

INTO WONDERLAND

PRE-GENERATED CHARACTERS
BY WILLIAM ROTOR

LIST OF CHARACTERS

Anraste Quelyanus, elf ranger (primal warden)	3
Brant Marcellus, human rogue (thief)	4
Fenzi DeFibbish, gnome wizard (witch)	5
Fulcrum Ironbrow, dwarf paladin (ancients)	6
Gadry, faerie dragon druid (growth)	7
Kabo, bullywug sorcerer (wild magic)	8
Marshal Warren, human fighter (survivalist)	9
Muse, changeling warlock (Cirrus)	10
Oolsploon, kuo-toa monk (gardens)	11
Peck, faerie ranger (hunter)	12
Thilder, centaur warlock (Lord Cals)	13
T'biah, satyr barbarian (mercury)	14
Yelsandorel, dryad warlock (Dailili)	15
Zapp, stormcloud mephit warlock (Tettlebug Moonflower)	16

CREDITS

- [Part of Into Wonderland, a Feywild campaign book](#)
- Written by William Rotor
- Formatted using [GMBinder](#), a tool created by [/u/iveld](#).
- Blackthorn Theme by [/u/blckthorn](#).
- Many spells in this book adapted from [Wizard's Ancient Spell Compendium](#) by [/u/New_Dia](#)
- Artwork by [Nagwa Mousad](#)

NEW SPELLS

The homebrew spells available to characters in this book are as follows, and can be found in Matthew's Guide to Wonderland.

- *babble* (MGW 36)
- *coin toss* (MGW 36)
- *despair* (MGW 36)
- *euphoria* (MGW 36)
- *knight's hop* (MGW 37)
- *mouse* (MGW 37)
- *our little secret* (MGW 37)
- *return to earth* (MGW 38)

ANRASTE QUELYANUS

Medium humanoid (elf, eladrin), chaotic good

Level 8 ranger (primal warden)

Armor Class 17 (mithril half plate)

Hit Points 60 (8d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +2, Dex +8

Skills Animal Handling +5, Perception +5, Medicine +5, Nature +3, Stealth +8, Survival +5

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elvish, Giant, Kuo-Toa, Sylvan

Pronouns they/them

Proficiency Bonus +3

A Hag's Eye View. I understand innately the meaning of any deals a hag (or other similar deal-making fey creature) offers my group.

Athlete. I can stand up from prone using only 5 feet of movement, instead of half my movement. Also, I only need to move 5 feet to make a running start for a jump.

Favoured Enemy (Fey, Plants). I have advantage on Wisdom (Survival) checks to track fey and plants and Intelligence checks to recall information about them. By studying them, I have learned the ancient language of Druidic.

Fey Ancestry. I have advantage on saving throws to resist being charmed, and magic can't put me to sleep.

Guardian Grove. If my group takes a short rest in the Feywild, I can extend a 20-foot dome of restfulness and safety. No noise penetrates from inside the radius to the outside unless I allow it, smoke or other environmental effects from within the radius are harmlessly and invisibly dispersed, each creature of my choice within the radius gains a +10 to the results of their Dexterity (Stealth) checks (unless already under the effects of *pass without trace*), and if a creature within the radius spends a hit die to regain health, they can roll the hit die twice and take either result.

Land's Stride. I ignore difficult terrain. Nonmagical plant hazards such as thorns and nettles don't slow me down or deal me damage. I have advantage on saving throws to resist magical plant hazards that would slow me down.

Mithril Armor. When making stealth checks, I don't roll with disadvantage based on the armour I wear.

Natural Explorer (Forest, Feydark). I roll +8 on Wisdom (Survival) checks while in the listed terrain types. While travelling for over an hour in these terrains, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I have the following ranger spells prepared.

Cantrips (at will): *druidcraft, mold earth*

1st level (4 slots): *cure wounds, detect poison and disease, ensnaring strike, entangle, jump, speak with animals*

2nd level (3 slots): *enhance ability, euphoria, locate object, pass without trace*

ACTIONS

Extra Attack. I can make two attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Primeval Awareness. I expend a spell slot to magically extend my awareness to the land around me. For 1 minute per spell slot expended, I detect whether aberrations, celestials, dragons, elementals, fey, fiends, or undead are within 1 mile of me (or within 6 miles in the forest or feydark).

BONUS ACTIONS

Two Weapon Fighting. After making at least one attack with a scimitar on my turn, I can make an additional scimitar attack.

Winter Fey Step (Recharges after a Short or Long Rest). I magically teleport to an unoccupied space within 30 feet of me that I can see. One creature of my choice that I can see within 5 feet of me before I teleport must succeed on a DC 13 Wisdom saving throw or be frightened of me until the end of my next turn.

EQUIPMENT

explorer's pack, mithril half plate, longbow, quiver of 20 arrows, 2 scimitars, a petrified crow, a mirror that shows my face when I am old, an iron rat's skull, an unopenable tiny chest that beats rhythmically, a voodoo doll of a long-dead enemy of Dearest Gran, and a bright pink mushroom

CHARACTERISTICS

Reason to Leave. My mithril half plate can't be removed and drains my ability to feel joy.

Personality Traits. The world is a cruel, cold place. I would rather revel in its joys, but my service to the hag Dearest Gran is not yet finished.

Ideal. Nature: I appreciate the beauty of every defiant little pocket of life found in the natural world. (Good)

Bonds. Dearest Gran has perpetually trapped me in my winter state, which I must endure for fourteen years. I would do anything to truly feel the warmth of summer within my blood once again, but I have been in winter so long I fear it is permanently a part of me.

Flaws. Everything dies eventually. Why bother building anything that is supposedly meant to last?

BRANT MARCELUS

Medium humanoid (human), neutral

Level 8 rogue (thief)

Armor Class 17 (studded leather)

Hit Points 51 (8d8 hit dice)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +8, Int +5

Skills Acrobatics +8, Arcana +5, Deception +8, Dragon Chess +5, Investigation +5, Perception +3, Sleight of Hand +11, Stealth +11, Thieves' Tools +11

Senses passive Perception 13

Languages Common, Halfling, Thieves' Cant

Pronouns he/him

Proficiency Bonus +3

Criminal Contact. My contact is Hermione Galanodel, the speaker for the Sentinels of Equity. I helped her obtain books on the Feywild from Mayor Attercat's library, and now she owes me a favour.

Evasion. When I make a Dexterity saving throw that would halve an effect's damage against me, I take half damage on a failure and no damage on a success.

Lucky (3 Uses, Recharges after a Long Rest). I can reroll an ability check, attack roll, or saving throw and take either result.

