielding a melee weapon.

The fey knight is an elite warrior who serves the Seelie Court. This brave warrior forms the spine of the army and is used to dealing with the dark forces of the Unseelie Court.

Oaken Armor. These warriors wear special enchanted suits of armor. They are made of oak but seem as light as leather armor. The fey knight's ability to parry attacks with its sword makes it a tough foe.

Unique Swords. All fey knights wield a unique weapon called the Sword of Light. This shining sword can ward off dark creatures with its intense light.



Fey nobles form the elf leadership in Feyland. They are usually members of the good Seelie Court. These elves think highly of themselves and often exaggerate their influence. Most of the fey nobles make their home in the Tree Castle, the headquarters of the Seelie Court. Some have tree homes on the outskirts of Feyland. These nobles often have good relationships with the wild fey.

Fey Service. A number of fey knights and fey rangers can be found in the service of a fey noble. These minions serve the higher-ranking elf for many years.



ELF, FEY NOBLE

Medium fey (elf), chaotic good

Armor Class 18 (*enchanted oaken armor, shield*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR 12(+1)	DEX 16(+3)	CON 14(+2)	INT 12(+1)	WIS 16(+3)	CHA 18(+4)
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Saving Throws Cha +7, Wis +6

Skills Deception +7, Insight +6, Perception +6, Persuasion +7

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan, Common

Challenge 8 (3,900 XP)

Fey Ancestry. The fey noble has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The fey noble's innate spellcasting ability is Wisdom (spell save DC 16). The fey noble can innately cast the following spells, requiring no components.

At will: dancing lights, message, minor illusion

1/day: cure wounds, faerie fire, invisibility, silence

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

Actions

Multiattack. The fey noble makes three attacks.

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

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the fey noble can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add d4 to its roll provided it can hear and understand the fey noble. A creature can benefit from only one Leadership die at a time. This effect ends if the fey noble is incapacitated.

Reactions

Misty Escape (3/day). The fey noble can cast misty step as a reaction.

Parry. The fey noble adds 2 to its AC against one melee attack that would hit it. To do so, the fey noble must see the attacker and be wielding a melee weapon.

ELF, FEY RANGER

Medium fey (elf), chaotic good

Armor Class 15 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR 12(+1)	DEX 16(+3)	CON 10(+0)	INT 12(+1)	WIS 16(+3)	CHA 12(+1)
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Saving Throws Dex +6, Wis +6

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

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns the fey ranger can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the fey ranger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the fey ranger instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The fey ranger has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The fey ranger's innate spellcasting ability is Wisdom (spell save DC 15). The fey ranger can innately cast the following spells, requiring no components.

At will: detect evil and good, pass without trace

1/day: entangle, misty step, speak with plants

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

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

Actions

Multiattack. The fey ranger makes two attacks.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. The fey ranger halves the damage that it takes from an attack that hits it. The fey ranger must be able to see the attacker.

The fey ranger is an elite elf warrior who fights against the dark fey. This skilled elf is especially adept at stealth. Using magic, this ranger can move quietly and quickly through the thickest of woods. Their agility and magic resistance also enable these fey to minimize the damage they take.

Forest Guardians. Striding through the deepest parts of the woods, these brave guardians fight against evil. Dark fey aren't afraid of much but these rangers cause them to watch their backs in the woods. The fey ranger works with other good creatures; such as unicorns, treants, and sprites, to guard the forests from the forces of evil.

Elite Warriors. The Seelie Court uses the fey rangers as part of their elite force of warriors. They are equally skilled with the sword and bow.



Everflowers are the followers of Orchid from the Seelie Court. They are exceptional dancers and also quite proficient with their swords. These beautiful fey are fully aware that Orchid wants to leave the Seelie Court and strike out on her own. The everflowers plan to remain loyal to their leader. Many of these gregarious fey find life at the Unseelie Court more exciting.

Popular Performances. The everflowers are known throughout the land and many creatures are fans of their performances. They never seem to tire and move with tremendous grace. Everflowers often leap into the air in the latter stages of their dances, suddenly revealing they can fly.

EVERFLOWER

Medium fey, chaotic neutral

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 40 ft., fly 40 ft.

STR 12(+1)	DEX 16(+3)	CON 14(+2)	INT 10(+0)	WIS 12(+1)	CHA 18(+4)
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Skills Perception +3, Performance +5, Stealth +5

Senses passive Perception 13

Languages Sylvan, Common

Challenge 3 (700 XP)

Fey Step (Recharge 4-6). As a bonus action, an everflower can teleport up to 30 feet to an unoccupied space they can see.

Martial Fury. As a bonus action, the everflower can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The everflower makes two attacks.

Eversword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 1) slashing damage. This sword can also cut through any plants, including those made by magic.

Cloud of Bees (1/day). The everflower can summon a swarm of insects (bees) and have them attack or use them to provide cover.



FAERIE, AUTUMN

Tiny fey, chaotic evil

Armor Class 14

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

STR 3(-4)	DEX 18(+4)	CON 10(+0)	INT 12(+1)	WIS 14(+2)	CHA 10(+0)
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Skills Perception +4, Stealth +8

Damage Resistances poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The autumn faerie's innate spellcasting ability is Wisdom (spell save DC 13). The autumn faerie can innately cast the following spells, requiring no components.

At will: druidcraft, speak with plants

1/day: faerie fire

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

Actions

Scythe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 slashing damage plus 1 poison damage.

Strolling through the woods in Feyland you might encounter a faerie slumped on a large mushroom. The tiny creature is holding a shining scythe and sneers up at you. You have met the brooding, melancholy autumn faerie. These evil creatures are in the service of the Unseelie Court. Their leader is the head of the Autumn Court, the Skeleton King.

Wrathful Wreck. The sensitive autumn faerie is an emotional wreck. Their only pleasure in life is using violence to cause chaos.

Harvest Time. Autumn faeries have a strong connection to harvest time. They are more active at this time of year and can be seen near farmers' fields.



A brightly colored, winged creature pops out of a large bush. They offer a friendly, cheerful greeting to your party. Unlike many of the brooding fey, these faeries always look at the bright side of life. Spring faeries are members of the Seelie Court and serve Queen Titania and King Oberon. They are led day-to-day by the head of the Spring Court, the Lady of the Swans.

Flower Fashion. These tiny fey are usually dressed in garb from their surroundings. They often wear beautiful flowers in their hair and fashion outfits from leaves. Pastel colors are their favourite colors.



FAERIE, SPRING

Tiny fey, chaotic good

Armor Class 14

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

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

Damage Resistances lightning

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The spring faerie's innate spellcasting ability is Wisdom (spell save DC 13). The spring faerie can innately cast the following spells, requiring no components.

At will: faerie fire

1/day: entangle, friends

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

Actions

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 1 piercing damage plus 1 lightning damage.

FLORA OF FEYLAND

Bumbleberry

A juicy, blue oval-shaped berry

Once consumed, you make all Dexterity checks and saving throws at disadvantage for one day.

FAERIE, SUMMER

Tiny fey, chaotic good

Armor Class 14

Hit Points 10(4d4)

Speed 10 ft., fly 40 ft.

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

Damage Resistances fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The summer faerie's innate spellcasting ability is Wisdom (spell save DC 13). The summer faerie can innately cast the following spells, requiring no components.

At will: dancing lights

1/day: faerie fire, vicious mockery

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

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage plus 1 fire damage.

The summer faerie are the tricksters of the Seelie Court. These feisty fey love to play tricks on others. However, they aren't malicious and never intend harm.

Summer Court. The Summer Court is led by the Oak Lord. He is not a fan of the summer faeries and their mischievous ways. The solemn arch fey is constantly scolding these creatures.

Double Trouble. The summer faeries are armed with two tiny golden shortswords. They attack twice, once with their offhand.



FLORA OF FEYLAND

Slumberberry

A spherical white berry with black spots

Once consumed, you fall asleep for 10 minutes. If you take any damage or someone uses an action to wake you, you regain consciousness immediately.

Winter faeries are the cruelest of all the faeries. They are spiteful and will hold grudges forever. These tiny fey are in the service of the Snow Queen, the head of the Winter Court. This evil court is a division of the Unseelie Court. However, these faeries are not always loyal to the Queen of Darkness.

Frozen Hearts. Obsessed with death, winter faeries won't think twice about harming others. They will do anything they feel they can get away with it.

Icy Swords. Like their summer cousins, these fey are armed with two swords. The swords are made of ice and the winter faeries attack twice, once with the offhand.

FLORA OF FEYLAND

Dumgi Fungi

A red mushroom with white spots

Once consumed, your Intelligence score is lowered by 2 for a day.

FAERIE, WINTER

Tiny fey, neutral evil

Armor Class 14

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

STR 2(-4)	DEX 18(+4)	CON 10(+0)	INT 12(+1)	WIS 14(+2)	CHA 9(-1)
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Skills Perception +4, Stealth +8

Damage Resistances cold

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The winter faerie's innate spellcasting ability is Wisdom (spell save DC 13, +4 to hit with spell attacks). The winter faerie can innately cast the following spells, requiring no components.

At will: prestidigitation

1/day: chill touch, dissonant whispers

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

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage plus 1 frost damage.



FEY CATERPILLAR

Large fey, chaotic neutral

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 20 ft.

STR

12(+1)

DEX

14(+2)

CON

12(+1)

INT

12(+1)

WIS

14(+2)

CHA

16(+3)

Skills Deception +5, Perception +4, Persuasion +5

Damage Resistances poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 14

Languages Sylvan, Common

Challenge 2 (450 XP)

Spider Climb. The fey caterpillar can climb difficult surfaces, including upside down on caverns, without needing to make an ability check.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage plus 2 (1d4) poison damage.

Smoke Rings. The fey caterpillar smokes a pipe and blows out large smoke rings in a 30-ft. cone. Each creature in the area must make successful DC 13 Dexterity saving throws or become trapped in a smoke ring. They are grappled, escape DC 13.

Large smoke rings drift down the forest trail and pass your party. Then you spot their source, a giant caterpillar is puffing on a pipe astride a large mushroom. The fey caterpillar isn't one of the friendliest creatures. It is known to make rude comments and ask difficult questions. These fey don't like visitors and will give them an especially difficult time.

Peculiar Pipe. The fey caterpillar's pipe enables them to send out magical rings. This pipe works for any creature, not just this fey.

Puzzling Poetry. Every now and then this creature spouts obscure poems and riddles. If newcomers can make sense of any of these, the fey caterpillar will be rather impressed.



The fey-touched are humanoids who lost their minds after ending up in Feyland. Most fey-touched used to be humans. They often enter the land of the fey by going through a magical portal.

Lost in Feyland. As the fey-touched spend more time in Feyland they forget their former lives. Most need assistance if they are to ever find their way home again.

Collective Confusion. Simply being in the presence of these lost souls affects other creatures. Many of the local fey avoid contact with these creatures.

FEY-TOUCHED

Medium fey, chaotic neutral

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Senses passive Perception 9

Languages Sylvan and one other language

Challenge 1 (200 XP)

Collective Psychic Illness. Any humanoid within 5 ft. of the fey-touched must succeed on a DC 11 Wisdom saving throw, or they can't take reactions until the end of their next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

Disoriented. The fey-touched make their ability checks and saving throws with disadvantage.

Actions

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



FROG WITCH

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 147 (14d8 + 84)

Speed 30 ft.

STR

12(+1)

DEX

21(+5)

CON

23(+6)

INT

17(+3)

WIS

23(+6)

CHA

16(+3)

Saving Throws Dex +10, Cha +8, Wis +11

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Sylvan, Common, Primordial

Challenge 14 (11,500 XP)

Amphibious. The frog witch can breathe air and water.

Innate Spellcasting. The frog witch's innate spellcasting ability is Wisdom (spell save DC 18, +11 to hit with spell attacks). The frog witch can innately cast the following spells, requiring no components.

At will: druidcraft, poison spray, thorn whip

3/day: animal messenger, dispel magic, entangle, fog cloud, jump, pass without trace, speak with animals, speak with plants, spike growth, water breathing

1/day: blight, confusion, dimension door, insect plague, tree stride

Leap. The frog witch can make a 15 ft. horizontal jump.

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

Magic Weapons. The frog witch's attacks are magical.

Speak with Frogs and Toads. The frog witch can speak with frogs and toads.

Actions

Multiattack. The frog witch makes two attacks.

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

Tongue of the Toad. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage and the target must make a successful DC 18 Constitution saving throw or take an extra 24 (7d6) poison damage, taking half as much damage on a successful one.



The frog witch lives in the swampy areas of Feyland. This evil fey has her eyes on ruling all of the lands of the fey. She is a very wise and cunning opponent who has already taken over many of the swamps. Those who dare to enter her territory speak of a strange witch riding a frog mount.

Leader of the Frogs. Her minions include numerous giant frogs and giant toads, as well as the Toadman. The Toadman is her chief henchman and a powerful foe in his own right.

Croak (Recharge 4-6). The frog witch lets out a thunderous croak that does 31 (9d6) thunder damage in a 60 ft. radius unless a successful DC 18 Dexterity saving throw is made. Anyone in this area of effect must also make a DC 18 Strength save or be knocked prone.

Summon Frogs. The frog witch can summon 1d8 giant frogs 2/day. She usually has one of these creatures as her mount.



The Frost Lord is the bitter son of the Snow Queen and brother to the ice princesses. His cold and distant mother has driven him further into the darkness of his own heart. All of his magic is contained in his ice wand.

Icy Mantle of Leadership. This dangerous arch fey serves the Snow Queen and the Winter Court. However, he is opposed to his mother's plot to overthrow the Queen of Darkness. In fact, he is prepared to act as a spy for his mother's rival.

Minions of Winter. A number of winter faeries and dark fey accompany the Frost Lord on his travels. Although, he spends most of his time in the Ice Palace.

Reactions

Frigid Rebuke. When the frost lord takes damage from a creature the frost lord can see within 30 feet of him, the frost lord can force that creature to succeed on a DC 19 Constitution saving throw or take 16 (3d10) cold damage.

FROST LORD

Medium fey, neutral evil

Armor Class 18 (frost armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR 19(+4)	DEX 20(+5)	CON 18(+4)	INT 18(+4)	WIS 12(+1)	CHA 20(+5)
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Saving Throws Dex +11, Int +10, Cha +11

Skills Intimidation +11, Stealth +11

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan, Common

Challenge 17 (18,000 XP)

Fey Step (Recharge 4-6). As a bonus action, the frost lord can teleport up to 30 feet to an unoccupied space he can see.

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

At will: charm person, detect thoughts, ray of frost

3/day: bestow curse, cone of cold, counterspell, dispel magic, fog cloud, sleep, sleet storm

1/day: banishment, confusion, dominate person, ice storm

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

Wintery Movement. The frost lord can travel through icy and snowy terrain with no penalty for difficult terrain.

Actions

Freezing Breath (Recharge 5-6). The frost lord exhales a cold wind in a 60-ft. cone. Each creature in that area must make a successful DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the frost lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add d4 to its roll provided it can hear and understand the frost lord. A creature can benefit from only one Leadership die at a time. This effect ends if the frost lord is incapacitated.

MIST GIANT

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 50 ft.

STR 23(+6)	DEX 16(+3)	CON 21(+5)	INT 16(+3)	WIS 14(+2)	CHA 10(+0)
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Saving Throws Str +10, Dex +7, Wis +6

Skills Athletics +10, Perception +6, Stealth +7

Senses passive Perception 16

Languages Giant, Sylvan

Challenge 12 (8,400 XP)

Keen Smell. The mist giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The mist giant's innate spellcasting ability is Wisdom (spell save DC 17). The mist giant can innately cast the following spells, requiring no components.

At will: dancing lights, minor illusion

1/day: gust of wind, thunderwave

Lost in the Mist. The mist giant has advantage on Dexterity (Stealth) checks when taking the Hide action in thick mist, heavy rain, or a snowfall.

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

Actions

Multiattack. The mist giant makes three unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) bludgeoning damage.

Without warning, you hear heavy footsteps behind you. Out of the mist a giant appears. This is the mist giant, a dangerous foe in the dark wood. These evil giants stalk their prey and strike when it suits them. They are also adept at hiding in foul weather.

Stubborn Souls. Mist giants are known to be rather stubborn. They don't enjoy taking orders. The Mountain Lord has a challenging time keeping them in the fold.

Terrible Thoughts. Although mist giants can pummel most creatures into submission, they are also quite intelligent. They will take their time and gradually pick off the weakest members of a group.