Second Story Work. Climbing doesn't cost me extra movement, and when I make a running jump, I can jump an additional 5 feet.

Sneak Attack (1/Turn). When I roll with advantage and hit a target, or when I hit a target that is within 5 feet of a creature hostile to it and I don't have disadvantage on the attack roll, I deal an additional 4d6 damage if I'm using my shortbows or shortbow.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Dust of Disappearance (2 Uses). I throw the dust into the air. I and each creature and object within 10 feet of me become invisible for 2d4 minutes. If an affected creature attacks or casts a spell, the invisibility ends for it.

BONUS ACTIONS

Off-Hand Shortsword. After making at least one attack with a shortsword on my turn, I can make an additional shortsword attack for just 1d6 damage on a hit.

Cunning Action. I can take the Dash, Disengage, Hide, or Use an Object action (including using my Dust of Disappearance), or I can make a Dexterity (Sleight of Hand or Thieves' Tools) check.

REACTIONS

Uncanny Dodge. When an attacker I can see hits me with an attack, I can halve the attack's damage against me.

EQUIPMENT

burglar's pack, studded leather armour, shortbow, quiver of 20 arrows, 2 shortswords, thieves' tools, a crowbar, a set of dark common clothes including a hood, a pouch containing 15 gp, and a small bag filled with dust of disappearance

CHARACTERISTICS

Reason to Return. The deed to my family's property will pass to my evil step-sister if I cannot return home in time to stop her.

Criminal Specialty. Burglar.

Personality Traits. I am incredibly slow to trust. Those who seem the fairest often have the most to hide. I always have a plan for what to do when things go wrong.

Ideal. People: I'm loyal to my friends, not to any ideals, and everyone else can dunk their heads in the Bullywug Swamp for all I care.

Bonds. My prized possession, a crystal prism containing my mother's soul, was stolen from me by an archfey. I'm going to steal it back.

Flaws. I have a "tell" that reveals when I'm lying: my hand resting on the hilt of my shortsword or on the shaft of an arrow.

FENZI DEFIBBISH

Medium humanoid (gnome, forest), neutral good

Level 8 wizard (witch)

Armor Class 12 (15 with *mage armor*)

Hit Points 50 (8d6 hit dice)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Int +8, Wis +4

Skills Arcana +7, Herbalism Kit +8, History +7, Medicine +4, Religion +8

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Gnomish, Sylvan; telepathy 60 ft. with members of my coven

Pronouns she/her

Proficiency Bonus +3

Arcane Recovery (1/Day). When I finish a short rest, I can recover expended spell slots up to a combined total of 4.

Discovery. I've learned that Lord Cals has a son who lives in Endercoast and would do anything to see him again.

Gnome Cunning. I have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

Potions (Maximum 5). As part of a short or long rest, I can spend 1 hour brewing a potion, infusing it with the effects of a spell of 3rd level or lower that I have prepared. If the spell requires a creature to target, a creature becomes targeted by the spell either by drinking the potion or having its contents splashed on it. If the potion is drunk, the target has disadvantage on any saving throws they must make as part of the spell. I know when a creature drinks my potion. I can choose to cast the spell originating from the drinker (I provide all other components). Otherwise, the drinker is targeted by the spell as normal. Once the potion has been drunk, emptied, shattered, or left unused for 14 days, it is no longer infused and its magic fades. If it still has liquid in it, the liquid becomes clean water. I have the following potions prepared.

Potions: *bestow curse*, *bestow curse*, *lesser restoration*, *mage armor*, *Melf's acid arrow*

Ritual Casting. I can cast the following spells as rituals, adding 10 minutes to their casting time.

At will: *comprehend languages*, *detect magic*, *find familiar*, *gentle repose*, *identify*, *illusory script*, *magic mouth*, *unseen servant*

Speak with Small Beasts. I can communicate simple ideas with Tiny beasts using sounds and gestures.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). I have the following wizard spells prepared.

Cantrips (at will): *coin toss*, *dancing lights*, *druidcraft*, *mending*, *minor illusion*, *prestidigitation*

1st level (4 slots): *find familiar* (no material components needed), *goodberry*, *mage armor*, *protection from evil and good*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *euphoria*, *knight's hop*, *mouse*

3rd level (3 slots): *babble*, *plant growth*, *speak with dead*

4th level (2 slots): *despair*, *death ward*

Witch's Coven. The party I travel with is part of my coven. I can cast any of my spells as though they originated from a coven member of my choice, except spells with a range of self, as long as I otherwise fulfill the spell's requirements and components.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

Throw Potion. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* The potion is splashed on the target, which becomes the target of the infused spell. The spell hits, if relevant. The potion shatters. *Miss:* The potion shatters without effect.

Drink Potion. I drink one of my brewed potions. I can then immediately cast the associated spell.

Wand of Magic Detection (3 Charges). I cast *detect magic*. The wand regains 1d3 expended charges at dawn.

EQUIPMENT

explorer's pack, spellbook, dagger, component pouch, wand of magic detection, a scroll case stuffed full of notes from my studies, a winter blanket, a set of common clothes, a herbalism kit, and 5 gp

CHARACTERISTICS

Reason to Return. I had to say goodbye to my husband and seven children when I was exiled.

Life of Seclusion. I was exiled from the Material Plane for practicing witchcraft. I found my way into the Feywild after some time wandering.

Personality Traits. I feel tremendous empathy for all who suffer. I'm oblivious to etiquette and social expectations.

Ideal. Greater Good: My gifts are meant to be shared with all, not used for my own benefit.

Bonds. My isolation gave me great insight into Lord Cals, whom I consider to be a great evil blighting the land.

Flaws. I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell. The foolish gnomes of the Material Plane were wrong to cast me aside when I possess so much power.

FULCRUM IRONBROW

Medium humanoid (dwarf, hill), neutral

Level 8 paladin (ancients)
Armor Class 20 (plate, shield)
Hit Points 68 (8d10 hit dice)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Str +9, Dex +2, Con +4, Int +1, Wis +7, Cha +7
Skills Athletics +6, Brewer's Supplies +5, History +2, History (Stonework) +5, Intimidation +4, Lyre +5, Performance +5
Damage Resistances poison; damage from spells
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Sylvan
Pronouns he/him
Proficiency Bonus +3

Audience with Lord Cals. As a courtier of the Litter and the Peat, I can obtain an audience with Lord Cals. I must present a compelling argument for why he should pay attention to my concerns.

Aura of Protection. While conscious, I and friendly creatures within 10 feet of me add +2 to saving throws (already included above).

Aura of Warding. I and friendly creatures within 10 feet of me have resistance to damage from spells.

Divine Health. I am immune to disease.

Divine Smite. When I hit with a melee weapon attack, I can expend a spell slot to add extra radiant damage. The damage is 2d8 for a first level spell slot, plus 1d8 for each level above 1st, plus 1d8 if the target is undead or fiend.

Lord Cals Patron Bonus. My party and I share a pool of spells granted by Lord Cals. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth*

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I have the following paladin spells prepared.

1st level (4 slots): *command, detect poison and disease, ensnaring strike, purify food and drink, protection from evil and good, speak with animals, wrathful smite*

2nd level (3 slots): *moonbeam, misty step, zone of truth*

ACTIONS

Extra Attack. I can make two attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage. If I drop my shield to wield the battleaxe with two hands, I deal 1d10 + 6 slashing damage instead.

Channel Divinity (Recharges after a Short or Long Rest). I choose one of the following options.

Nature's Wrath: Spectral vines reach for a creature within 10 feet of me that I can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Turn the Faithless: I present my symbol of Lord Cals, and each fey or fiend within 30 feet of me that can hear me must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from me as it can, and it can't willingly move to a space within 30 feet of me. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Divine Sense (3 Uses; Recharges after a Long Rest). I extend my awareness until the end of my next turn to detect the location of celestials, fiends, and undead, as well as consecrated or desecrated grounds, within 60 feet of me that aren't behind total cover. I know the type of creatures but not their identity.

Lay on Hands (Pool of 40 HP). I draw from my pool to restore hit points to a creature I touch (except undead or constructs). Alternatively, I can cure disease or neutralize poison, expending 5 hit points from the pool per affliction cured.

EQUIPMENT

explorer's pack, battleaxe, shield, plate mail, holy symbol, lyre, 4 sets of beautiful courtier's robes (one for each season), a ram's horn (a token of Lord Cals), a potion of healing, and a belt pouch containing 25 coins of an ancient forgotten civilisation

CHARACTERISTICS

Tenets of the Ancients. I must obey the tenets given to me by the archfey Lord Cals in order to retain my paladin features. Through great determination and stewardship, I will beat back the darkness that threatens the Feywild. Where life flourishes, I will stand against the forces that would render it barren. Life is a precious gift; if I waste mine wholly in the service of others, I fight for nothing. The world is an absurd, unfair place, but by raging against this unfairness, we can achieve great things in a single lifetime.

Reason to Return. I gave up a dream of my name etched in the halls of legend next to my dwarven ancestors when I swore an oath to Lord Cals.

Personality Traits. I am utterly devoted to my master, who is perfect in every way. I AM VERY LOUD.

Ideal. Devotion: I have sworn myself to Lord Cals because I believe in his cause.

Bonds. I believe that Lord Cals and I share a special relationship, deeper and truer than with other courtiers.

Flaws. There is none more glorious than my archfey, and I will smite without hesitation anyone who claims otherwise.

GADRY

Tiny dragon, fey (faerie dragon), chaotic neutral

Level 8 druid (growth)

Armor Class 13 (16 with *barkskin*)

Hit Points 51 (8d8 hit dice)

Speed 10 ft., fly 30 ft.

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

Saving Throws Int +3, Wis +6

Skills Acrobatics +6, Herbalism Kit +4, Nature +3, Panpipes +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Draconic, Druidic, Sylvan

Pronouns he/him

Proficiency Bonus +3

Faerie Magic. My innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells innately.

At will: *dancing lights*

1 use (recharges after a long rest): *color spray*

Floral Aura. While using my Wild Shape to take the form of a plant, I release a pleasant-smelling aura in a 30-foot radius. I and creatures of my choice within the radius gain one of the following benefits of my choice. I can choose a different benefit each time I use Wild Shape.

Armor of Barkness. A target's skin develops a rough, bark-like texture. If a target isn't wearing armor, its AC is increased by 1.

Clear Heads. A target has advantage on saving throws to resist being charmed or frightened or to end such an effect on themselves.

Photosynthesis. A target gains 1d6 temporary hit points when it starts its turn in direct sunlight.

Rooted Defense. Other creatures provoke an opportunity attack from your targets when they enter the target's reach.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). I have the following druid spells prepared.

Cantrips (at will): *druidcraft, mending, poison spray*

1st level (4 slots): *charm person, entangle, faerie fire, fog cloud, thunderwave*

2nd level (3 slots): *barkskin, heat metal, moonbeam, pass without trace, spike growth*

3rd level (3 slots): *call lightning, plant growth, return to earth, speak with plants*

4th level (2 slots): *awaken, reincarnate, tree stride*

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

ACTIONS

Euphoria Breath (Recharges after a Short or Long Rest). I exhale a puff of euphoric gas at one creature within 5 feet of you. The target must make a DC 14 Wisdom saving throw. On a failed save, for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn, as per the options below. Each ongoing effect (other than the inability to take reactions) ends at the end of the target's turn, at which point it the target can repeat the save, ending all effects on a success.

- 1: The target takes no action or bonus action and uses all of its movement to move in a random direction.
- 2: The target uses all of its movement to move in a random direction. It can otherwise act normally.
- 3: The target drops prone and immediately ends its turn.
- 4: The target takes the Dodge action and immediately ends its turn.
- 5: The target can act normally, but all its attack rolls are made with disadvantage and all saving throws against its spells and effects are made with advantage.
- 6: The target behaves normally.

BONUS ACTIONS

Wild Shape (2 Uses, Recharges after a Short or Long Rest).

I transform into a beast of CR 1 or lower or a plant of CR 2 or lower, or revert back to my true form. My equipment either falls to the ground, merges with my new form, or is carried by it. I automatically revert back after 4 hours or if I fall unconscious, die, or am reduced to 0 hit points; in the latter case, any excess damage carries over to my true form. In wild shape form, I retain my alignment, characteristics, mental ability scores, skill and saving throw proficiencies, and features (if the new form is physically capable of performing them). I can't use legendary or lair actions, cast spells, or speak, but I can maintain concentration and take actions for ongoing spells.

EQUIPMENT

explorer's pack, sprig of mistletoe, a lucky rabbit's foot, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. I regret taking an oath to assist those lost in the Feywild, but it has been so long since it has been sworn that I can no longer break the magic keeping me here.

Origin. I guide newcomers in the Feywild ... to their DOOM!! Or sometimes to a nice glade.

Personality Traits. I watch over my friends as if they were a litter of newborn pups. I have a lesson for every situation, drawn from observing nature.

Ideal. Nature: The natural world is more important than all the constructs of civilization.