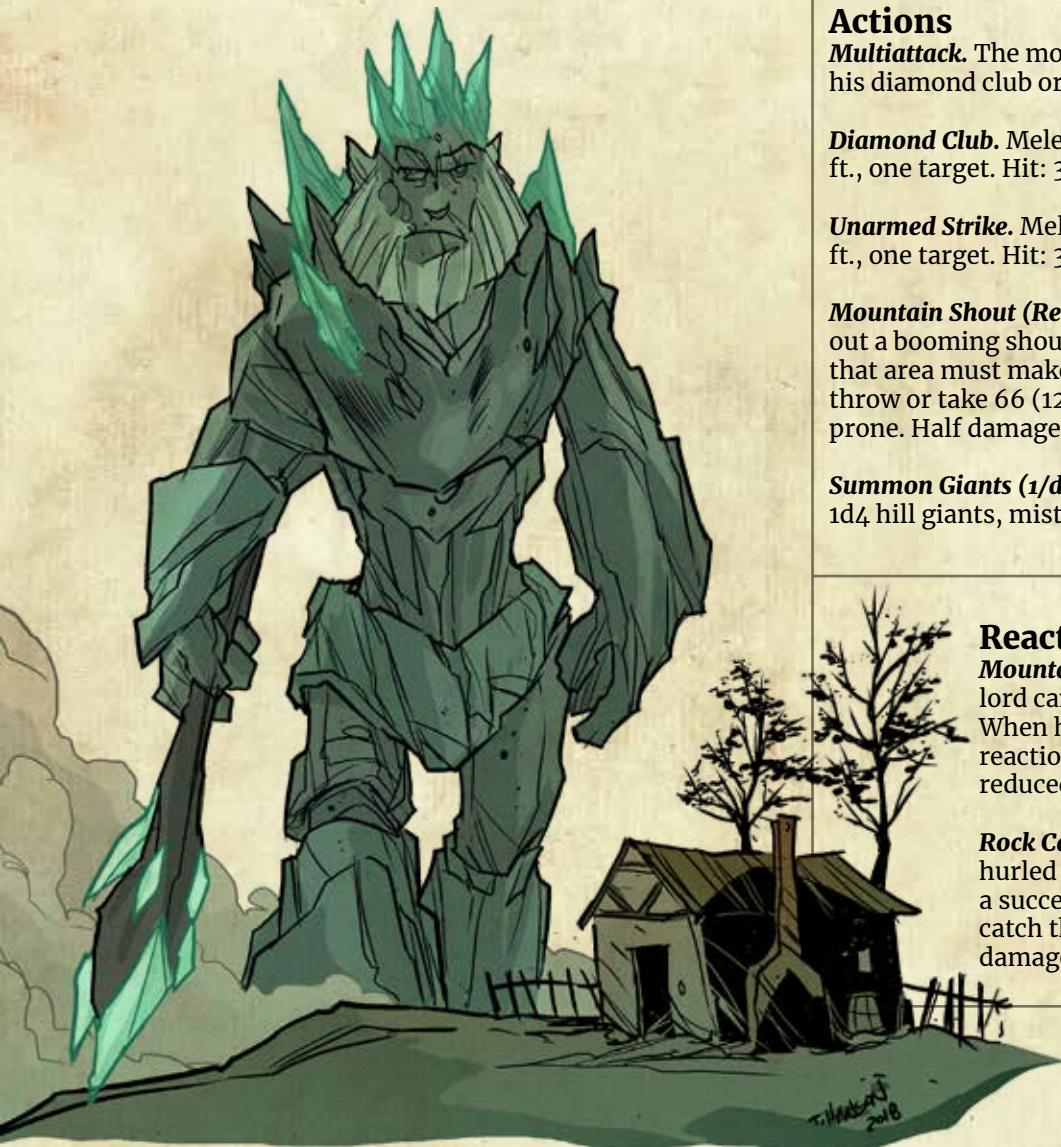


The mountain lord is the king of all giants. Unlike most giants, he is very wise and quite intelligent. This giant operates separately from the two fey courts.

Lofty Ambitions. The mountain lord is plotting to take over Feyland by pitting the Seelie and Unseelie courts against each other.

Towering Throne. Most giants live in a huge cave complex deep in the mountains of Feyland. A collection of rock giants, mist giants, hill giants, and ogres make up the inhabitants. The mountain lord makes his home in these caverns.

Ogre Minions. All the ogres, including the ogre king are allied with the giants in Feyland. Many ogres are used to do the dirty work for their larger cousins.



THE MOUNTAIN LORD

Huge giant, chaotic evil

Armor Class 20 (natural armor)

Hit Points 345 (30d12 + 150)

Speed 50 ft.

STR 30(+10)	DEX 16(+3)	CON 20(+5)	INT 18(+4)	WIS 20(+5)	CHA 20(+5)
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Saving Throws Str +16, Con +11, Cha +11

Skills Athletics +16, Intimidation +11, Persuasion +11

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Sylvan

Challenge 18 (20,000 XP)

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

Siege Monster. The mountain lord deals double damage to objects and structures.

Actions

Multiattack. The mountain lord makes three attacks with his diamond club or two unarmed strikes.

Diamond Club. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 37 (6d8 + 10) bludgeoning damage.

Unarmed Strike. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage.

Mountain Shout (Recharge 2-3). The mountain lord lets out a booming shout in a 120-ft. cone. Any creatures in that area must make a successful DC 19 Strength saving throw or take 66 (12d10) force damage and be knocked prone. Half damage on a save.

Summon Giants (1/day). The mountain lord can summon 1d4 hill giants, mist giants, or rock giants.

Reactions

Mountain Endurance (3/day). The mountain lord can focus himself to shrug off injuries. When he takes damage, he can use his reaction to roll a d20. The damage is reduced by that amount.

Rock Catching. If a rock or similar object is hurled at the mountain lord, he can, with a successful DC 9 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ROCK GIANT

Huge giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR 23(+6)	DEX 12(+1)	CON 20(+5)	INT 5(-3)	WIS 14(+2)	CHA 10(+0)
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Saving Throws Str +10, Con +9

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 9 (5,000 XP)

Siege Monster. The rock giant deals double damage to objects and structures.

Stone Camouflage. The rock giant has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Actions

Multiattack. The rock giant makes three attacks with its fists or rocks.

Unarmed Strike. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. The rocks it throws are part of its body and reform after being pulled off.

Animate Boulders (1/day). The rock giant can animate up to four boulders nearby and have them roll into any creatures within 90 ft. Targets must make a DC 16 Dexterity saving throw, or take 22 (3d10 + 6) bludgeoning damage and fall prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the mountain lord, he can, with a successful DC 9 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

The rock giant appears to be a walking pile of boulders. Rock giants live in the mountainous region of Feyland and serve the Mountain Lord. To their leader they barely rank above the lowly ogres. The king of the giants has little respect for these simple creatures. In rocky terrain they blend into their surroundings.

Rock Solid. Made of solid rock, these giants are capable of withstanding tremendous damage. They also have an unlimited supply of rocks to hurl at their enemies. To throw a rock, they simply pull one off of their stony body.

Dim-witted. Rock giants are unintelligent and can be easily fooled. The Mountain Lord only uses these giants for the simplest of tasks.



You might glimpse something small sitting on a flat rock. However, the lake gnome is a surprisingly powerful creature. They have enough magic to alter the consciousness of someone forever. Lake gnomes are deeply in touch with the very essence of nature and life itself.

Lake Homes. The lake gnomes get their name from their traditional environment. However, these magical gnomes can also be found in rivers and other wilderness areas.

Unknown Gnomes. Lake gnomes are smaller than any other gnomes. They also move quickly, making them difficult to see. These mysterious creatures can live up to 500 years.

Ancient Truths. The deep wisdom hidden in Feyland is available to these remarkable beings. They see a much bigger version of reality than many others.

GNOME, LAKE

Tiny fey (gnome), chaotic good

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 50 ft., swim 40 ft.

STR 3(-4)	DEX 16(+3)	CON 12(+1)	INT 12(+1)	WIS 18(+4)	CHA 9(-1)
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Skills Insight +6, Perception +6, Stealth +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Gnomish, Sylvan

Challenge 1/2 (100 XP)

Amphibious. The lake gnome can breathe air and water.

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

Innate Spellcasting. The lake gnome's innate spellcasting ability is Wisdom (spell save DC 13). The lake gnome can innately cast the following spells, requiring no components.

1/day: druidcraft, healing word, pass without trace

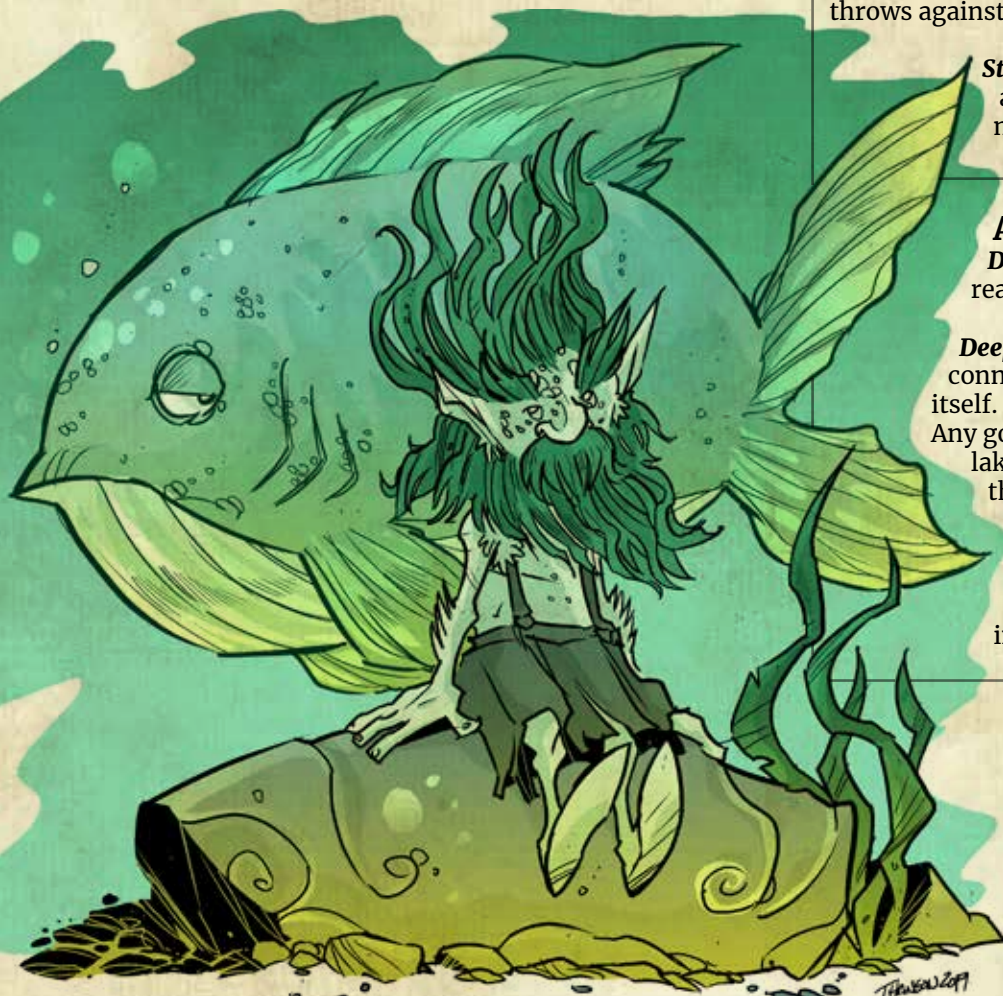
Magic Resistance. The lake gnome has advantage on saving throws against spells and other magical effects.

Stone Camouflage. The lake gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Deep Knowledge. The lake gnome can help connect a creature to the essence of nature itself. However, this is not a smooth process. Any good or neutral creature within 5 feet of the lake gnome must make a DC 13 Wisdom saving throw. If they fail the saving throw, their Wisdom score will increase by 1 permanently. However, they will also find themselves hallucinating and getting violently sick. These targets are incapacitated for 1 minute.



GOBLIN KING

Medium humanoid (goblinoid), neutral evil

Armor Class 17 (+2 mithral chain shirt)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR 12(+1)	DEX 18(+4)	CON 14(+2)	INT 12(+1)	WIS 18(+4)	CHA 16(+3)
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Skills Perception +7, Stealth +7

Senses darkvision 60 ft., passive Perception 17

Languages Goblin, Common, Sylvan

Challenge 5 (1,800 XP)

Goblin Orb. The goblin king carries three crystal orbs. He can use each one to cast *minor illusion*. After an orb is used it vanishes.

Innate Spellcasting. The goblin king's innate spellcasting ability is Wisdom (spell save DC 15). The goblin king can innately cast the following spells, requiring no components.

At will: dancing lights, prestidigitation

2/day: bane, crown of madness, detect thoughts

1/day: sleep

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

Actions

Multiattack. The goblin king makes three attacks with his scimitar.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage and the target must make a successful DC 15 Constitution saving throw or take 17 (5d6) poison damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the goblin king can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or saving throw. The creature can add d4 to its roll provided it can hear and understand the goblin king. A creature can benefit from only one Leadership die at a time. This effect ends if the goblin king is incapacitated.

Reactions

Redirect Attack. When a creature the goblin king can see targets him with an attack, the goblin king chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

Leading all of the goblins is a rather eccentric character. He is by far the most powerful goblin, but is ultimately in the service of the Queen of Darkness. His appearance is rather unusual. This humanoid leader prides himself on being dressed in extravagant outfits. The goblin king also strides around playing with three crystal orbs in his hands.

Court Trickster. He is the head trickster of the Unseelie Court. Even the rowdy gremlins admire his talents. The Queen of Darkness finds him amusing and insane. There is purpose to his madness though, he seeks more power for the lowly goblin race.



The sound of drums echoes through the mountains of Feyland. A goblin shaman has cast a spell to aid his people.

Tribal Leadership. The goblin king surrounds himself with a number of these spellcasters. In the goblin hierarchy, the shamans are only surpassed by their king.

Dark Depths. The goblin shaman is at home in the darkest caverns of the mountains. It will extinguish any sources of light immediately.

Cruellest of them All. Goblins are known to revel in the misery of others. Their shamans are the cruelest of their kind and will torment anyone they get the upper hand on.

Crazy King. Although the goblin king trusts his shamans, the feeling isn't mutual. These spellcasters think the king is insane and plot to overthrow him.



GOBLIN SHAMAN

Small humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR 12(+1)	DEX 14(+2)	CON 14(+2)	INT 11(+0)	WIS 16(+3)	CHA 12(+1)
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Skills Deception +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 13

Languages Goblin, Common

Challenge 3 (700 XP)

Innate Spellcasting. The goblin shaman's innate spellcasting ability is Wisdom (spell save DC 13, +8 to hit with spell attacks). The goblin shaman can innately cast the following spells, requiring no components.

At will: firebolt, message

2/day: burning hands, charm person, detect thoughts, sleep

1/day: fireball, lightning bolt

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

Nimble Escape. The goblin shaman can take the Disengage or Hide action as a bonus action on each of its turns.

Shadow Stealth. While in dim light or darkness, the goblin shaman can take the Hide action as a bonus action.

Actions

Multiattack. The goblin shaman makes two attacks with its goat staff.

Goat Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage plus 10 (3d6) necrotic damage.

Reactions

Redirect attack. When a creature the goblin shaman can see targets it with an attack, the goblin shaman chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN, WINGED

Medium humanoid (goblinoid), neutral evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 20 ft.

STR 17(+3)	DEX 10(+0)	CON 15(+2)	INT 10(+0)	WIS 8(-1)	CHA 8(-1)
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Skills Athletics +6

Senses darkvision 60 ft., passive Perception 9

Languages Goblin, Common

Challenge 3 (700 XP)

Aggressive. As a bonus action, the winged goblin can move up to its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the winged goblin hits with it (included in the attack).

Clumsy Flyers. The winged goblin is not adept at flying. Any Dexterity checks while flying are made with disadvantage.

Actions

Multiattack. The winged goblin makes two attacks. One with its bite and one with its claws or spear.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the winged goblin can't use its claws on another target. However, if a target is grappled the winged goblin has advantage on any bite attacks against that target.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 10 (2d6 + 3) piercing damage.



Unlike its smaller cousins, the winged goblin is a bulky, muscled monster. However, like its cousins, it is still a cruel and selfish humanoid. This is a creature that enters the nightmares of those who encounter it. The winged goblin usually makes its home in caves in desolate mountain ranges. However, some of these evil humanoids have been known to live in the dark woods as well.

Awkward Flight. This goblin also has wings, although it is a very clumsy flier. Some folk say the winged goblins are a result of foul magic and they are still learning how to use their wings.

Cruel Captors. At times, winged goblins will take prisoners simply to play with them. They enjoy being in control and like to draw out their victims' suffering. If someone sees a winged goblin carrying off a victim, they know it will probably end badly.

This trickster can cause all sorts of trouble. Gremlins are in the service of the Queen of Darkness and her Unseelie Court. They are often found in large groups.

Terrible Tricksters. Gremlins are extremely violent fey that cause destruction all over Feyland. They are loathed by most, tolerated by a few.

Mass Effect. A single gremlin is bad enough, but they are even worse when found in groups. They work together at times and cause even more havoc.

Troublemaking Tinkers. Gremlins love tinkering with vehicles and other complex mechanisms. They have been known to sabotage wagons and sailing vessels.



GREMLIN

Tiny fey, chaotic evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft.

STR 8(-1)	DEX 16(+3)	CON 12(+1)	INT 12(+1)	WIS 10(+0)	CHA 8(-1)
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Skills Stealth +6

Senses passive Perception 10

Languages Sylvan, Common

Challenge 1 (200 XP)

Innate Spellcasting. The gremlin's innate spellcasting ability is Wisdom (spell save DC 13). The gremlin can innately cast the following spells, requiring no components.

At will: prestidigitation

1/day: confusion

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

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

Shadow Stealth. While in dim light or darkness, the gremlin can take the Hide action as a bonus action.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Sabotage. The gremlin has advantage on Dexterity checks to sabotage any mechanical system or vehicle.

HAG, FOREST

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR

18(+4)

DEX

16(+3)

CON

15(+2)

INT

14(+2)

WIS

18(+4)

CHA

16(+3)

Saving Throws Wis +8, Cha +7

Skills Deception +7, Nature +6, Perception +8, Stealth +7

Senses passive Perception 18

Languages Sylvan, Abyssal, Primordial

Challenge 7 (2,900 XP)

Innate Spellcasting. The forest hag's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The forest hag can innately cast the following spells, requiring no components.