Bonds. An injury to the unspoiled wilderness of the Feywild is an injury to me.

Flaws. Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

KABO

Medium humanoid (bullywug), chaotic good

Level 8 sorcerer (wild magic)

Armor Class 12

Hit Points 50 (8d6 hit dice)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Con +5, Cha +7

Skills Acrobatics +5, Insight +4, Persuasion +7, Survival +4, Stealth +5, Stealth (Swampy Terrain) +8

Senses passive Perception 10

Languages Bullywug, Elvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Amphibious. I can breathe air and water.

Font of Magic. I have a pool of 8 sorcery points, which recharge after a long rest.

Bullywug Magic. My innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). I can cast the following spells innately.

1 use each (recharges after a long rest): *jump*, *expeditious retreat*, *ray of sickness*

Metamagic. I can choose one of the following metamagic options for my spells.

Heightened Spell (Costs 2 Sorcery Points): When I cast a spell that forces a target to make a saving throw to resist its effects, one target of the spell has disadvantage on the first saving throw it must make as part of the spell.

Twinned Spell (Costs Sorcery Points Equal to the Spell's Level, or 1 Point for Cantrips): When I cast a spell that can only target one creature and doesn't have a range of self, I can target a second creature within range.

Speak with Frogs and Toads. Using Bullywug, I can communicate simple ideas with frogs and toads.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I know the following sorcerer spells.

Cantrips (at will): *acid splash*, *dancing lights*, *friends*, *minor illusion*, *prestidigitation*

1st level (4 slots): *chromatic orb*, *color spray*, *jump*

2nd level (3 slots): *knight's hop*, *web*

3rd level (3 slots): *blink*, *haste*, *stinking cloud*

4th level (2 slots): *polymorph*

Standing Leap. My long jump is 20 feet and my high jump is 10 feet, with or without a running start.

Tides of Chaos (Recharges after a Long Rest or a Wild Magic Surge). I gain advantage on an attack roll, ability check, or saving throw. Any time before I regain a use of this feature, the DM can trigger a Wild Magic Surge without me having to roll.

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

Wild Magic Surge. Immediately after I cast a spell of 1st level or higher, I roll 1d20. On a roll of 1 or 20, I roll on the Wild Magic Surge table (PHB 104) to create a random magical effect.

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 bludgeoning damage. If I only use one hand to wield it, it deals 1d6 + 1 damage instead.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Helm of Comprehending Languages (3 Charges). I can use my helm to cast *comprehend languages*. The helm regains 1d3 charges at dawn.

BONUS ACTIONS

Create Spell Slot. I expend 2 sorcery points to regain an expended 1st level spell slot, 3 for 2nd level, 5 for 3rd level, or 6 for 4th level.

Create Sorcery Points. I expend a spell slot and gain sorcery points equal to the level of the slot expended.

REACTIONS

Bend Luck (Costs 2 Sorcery Points). When another creature I can see makes an attack roll, ability check, or saving throw, I can roll 1d4 and add it as a bonus or penalty to the roll (my choice).

EQUIPMENT

dungeoneer's pack, light crossbow, case of 20 bolts, quarterstaff, replica helm of the ancient toad (which is my spell focus and also a helm of comprehending languages), a chromatic diamond worth 50 gp, a hunting trap, the skeleton of the biggest fish I ever caught, a set of traveler's clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. A life in the Bullywug Swamp under the rule of King Slithercloak is a life of uncertainty and pain.

Origin. I was a trapper! I had the luckiest catches in the swamp.

Personality Traits. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them. I'm so random!

Ideal. Change: Life is like the seasons, in constant change, and we must change with it.

Bonds. I suffer awful visions of a coming disaster -- Endercoast will instill order on the Feywild if it isn't stopped -- and I will do anything to prevent it.

Flaws. There's no room for caution in a life lived to the fullest.

MARSHALL WARREN

Medium humanoid (human), neutral

Level 8 fighter (survivalist)
Armor Class 19 (padded armor)
Hit Points 76 (8d10 hit dice)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +6
Skills Animal Handling +4, Athletics +8, Perception +4, Stealth +5, Survival +4, Sitar +5
Senses passive Perception 14
Languages Common, Elvish, Sylvan
Pronouns he/him
Proficiency Bonus +3

Action Surge (Recharges after a Short or Long Rest). I can take one additional action on my turn.

Boots of Elvenkind. My steps make no sound. I have advantage on Dexterity (Stealth) checks that rely on moving silently.

Great Weapon Fighting. When I attack with my glaive and roll 1 or 2 on the damage dice, I can reroll the die and must use the new roll.

Keep Moving. I ignore detrimental effects of difficult terrain, I have advantage on Constitution saving throws, and I only need half the normal time I would otherwise need for long rests.

Let Me Catch My Breath. When I spend hit dice to heal myself, I regain the maximum amount possible from each die.

Padded Armor Master. While wearing padded armor, my AC is 16 plus my Constitution modifier.

Periapt of Wound Closure. I stabilise whenever I'm dying at the start of my turn. Additionally, whenever I roll a hit die to regain hit points, I double the amount of hit points it restores.

Wanderer. I have innate knowledge of how to traverse the Feywild, and I can always recall the general layout of terrain and the emotional truths needed to travel through it. I know where to find enough food for myself and five travellers each day.

ACTIONS

Extra Attack. I can make two attacks. If both attacks use my glaive, I can also take the Glaive Pole Strike bonus action.

Glaive. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 1d10 + 5 slashing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Let Me Catch My Breath. I can spend 2 hit dice to immediately gain the effects of a short rest. I don't gain hit points from the hit dice I spend to trigger this feature, but I can immediately spend additional hit dice to heal myself.

BONUS ACTIONS

Glaive Pole Strike. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 1d4 + 5 bludgeoning damage.

Second Wind (Recharges after a Short or Long Rest). I regain 1d10 + 8 hit points.

REACTIONS

Polearm Master. I can take an opportunity attack against hostile creatures I can see that enter the reach of my weapons.

EQUIPMENT

explorer's pack, padded armor, glaive, longbow, quiver of 20 arrows, a staff, a hunting trap, the beak of an owlbear, a set of traveler's clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Return. I dreamed of seeing the world beyond my forests. Now, the forests are the world.

Origin. I was a park ranger in the Material Plane. Got lost in my own park. Now I'm here.

Personality Traits. I'm driven by a wanderlust that led me away from home. I trust animals more than people. Animals wear their hearts on their sleeve. People keep it hidden.

Ideal. Honor: There is honor in living simply, making little impact.

Bonds. I was entrusted with the stewardship of a beautiful park in my homeland. The longer I stay in the Feywild, the more I have failed in that duty.

Flaws. I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.

MUSE

Medium humanoid (changeling, shapechanger), chaotic good

Level 8 warlock (Cirrus)
Armor Class 15 (studded leather)
Hit Points 51 (8d8 hit dice)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	20 (+5)

Saving Throws Wis +3, Cha +8
Skills Deception +8, Disguise Kit +8, Forgery Kit +6, Intimidation +8, Investigation +4, Performance +9, Religion +4, Sleight of Hand +6, Stealth +6
Senses passive Perception 10
Languages Common, Elvish, Sylvan; telepathy with Herschel as long as we are on the same plane of existence
Pronouns she/her
Proficiency Bonus +3

Changeling Spellcasting. My innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). I can cast the following spells innately.

At will: *thaumaturgy*
1 use (recharges after a long rest): *alter self*, *disguise self*

Cirrus Patron Bonus. I and my party members gain proficiency in Performance and can add +1 to our Performance checks.

False Identity. I have a false identity as darling Endercoast socialite Rosemary Regarde, including forged documentation, established acquaintances, and disguises. I can use my forgery kit to forge official papers and letters as long as I've seen the kind of document or handwriting I'm copying.

Pact of the Chain. I can cast *find familiar* as a ritual. My familiar is Herschel, a **quasit**. I can speak through Herschel with my own voice if I choose.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *detect magic*, *eldritch blast*, *friends*, *minor illusion*, *silent image*, *speak with animals*
1st-4th level (2 4th-level slots): *babble*, *calm emotions*, *charm person*, *confusion*, *faerie fire*, *phantasmal force*, *sleep*, *Tasha's hideous laughter*, *tongues*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Fey Presence (Recharges after a Short or Long Rest). Each creature in a 10-foot cube originating from me must succeed on a DC 16 Wisdom saving throw or become charmed or frightened by me (my choice) until the end of my next turn.

Change Shape. I magically assume the appearance of a Medium humanoid or fey creature I have seen, or shift back to my true form. My statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify me as an impostor have a DC of 16. Additionally, if I willingly allow myself to be targeted by a spell that otherwise can't affect shapechangers, I can choose to be affected by it.

Herschel's Eyes. I blind and deafen myself to my own senses in order to see and hear through Herschel as long as we are on the same plane of existence. This lasts until the start of my next turn.

Herschel's Strike. I command Herschel, my familiar, to make an attack. Herschel must use his reaction to do so.

BONUS ACTIONS

Off-Hand Dagger. After making at least one attack with a dagger on my turn, I can make an additional dagger attack for just 1d4 damage on a hit.

REACTIONS

Penny Circus (5 Uses, Recharges after a Long Rest). When a creature hits me with an attack and it can see and hear me, I can force it to make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened of me until my next turn.

EQUIPMENT

scholar's pack, component pouch, light crossbow, case of 20 bolts, studded leather, 2 daggers, a set of fine clothes, a disguise kit, a forgery kit, a signet ring of an imaginary duke, and a pouch containing 15 gp

CHARACTERISTICS

Reason to Return. I don't remember the details ... but I know that *someone* from my past life is deserving of rightful vengeance.

Hag's Curse. I was originally a member of another race. If I discover my past identity, I can choose to permanently revert to my old race. I keep the skill proficiencies I gained as a changeling.

Scam. I put on new identities like clothes.

Personality Traits. Flattery is my preferred trick for getting what I want. I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment. Maybe one of them is the god I used to worship.

Ideal. Creativity: I try not to disguise myself as the same person twice, with the exception of Rosemary Regarde.

Bonds. I am sure that my false identity, Rosemary Regarde, must have once been my original identity, or was at the very least someone close to me. One day I'll regain my lands and title from those who erased my memory.

Flaws. I'm convinced that no one could ever fool me the way I fool others.

OOLSPLOON

Medium humanoid (kuo-toa), neutral

Level 8 monk (gardens)

Armor Class 18

Hit Points 51 (8d8 hit dice)

Speed 45 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Str +4, Dex +7

Skills Investigation +3, Medicine +7, Perception +7, Religion +3, Weaver's Tools +6

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Kuo-Toa, Sylvan

Pronouns she/her

Proficiency Bonus +3

Amphibious. I can breathe air and water.

Evasion. When I make a Dexterity saving throw that would halve an effect's damage against me, I take half damage on a failure and no damage on a success.

Ki-Empowered Strikes. My unarmed strikes are magical for the purposes of overcoming resistances and immunities.

Ki. I have a pool of 8 ki points I can use for my monk features.

Otherworldly Perception. I can sense the presence and pinpoint the location of creatures that are invisible or on the ethereal plane within 30 feet of me.

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

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). I know the following monk spells.

1st level (4 slots): *animal friendship, charm person, healing word, longstrider*

2nd level (2 slots): *enhance ability, hold person*

Stunning Strike (Costs 1 Ki). When I hit another creature with a melee weapon attack, I can force the creature to make a DC 15 Constitution saving throw. The target is stunned until the end of my next turn on a failure.

Unarmored Defense. While not wearing armour, my armour class is 10 plus my Dexterity and Wisdom modifiers.

Unforeseen Consequences. After hitting a target with an unarmed strike, each subsequent hit with an unarmed strike on the target for the next minute deals an additional 1 poison damage. The minute resets after each hit.

ACTIONS

Extra Attack. I can make two attacks.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 bludgeoning damage. If I wield it in one hand, it deals 1d6 + 5 bludgeoning damage instead. This is a +1 magic weapon.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 bludgeoning damage.

Stillness of Mind. I end one effect on myself that is causing me to be charmed or frightened.

BONUS ACTIONS

Martial Arts. I make one unarmed strike.

Flurry of Blows (Costs 1 Ki). I make two unarmed strikes.

Patient Defense (Costs 1 Ki). I take the Dodge action.

Step of the Wind (Costs 1 Ki). I take the Dash or Disengage action, and my jump distance is doubled until the end of my turn.

REACTIONS

Deflect Missiles. I deflect a missile from a ranged attack that hits me. The damage is reduced by 1d10 + 11. If this reduces the damage to 0 and I have a free hand, I catch the missile if it's small enough, and I can immediately spend 1 ki point to make a ranged attack with it (shown below).

Caught Missile: Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. *Hit:* 1d6 + 4 damage of appropriate type.

Slow Fall. I reduce my falling damage by 40.

Tree Hugger (Costs 2 Ki). When a creature other than myself that I can see within 30 feet of me takes bludgeoning or piercing damage, I shield the target with a thick layer of bark, granting it resistance to the damage of the attack or effect.