At will: dancing lights, druidcraft, thorn whip

1/day: confusion, grasping vine, gust of wind, sleep, spike growth, water breathing

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

Mushroom Stride. While wearing her skull headdress, the forest hag can use 10 ft. of her movement to travel from one giant mushroom to another up to 30 ft. away.

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

Actions

Multiattack. The forest hag makes two attacks with her claws.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Staff of Decomposing. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and the target must make a successful DC 15 Constitution saving throw or take 24 (7d6) poison damage. The staff can also dispel any plant-related spell.

Illusory Appearance. The forest hag covers herself and anything she is wearing with a magical illusion that makes her look like an ugly version of another forest humanoid. The effect ends if the hag takes a bonus action to end it or if she dies.

Roaming the darkest woods is the forest hag. These monsters are birthed from a cursed womb. The Queen of Darkness or one of the other evil arch fey curses a child to become one with the decomposers of the forest.

Despoiler of the Forest. This hag wants the forest around her to become as rotten as she is. She lives on hallucinogenic mushrooms that continue to warp her mind.

Inner Rage. Deep inside the forest hag is a lost soul and that rage eats her alive. She enjoys tormenting others and bringing their downfall. Most of the inhabitants of the woods loathe her, but she is strong enough to survive on her own. Like some other hags, she can alter her appearance. This enables her to walk amongst other fey.



The harvest maiden is a beautiful female fey with bright red curly hair. She is usually clad in a long blue dress and wanders through the woods. These charming dark fey are part of the Autumn Court and serve the Skeleton King.

Intoxicating. The harvest maiden uses all her charms to seduce her victims. Seemingly harmless, these fey are actually ruthless and highly ambitious.

Servant of the King. The harvest maidens are also loyal to the Queen of Darkness and seek to emulate her. They delight in intimidating less powerful fey.



HARVEST MAIDEN

Medium fey, chaotic evil

Armor Class 15

Hit Points 117 (18d8 + 36)

Speed 40 ft.

STR 15(+2)	DEX 20(+5)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 20(+5)
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Saving Throws Dex +8, Cha +9

Skills Deception +9, Intimidation +9, Persuasion +9

Senses passive Perception 14

Languages Sylvan, Common

Challenge 9 (5,000 XP)

Innate Spellcasting. The harvest maiden's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The harvest maiden can innately cast the following spells, requiring no components.

At will: firebolt, message

3/day: burning hands, charm person, detect thoughts, sleep

2/day: fireball, lightning bolt

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

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

Actions

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

Stunning Kiss. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. The target must make a successful DC 17 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of their turns.

Smoky Charms (Recharge 2-3). The harvest maiden targets one creature she can see within 30 feet of her. The target must succeed on a DC 17 Charisma saving throw or become charmed by the harvest maiden for 1 minute. The charmed target can repeat the saving throw if the harvest maiden does any damage to it. A creature that succeeds on the saving throw is immune to the harvest maiden's charms for 24 hours.

HATER

Small fey, chaotic evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR

5(-3)

DEX

14(+2)

CON

12(+1)

INT

14(+2)

WIS

8(-1)

CHA

14(+2)

Skills Deception +4, Persuasion +5, Stealth +4

Senses passive Perception 9

Languages Sylvan, Common

Challenge 1 (200 XP)

Fey Ancestry. The hater has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The hater's innate spellcasting ability is Intelligence (spell save DC 13). The hater can innately cast the following spells, requiring no components.

At will: mage hand, prestidigitation

1/day: detect thoughts, dissonant whispers, fog cloud, vicious mockery

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

The ugliest of all humanoids is the hater. These little fey are jealous of creativity and happiness. Creative works make them very uncomfortable. They are cowardly, deceptive creatures filled with self loathing.

Relentless Rage. At the core of the hater's being is a deep sadness. The rage and anger they manifest is really a shell that covers a vulnerable place.

Hidden Horrors. Haters enjoy hiding in large crowds and insulting artists, those in love, and writers. They will use their magic to sow discontent and foster rumors.

Misery Loves Company. Now and then, haters will join together in groups to steal works of art or critique artists.

FEATURES OF FEYLAND

The Winds of Change

Blustery winds suddenly blow through the area. Time is altered. Roll 1d10 to determine the effect:

- 01-02 Time goes backwards eight hours
- 03-04 Time goes forward one hour
- 05-06 Time goes backwards one minute
- 07-08 Time goes backwards one hour
- 09-10 Time goes forward eight hours





The hatter is a crazy, gregarious character who wanders the woods. He enjoys toying with others and revels in confusion and chaos. This unusual fey makes odd personal remarks, recites poems, and asks complicated riddles.

Wild Madman. There is no rhyme or reason to his actions, except maybe in his poetry. The hatter lives in the moment and enjoys it to the fullest. He is one of the wild fey and isn't aligned with either of the courts.

Happy Host. The hatter enjoys hosting parties in the woods for his friends and newcomers to Feyland. In fact, he seems to always be hosting some kind of party.

Hat Attack. This strange fey wields no weapons but he can use his hats to attack. He has four kinds of magical hats that he can throw to create different effects. These hats magically appear in the hatter's hand. The hats can be removed but the magic effect continues. The hatter has two of each kind in his bag.

THE HATTER

Medium fey, chaotic neutral

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR 12(+1)	DEX 18(+4)	CON 14(+2)	INT 15(+2)	WIS 20(+5)	CHA 22(+6)
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Saving Throws Wis +9, Cha +10
Skills Deception +10, Perception +9, Persuasion +10
Senses passive Perception 19
Languages Sylvan, Common
Challenge 9 (5,000 XP)

Fey Ancestry. The hatter has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. The hatter's innate spellcasting ability is Charisma (spell save DC 16). The hatter can innately cast the following spells, requiring no components.

At will: detect thoughts, mage hand, prestidigitation

2/day: charm person, counterspell, dispel magic, vicious mockery

1/day: dominate person, modify memory, suggestion

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

Actions

Multiattack. The hatter makes two attacks with his hats.

Throw Hat. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. On a hit, the hat lands on the target's head. Each type of hat is different. The hatter has two of each hat in his bag.

Spring Hat. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The targeted creature awakens if it takes damage or another creature takes an action to wake it. It has no effect on constructs and undead.

Summer Hat. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the hatter for 1 hour, or until the hatter harms the creature.

Fall Hat. The targeted creature must succeed on a DC 16 Wisdom saving throw or suffer the effects of a *confusion* spell.

Winter Hat. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HEADLESS HORSEMAN

Medium undead, chaotic evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR 14(+2)	DEX 16(+3)	CON 12(+1)	INT 8(-1)	WIS 12(+1)	CHA 5(-3)
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Skills Perception +3, Stealth +5

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities exhaustion, poisoned

Senses darkvision 60ft, passive Perception 13

Languages -

Challenge 3 (700 XP)

Turn Resistance. The headless horseman has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The headless horseman makes two attacks with its greataxe or one magical pumpkin attack.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) slashing damage.

Flaming Pumpkin. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Among the most terrifying sights in Feyland is this monster galloping down a forest trail. The headless horsemen are minions of the Skeleton King. A number of these strange riders are in the service of the Fall Court, a division of the Unseelie Court. They are always found riding a flaming nightmare.

Joined at the Hip. The mount of the horseman will obey it and fight to the death to protect the rider. The rider cannot be knocked off and does not dismount. However the nightmare cannot use *Ethereal Stride* until the rider is slain.

Undead Nature. A headless horseman doesn't require air, food, drink, or sleep.



The bald, bluish-grey versions of the centaurs are the huntours. These powerfully-built creatures are the evil cousins to their centaur neighbours. Unlike the centaurs, these fey seek out conflict. They don't like warm climates and live in the coolest, darkest areas of the woods.

The Queen's Army. Most huntours are part of the Unseelie Court and form a significant part of their warrior ranks. They are savage, brutal warriors who enjoy combat.

Unwilling Mounts. Like the centaur mage, these creatures refuse to be used as mounts. They will fight anyone who attempts to ride them.



HUNTAUR

Large fey, chaotic evil

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR

19(+4)

DEX

16(+3)

CON

14(+2)

INT

12(+1)

WIS

13(+1)

CHA

9(-1)

Skills Athletics +7, Survival +4

Senses passive Perception 11

Languages Sylvan, Elvish

Challenge 3 (700 XP)

Charge. If the huntour moves at least 30 feet straight toward a target then hits it with a longsword attack on the same turn, the target takes an extra 4 (1d8) slashing damage.

Actions

Multiattack. The huntour makes two attacks: one with its hooves and one with its sword or bow.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Longbow. Ranged weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Parry. The huntour adds 2 to its AC against one melee attack that would hit it. To do so, the huntour must see the attacker and be wielding a melee weapon.

ICE PRINCESS

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR 19(+4)	DEX 16(+3)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 18(+4)
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Saving Throws Wis +8, Cha +8

Skills Perception +8, Persuasion +8

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 18

Languages Sylvan, Elvish

Challenge 11 (7,200 XP)

Innate Spellcasting. The ice princess's innate spellcasting ability is Wisdom (spell save DC 17, +8 to hit with spell attacks). The ice princess can innately cast the following spells, requiring no components.

At will: chill touch, ray of frost

2/day: charm person, fog cloud, sleep

1/day: bestow curse, detect thoughts, sleet storm

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

Actions

Multiattack. The ice princess makes two attacks with her ice swords.

Ice Swords. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage plus 9 (2d8) cold damage.

Frozen Song (Recharge 5–6). The ice princess sings a magical melody. Every humanoid within 90 feet of the ice princess must succeed on a DC 17 Wisdom saving throw or be frozen (paralyzed). A paralyzed target can repeat the saving throw at the end of each of its turns. The ice princess must take a bonus action on its subsequent turns to continue singing. She can stop singing at any time. The song ends if the ice princess is incapacitated. A target that successfully saves is immune to this ice princess's song for the next 24 hours.

Reactions

Frigid Rebuke. When the ice princess takes damage from a creature she can see within 30 feet of her, the ice princess can force that creature to succeed on a DC 17 Constitution saving throw or take 11 (2d10) cold damage.

Perhaps the cruelest members of the Unseelie Court are the three ice princesses. These arch fey report directly to the Snow Queen, their mother. The trio of arch fey worship the snow she walks on. They are vicious, cold-hearted, and find it hard to let go of grudges.

Palace Plot. The ice princesses know of the Snow Queen's ambition to take the Unseelie throne from the Queen of Darkness. They support their mother and seek to undermine her rival any way they can.

Icy Words. An icy mist pours forth when an ice princess speaks. Even worse, these dark fey have a powerful song that can freeze the listener.





THE LADY OF THE SWANS

Medium fey, neutral good

Armor Class 15

Hit Points 110 (17d8 + 34)

Speed 30 ft., swim 50 ft.

STR 10(+0)	DEX 20(+5)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 26(+8)
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Saving Throws Dex +8, Wis +7, Cha +11

Skills Perception +7, Stealth +8

Damage Immunities necrotic, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Sylvan, Primordial

Challenge 12 (8,400 XP)

Amphibious. The lady can breathe air and water.

Innate Spellcasting. The lady's innate spellcasting ability is Wisdom (spell save DC 17). The lady can innately cast the following spells, requiring no components.

At will: animal friendship, dancing lights, druidcraft, guidance, water walk

3/day: charm person, create or destroy water, detect thoughts, dispel magic, fog cloud, mirror image, sleep

1/day: animate objects, confusion, conjure elemental, control water, dimension door, mass cure wounds, modify memory, project image

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

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

Actions

Water Jet (Recharge 5-6). Sends out a 60-ft. line of water that is 5 ft. wide. Each creature in the area must make a successful DC 17 Dexterity saving throw or take 24 (7d6) force damage, or half damage on a save.

Summon Giant Swans (1/day). The lady can summon 1d8 giant swans. They appear in unoccupied spaces within 30 feet of her.

Reactions

Foster Peace. If a creature charmed by the lady hits with an attack roll while within 60 feet of the lady, the lady magically causes the attack to miss, provided the lady can see the attacker.

Leading the Spring Court is the Lady of the Swans. She is also known as the Lady of the Lake. This good fey spends much of her time in the lakes of Feyland. She is the patient, calming voice of the good fey.

Water Maiden. She spends much of her time in isolation and lives in bliss. There she communes with nature, her swan maidens, and giant swans. The Lady of the Swans feels a deep connection to the wilderness.

Ancient Aid. This wise fey will help guide brave souls she judges worthy of her assistance. At times the lady will present a powerful magical sword to a hero, or send her minions to guide a lost party of adventurers.

LOG SHADOW

Medium fey, chaotic neutral

Armor Class 12

Hit Points 16 (3d8 + 3)

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

STR

10(+0)

DEX

14(+2)

CON

12(+1)

INT

12(+1)

WIS

12(+1)

CHA

5(-2)

Skills Perception +3

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/2 (100 XP)

Incorporeal Movement. The log shadow can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn inside an object.

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

Actions

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

Log Step. The log shadow attempts to make a deal with whoever enters its log. If the deal is acceptable, the log shadow can send a creature to an empty log within the forest, of the target's choosing. If the deal goes badly, the log shadow will either attack and strangle the target or send the target to an empty log of its choice.

The log shadow lurks in hollow logs in the woods. It seeks to make deals with those who enter or look inside these empty spaces. If the deal is satisfactory, the shadow will help a willing creature move quickly through the forest.

Fey Deal. One can offer the log shadow treasure in the form of gold or precious gemstones. An alternative is to offer some kind of service to the monster.

Consequences. If the deal is accepted by the log shadow they will teleport the target to an empty log further into the woods. However, if the deal goes badly the target will be sent to a random empty log or they'll be attacked by the log shadow.

Old Roots. Log shadows are formed when evil spirits are trapped in the logs by the elder tree.

FLORA OF FEYLAND

Mumbleberry

A tiny, star-shaped black berry

Once consumed, you make all Charisma checks at disadvantage for one day.



LYCANTHROPE - WEREBADGER

*Small lycanthrope (human, shapechanger),
neutral evil*

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR 14(+2)	DEX 16(+3)	CON 14(+2)	INT 12(+1)	WIS 14(+2)	CHA 9(-1)
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Skills Perception +4, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)


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

Shapechanger. The werebadger can use its action to polymorph into a small badger-humanoid hybrid or into a giant badger, or back into its true form, which is humanoid. Its statistics, other than size and 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

Bite (Badger or Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werebadger lycanthropy.

Claw (Badger or Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



The evil werebadger is one of the lycanthropes unique to Feyland. These brave creatures can blend into small communities or live in hidden burrows. They usually attack with their claws and jaws and don't always pass on their curse.

Vicious Vermin. They are often referred to as the wererats of the woods. These lycanthropes are cunning and sly. They form loyal clans that work together to get what they need. Werebadgers are extremely hard-working and determined. Groups of these lycanthropes can be challenging opponents.

LYCANTHROPE - WEREOFX

Medium lycanthrope (human, shapechanger),
chaotic neutral

Armor Class 13

Hit Points 21 (6d6)

Speed 40 ft.

STR 10(+0)	DEX 16(+3)	CON 10(+0)	INT 16(+3)	WIS 10(+0)	CHA 16(+3)
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Skills Deception +5, Perception +2, Persuasion +5,
Stealth +5

Damage Immunities bludgeoning, piercing, and slashing
from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

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

Shapechanger. The werewolf can use its action to
polymorph into a medium fox-humanoid hybrid or into a
giant fox, or back into its true form, which is humanoid.
Its statistics, other than size and 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

Bite (Fox or Hybrid Form Only). Melee Weapon Attack: +5
to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage.
If the target is a humanoid, it must succeed on a DC 13
Constitution saving throw or be cursed with werewolf
lycanthropy.

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

Charm. One humanoid the werewolf can see within 30
feet of it must succeed on a DC 13 Wisdom saving throw or
be magically charmed for 1 minute. The charmed target
obeys the werewolf's verbal commands. If the target
suffers any harm or receives a command that will put
them in danger, it can repeat the saving throw,
ending the effect on a success. If the target
successfully saves against the effect, or if the
effect on it ends, the target is immune to the
werewolf's charm for the next 24 hours. The werewolf
can have only one target charmed at a time. If it
charms another, the effect on the previous target ends.

The werewolf is a sly and charming
lycanthrope. They are the most curious
of their kind and will usually blend into
small communities. Unlike the other
lycanthropes in Feyland, they keep their
true form secret. They feel most at home
in the deepest part of the woods.

Charming Creatures. These
lycanthropes will use their charms to get
what they need. Werewolves have dubious
reputations in the land of the fey.

FLORA OF FEYLAND

Ramstalk

Huge bluish-green mushroom

Large enough to live inside and strong enough to build
with.



Wererabbits are the chief messengers for both fey courts. Rather timid at heart, these odd lycanthropes prefer to stand aside once conflict breaks out.

Slaves to Time. As they are constantly rushing about, they are obsessed with time. They often carry hourglasses and fret about delivering the next message on time. These creatures also have a handful of spells that can help them in their duties.

Always Anxious. Wererabbits are very neurotic and extremely timid. This high sensitivity causes them much distress.



LYCANTHROPE - WERERABBIT

*Medium lycanthrope (human, shapechanger),
chaotic neutral*

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR 12(+1)	DEX 15(+2)	CON 12(+1)	INT 12(+1)	WIS 10(+0)	CHA 8(-1)
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Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 2 (450 XP)

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

Innate Spellcasting. The wererabbit innate spellcasting ability is Wisdom (spell save DC 13). The wererabbit can innately cast the following spells, requiring no components.