EQUIPMENT

dungeoneer's pack, quarterstaff, a bottle of ink, a quill, a small knife, a confusing letter written in Elvish warning of "the slings and arrows of order", a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. The quarterstaff I wield is cursed. It absorbs the shadows of those I slay with it. I fear its power is strengthening some horrible monster, but I know that if I were to get rid of it, it would kill me and take my shadow itself.

Specialty. My studies into "the real gods" have discredited me in kuo-toa society.

Personality Traits. I'm willing to listen to every side of an argument before I make my own judgment. I'm horribly, horribly awkward in social situations.

Ideal. Knowledge: The path to power and self-improvement is through knowledge.

Bonds. My life's work is blasphemous to other kuo-toas. By cataloguing the gods, I am turning my back on the creative aspect of devotion.

Flaws. I speak without really thinking through my words, invariably insulting others.

PECK

Tiny fey (faerie, pixie), chaotic neutral

Level 8 ranger (hunter)

Armor Class 15 (16 with *barkskin*)

Hit Points 52 (8d10 hit dice)

Speed 10 ft. (Tiny), 25 ft. (Small), fly 30 ft. (Tiny)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +1, Dex +8

Skills Animal Handling +5, Nature +4, Perception +5, Stealth +8, Survival +5, Woodcarver's Tools +5

Senses passive Perception 15

Condition Immunities charmed

Languages Bullywug, Common, Elvish, Giant, Goblin, Kuo-Toa, Sylvan

Pronouns she/her

Proficiency Bonus +3

Colossus Slayer (1/Turn). When I hit a creature that is below its hit point maximum with a weapon attack, it takes an additional 1d8 damage.

Faerie Magic. My innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I can cast the following spells innately, using dust from my wings as the material and verbal components.

At will: *dancing lights*, *druidcraft*, *minor illusion*

1 use (recharges after a long rest): *sleep*

2 uses (recharges after a long rest): *invisibility* (self only)

Favoured Enemy (Bullywugs, Goblins, Humans, Kuo-Toas).

I have advantage on Wisdom (Survival) checks to track the four humanoid subtypes listed and Intelligence checks to recall information about them. By studying them, I have learned their languages.

Fey Nimbleness. I can move through the space of any creature that is of a size larger than mine.

Land's Stride. I ignore difficult terrain. Nonmagical plant hazards such as thorns and nettles don't slow me down or deal me damage. I have advantage on saving throws to resist magical plant hazards that would slow me down.

Natural Explorer (Forest, Feydark). I roll +8 on Wisdom (Survival) checks while in the listed terrain types. While travelling for over an hour in these terrains, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Rustic Hospitality. I can find a place to hide, rest, or recuperate among other small folk, unless I've shown myself to be a danger to them. They will shield me from the forces of order or anyone else searching for me, though they will not risk their lives for me.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I know the following ranger spells.

1st level (4 slots): *alarm*, *detect magic*, *detect poison and disease*, *fog cloud*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *barkskin*, *euphoria*, *pass without trace*, *silence*

Steel Will. I have advantage on saving throws against being frightened.

ACTIONS

Extra Attack. I can make two attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 piercing damage. If I wield it while Small sized, it deals 1d6 + 5 piercing damage instead.

Faerie Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 7 piercing damage. If I wield it while Small sized, it deals 1d8 + 6 piercing damage instead. This is a +1 magic weapon. Once per day, when I kill a creature with this weapon, I regain one use of an expended spell from my Faerie Magic trait.

Primeval Awareness. I expend a spell slot to magically extend my awareness to the land around me. For 1 minute per spell slot expended, I detect whether aberrations, celestials, dragons, elementals, fey, fiends, or undead are within 1 mile of me (or within 6 miles in the forest or feydark).

BONUS ACTIONS

Enlarge. I magically enlarge myself into a Small creature or return to my original Tiny size. My equipment is also enlarged or reduced to suit my size, except for magic items. If there isn't enough space to grow, this bonus action has no effect.

Off-Hand Shortsword. After making at least one attack with a shortsword on my turn, I can make an additional shortsword attack for just 1 damage on a hit, or 1d6 damage on a hit if wielded while Small sized.

EQUIPMENT

explorer's pack, 2 shortswords, longbow, quiver of 20 arrows, a set of woodcarver's tools, a shovel, an iron pot, a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. A fomorian cursed me with his evil eye: if I remain in the Feywild for 1 year after the day that I killed him, I will become a fomorian myself.

Defining Event. Not one month ago, I led a militia that drove out the big folk from my homeland. I personally slew the fomorian that mustered the forces of evil against my people.

Personality Traits. When I set my mind to something, I follow through no matter what gets in my way. Thinking is for other people. I prefer action.

Ideal. Freedom: Tyrants must not be allowed to oppress the people.

Bonds. I protect those who cannot protect themselves.

Flaws. I have a weakness for the vices of the big folk, especially hard drink.

THILDER

Medium fey (centaur, unicorn), lawful good

Level 8 warlock (Lord Cals)
Armor Class 13 (studded leather)
Hit Points 67 (8d8 hit dice)
Speed 45 ft.

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

Saving Throws Wis +3, Cha +6
Skills Athletics +6, Bone Dice +3, Deception +6, History +2, Intimidation +6
Senses passive Perception 10
Languages Elvish, Goblin, Sylvan
Pronouns he/him
Proficiency Bonus +3

Ever Waiting. I don't need to use my concentration to ready a spell.

Eyes of the Rune Keeper. I can read all writing.

Lord Cals Patron Bonus. My party and I share a pool of spells granted by Lord Cals. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *comprehend languages, dispel magic, hold person, protection from evil and good, sanctuary, slow, tongues, zone of truth*

Invocation Spellcasting. My invocation spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells through invocations.

At will: *false life*

Military Accomplishments. Courtiers of Lord Cals and other centaurs recognise me for my part in destroying an archfey a quarter century ago. I can invoke my military accomplishments to exert influence over others and request simple equipment for temporary use.

Monstrous Build. My carrying capacity is 480 pounds, and I can push or drag up to 940 pounds of weight. Also, when climbing, each foot of movement costs me 4 extra feet.

Pact of the Blade. My pike is a +1 magic weapon. It disappears if it is more than 5 feet away from me for 1 minute or more, if I dismiss the weapon freely, or if I die. Creatures hit with my pike take an additional 3 necrotic damage (included in the attack).

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *prestidigitation, mage hand, minor illusion*
1st-4th level (2 4th-level slots): *armor of agathys, death ward, despair, faerie fire, hellish rebuke, hex, mirror image, protection from evil and good, warding bond*

Unicorn Spellcasting. My innate spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). I can cast the following spells innately, using my horn for all components.