1/day: expeditious retreat, haste, longstrider

Shapechanger. The wererabbit can use its action to polymorph into a small rabbit-humanoid hybrid or into a giant rabbit, or back into its true form, which is humanoid. Its statistics, other than size and 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

Bite (Rabbit or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererabbit lycanthropy.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

MASTER OF THE HUNT

Medium fey, chaotic neutral

Armor Class 18 (+2 studded leather)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR 18(+4)	DEX 19(+4)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 16(+3)
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Saving Throws Str +7, Dex +7, Wis +7

Skills Animal Handling +7, Athletics +7, Perception +7, Stealth +7

Senses passive Perception 17

Languages Sylvan, Elvish

Challenge 9 (5,000 XP)



Feral Senses. The master has preternatural senses that help him fight creatures he can't see. He doesn't fight at disadvantage against a creature he can't see. The master is also aware of the location of any invisible creature within 30 ft. of him, provided the creature isn't hidden from him and he isn't blinded or deafened.

Innate Spellcasting. The master's innate spellcasting ability is Wisdom (spell save DC 15). The master can innately cast the following spells, requiring no components.

At will: druidcraft, hunter's mark, pass without trace

3/day: charm person, fog cloud, mirror image, sleep

1/day: detect thoughts, dispel magic

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

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

Actions

Multiattack. The master makes three attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Ethereal Stride. The master magically enters the Ethereal Plane from the Material Plane, or vice versa.

The sound of hooves echoes through the forest and everyone knows the Wild Hunt has arrived. Eight wild riders and several hounds make up the legendary hunting party. The Master of the Hunt is the leader of this group of hunters in wild pursuit. Eight wild riders riding wild horses and wild hounds charge forward with the group. A loud roar and the sound of intense winds sound as the wild hunt passes by.

Leading the Charge. Their prey is chosen before they embark on the hunt. They are not part of the Seelie or Unseelie Court but do hunt for them at times.

Wild Leadership (Recharges after a Short or Long Rest). For 1 minute, the master can utter a special command or warning whenever a member of the Wild Hunt that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add d4 to its roll provided it can hear and understand the master. A creature can benefit from only one Leadership die at a time. This effect ends if the master is incapacitated.

Reactions

Uncanny Dodge. When an attacker that the master can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Floating through thickest of fogs is a mist phantom. This monster is filled with evil energies. Healthy beasts flee and plants wilt. This large undead creature haunts the darkest corners of Feyland.

Phantom Presence. Simply being in the presence of these horrors is disturbing. Any creature that gets close to the mist phantom will regret it.

Undead Nature. A mist phantom doesn't require air, food, drink, or sleep.

MIST PHANTOM

Large undead, chaotic evil

Armor Class 15

Hit Points 112 (15d10 + 30)

Speed 0 ft., fly 60 ft. (hover)

STR 19(+4)	DEX 20(+5)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 16(+3)
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Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Annihilating Aura. Any creature that starts its turn within 30 ft of the mist phantom must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage and grant the mist phantom advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Incorporeal Movement. The mist phantom 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.

Sunlight Sensitivity. The mist phantom takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist wraith has disadvantage on attack rolls and ability checks.

Turn Resistance. The mist phantom has advantage on saving throws against any effect that turns undead.

Actions

Life Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus the target must succeed on a DC 16 Constitution saving throw (undead and constructs automatically succeed), or it takes 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.



NIGHT HOUND

Medium fey, chaotic evil

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 50 ft.

STR 14(+2)	DEX 16(+3)	CON 12(+1)	INT 8(-1)	WIS 14(+2)	CHA 3(-4)
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Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Sylvan

Challenge 2 (450 XP)

Faultless Tracker. The night hound is given a quarry by its master. The quarry be a specific creature (small or smaller size) or an object the master is personally acquainted with, or it can be a general type of creature or object the master has seen before. The night hound knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The night hound can have only one such quarry at a time. The night hound also always knows the location of its master.

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

Actions

Multiattack. The night hound makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. The night hound can also choose to grapple a target (escape DC 13).

The night hound is an evil fey creature that looks like a stocky mastiff. This evil monster is usually in the service of more powerful fey. These hounds are extremely stealthy and often steal treasure or kidnap children for dark fey.

Reliable Retrievers. The night hound is known to be successful in hunting down items. There are many tales of an artifact going missing and a strange hound being reported in the area.

Kidnappers. Most disturbing, however, are the tales of these evil fey kidnapping children. Young fey are warned about these hounds at an early age.

Legendary Loners. Unlike most hounds and mastiffs, the night hound is a loner. They hate other hounds and mastiffs and will attack them on sight, including other night hounds.



The nymph is a dedicated protector of nature. They are very inquisitive and continue to explore unknown areas. These fey live very much in the moment and appreciate every new creature and location they discover. However, their curiosity has also gotten them into trouble.

One with Nature. The nymph is deeply connected to the environment around it. An attack on the wilderness is considered an attack on them. Nymphs often make their homes in rugged and isolated areas.

Dazzling Beauty. Incredibly attractive, these wild fey can blind a newcomer with their beauty. The inhabitants of Feyland know to avert their eyes from these fey.

NYMPH

Medium fey, chaotic neutral

Armor Class 14

Hit Points 40 (9d8)

Speed 30 ft., swim 20 ft.

STR 10(+0)	DEX 18(+4)	CON 10(+0)	INT 12(+1)	WIS 14(+2)	CHA 16(+3)
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Skills Insight +7, Perception +7, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Sylvan

Challenge 4 (1,100 XP)

Amphibious. The nymph can breathe air and water.

Innate Spellcasting. The nymph's innate spellcasting ability is Charisma (spell save DC 14). The nymph can innately cast the following druid spells, requiring no components.

At will: detect magic, druidcraft, guidance, light

2/day: cure wounds, goodberry, lesser restoration

1/day: grasping vine, tree stride

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

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

Actions

Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Blinding Beauty. If a humanoid starts its turn within 30 feet of the nymph and can see it, she can force the creature to make a DC 15 Constitution saving throw. On a failed save, the creature is magically blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A humanoid that isn't surprised can avert their eyes.



THE OAK LORD

Large fey, chaotic good

Armor Class 17 (+2 leather armor)

Hit Points 150 (20d10 + 40)

Speed 30 ft.

STR 20(+5)	DEX 18(+4)	CON 15(+2)	INT 19(+4)	WIS 22(+6)	CHA 20(+5)
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Saving Throws Cha +10, Dex +9, Wis +11

Skills Perception +11, Stealth +9

Senses darkvision 60 ft., passive Perception 21

Languages Sylvan, Elvish

Challenge 16 (15,000 XP)

Innate Spellcasting. The oak lord's innate spellcasting ability is Wisdom (spell save DC 18). The oak lord can innately cast the following druid spells, requiring no components.

At will: druidcraft, guidance, thorn whip

3/day: animal friendship, animal messenger, dispel magic, hold person, spike growth, tree stride

1/day: blight, commune with nature, conjure woodland beings, freedom of movement, grasping vine, heal, heroes feast, polymorph, sunbeam, wall of thorns

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

Magic Weapons. The oak lord's attacks are magical.

Shapechange. Using a bonus action, the oak lord can shapechange into a centaur or back to his true form. All his equipment is transformed as well.

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

Actions

Multiattack. The oak lord makes three attacks with his greatsword in humanoid form or three attacks with his hooves in centaur form.

Greatsword of the Deep Woods. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Hooves (In Centaur Form). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Summon Centaurs (1/day). The oak lord can summon 1d4 centaurs. They appear in unoccupied spaces within 60 feet of him.

Leading the Summer Court is the Oak Lord. He is second only to Titania and Oberon in the hierarchy of the good fey. He lives in the Green Castle with the fey rulers. This large arch fey is brave and bold and charges headfirst into conflicts. The Oak Lord is decisive and acts with total confidence.

Centaur Leader. He is the leader of the centaurs and commands a mighty force of warriors. This fey cavalry makes up the bulk of the Seelie Court's forces.

Courting Disaster. The Oak Lord has fallen in love with Titania. He knows his obsession with her could spell trouble for the Seelie Court. However, this arch fey continues to pursue the queen at every opportunity.



Oberon rules the Seelie Court with his partner, Titania. He is the king of nature, wild places, and animals. This charming, handsome fey is taller than most fey, but he has no wings.

Down to Earth. Unlike Titania, Oberon is very relatable and is revered by all good and neutral fey. He spends a great deal of time away from his throne with the common fey.

Court Rival. There is some drama in the Seelie Court, the Oak Lord is attempting to take the place of Oberon.

Constant Companions. Oberon is usually accompanied by the royal stag and his loyal owl. The king often uses the scrying spell to see through the eyes of his owl familiar.



KING OBERON

Medium fey, chaotic good

Armor Class 17

Hit Points 262 (25d8 + 150)

Speed 35 ft.

STR 20(+5)	DEX 24(+7)	CON 23(+6)	INT 20(+5)	WIS 21(+5)	CHA 26(+8)
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Saving Throws Cha +13, Dex +13, Int +13

Skills Perception +11, Persuasion +14, Stealth +13

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 21

Languages Sylvan, Common, Elvish, Primordial

Challenge 20 (25,000 XP)

Innate Spellcasting. Oberon's innate spellcasting ability is Intelligence (spell save DC 19). Oberon can innately cast the following spells, requiring no components.

At will: druidcraft, friends, light

3/day: charm person, confusion, counterspell, detect thoughts, dimension door, dispel magic, fog cloud, heal, sleep, thunderwave, tree stride

1/day: animate objects, banishment, dominate person, feeblemind, foresight, globe of invulnerability, modify memory, phantom steed, scrying, sunburst

Magical Resistance. Oberon has advantage on saving throws against spells and other magical effects.

Magic Weapons. Oberon's attacks are magical.

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

Actions

Multiattack. Oberon makes three attacks with his sword.

+3 Longsword. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 13 (1d10 + 8) slashing damage plus 11 (2d10) radiant damage and reduces the target's hit point maximum by the same amount. The target must finish a short or long rest to regain these hit points.

Summon Unicorns (1/day). He can summon 1d4 unicorns. They appear in unoccupied spaces within 60 feet of him.

OGRE KING

Large giant, chaotic evil

Armor Class 19 (makeshift armor and door shield)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

STR 21(+5)	DEX 10(+0)	CON 20(+5)	INT 10(+0)	WIS 14(+2)	CHA 12(+1)
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Saving Throws Cha +13, Dex +13, Int +13

Skills Intimidation +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Common, Sylvan

Challenge 8 (3,900 XP)

Aggressive. As a bonus action, the ogre king can move up to its speed toward a hostile creature he can see.

Brute. A melee weapon attack deals one extra die of its damage when the ogre king hits with it (included in the attacks).

Actions

Multiattack. The ogre king makes three attacks with his mace or two with his shield.

Mace of Chaos. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. Target must make a successful DC 16 Wisdom saving throw or become frightened for 1 minute.

Shield Smash. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage and the target must make a DC 16 Strength saving throw or be knocked prone.

The ogre king is the leader of the ogres and lives in the mountainous part of Feyland. A large, dark cavern is his home. Numerous ogres, ogre magi, and minions make the cavern their home as well.

Minor King. Considering all the powerful royalty in Feyland, this ogre is not a major player. However, he can also be underestimated at times.

Giant Servants. The Mountain Lord and his giants often like to use the ogres to do their dirty work. Not the brightest creatures, the ogres can often be talked into dangerous tasks.

Door Shield. The ogre king wields a large wooden door as his shield.



Without warning, an ogre in a hooded cloak drops a fireball on your party. You have just encountered an ogre magi! They serve the ogre king and live in the mountains.

Double Trouble. This monster is a fearsome combination of brute and spellcaster. They are extremely aggressive and will attack without hesitation.

Close to the King. These creatures are known to be close allies of the ogre king. They stay in close communication with their leader. However, ogre magi are much more intelligent and can manipulate the king. Some of these evil humanoids feel they can replace their leader.



OGRE MAGE

Large giant, chaotic evil

Armor Class 10 (15 with mage armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR 19(+4)	DEX 10(+0)	CON 16(+3)	INT 16(+3)	WIS 14(+2)	CHA 10(+0)
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Skills Arcana +6

Senses darkvision 60 ft., passive Perception 12

Languages Giant, Common, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The ogre mage's innate spellcasting ability is Intelligence (spell save DC 15, +6 to hit with spell attacks). The ogre mage can innately cast the following sorcerer spells, requiring no components.

At will: blade ward, prestidigitation

2/day: burning hands, mage armor, thunderwave, witch bolt

1/day: cloud of daggers, fireball, lightning bolt, scorching ray

Actions

Multiattack. The ogre mage makes two attacks with his staff.

Staff. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

ORCHID

Medium fey, chaotic neutral

Armor Class 17 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 40 ft., fly 40 ft.

STR 16(+3)	DEX 20(+5)	CON 16(+3)	INT 18(+4)	WIS 12(+1)	CHA 20(+5)
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Saving Throws Cha +10, Dex +10, Int +9

Skills Acrobatics +10, Athletics +8, Persuasion +10

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan, Common, Primordial

Challenge 12 (8,400 XP)

Fey Step (Recharge 4-6). As a bonus action, Orchid can teleport up to 30 feet to an unoccupied space she can see.

Innate Spellcasting. Orchid's innate spellcasting ability is Charisma (spell save DC 19). Orchid can innately cast the following spells, requiring no components.

At will: dancing lights, druidcraft

3/day: blur, charm person, counterspell, dispel magic

1/day: dimension door, dominate person, pass without trace, tree stride

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

Magic Weapons. Orchid's attacks are magical.

Actions

Multiattack. Orchid makes three attacks with her sword.

Honey Sword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage. Her sword drips with honey and some of it sticks to a creature she hits. If she is successful with a hit, she has advantage on all further sword attacks against that target.

Pollen Cloud (3/day). Orchid releases a pollen cloud that fills a 20 ft. radius centered on her, lingering for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 19 Constitution saving throw. On a successful save, the creature can't be affected by the cloud for 24 hours. On a failed save, the creature is consumed with feelings of euphoria and is under the same effect as the confusion spell.

Orchid is the beautiful teenage rebel of the Seelie Court. She is very energetic and can't sit still. This trait leads her into all kinds of mischief. At court Orchid is known as the Wild Child.

Seelie Rebel. She is a volatile and dangerous fey, unpredictable in her actions. The young fey is fed up with the life at court and wants to strike out on her own. She is even curious about her aunt, the Queen of Darkness. Orchid has made plans to visit the Unseelie Court. She has been charmed by the evil queen. This fey is in danger of being recruited by the enemy.

Wild Nature. Rather than be in court in the Tree Castle, she prefers to wander the wilds of Feyland. Orchid and her everflower dancers spend much of their time dancing in the woods.



The pond of reflection is a malevolent fey which tries to lure victims with their own vanity. This monster lies in wait for a creature with a large ego.

Suprising Strength. These fey are quite strong and can drown unsuspecting victims.

Don't Dwell. The inhabitants of Feyland know better than to look at their reflections too long. All the young are taught this lesson at a very early age. If slain, a pond of reflection becomes an inanimate pool of water.

POND OF REFLECTION

Huge fey, chaotic evil

Armor Class 8

Hit Points 51 (6d12 + 12)

Speed 0 ft.

STR 16(+3)	DEX 3(-4)	CON 15(+2)	INT 10(+0)	WIS 14(+2)	CHA 9(-1)
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Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 2 (450 XP)

False Appearance. The pond of reflection is indistinguishable from a normal pond.

Magic Resistance. The pond of reflection has advantage on saving throws against spells and other magical effects.

Actions

Entrancing Reflection. Anyone looking into the pond sees the most beautiful version of themselves. First the viewer must make a successful DC 13 Wisdom saving throw. If they fail, watery hands reach up and pull the target into the pond. The victim must then make a successful DC 13 Strength check. A successful Strength save enables the target to pull itself out of the pond. If they fail, the target takes 3 (1d6) bludgeoning damage and lose two levels of exhaustion as they begin to be drowned. They continue to lose a level of exhaustion each turn if they can't get out of the pond. The target or another creature can make a DC 13 Strength check to get out, or help to get out.



PRINCE OF THE PIPES

Medium fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR 15(+2)	DEX 20(+5)	CON 12(+1)	INT 14(+2)	WIS 16(+3)	CHA 18(+4)
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Saving Throws Cha +7, Dex +8, Int +5

Skills Perception +6, Performance +7, Persuasion +7, Stealth +8

Senses passive Perception 16

Languages Sylvan, Common, Elvish

Challenge 7 (2,900 XP)

Innate Spellcasting. The prince's innate spellcasting ability is Wisdom (spell save DC 16). The prince can innately cast the following spells, requiring no components.

At will: druidcraft, pass without trace, speak with animals

3/day: animal messenger, detect thoughts

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

Actions

Multiattack. The prince makes two attacks.

Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

+1 Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

+1 Shortbow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Pipes of Feyland. The prince plays his pipes and chooses one of the following magical effects: a charming melody, a slow melody, or a paralyzing song. Any creature within 90 feet of the prince that can hear the pipes must succeed on a DC 16 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected. An affected 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 these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the prince for 1 minute. If the prince or any of his companions harms the creature, the effect on it ends immediately.

Slow Melody. The creature has its speed halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action.

66 Paralyzing Song. The creature is paralyzed for 1 minute.

The Prince of the Pipes is the leader of the satyrs. He appears as an extremely handsome satyr. Like others of his kind, he is guided by curiosity and hedonism. However, he has much more patience than his brethren.

Senior Satyr. The exploits of the prince are well known and other satyrs seek to emulate their leader.

Confident Charmer. The prince brags that he can charm anyone, it's just a question of time.

Magical Pipes. This fey plays pipes similar those used by other satyrs. However, his Pipes of Feyland are more powerful and have some unique effects.



The Prince of Twilight is an evil arch fey who makes use of illusions. He is malicious and envious of all those who have found peace in the everyday world. Some folk who encounter this creature aren't ever sure what is real ever again.

Terrible Trickster. The prince is the chief trickster in the Unseelie Court. His antics cause all sorts of problems in the Fortress of Shade and he is barely tolerated. His closest ally is the equally rebellious Riverwind. However, even the court teenager thinks the prince can be cruel.

Master of Illusions. This evil fey strikes fear into the inhabitants of Feyland. Once he arrives on the scene, chaos is soon to follow. The prince enjoys blending into peaceful communities and terrorizing the locals. He despises good fey and any newcomers.



PRINCE OF TWILIGHT

Medium fey, chaotic evil

Armor Class 15 (18 with mage armor)

Hit Points 117 (18d8 + 36)

Speed 40 ft.

STR 15(+2)	DEX 20(+5)	CON 15(+2)	INT 22(+6)	WIS 12(+1)	CHA 18(+4)
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Saving Throws Dex +10, Int +11, Cha +9

Skills Arcana +11, Perception +6, Stealth +10

Senses passive Perception 17

Languages Sylvan, Common, Abyssal, Elvish, Primordial

Challenge 13 (10,000 XP)

Fey Step (Recharge 4-6). As a bonus action, the prince can teleport up to 30 ft to an unoccupied space he can see.

Innate Spellcasting. The prince's innate spellcasting ability is Wisdom (spell save DC 18). The prince can innately cast the following spells, requiring no components.

At will: dancing lights, detect thoughts, illusory script, minor illusion, prestidigitation

2/day: blur, disguise self, mage armor, mirror image, silent image, suggestion

1/day: color spray, dream, greater invisibility, hallucinatory terrain, major image, mislead, phantasmal force, phantasmal killer, programmed illusion, silence

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

Actions

Multiattack. The prince makes three attacks with his magical daggers, and another three with his off hand.

+2 Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d4 + 7) piercing damage plus 7 (2d6) poison damage.

Enthralling Gaze. The prince targets one creature he can see within 60 feet of him. The target must succeed on a DC 18 Wisdom saving throw or become charmed by the prince for 24 hours. The charmed target can repeat the saving throw at the end of the next two turns, ending the effect on itself on a success.

PROTEA

Large plant, unaligned

Armor Class 11

Hit Points 33 (6d10)

Speed 0 ft.

STR 17(+3)	DEX 12(+1)	CON 10(+0)	INT 1(-5)	WIS 12(+1)	CHA 1(-5)
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Damage Immunities fire, psychic

Condition Immunities blinded, charmed, deafened, frightened

Senses passive Perception 11

Languages -

Challenge 2 (450 XP)

Damage Transfer. While it is grappling a creature, the protea takes only half the damage dealt to it, and the creature trapped inside takes the other half.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the protea can't bite another target.

Swallow. The protea 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 protea, and it takes 10 (3d6) acid damage at the start of each of the protea's turns. The protea can have only one target swallowed at a time. If the protea dies, a swallowed creature is no longer restrained by it and can escape from the plant using 5 feet of movement, exiting prone.

The brightly-colored protea is avoided by the creatures of Feyland. This beautiful plant can cause many problems for those travelling nearby. If someone travels close enough, the plant opens up and bites.

Slow Death. This plant is large enough to swallow Medium or smaller creatures. Once inside, victims are vulnerable to any attacks on the protea. They will also start to be digested by the plant's acids.

Fire Flower. Proteas are immune to fire. They grow in areas that have been devastated by forest fires.





THE QUEEN OF DARKNESS

Medium fey, chaotic evil

Armor Class 19 (natural armor)

Hit Points 285 (30d8 + 150)

Speed 30 ft., fly 60 ft.

STR

20(+5)

DEX

21(+5)

CON

21(+5)

INT

21(+5)

WIS

25(+7)

CHA

25(+7)

Saving Throws Dex +15, Wis +15, Cha +15

Skills Deception +15, Perception +15,

Persuasion +15, Stealth +15

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

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

Perception 25

Languages Sylvan, Elvish, Goblin, Common, Primordial

Challenge 25 (75,000 XP)

Innate Spellcasting. The queen's innate spellcasting ability is Charisma (spell save DC 21, +15 to hit with spell attacks). The queen can innately cast the following sorcerer spells, requiring no components.

At will: acid splash, fire bolt, poison spray, shocking grasp

3/day: animate dead, animate objects, bestow curse, blight, charm person, confusion, detect thoughts, dispel magic, fog cloud, sleep, mirror image, misty step

1/day: disintegrate, dominate person, finger of death, forcecage, incendiary cloud, modify memory, power word kill, scrying

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

Magic Weapons. The queen's attacks are magical.

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

Leading the evil Unseelie Court is the powerful Queen of Darkness. She is also the queen of magic and murder. Some know her as the Queen of Bats. This ruthless arch fey rules over the two divisions of the Unseelie Court: the Winter Court and the Autumn Court. She is a hateful, spiteful monster who seeks to destroy the Seelie Court.

Dark Sister. The queen is actually the sister of Titania, one of the leaders of the Seelie Court. Darkness overcame her and she lost her claim to the throne of the good fey.

Evil Minions. As the leader of the Unseelie Court, the queen has numerous minions at her disposal. Six hellhounds always accompany this evil fey. Other dark fey, undead, and evil elves fill her court.

Powerful Mount. At times the queen rides a nightmare, or a black unicorn.

Summon Swarms of Bats (2/day). As a bonus action, the queen can summon 1d6 giant bats. They appear in unoccupied spaces within 60 feet of the queen.

Actions

Multiattack. The queen makes three attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 23 (4d8 + 5) slashing damage and the target's hit point maximum is also reduced by the same amount. The target must finish a Short or Long rest to regain these hit points.

Lightning Breath (Recharge 5-6). The queen exhales lightning in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 72 (16d8) lightning damage on a failed save, or half as much damage on a successful one.

RAINMAN

Medium fey, chaotic evil

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR 16(+3)	DEX 16(+3)	CON 16(+3)	INT 10(+0)	WIS 14(+2)	CHA 8(-1)
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Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 4 (1,100 XP)

Water Blend. The rainman has advantage on Dexterity (Stealth) checks when he attempts to hide in water.

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

Magic Weapons. The rainman's attacks are magical.

Actions

Multiattack. The rainman makes two attacks.

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

Drown (Recharge 2-3). Each creature within 10 ft. of the rainman must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the rainman's space. The rainman can only grapple one Medium creature or up to two Small or Tiny creatures at one time with this ability. At the start of each of the rainman's turns, each grappled target takes 7 (1d8 + 3) bludgeoning damage. As an action, a creature within 5 feet of the rainman can pull a creature or an object away from it by succeeding on a DC 13 Strength check.

Hiding in the heaviest of rainfalls, is a dangerous monster. The rainman is a cruel and vicious hunter. This fey only takes form in the rain and can't survive out of water. It will hide in the rain and surprise its victims. Surprisingly strong, this fey will then attempt to drown the unsuspecting creature. They are one of the most hated creatures in all of Feyland.

Patient Stalker. Rainmen have been known to stalk their victims for hours. They will wait patiently for the right moment to strike.

Deadly Drowning. If it kills a creature, the rainman absorbs it and leaves a puddle of water behind. Once a rainman is slain, it dissolves into the ground.



You glimpse what appears to be a stunning, vivid rhododendron. Suddenly a loud blast of sound hits you and you can't hear anything. This burst of sound is from a bizarre plant known as the rhododeadrum.

Sonic Surprise. The sound is overpowering, as if a thousand bees were in chorus. The sonic burst only affects one creature at a time.

Silent Gardens. Some evil fey intentionally place these plants near their lairs. These areas are known as 'silent gardens'. The vast area below the floating fortress of the Unseelie Court is covered in these plants.

RHODODEADRUM

Large plant, unaligned

Armor Class 8

Hit Points 16 (3d10)

Speed 0 ft.

STR 3(-4)	DEX 7(-2)	CON 3(-4)	INT 1(-5)	WIS 3(-4)	CHA 1(-5)
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Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, frightened

Senses passive Perception 6

Languages -

Challenge 1/4 (50 XP)

False Appearance. While the rhododeadrum remains motionless, it is indistinguishable from an ordinary rhododendron.

Actions

Sonic Burst. When a creature is within 30 feet of the rhododeadrum, the plant emits a loud sonic burst. The target must make a successful DC 13 Constitution saving throw or become deafened for 1 minute and take 2 (1d4) force damage.



RIVERWIND

Medium fey, chaotic neutral

Armor Class 19 (+2 studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR 18(+4)	DEX 20(+5)	CON 18(+4)	INT 14(+2)	WIS 10(+0)	CHA 20(+5)
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Saving Throws Dex +9, Cha +9

Skills Acrobatics +9, Persuasion +9

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan, Common

Challenge 11 (7,200 XP)

Fey Step (Recharge 4-6). As a bonus action, Riverwind can teleport up to 30 feet to an unoccupied space he can see.

Innate Spellcasting. Riverwind's innate spellcasting ability is Charisma (spell save DC 17). Riverwind can innately cast the following spells, requiring no components.

At will: detect magic, druidcraft, faerie fire

3/day: charm person, control water, counterspell, fog cloud, sleep, water walk

1/day: banishment, confusion, gust of wind, project image

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

Magic Weapons. Riverwind's attacks are magical.

Actions

Multiattack. Riverwind makes two attacks.

+2 Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

+3 Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. Hit: 11 (1d8 + 7) piercing damage.

Whirlwind (Recharge 4-6). Each creature in a 10 ft. radius centered on Riverwind must make a DC 17 Strength saving throw. On a failure, a target takes 40 (9d8) bludgeoning damage and is flung up to 30 feet away from Riverwind in a random direction and knocked prone. If a thrown target strikes an object, such as a tree or rock, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Riverwind is the wild teenage archer of the Unseelie Court. Due to his moody nature and constant need to rebel, he is always at the center of some kind of drama. Even though he has been around for hundreds of years, he is the eternal teenager. He is still emotionally immature and impulsive.

Winds of Change. This arch fey can conjure winds around himself to great affect. Surrounded by the changing winds of Feyland, Riverwind feels at home.

Moody Blue. Riverwind is a brooding loner who enjoys his solitude. This lost soul is now questioning his place in the Unseelie Court and is making overtures towards the rival court.



Many fey say the most beautiful sight in their land is seeing the royal stag racing between the trees. The royal stag is the leader of all giant elks. This creature is often seen as a shining light in dark times. The royal stag protects the woods and other good-aligned creatures. It often accompanies the Oak Lord or Oberon on walks through the dense forest. Centaurs and elves are closely allied with this huge fey.

Prize Trophy. Many evil fey have a strong desire to kill this beautiful creature and keep it as a trophy. Legend also says that the blood of the royal stag can provide immortality. This isn't entirely true, the magical blood will enable a slain creature to be reincarnated one day later. However, the creature's alignment is also changed to match the royal stag.

ROYAL STAG

Huge fey, neutral good

Armor Class 14

Hit Points 85 (9d12 + 27)

Speed 60 ft.

STR 21(+5)	DEX 18(+4)	CON 16(+3)	INT 10(+0)	WIS 16(+3)	CHA 10(+0)
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Skills Perception +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Senses passive Perception 16

Languages Giant Elk, Understands Sylvan and Elvish, but can't speak them

Challenge 4 (1,100 XP)

Charge. If the royal stag moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Forest Stride. The royal stag ignores all difficult terrain within a forest.

Innate Spellcasting. The royal stag's innate spellcasting ability is Wisdom (spell save DC 13). The royal stag can innately cast the following spells, requiring no components.

At will: druidcraft

1/day: charm person, cure wounds, sleep

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

Actions

Multiattack. The royal stag makes two attacks: one with its antlers and one with its hooves.

Antlers. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 32 (6d8 + 5) bludgeoning damage.



RUINED TREE

Large undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 10 ft.

STR 10(+0)	DEX 12(+1)	CON 14(+2)	INT 3(-4)	WIS 7(-2)	CHA 1(-5)
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Damage Resistances psychic

Condition Immunities fear, paralyzed, prone

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 3 (700 XP)

False Appearance. If the ruined tree remains motionless, it is indistinguishable from a rotten tree.

Roots Wrap. If the target reaches 0 hit points, they are completely decomposed and absorbed into the ruined tree. Each time this happens, the ruined tree gains an extra 10 hit points.

Actions

Multiattack. The ruined tree makes two branch attacks.

Shoot Branch. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

Walking through the woods you come upon a number of deformed, rotten trees. Suddenly they launch short sharp branches at everyone in the party. These unusual undead creatures are known as ruined trees.

Rotten to the Core. This undead creature is pure evil and seeks to destroy life. They are most dangerous when lining either side of a forest trail, or river. An adventuring party can find themselves attacked from both sides.

Dark Roots. Once a ruined tree's victim is dying on the ground, they send out their roots to decompose the victim. Then the undead monster absorbs the life form.



The sandman is a lanky, golden fey who stalks his prey. He can put creatures to sleep and abduct them. This dark fey sprinkles magical sand on them to send them off to dreamland. The sandman usually carries a dozen bags of the magical sand in his leather pouches.

Stealthy Surprise. This stealthy fey tiptoes through the night looking for victims. He moves in almost complete silence in the darkness.

Kidnapper. The sandman can be hired as a kidnapper. Dark fey and other evil creatures have been known to enlist him.



SANDMAN

Medium fey, chaotic evil

Armor Class 14

Hit Points 71 (11d8 + 22)

Speed 35 ft.

STR 12(+1)	DEX 18(+4)	CON 14(+2)	INT 10(+0)	WIS 16(+3)	CHA 8(-1)
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Skills Perception +5, Stealth +6

Condition Immunities unconscious

Senses passive Perception 15

Languages Sylvan, Common

Challenge 4 (1,100 XP)

Dark Stalker. The sandman has advantage on Dexterity (Stealth) checks in dim light or darkness.

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

Shadow Step. While in dim light or darkness, the sandman can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Strangle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage and the target must make a successful DC 14 Strength check or become grappled (escape DC 14).

Magical Sand. The sandman uses an action to sprinkle magical sand. Unless the target makes a successful DC 14 Wisdom saving throw, they fall asleep and are unconscious for 1 hour. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake. The target has terrible dreams during their next long rest. An ally can make a DC 14 Wisdom (Perception) check to notice the target is troubled. They can then take an action to wake the target. If nobody wakes the target during their one-hour sleep, they take 7 (2d6) psychic damage.

SHADOW BIRD

Medium undead, chaotic evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 20 ft., fly 60 ft.

STR 12(+1)	DEX 16(+3)	CON 12(+1)	INT 12(+1)	WIS 14(+2)	CHA 5(-3)
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Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages -

Challenge 1/2 (100 XP)

Distant Eyes. Powerful evil spellcasters often use *scrying* to see through the eyes of a shadow bird.

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

Actions

Multiattack. The shadow bird makes two attacks, one with its claws and one with its bite.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Looking to the skies, one might see a flock of black birds. They could be harmless, or they could be eerie shadow birds. Most fey will flee the area. These creatures are more shadow than substance.

Spies in the Sky. Some dark fey, such as the Queen of Darkness, can actually see through the eyes of these birds. The Seelie Court is fully aware that these creatures are used as spies by the enemy.