At will: *spare the dying*
1 use (recharges after a long rest): *cure wounds*

ACTIONS

Thirsting Blade. I can make two attacks with my pike.

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 1d10 + 4 piercing damage plus 3 necrotic damage. This is a +1 magic weapon.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 3 piercing damage.

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

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 piercing damage.

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

Fey Presence (Recharges after a Short or Long Rest). Each creature in a 10-foot cube originating from me must succeed on a DC 14 Wisdom saving throw or become charmed or frightened by me (my choice) until the end of my next turn.

BONUS ACTIONS

Charge. After moving at least 30 feet straight toward a target and then hitting it with a melee weapon attack on the same turn, I can immediately make one attack against the target with my hooves or horn.

EQUIPMENT

dungeoneer's pack, pike, 5 javelins, longbow, quiver of 20 arrows, a pickled spiked rose, studded leather armor, an insignia of Lord Cals, a curious banner from a forgotten enemy, a set of bone dice, a set of common clothes, and a pouch containing 10 gp

CHARACTERISTICS

Reason to Leave. My mother and father have arranged me to be married to a beautiful mare from another centaur herd, unifying our people and ending a centuries-long conflict. However, I have no interest in marriage, certainly not to a mare.

Specialty. I was part of the cavalry Lord Cals used to scour another archfey's court and erase them from existence. I have very few memories of that conflict.

Personality Traits. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation. Also, centaur culture dictates that any who cannot carry their weight must sacrifice themselves for the herd.

Ideal. Responsibility: I do what I must and obey just authority.

Bonds. I am wracked with guilt -- not for destroying an archfey. No, that was a just action. I feel guilty for being unable to even remember who it was that I slew.

Flaws. I have little respect for anyone who is not a proven warrior.

T'BLIAH

Medium fey (satyr), chaotic good

Level 8 barbarian (mercury)
Armor Class 18 (half plate, shield)
Hit Points 69 (8d12 hit dice)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Str +7, Con +5
Skills Athletics +7, Deception +5, Fiddle +5, History +2, Panpipes +5, Perception +5, Performance +6
Damage Resistances bludgeoning, piercing, and slashing while raging
Senses passive Perception 15
Languages Elvish, Sylvan
Pronouns she/her
Proficiency Bonus +3

Cirrus Patron Bonus. I and my party members gain proficiency in Performance and can add +1 to our Performance checks.

Danger Sense. I have advantage on Dexterity saving throws against effects I can see unless I'm blinded, deafened, or incapacitated.

Feral Instinct. I have advantage on initiative rolls, and if I am surprised at the beginning of combat and I'm not incapacitated, I can act normally on my first turn as long as I first use my bonus action to enter a rage.

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

Reckless Attack. When I make my first attack on my turn, I can choose to attack recklessly, granting myself advantage on all melee weapon attack rolls using Strength until the end of my turn, and granting advantage on any attack rolls made against me until the start of my next turn.

Unarmored Defense. While I'm not wearing armour, my AC includes my Constitution modifier.

ACTIONS

Extra Attack. I make two attacks.

Flail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 bludgeoning damage, plus 2 damage while raging. This is a +1 magic weapon.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 bludgeoning damage, plus 2 damage while raging.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 4 piercing damage, plus 2 damage if used to make a melee attack while raging.

MERCURY ACTIONS

While raging, I can choose to take a Mercury Action instead of a regular action. I roll 2d8 and choose either of the corresponding Mercury Actions. When I roll an 8, I can choose to reroll that die and then take the corresponding Mercury Action of both dice, instead of just one. If I would take the same action twice, I instead waste the second action.

If at any point the result of both dice is 8, I don't reroll them and instead take one Mercury Action of my choice.

Charge. I target a creature I can see at minimum 20 feet away and move up to my speed towards it (without expending movement), then make a melee weapon attack against it if I'm in range. On a hit, the target takes an additional 3d8 damage and, if it is Large or smaller, it must succeed on a DC 13 Strength saving throw or fall prone.

Escape. I take the Dash, Disengage, and Dodge actions.

Flurry. I make four melee weapon attacks.

Frighten. Each creature within 30 feet of me that can see or hear me must succeed on a DC 13 Wisdom saving throw or become frightened of me until the end of my next turn.

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

Rejuvenate. I regain 1d12 + 1 hit points and I gain 1d12 temporary hit points.

Wild Magic Surge. I roll on the Wild Magic Surge table (PHB 104). Any ongoing effects end when my rage ends.

A result of 21-22 refers to any effect originating from me that requires the target to make a saving throw.

A result of 27-28 allows me to make one melee weapon attack as a bonus action each round for 1 minute.

A result of 33-34 maximises the damage of the next attack I make within the next minute.

A result of 59-60 replenishes one use of my rage.

BONUS ACTIONS

Rage (4 Uses, Recharges after a Long Rest). I start or stop raging. While raging, I have advantage on Strength ability checks and saving throws, I have resistance to bludgeoning, piercing, and slashing damage, and I add 2 to the damage of my melee weapon attacks. I can't cast or concentrate on spells while raging. My rage lasts for 1 minute. It ends early if I'm knocked unconscious or if my turn ends and I haven't attacked a hostile creature or taken damage.

EQUIPMENT

explorer's pack, 4 javelins, flail, the wooden mask of Cirrus, four sets of beautiful courtier's robes (one for each season), a spell scroll of *Tasha's hideous laughter* (spell save DC 13), and a belt pouch containing 25 coins imprinted with the image of Cirrus' mask

CHARACTERISTICS

Reason to Leave. I cannot remove this wooden mask from my face until I am free. Although Cirrus has always been kind to me, I regret having to follow the limitations of performing for their court.

Personality Traits. The music I play captures the hearts of all who listen. All the world's a stage, and I am but an actor on that stage. I say my lines, and I am done.

Ideal. Music: I hope to one day play a song so beautiful that the Weave itself sings along.

Bonds. I have seven lovers in seven realms. May they never meet.

Flaws. I'd rather play a song than have an honest heart-to-heart conversation.

YELSANDOREL

Medium fey (dryad), chaotic neutral

Level 8 warlock (Dailili)

Armor Class 13 (studded leather, 16 with *barkskin*)

Hit Points 59 (8d8 hit dice)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +7

Skills Deception +7, History +3, Intimidation +7, Lute +7, Nature +3, Performance +7, Persuasion +7

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 12

Languages Druidic, Elvish, Sylvan

Pronouns she/her

Proficiency Bonus +3

Agonising Blast. When I hit with *eldritch blast*, the target takes an additional 4 damage.