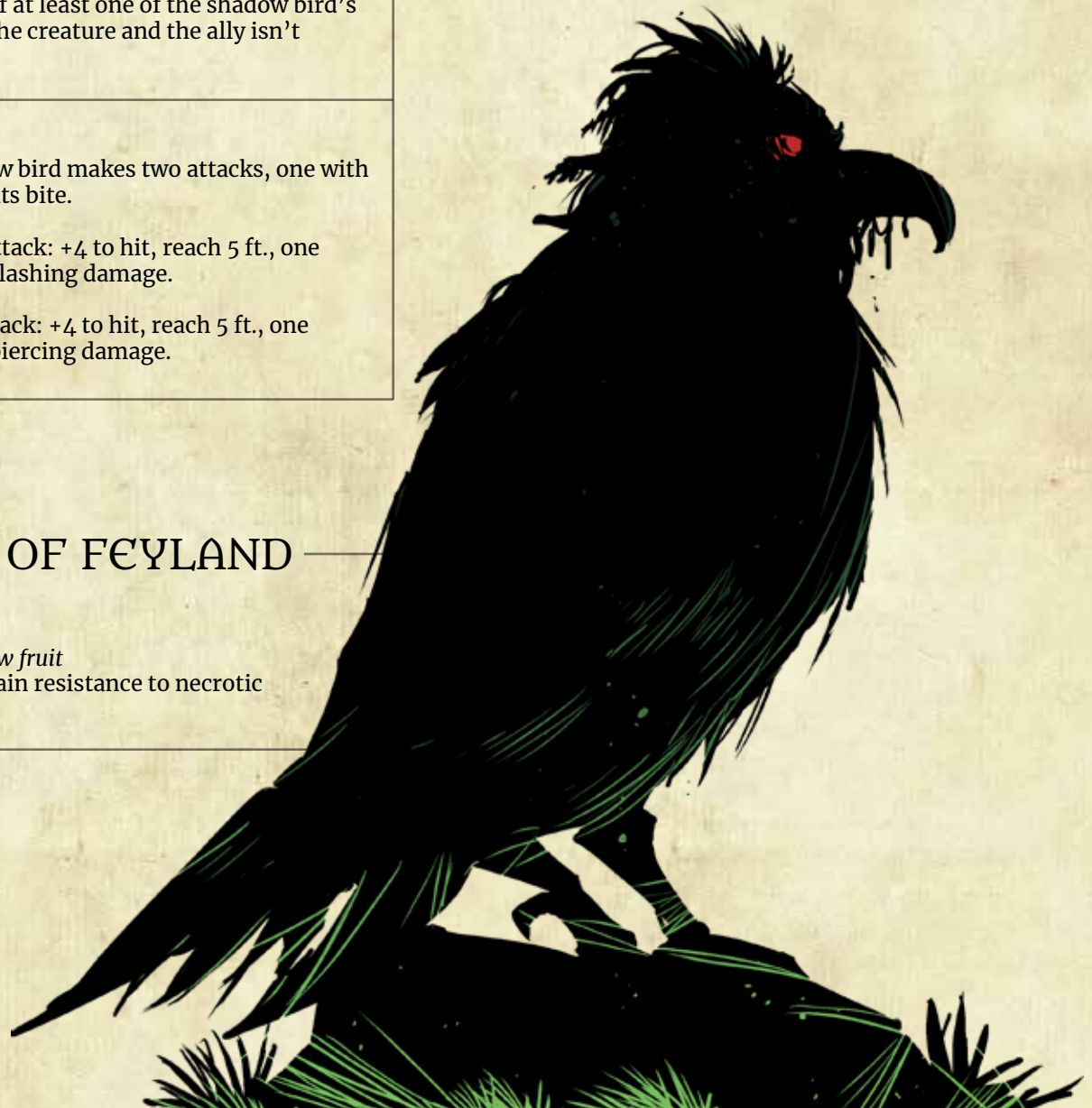
Undead Nature. A shadow bird doesn't require air, food, drink, or sleep.

FLORA OF FEYLAND

Moon Fruit

A crescent-shaped yellow fruit

Once consumed, you gain resistance to necrotic damage for one day.



Without warning, the tree in front of you suddenly blackens and turns into a creepy, tangled monster. This evil plant lies in wait until suitable prey wanders near. The shadowy tree is made of a dark energy that protects it against fire.

Wrong Place, Wrong Time. If a creature gets too close to this evil tree, it could be the last thing they do. This horrid plant can swallow its victims.

Packs a Wallop. Not only can the shadowy tree bite and swallow victims, it can also slam its branches into them. The victims of this tree often litter the ground around it. Piles of broken skeletons lying at the base of a tree provide a clear warning.

SHADOWY TREE

Huge plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 10 ft.

STR 23(+6)	DEX 7(-2)	CON 21(+5)	INT 12(+1)	WIS 20(+5)	CHA 12(+1)
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Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons, fire

Condition Immunities exhausted, poisoned, prone, psychic

Senses passive Perception 15

Languages Sylvan

Challenge 12 (8,400 XP)

False Appearance. If the shadowy tree remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The shadowy tree makes four slam attacks and one bite attack.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 28 (4d10 + 6) piercing damage plus 13 (3d8) necrotic damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the shadowy tree can't bite another target.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage. The target must also make a DC 17 Dexterity check or be knocked prone.

Swallow. The shadowy tree makes one bite attack against a Large 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. If has total cover against attacks and other effects outside the shadowy tree, and it takes 17 (5d6) necrotic damage at the start of each of the shadowy tree's turns. The tree can only have one target swallowed at a time. If the shadowy tree dies, a swallowed creature is no longer restrained by it and can escape from the trunk using 5 feet of movement, exiting prone.



SIREN

Medium fey, chaotic evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 50 ft.

STR 12(+1)	DEX 16(+3)	CON 14(+2)	INT 12(+1)	WIS 14(+2)	CHA 14(+2)
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Skills Perception +4

Senses passive Perception 14

Languages Primordial, Common

Challenge 4 (1,100 XP)

Amphibious. The siren can breathe air and water.

Innate Spellcasting. The siren's innate spellcasting ability is Wisdom (spell save DC 14). The siren can innately cast the following spells, requiring no components.

2/day: detect thoughts, sleep

Shapechanger. As an action, the siren can shapechange into a medium female humanoid, or back into its true form. If the siren dies, it reverts to its true form.

Actions

Multiattack. The siren makes two attacks with her claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The siren must take bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated. While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn towards the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this siren's song for the next 24 hours.

Sailors will sometimes hear a beautiful song as they near the rocky coast. This enchanting song is being sung by the siren. Its true form is part bird, part female humanoid creature. Hundreds of years ago, a jealous witch altered their beautiful form and banished these fey from the land.

Vengeful Vixens. Sirens are out for revenge and seek to lure those near the coast. Sailors have even been known to wreck their ships as they are drawn closer to rocky shores.

Forgotten Fey. Still angry about the curse that altered their form, sirens use their shapechange ability to return to land at times. Once on land, the siren attempts to use all its charms to lure more victims.



The skeletal spider is the largest of all giant spiders. It is a horrifying sight, emerging out of the darkest parts of the woods with its huge black eyes. Dark fey enlist these spiders and many are in the service of the Unseelie Court.

Massive Spider. This creature spins enormous webs and takes over large sections of the forest. Other spiders often live nearby and serve their larger cousin.

Undead Cavalry. Skeleton warriors use these powerful mounts to ride around Feyland. There are stories of anti-paladins, evil arch fey, hags, or even witches riding on these dark mounts.

Undead Nature. A skeletal spider doesn't require air, food, drink, or sleep.

SKELETAL SPIDER

Huge undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 50 ft.

STR 20(+5)	DEX 18(+4)	CON 18(+4)	INT 2(-4)	WIS 12(+1)	CHA 4(-3)
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Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 11
Languages -
Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The skeletal spider makes two bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +7 to hit, range 40/60 ft., one target. Hit:

- The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12, hp 20; vulnerability to fire damage, immunity to bludgeoning, necrotic, poison, and psychic damage).



THANSON 2018

SKELTON KING

Medium fey, chaotic evil

Armor Class 18

Hit Points 285 (30d8 + 150)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	26(+8)	20(+5)	23(+6)	18(+4)	23(+6)

Saving Throws Cha +13, Dex +15, Int +13

Skills Deception +13, Perception +11, Persuasion +13, Stealth +15

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 90 ft., passive Perception 21

Languages Sylvan, Common, Elvish

Challenge 24 (62,000 XP)

Innate Spellcasting. His innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The skeleton king can innately cast the following wizard spells, requiring no components.

At will: blade ward, fire bolt, mage hand, minor illusion, prestidigitation

3/day: animate dead, animate objects, bestow curse, blight, confusion, detect thoughts, dimension door, dispel magic, dominate person, fog cloud, mirror image, misty step, modify memory, ray of sickness, sleep

1/day: circle of death, feeblemind, finger of death, mass suggestion, reverse gravity, scrying, time stop

Magical Resistance. The skeleton king has advantage on saving throws against spells and other magical effects.

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

Actions

Multiattack. The skeleton king makes three attacks with his staff.

Staff of the Skull. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage. Target must make DC 21 Constitution saving throw or take an extra 21 (6d6) necrotic damage, taking half as much damage on a successful one.

Summon Skeletons. The skeleton king can summon 1d12 skeletons twice a day and 1d6 minotaur skeletons once a day. They appear in unoccupied spaces within 60 feet of the skeleton king.



The skeleton king was once a good arch fey that met with the Queen of Darkness. The hideous queen changed the handsome fey into a monster. He is now the leader of the Autumn Court, a division of the Unseelie Court.

Shadowy Trickster. Even though this monster is deadly, he enjoys playing games with visitors to the dark part of the Feyland. He will dispose of them when he tires of the games.

Bone Castle. The skeleton king's ultimate goal is to lure creatures into his castle made of bones.

Dark Smile (Recharge 2-3). The skeleton king fixes his evil smile on one creature he can see within 30 ft. of him. The target must make a successful DC 21 Wisdom saving throw against this magic or become charmed for 1 minute. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target saves they are immune to the smile for the next 24 hrs.

The skeleton warrior is the largest version of the undead animated skeleton. They are tough warriors, usually clad in scraps of armor. Dark fey create these monsters for the Unseelie Court.

Obedient Soldiers. Most of the skeleton warriors are part of the Skeleton King's army and the Autumn Court. They live in the Bone Castle with their leader and many other kinds of undead.

Spider Rider. These large skeletons often use skeletal spiders as mounts. The sight of this undead cavalry strikes fear in most creatures.

Undead Nature. A skeleton warrior doesn't require air, food, drink, or sleep.

SKELETON WARRIOR

Large undead, chaotic evil

Armor Class 18 (armor scraps)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR 18(+4)	DEX 14(+2)	CON 16(+3)	INT 3(-4)	WIS 12(+1)	CHA 3(-4)
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Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands all languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Turn Resistance. The skeleton warrior has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The skeleton warrior makes two attacks.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



SNOW QUEEN

Medium fey, chaotic evil

Armor Class 18

Hit Points 262 (25d8 + 150)

Speed 40 ft.

STR 22(+6)	DEX 26(+8)	CON 22(+6)	INT 20(+5)	WIS 20(+5)	CHA 22(+6)
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Saving Throws Cha +12, Wisdom +11

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

Damage Immunities cold

Condition Immunities charmed, frightened, paralyzed

Senses darkvision 60 ft., passive Perception 21

Languages Sylvan, Primordial

Challenge 20 (25,000 XP)

Frozen Presence. Any creatures within 60 feet of the snow queen must make a successful DC19 Constitution saving throw or become frozen (paralyzed) for 1 minute. The target can repeat the saving throw at the end of each of their turns.

Innate Spellcasting. The snow queen's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The snow queen can innately cast the following spells, requiring no components.

At will: chill touch, mage hand, prestidigitation, ray of frost

3/day: bestow curse, cone of cold, darkness, detect thoughts, dispel magic, ice storm, locate creature, magic missile, misty step, scrying, shield, sleet storm, wall of ice

1/day: control weather, finger of death, imprisonment

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

Actions

Multiattack. The snow queen makes two attacks with her Snow Spear.

Snow Spear. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage plus 31 (9d6) cold damage.

Snow Scream (Recharge 5–6). The snow queen lets out a scream that sends a burst of snow in a 90-ft. cone. Any creatures in the area must make a successful DC 19 Dexterity saving throw or take 52 (15d6) cold damage, half damage on a success. The area also becomes difficult terrain for the next 10 minutes.



Sitting atop the mighty throne of the Ice Palace is the Snow Queen. This heartless monster is the head of the Winter Court, a division of the Unseelie Court. However, the Snow Queen seeks to overthrow the Queen of Darkness and take over the court. She plots in secret, even aiding the Seelie Court against her rival.

Ice Palace. The queen's palace is a mighty fortress in the snowy region of Feyland. It is guarded by evil elementals, ogres, and other terrible creatures.

Multiple Minions. Many minions serve this queen, including her ice princesses and the Frost Lord. Her daughters admire her and her son loathes her.

Reactions

Frigid Rebuke. When the snow queen takes damage from a creature the snow queen can see within 60 feet of her, the snow queen can force that creature to succeed on a DC 19 Constitution saving throw or take 16 (3d10) cold damage.

The sprite knight is the elite warrior of the sprite community. They are loyal to the Seelie Court and serve Titania and Oberon. Like other sprites, they make their homes in trees, toadstools, flowers, glades, and treants. Aggressive and tough for their size, these fey creatures can be a handful.

Proud Protectors. Sprite knights are the first of the sprites to confront intruders in their territory. These tiny fey defend their homes with swords and poisoned arrows. Like other sprites, they can also turn invisible.

Judges of the Heart. All sprites are very perceptive and can sense a creature's alignment and emotions. The sprite knight is no exception and allies itself with other good creatures.



SPRITE KNIGHT

Tiny fey, neutral good

Armor Class 16 (studded leather)

Hit Points 10 (4d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	18(+4)	10(+0)	14(+2)	14(+2)	11(+0)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages Sylvan, Common, Elvish

Challenge 2 (450 XP)

Innate Spellcasting. The sprite knight's innate spellcasting ability is Wisdom (spell save DC 13). The sprite knight can innately cast the following spells, requiring no components.

At will: druidcraft, faerie fire

1/day: charm person, fog cloud, mirror image

Actions

Multiattack. The sprite knight makes two attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 7 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an additional action to shake it awake.

Heart Sight. The sprite knight touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, the sprite knight also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

THE STORYWEAVER

Medium fey, chaotic neutral

Armor Class 17 (+3 leather armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR 12(+1)	DEX 16(+3)	CON 14(+2)	INT 16(+3)	WIS 22(+6)	CHA 20(+5)
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Saving Throws Cha +8, Wis +9

Skills Insight +9, Intimidation +8, Perception +9, Performance +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 19

Languages All

Challenge 8 (3,900 XP)

Innate Spellcasting. The storyweaver's innate spellcasting ability is Wisdom (spell save DC 16). The storyweaver can innately cast the following spells, requiring no components.

At will: friends, mage hand, prestidigitation, vicious mockery

2/day: calm emotions, charm person, confusion, cure wounds, detect thoughts, disguise self, dispel magic, hypnotic pattern, illusory script, nondetection, suggestion

1/day: compulsion, dimension door, dream, greater invisibility, hallucinatory terrain, legend lore

Inscrutable. The storyweaver is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain the storyweaver's intentions or sincerity have disadvantage.

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

Actions

Multiattack. The storyweaver makes three attacks with his quarterstaff.

+3 Quarterstaff. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Creative License (2/day). The storyweaver begins a story and anyone within 60 ft. must make a successful DC 16 Wisdom saving throw or be charmed for 1 minute. Whoever hears the story, hears it in their language.

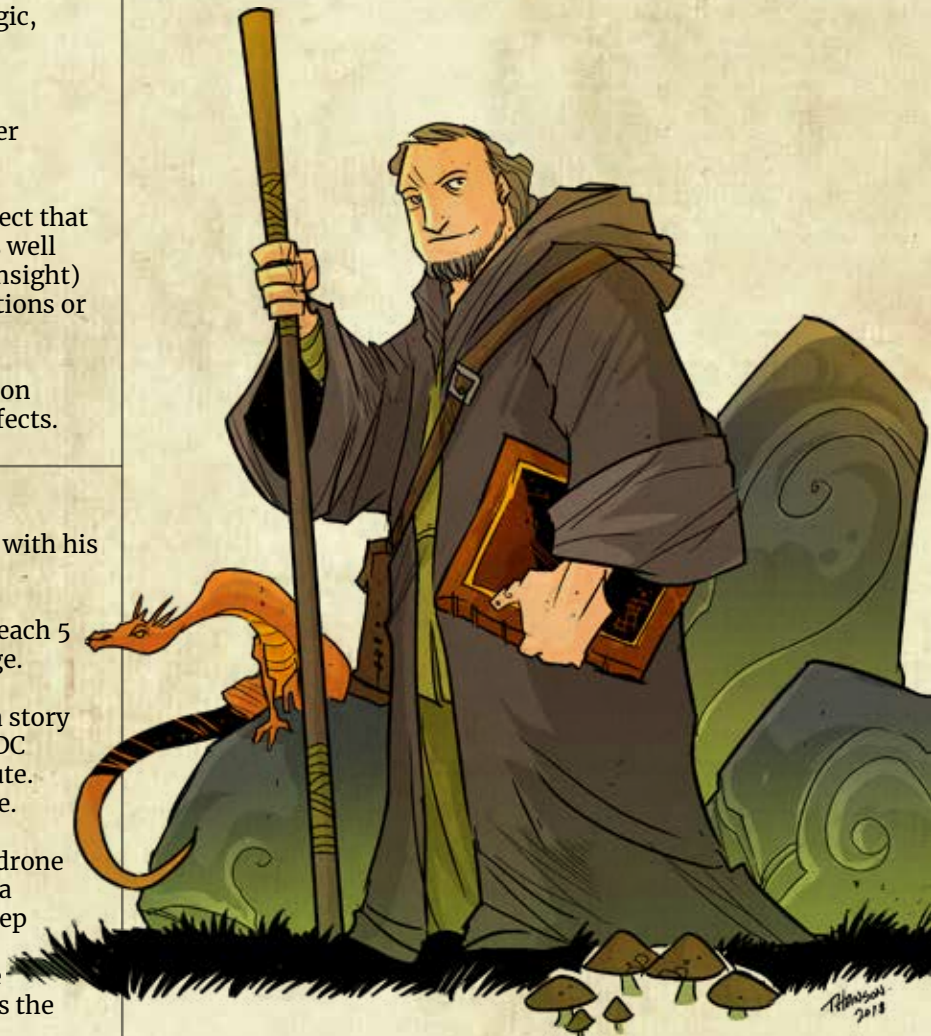
Drone (Recharge 5-6). The storyweaver begins to drone on and on, any creatures within 60 ft. must make a successful DC 16 Wisdom saving throw or fall asleep for 1 minute. Sleeping targets are awakened if any damage is done to them. Another creature can use an action to wake a sleeping target. Whoever hears the storyweaver, hears him in their language.

The storyweaver is one of the most mysterious figures in all of Feyland. Nobody knows how old he is or where he comes from. He is not allied with the two feuding courts and is truly a wild fey.

Legendary Tales. The incredible history and stories of the fey are collected by this strange character.

Seer. More than any other creature, except maybe the Elder Tree, the storyweaver has a window into the future.

Important Lessons. If one listens to the tales of the storyweaver, they can always learn lessons that will help them in their lives. However, it is not a good idea to get on his bad side.



A large swan swims to the shore and then morphs into a beautiful humanoid. These fey are the handmaidens of the Lady of the Swans. As such they are part of the Spring Court, a division of the Seelie Court.

Peaceful Pilgrims. Swan maidens are as peaceful and calm as their arch fey leader. They will only use violence to protect themselves. These pretty fey spend their time caring for the beasts and plants. If they encounter hostile foes, the inhabitants of the wild will come to their aid.

Swan Mount. These blissful creatures usually ride on giant swans. They often use the swans to travel around rivers and lakes.

SWAN MAIDEN

Small fey (shapechanger), chaotic good

Armor Class 13

Hit Points 24 (7d6)

Speed 30 ft., swim 30 ft.

STR 9(-1)	DEX 16(+3)	CON 10(+0)	INT 10(+0)	WIS 12(+1)	CHA 14(+2)
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Skills Perception +3

Senses passive Perception 13

Languages Sylvan

Challenge 3 (700 XP)

Amphibious. The swan maiden can breathe air and water.

Shapechanger. As an action, the swan maiden can shapechange into a giant swan, or back into its true form. If the swan maiden dies, it reverts to its true form.

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

Actions

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Summon Water Elemental (1/day).

The swan maiden can summon a water elemental once a day. The elemental will obey its every command.



SYLPH

Medium fey, neutral good

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft., fly 50 ft.

STR

7(-2)

DEX

16(+3)

CON

12(+1)

INT

12(+1)

WIS

12(+1)

CHA

16(+3)

Skills Perception +3

Senses passive Perception 13

Languages Sylvan, Common, Primordial

Challenge 1 (200 XP)

Innate Spellcasting. The sylph's innate spellcasting ability is Wisdom (spell save DC 13). The sylph can innately cast the following spells, requiring no components.

At will: invisibility

1/day: conjure minor elemental (air)

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

Actions

Beat Wings. Melee

Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) force damage and target must make a DC 13 Strength saving throw or fall prone.

Sylphs are very beautiful winged creatures that dwell in aerial places. They enjoy wandering and aren't often encountered in their lairs. These lairs are small caves on the sides of mountains, or high atop the tallest trees. Sylphs are solitary and are rarely found in groups.

Greater Good. Sylphs will often aid other creatures of good alignment. They have been known to assist adventuring parties.

Flighty Fey. These fey can walk but prefer to remain airborne. Sylphs are closely allied with air elementals and can call on their aid.



Guarding the entrances to Feyland are beings known as thresholders. These agile sentinels lurk near gates, faerie rings, and other thresholds.

Multiple Personalities. Each thresholder is different and could be in the service of either of the fey courts. Some are completely independent and have their own motivations.

Judging Harshly. Regardless of who or what they serve, these guardians are harsh judges. They will question any newcomers about their business and decide whether they are worthy enough to visit. If the thresholder decides the strangers aren't worthy, it will order them to leave.

Thresholders will attack anyone that disobeys their orders.

THRESHOLDER

Large fey, any alignment

Armor Class 18 (*mithral plate*)

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR 16(+3)	DEX 18(+4)	CON 14(+2)	INT 12(+1)	WIS 16(+3)	CHA 10(+0)
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Skills Athletics +7, Perception +7, Stealth +8

Senses passive Perception 17

Languages Sylvan, Common

Challenge 9 (5,000 XP)

Cunning Action. The thresholder can use a bonus action to take the Dash, Disengage, or Hide action.

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

Actions

Multiattack. The thresholder makes three attacks.

Gatekeeper Staff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) bludgeoning damage.

FEATURES OF FEYLAND

Titania's Tears

A refreshing purple rain, with the sounds of birds all around. Heals 1d6 hit points.



QUEEN TITANIA

Medium fey, chaotic good

Armor Class 17

Hit Points 300 (40d8 + 120)

Speed 40 ft., fly 80 ft.

STR 10(+0)	DEX 25(+7)	CON 16(+3)	INT 25(+7)	WIS 25(+7)	CHA 30(+10)
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Saving Throws Int +14, Wis +14 Cha +17,

Skills Intimidation +17, Perception +14, Persuasion +17

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 24

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Titania's innate spellcasting ability is Intelligence (spell save DC 20). Titania can innately cast the following spells, requiring no components.

At will: dancing lights, druidcraft, faerie fire, light, message

3/day: animate objects, banishment, charm person, counterspell, confusion, detect magic, detect thoughts, dimension door, dispel magic, fog cloud, hypnotic pattern, invisibility, mirror image, modify memory

1/day: control weather, heal, mass suggestion, mirage arcane, wish

Illumination. Titania sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Magical Resistance. Titania has advantage on saving throws against spells and other magical effects.

Magic Weapons. Titania's attacks are magical.

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

Actions

Multiattack. Titania makes three attacks.

Diamond Wand. Melee Weapon Attack: +14 to hit, reach 5 ft, one target. Hit: 12 (1d10 + 7) piercing damage plus 24 (7d6) radiant damage.

Summon Faeries (1/day). Titania can use an action to summon 1d12 spring or summer faeries. They appear in unoccupied spaces within 30 feet of her.

Titania is the queen of the faeries and magic and rules the Seelie Court with her partner, Oberon. The proud queen is also the head of the Summer Court, a division of the Seelie Court. She and Oberon live in a massive forest complex known as the Tree Castle. It is located in the Great Tree and is home to her numerous minions.

Good Queen. Her sister became corrupted by darkness and was banished from the court. Titania still has hope the Queen of Darkness can return one day. She is an eternal optimistic and refuses to let thoughts cloud her vision.

Loyal Leader. Titania is loyal to her friends and allies, especially Oberon. Even though the Oak Lord pursues her, she ignores his romantic gestures.



The toadman is the henchman of the Frog Witch. He lives in the swampy forests of Feyland and does whatever his mistress desires. A strange frog-like humanoid, he wears studded leather armor and a ragged cloak.

Swamp Dweller. At home in the swamp, the toadman can blend in and hide with ease. He spends most of his time at the Frog Witch's hut.

Amphibian Allies. The toadman forms strong bonds with giant frogs, which are often used as guardians. It also uses them as mounts. He is more popular with the denizens of the swamp than his cruel mistress. However, this fey is wise enough to know he gains many benefits as the henchman of the powerful witch.



TOADMAN

Medium fey, chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 40 ft.

STR 12(+1)	DEX 16(+3)	CON 15(+2)	INT 10(+0)	WIS 16(+3)	CHA 5(-2)
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Skills Perception +6, Stealth +6

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan

Challenge 6 (2,300 XP)

Amphibious. The toadman can breathe air and water.

Innate Spellcasting. The toadman's innate spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). The toadman can innately cast the following spells, requiring no components.

At will: druidcraft, thorn whip

2/day: entangle, fog cloud, poison spray, speak with animals

1/day: animal messenger, feign death, pass without trace, plant growth, speak with plants, spike growth

Leap. The toadman can make a 10 ft. horizontal jump.

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

Speak with Frogs and Toads. The toadman can speak with frogs and toads.

Swamp Camouflage. The toadman has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The toadman makes two attacks, one with his sword and one with his tongue.

Swamp Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 24 (7d6) poison damage, DC 15 Constitution saving throw.

Twisted Tongue. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

TREE OF DREAD

Huge fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR 23(+6)	DEX 8(-1)	CON 21(+5)	INT 12(+1)	WIS 16(+3)	CHA 8(-1)
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Damage Vulnerabilities fire

Damage Resistances bludgeoning, necrotic, piercing

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Common, Elvish

Challenge 10 (5,900 XP)

False Appearance. While the tree of dread remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The tree of dread deals double damage to objects and structures.

Actions

Multiattack. The tree of dread makes three slam attacks with its branches.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Animate Trees (1/day). The tree of dread magically animates 1d4 trees it can see within 60 feet of it. These trees have the same statistics as the tree of dread, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the tree of dread. The tree remains animated for 1 day or until it dies; until the tree of dread dies or is more than 120 feet from the tree of dread; or until the tree of dread takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

The tree of dread is a dark version of the treant. It is an evil tree that lives in the deepest part of the woods.

Deep Sickness. The Tree of Dread is a tree that was dying of disease and was awakened by dark forces. Evil druids are usually part of the long process that awakens these monsters.

Evil Guardians. Trees of Dread protect their territory like their treant cousins. However, they use violence as their only means of solving conflict. They are extremely unpredictable and dangerous. When they gather in groups, they often overwhelm their opponents. A herd of these fey are a terrifying sight to behold.



FLORA OF FEYLAND

Rainbow Apple

A large rainbow-colored apple

Once consumed, you change your gender for one day.

The river troll is an absolutely massive type of troll. These huge trolls make their homes in lakes and rivers. They hunt for prey and will attempt to drown their victims. Unlike other trolls, these monsters refuse to serve anyone else.

At Home in the Water. Although they are huge in size, river trolls are actually quite good swimmers. They are also amphibious and use this trait to surprise their victims. River trolls can hide on the bottom of large rivers or lakes for hours.

Deadly Drownings. These horrid monsters are extremely strong and can usually drown their opponents. River trolls can also do extensive damage to objects and structures.

Fears Fire. Attacking the river troll with fire is the only way to stop them from regenerating.

TROLL, RIVER

Huge giant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft., swim 30 ft.

STR 20(+5)	DEX 15(+2)	CON 20(+5)	INT 7(-2)	WIS 12(+1)	CHA 7(-2)
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Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Sylvan

Challenge 9 (5,000 XP)

Amphibious. The river troll can breathe air and water.

Keen Smell. The river troll has advantage on Wisdom (Perception) checks that rely on smell.

Regenerate. The river troll regains 12 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the river troll's next turn. The river troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The river troll deals double damage to objects and structures.

Actions

Multiattack. The river troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Drown. When a river troll hits with a claw attack it can attempt to grapple the target and drown it (DC 16 Strength saving throw). Because of its size, the river troll can attempt to drown two Large or smaller targets at the same time.



UNICORN, BLACK

Large fey, chaotic evil

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR 19(+4)	DEX 16(+3)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 16(+3)
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Skills Perception +7, Stealth +6

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Sylvan, Abyssal, Elvish, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the black unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The black unicorn's innate spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). The black unicorn can innately cast the following spells, requiring no components.

At will: detect evil and good, pass without trace, poison spray

1/day: dispel evil and good, entangle, silence

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

Magic Weapons. The black unicorn's weapon attacks are magical.

Actions

Multiattack. The black unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

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

Dark Touch (3/Day). The black unicorn touches another creature with its horn. The target takes 11 (2d8 + 2) necrotic damage.

Teleport (1/Day). The black unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.



The black unicorn is an example of how the dark fey are a twisted version of reality. This evil monster is the opposite of its celestial cousin. At home in enchanted forests, it stalks its prey. This fey's dark form and high level of awareness help it hunt in the shadows.

Toxic Horns. The black unicorn's white horn is a deadly tool of evil. Not only can the monster spear a victim, it does necrotic damage as well. Using dark magic, the black unicorn can also spray poison with the horn.

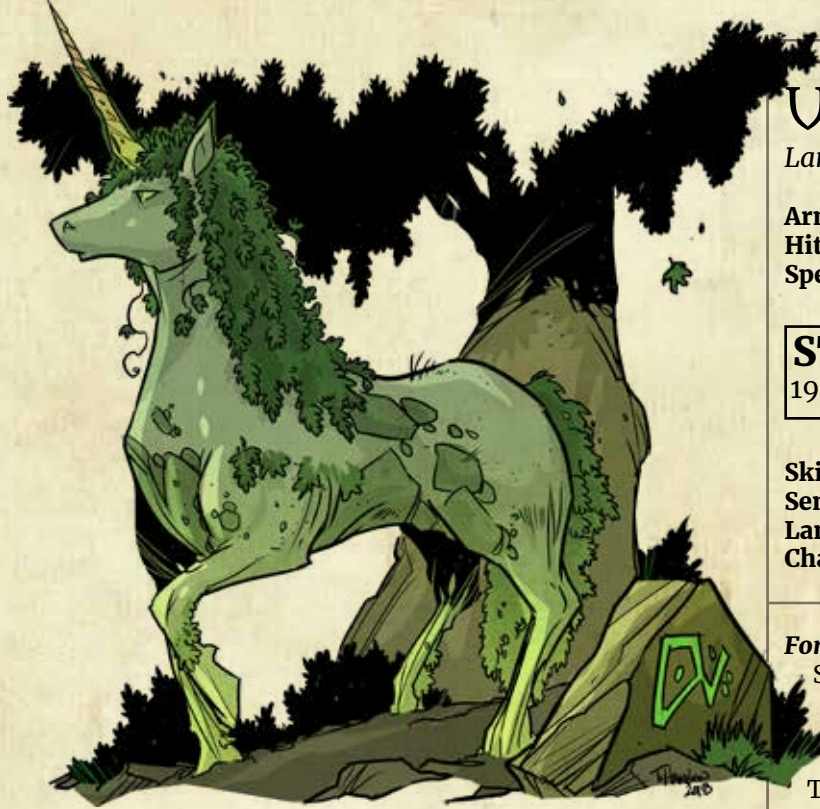
Evil Mounts. At times, powerful evil beings work along side these monsters. There are stories of anti-paladins, evil arch fey, hags, or even witches riding on these dark steeds.

Legendary Actions

Hooves attack. Makes one attack with its hooves.

Dark Shroud (Costs 2 Actions). The black unicorn creates a shimmering, dark shroud around itself or another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the black unicorn's next turn.

Heal Self (Costs 3 Actions). Magically regains 11 (2d8 + 2) hit points.



UNICORN, GREEN

Large fey, chaotic neutral

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 50 ft.

STR 19(+4)	DEX 16(+3)	CON 15(+2)	INT 12(+1)	WIS 18(+4)	CHA 16(+3)
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Skills Perception +6, Stealth +5

Senses passive Perception 16

Languages Sylvan, Elvish, Primordial

Challenge 4 (1,100 XP)

The green unicorn partners with other creatures to protect the woods. This unicorn moves almost unseen through the forest world. Legend says that certain druids are chosen by the gods and reincarnated as green unicorns. These creatures are also known to ally themselves with druids to fend off enemies. A circle of druids who ally with a green unicorn becomes a formidable foe. Chaotic neutral in nature, this unicorn is wary of good and evil creatures.

Deeply Connected. The green unicorn is deeply in touch with the forest. Other animals often ally with green unicorns to protect their territory. These fey know the woods better than any other creature.

Mounting a Challenge. Some neutral druids use these unicorns as mounts.

Forest Camouflage. The green unicorn has advantage on Stealth (Dexterity) checks in the forest environment.

Innate Spellcasting. The green unicorn's innate spellcasting ability is Wisdom (spell save DC 14). The green unicorn can innately cast the following spells, requiring no components.

At will: druidcraft, resistance

1/day: cure wounds, entangle, moonbeam, purify food and drink, speak with animals, speak with plants, spike growth

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

Actions

Multiattack. The green unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

UNICORN, RED

Large fey, chaotic evil

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR 18(+4)	DEX 14(+2)	CON 15(+2)	INT 11(+0)	WIS 18(+4)	CHA 16(+3)
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Damage Immunities fire

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan, Abyssal

Challenge 4 (1,100 XP)

Charge. If the red unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Heated Body. A creature that touches the red unicorn or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The red unicorn sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Innate Spellcasting. The red unicorn's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The red unicorn can innately cast the following spells, requiring no components.

At will: fire bolt (from its horn)

1/day: blink, darkness, flaming sphere

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

Actions

Multiattack. The red unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 2 (1d4) fire damage.

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 2 (1d4) fire damage.



The red unicorn has been corrupted by demons. They live in enchanted forests and attack any good-hearted creatures that attempt to enter. At times, these monsters ally themselves with other evil creatures.

Fiery Horns. The red unicorn's black horn is a deadly tool of evil. Not only can the monster spear a victim, they do fire damage as well. Using dark magic, the horn can send out magical fire bolts at will. Evil spellcasters and alchemists attempt to gain red unicorn horns for use in spells and potions.

Hot-Tempered. These unicorns are violent and cruel beings. Unlike other unicorns, they are not stealthy and always make their presence known. They are not suitable as mounts as their bodies are dangerously hot.

This chestnut brown horse is part of the Wild Hunt. It is an amazing sight to see these beasts racing at top speed with their riders urging them forward.

Racing the Moon. Wild horses are incredibly fast and have only been tamed by the wild riders. These creatures can also travel into the Ethereal Plane.

New Directions. There are occasions where the Wild Hunt abandons the chase. If someone offers the group a better deal, they might choose a new target.

WILD HORSE

Large fey, chaotic neutral

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 60 ft.

STR 18(+4)	DEX 14(+2)	CON 12(+1)	INT 10(+0)	WIS 13(+1)	CHA 10(+0)
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Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages Understands Sylvan but can't speak it

Challenge 1 (200 XP)

Agile Equine. The wild horse can use a bonus action to Disengage.

Keen Smell. The wild horse has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The wild horse makes two attacks with its hooves.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Ethereal Stride (2/day). The wild horse and its rider magically enter the Ethereal Plane from the Material Plane, or vice versa.



WILD HOUND

Medium fey, chaotic neutral

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 50 ft.