Audience with Dailili. As a courtier of the Tree of Infinity, I can obtain an audience with Dailili. I must present a compelling argument for why she should pay attention to my concerns.

Dryad Magic. My innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I can cast the following spells innately.

At will: *druidcraft*, *shillelagh* (using my own arm)
1 use each (recharges after a long rest): *barkskin*, *entangle*

Feywild Navigator. I innately understand the emotional frame of mind needed to travel to any area of the Feywild, and I have advantage on Wisdom (Survival) checks and Charisma saving throws made as part of navigating the Feywild.

Dailili Patron Bonus. My party and I share a pool of spells granted by Dailili. Spells unavailable to one party member also become unavailable to the rest. Our shared spell save DC is 11. We can cast the following spells innately.

1/day each: *barkskin*, *entangle*, *grasping vine*, *hail of thorns*, *plant growth*, *speak with plants*, *spike growth*

Pact of the Tome. My grimoire is a thick strip of bark taken from the Tree of Infinity. I can use my grimoire to cast the following spells as rituals, adding 10 minutes to the casting time. These are warlock spells for me (spell save DC 15, +7 to hit with spell attacks).

At will: *animal messenger*, *detect magic*, *locate animals or plants*, *purify food and drink*, *speak with animals*

Speak with Plants. Using Sylvan, I can communicate simple ideas with plants.

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *eldritch blast*, *entangle*, *false life*, *friends*, *guidance*, *mending*, *prestidigitation*, *thaumaturgy*
1st-4th level (2 4th-level slots): *blight*, *charm person*, *despair*, *dominate beast*, *hail of thorns*, *hallucinatory terrain*, *hex*, *protection from evil and good*, *spike growth*

ACTIONS

Shillelagh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 bludgeoning damage. This is a magic weapon.

BONUS ACTIONS

Shillelagh. I cast the cantrip *shillelagh*, allowing me to use my Shillelagh action for the next minute.

Splitting Earth. I activate or deactivate this feature. While active, natural ground in a 15-foot radius around me becomes difficult terrain for creatures other than me and up to six creatures of my choice.

EQUIPMENT

scholar's pack, a boiled root from the Tree of Infinity (my arcane focus), studded leather, lute, four sets of beautiful courtier's robes (one for each season), a spell scroll of *animal friendship* (spell save DC 15), and a belt pouch containing 25 acorns

CHARACTERISTICS

Reason to Leave. Dailili destroyed my forest and replaced it with her own. I only escaped destruction by swearing myself to her service. I fear that as soon as my usefulness has run out, she will make me a part of her like she has done to everyone else.

Personality Traits. The music I play captures the hearts of all who listen. My mood changes dramatically depending on the season.

Ideal. Love: You can't argue with how you feel.

Bonds. I was once a human on the Material Plane. Look how times have changed.

Flaws. I have little patience for things that do not bring me immediate joy.

ZAPP

Small elemental (stormcloud mephit), chaotic good

Level 8 warlock (Tettlebug Moonflower)

Armor Class 13

Hit Points 67 (8d8 hit dice)

Speed 10 ft., 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +2, Deception +7, Harp +7, Nature +2, Perception +4 Performance +7, Persuasion +7

Damage Resistances lightning, poison, thunder

Senses passive Perception 14

Languages Elvish, Sylvan

Pronouns he/him

Proficiency Bonus +3

Audience with Tettlebug Moonflower. As a courtier of Dewdrops, I can obtain an audience with Tettlebug Moonflower. I must present a compelling argument for why she should pay attention to my concerns.

Elemental Resistance. I have advantage on saving throws against being poisoned.

Tettlebug Moonflower Patron Bonus. I and everyone in my party automatically succeed on all nonmagical weather-related saving throws, and we are immune to nonmagical weather-related damage as long as we are within 30 feet of another party member.

Pact of the Tome. My grimoire is a crackling globe of plasma. I can use my grimoire to cast the following spells as rituals, adding 10 minutes to the casting time. These are warlock spells for me (spell save DC 15, +7 to hit with spell attacks).

At will: *alarm, magic mouth, silence, Tenser's floating disc, unseen servant*

Spellcasting. I'm an 8th-level spellcaster. My spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). I regain my spell slots after a short or long rest. I know the following warlock spells.

At will: *dancing lights, disguise self, friends, minor illusion, prestidigitation, resistance, silent image, thaumaturgy, thunderclap*

1st-4th level (2 4th-level slots): *babble, blink, call lightning, counterspell, faerie fire, hallucinatory terrain, greater invisibility, shatter, storm sphere*

ACTIONS

Cloud Breath. I exhale a cloud of smoke at one creature within 5 feet of me. The target must make a DC 14 Constitution saving throw. On a failed save, it takes one level of exhaustion.

Wingclap. I cast an improved version of *thunderclap*: I create a thunderous burst of sound that can be heard up to 100 feet away. Each creature within 15 feet of me, other than me, must succeed on a DC 15 Constitution saving throw or take 2d6 thunder damage. I can choose to make the spell silent to all but those who fail their save against it.

REACTIONS

Static. When I take damage from a melee attack, I can deal 1 lightning damage to the attacker.

Misty Escape (Recharges after a Short or Long Rest). When I take damage, I can turn invisible and teleport up to 60 feet to an unoccupied space I can see. I remain invisible until the start of my next turn or until I attack or cast a spell.

EQUIPMENT

scholar's pack, a lock of stunningly-coloured hair gifted to me by Tettlebug Moonflower, a harp, four sets of beautiful courtier's robes (one for each season), a spell scroll of *heroism*, and a belt pouch containing 25 chocolate coins

CHARACTERISTICS

Reason to Leave. I was created by Tettlebug Moonflower, but this family is not one I would have chosen for myself. I am not recognised for my talents. I'm just a minion to her.

Personality Traits. I am as carefree as the wind. Only I know the true nature of Tettlebug Moonflower. And she has secrets I shall never tell.

Ideal. Trickery: The world needs pranksters as much as it needs lawyers and bankers and accountants.

Bonds. My harp was carved by Sundellaie, an ancient eladrin woodcarver. It still bears a portion of her soul. She whispers sweet melodies in my dreams that have broken me free of Tettlebug Moonflower's influence.

Flaws. Responsibility is a four letter word.

INTO WONDERLAND

PREGENERATED CHARACTERS

This document is a free collection of 5th edition Dungeons and Dragons characters suited to the Feywild setting of Into Wonderland, a campaign book written by William Rotor. Included here are 14 ready-to-use characters.