STR 14(+2)	DEX 16(+3)	CON 12(+1)	INT 10(+0)	WIS 13(+1)	CHA 11(+0)
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Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Understands Sylvan but can't speak it

Challenge 1/2 (100 XP)

Hasty Hound. The wild hound can use a bonus action to Disengage or Hide.

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

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ethereal Stride (2/day). The wild hound magically enters the Ethereal Plane from the Material Plane, or vice versa.

The wild hound is a ferocious hound that joins the Wild Hunt. These beasts race along with the wild horses and will follow the Master's commands.

Part of the Pack. The hound is very quick and can work in unison with the other members of the hunt. This creature can also travel into the Ethereal Plane.

FLORA OF FEYLAND

Gluttonberry

A pink berry

Once consumed, you make all ability checks and saving throws at disadvantage until you eat.



Astride the wild horses in the Wild Hunt are these chaotic fey. They are the fanatical followers of the Master of the Hunt. These fey are focused entirely on the hunt and are fiercely loyal to their leader.

Acting in Unison. The wild riders are a part of the hunt and will do whatever is necessary for the group.

Fleeting Form. These fierce fey can change their shape and become one of the hounds or horses in the Wild Hunt.

WILD RIDER

Medium fey, chaotic neutral

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 35 ft.

STR 14(+2)	DEX 16(+3)	CON 12(+2)	INT 10(+1)	WIS 14(+2)	CHA 14(+2)
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Skills Acrobatics +6, Animal Handling +5, Perception +5, Stealth +6

Senses passive Perception 15

Languages Sylvan

Challenge 5 (1,800 XP)

Shapechanger. The wild rider can use an action to shapechange into a wild horse or a wild hound. Once transformed they have the stats of that creature. All their weapons and equipment change with them. They must use an action to change back into their true form. If they are killed, they revert back to their true form with all their original hit points.

Actions

Multiattack. The wild rider makes three attacks.

Spear of the Hunt. Melee or Ranged Weapon

Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d8 + 2)

piercing damage, and the target must succeed on a DC 13

Constitution saving throw or become

poisoned for 1 minute. If the saving throw result is 7 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.



WITCH

Medium humanoid, evil or good alignment

Armor Class 13 (16 with mage armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft., fly 80 ft. (with *broom of flying*)

STR 14(+2)	DEX 16(+3)	CON 16(+3)	INT 20(+5)	WIS 18(+4)	CHA 16(+3)
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Saving Throws Cha +8, Wis +9

Skills Arcana +9, Deception +8, Insight +9, Perception +9, Persuasion +8, Stealth +8

Senses darkvision 60 ft., passive Perception 19

Languages Sylvan, Common, Abyssal, Infernal, Primordial

Challenge 14 (11,500 XP)

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

Spellcasting. The witch is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The witch can cast the following wizard spells.

Cantrips: acid splash, light, poison spray, prestidigitation

1st level (4 slots): charm person, disguise self, hex, mage armor, witch bolt

2nd level (4 slots): darkness, detect thoughts, misty step, suggestion

3rd level (3 slots): bestow curse, counterspell, fear, haste, lightning bolt

4th level (3 slots): blight, greater invisibility, polymorph

5th level (3 slots): conjure elemental, dominate person, scrying

6th level (2 slots): disintegrate

7th level (1 slot): forcecage

8th level (1 slot): control weather

9th level (1 slot): power word kill

Water Susceptibility. For every 5 ft. the witch moves in water, or for every gallon of water splashed on it, it takes 10 cold damage.

Actions

Multiattack. The witch makes two attacks.

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. Evil witches have poisoned daggers, targets must make a successful DC 19 Constitution saving throw or take 24 (7d6) poison damage, half damage on a save.

Broom of Flying. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

The wilder, untamed cousin of the wizard is the witch. Witches can be any kind of humanoid and any gender. They often have familiars with them. The witch's alignment affects what kind of creature will serve them.

Two Paths. Witches can take one of two paths. There are only good and evil witches.

Spellbooks. As with wizards, witches keep all their spells in a spellbook. If the spellbook is destroyed, so is their ability to cast spells. However, witches can also continue to add spells to their repertoire if they have their spellbooks.

Bewitched Brooms. Most witches use magical brooms to fly around. They can travel double their speed when mounted on their brooms.



Reactions

Uncanny Dodge. When an attacker that the witch can see hits it with an attack, the witch can use its reaction to halve the attack's damage against it.

The witch king is one of the most powerful creatures in all of the land. This evil monster is the right-hand man of the Queen of Darkness. If the queen of the Unseelie Court has a mission, she calls on the witch king first. He is pure chaos and pure evil. Most creatures flee when this evil lord arrives on the scene. His badly scarred face is hidden beneath an intimidating helm.

Sky Castle. The witch king makes the Fortress of Shade his home, when he's not on errands for the queen. He lives in one of the highest towers of the floating castle.

Multiple Minions. This dark fey is able to call on the might of the Unseelie Court and has many minions. Undead monsters and a number of evil fey accompany this dark lord.

Mounting Darkness. The witch king usually rides a nightmare or a black unicorn. At times, he has even been known to take a dragon as a mount.

WITCH KING

Medium fey, chaotic evil

Armor Class 20 (+2 plate)

Hit Points 228 (24d8 + 120)

Speed 30 ft.

STR 22(+6)	DEX 20(+5)	CON 20(+5)	INT 20(+5)	WIS 18(+4)	CHA 16(+3)
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Saving Throws Str +13, Wis +11

Skills Athletics +13, Perception +11

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 21

Languages Abyssal, Common, Sylvan

Challenge 21 (33,000 XP)

Aura of Fear. Any creatures within 60 ft. of the witch king must make a successful DC 20 Wisdom saving throw or become frightened for 1 minute.

Innate Spellcasting. The witch king's innate spellcasting ability is Wisdom (spell save DC 20). The witch king can innately cast the following spells, requiring no components.

At will: detect magic, minor illusion, prestidigitation

3/day: darkness, detect thoughts, dimension door, dispel magic, dominate person, fog cloud, water walk

Magical Resistance. The witch king has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The witch king makes three attacks with his greatsword.

+3 Greatsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 16 (2d6 + 9) slashing damage plus 24 (7d6) necrotic damage.

Reactions

Parry. The witch king adds 2 to his AC against one melee attack that would hit him. To do so, the witch king must see the attacker and be wielding a melee weapon.



BEASTS SECTION

FORGET FROG

Medium beast, chaotic evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR 14(+2)	DEX 16(+3)	CON 12(+1)	INT 8(-1)	WIS 12(+1)	CHA 5(-3)
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Skills Stealth +5

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

Amphibious. The forget frog can breathe air and water.

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

Actions

Multiattack. The forget frog can make two spit attacks.

Spit Poison. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) acid damage.

Steal Memory (1/Day). The forget frog targets one creature it can see within 60 feet of it with its gaze. The target takes 14 (4d6) psychic damage, and it must make a DC 14 Intelligence saving throw. On a successful save, the target becomes immune to this forget frog's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 7, they become 7. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A greater restoration or remove curse spell cast on the target ends this effect early.

Giant bulbous eyes emerge from the swamp. You suddenly begin to forget how to speak and your spells don't work. This is the forget frog, one of the oddest creatures in Feyland. They are allies of the frog witch and the toadman.

Lost Thoughts. The gaze of the forget frog has a powerful effect. It affects spellcasters adversely and its victims are also unable to speak. Sometimes the victims of a forget frog are thought to be fey-touched.

Poisonous. These evil frogs are also very poisonous. They can even spit this poison from afar.

FEATURES OF FEYLAND

Firefly

A tiny creature which emits bright light for 10 ft. Often captured and used in lanterns.



Visitors to this mysterious land often encounter giant butterflies. The extraordinary patterns on their glistening wings are admired by all. These brilliantly-colored beasts begin their lives as fey caterpillars. After many years, the caterpillars spin cocoons and slowly transform into their butterfly form. Giant butterflies feed off the nectar from the large flowers.

Common Mounts. Many creatures attempt to gain a giant butterfly mount. However, these creatures are selective. They refuse to let any evil creature ride them. Some fey believe that these creatures will bring them good fortune.

Wind Power. These beasts beat their wings to knock down anyone or anything that attacks them or their rider.

GIANT BUTTERFLY

Medium beast, neutral good

Armor Class 14

Hit Points 22 (5d8)

Speed 5 ft, fly 40 ft.

STR 10(+0)	DEX 16(+3)	CON 10(+0)	INT 5(-3)	WIS 14(+2)	CHA 7(-2)
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Skills Perception +4

Senses passive Perception 14

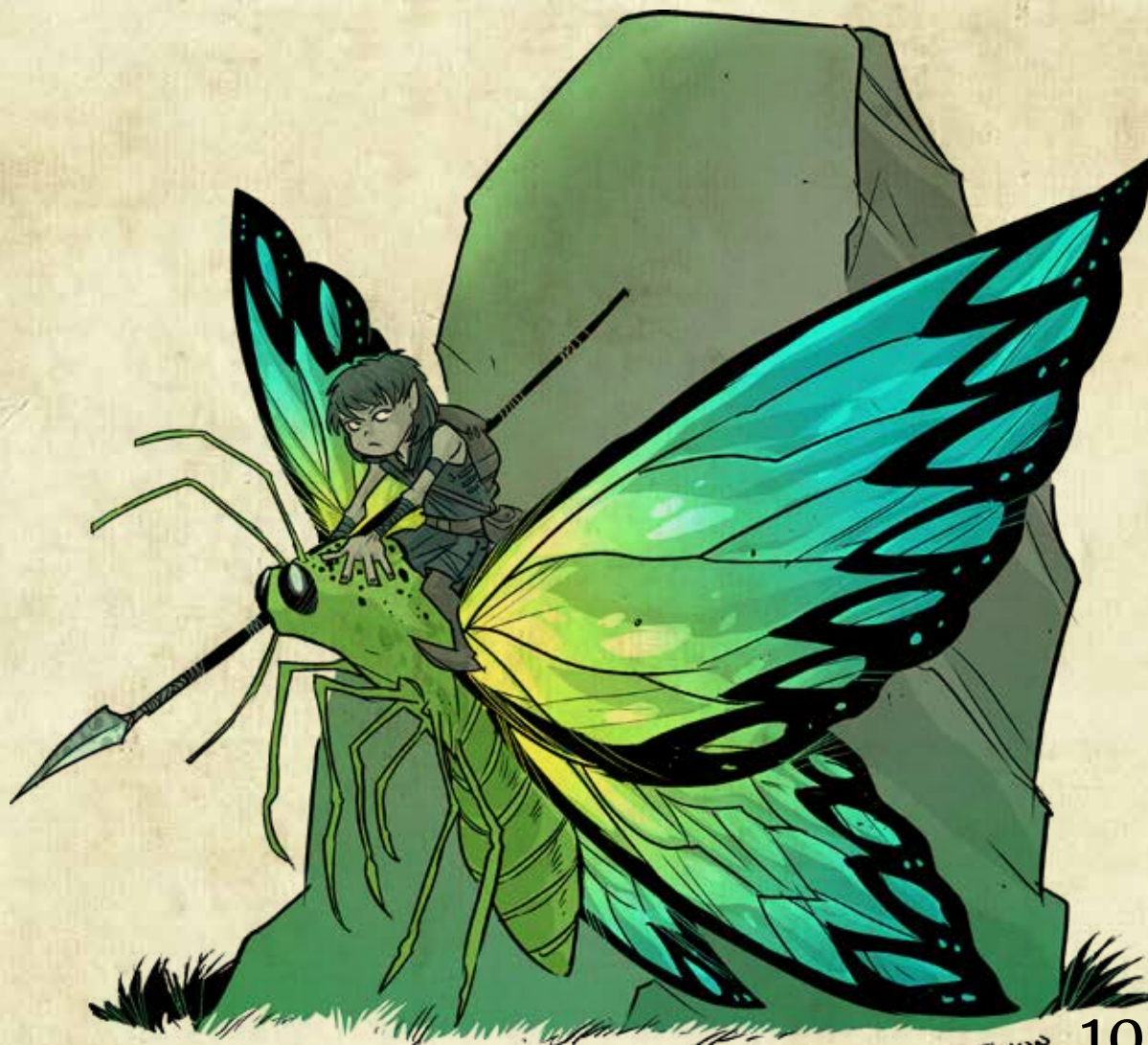
Languages -

Challenge 1/2 (100 XP)

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

Actions

Beat Wings. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) force damage and the target must make a successful DC 11 Strength saving throw or be knocked prone.



GIANT DRAGONFLY

Medium beast, unaligned

Armor Class 14

Hit Points 22 (5d8)

Speed 5 ft, fly 50 ft.

STR 12(+1)	DEX 18(+4)	CON 11(+0)	INT 5(-3)	WIS 10(+0)	CHA 6(-2)
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Skills Perception +2, Stealth +6

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Magic Resistance. The giant dragonfly 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: 4 (1d6 + 1) piercing damage.

A loud droning sound echoes through the woods and a large insect comes into view. The giant dragonfly is one of the many flying creatures in the land of the fey. However, these beasts are rarely encountered. They are extremely agile fliers and can dart between obstacles with ease.

Magnificent Mounts. Their exceptional flying ability makes them highly prized mounts. Unlike giant butterflies, they will let anyone ride them. Both the good Seelie Court and evil Unseelie Court use these creatures as mounts.

Dragonfly Diet. Giant dragonflies usually feed on other insects. They live off carrion when they can't find any other food.



The giant fox is one of the most common mounts for the fey. These omnivores hunt small animals, eat birds, eggs, insects, berries, fungi, and carrion. These beasts will let fey ride them in exchange for food.

The Pack. Giant foxes stick together and are usually found in a skulk. If they attack as a group, they can put up quite a fight.

Hidden Home. These beasts make their homes in secretive dens. They mate for life and have litters of up to six kits.

GIANT FOX

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR

12(+1)

DEX

14(+2)

CON

12(+1)

INT

12(+1)

WIS

14(+2)

CHA

10(+0)

Skills Perception +4, Stealth +3

Senses passive Perception 14

Languages Sylvan

Challenge 1/2 (100 XP)

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

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

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (2d4) piercing damage.



GIANT RABBIT

Medium beast, unaligned

Armor Class 13

Hit Points 18 (4d8)

Speed 40 ft., burrow 20 ft.

STR 10(+0)	DEX 16(+3)	CON 10(+0)	INT 7(-2)	WIS 10(+0)	CHA 7(-2)
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Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages -

Challenge 1/8 (25 XP)

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

Actions

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

The inquisitive giant rabbit is found throughout the land of the fey. Most fey are slightly cautious in dealing with these beasts. Many creatures are apprehensive because the wererabbit is almost as common.

Appetites for Destruction. The few farming communities in Feyland are on guard for giant rabbits. These beasts can destroy fields full of crops in a matter of days.

Busy Burrows. Giant rabbits usually make their homes in large burrows with many other rabbits. They have sizeable litters of young and their communities grow rapidly.



Giant swans are found on the rivers and lakes of Feyland. Their beauty and grace are legendary. With their bright white form, these beasts stand out in the green woodlands.

Aggressive Attitudes. Giant swans are very aggressive and will not hesitate to defend themselves. They have a nasty bite.

Mounts. Some fey creatures use these giant beasts as mounts. They are often found in the service of the Lady of the Swans and her swan maidens.

GIANT SWAN

Medium beast, unaligned

Armor Class 12

Hit Points 18 (4d8)

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

STR 12(+1)	DEX 14(+2)	CON 10(+0)	INT 10(+0)	WIS 12(+1)	CHA 10(+0)
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Skills Intimidation +2, Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Charge. If the giant swan moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 1 piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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

Actions

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



GIANT TORTOISE

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 20 ft.

STR 20(+5)	DEX 12(+1)	CON 16(+3)	INT 12(+1)	WIS 18(+4)	CHA 7(-2)
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Skills Perception +7

Senses passive Perception 17

Languages -

Challenge 5 (1,800 XP)

Hold Breath. The giant tortoise can hold its breath underwater for one hour.

Huge Load. The giant tortoise can carry 1000 lbs.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage.

The giant tortoise is one of the largest creatures in all of Feyland. These ancient beings are also rarely seen, except in the deepest of woods. At times these monsters will enter rivers or lakes to rest. They are able to breathe underwater for a short period of time.

Pack Animal. These massive beasts can be used to carry a huge load. Both fey courts have used these creatures in their ongoing war. Having a beast that can carry hundreds of pounds of supplies has appealed to the Seelie and Unseelie courts.

FLORA OF FEYLAND

Fizzberry

Small oval-shaped turquoise berry

Explosive berry which can be thrown 20 feet. 1d8 force damage in a 10 foot radius.



This beast is a sturdy war dog commonly used by goblins, gnomes, and halfling warriors. These beasts are a result of worgs and mastiffs breeding. They are usually outfitted with studded leather armor.

Loyal Companion. The jarog is stubbornly loyal and will sacrifice itself for its rider. However, this stubbornness results in conflicts, especially with goblins. Jarogs will also fight for each other and work well as a pack.

Brave Beast. This beast will never back down from a fight and has little fear of larger opponents. There are even stories of jarogs fighting off packs of worgs.

JAROG

Medium beast, unaligned

Armor Class 15 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 50 ft.

STR 14(+2)	DEX 16(+3)	CON 14(+2)	INT 9(-1)	WIS 12(+1)	CHA 7(-2)
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Skills Stealth +5

Senses passive Perception 11

Languages Worg

Challenge 1/4 (50 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.





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