



**MONKEYDM**

# FEYTASTIC!

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**5TH EDITION COMPENDIUM**

**A COMPENDIUM OF ALL THINGS FEY**

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# FOREWORD

The Fey is the world if civilization never happened. Nothing is developed except those parts of the Fey bent to the will of a powerful fey lord. Sometimes these things mirror our world, such as a town being represented by a large collection of tree homes for the fey, but never the buildings, never anything taken from nature and shaped into something else. In such a natural environment things develop in strange fashion, there is no structure to follow, no rule being enforced, as such the place is utter chaos. In the midst of this chaos, zealous soldiers try to impose a rigid structure, crystals take over the minds of the weak and voracious monsters tear any creatures that has the misfortune of crossing their path.

When there are no rules, the strongest enforces their will.

## VOSS, THE LAST FEY EXPLORER





# Races

Jim Lee



## CRYSTMIND

*Crystalmins are precious minerals that coalesced together to create a new life form. It is said that they came from deep within the Fey Realms, where magic is the most capricious. These beings rose to life as a community. A Crystalmind's magical force glows dimly from within each of its body crystal, shining most brightly from where the eyes of a natural humanoid would be.*

### HUMANOID ONLY BY NAME

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They differ vastly from other humanoids. They do not have a pulse or a need for food or drinks, they cannot talk, letting their complex minds roam in the emptiness around them. They do not exhibit any bodily function and do not seem to be able to procreate. Perhaps the Crystalmins that one encounters today are the last remnant of a fallen line, or perhaps they Fey magic has other surprises up its sleeves. Their appearance changes wildly, from some individuals looking exactly like elves except for their glowing eyes, to individuals appearing like they are formed of pure crystals

### SOCIETY

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Crystalmins are beings of higher intellect, and don't show any human emotions. Whilst few ponder on the meaning of their existence, the majority busy themselves with arcane research. They thirst for knowledge, for no reason other than the fact the knowledge is in this world and they feel as if incomplete without it. Knowledge is to a Crystalmind what food is to a famished human. They are part of a collective, each shardmind working tirelessly to bring the tribe closer to unity. They respond to outsiders with great caution, as an outsider can bring knowledge but also danger.

### CRYSTMIND TRAITS

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Your Crystalmind character gains the following traits.

**Ability Score Increase.** Your Intelligence increases by 2.

**Age.** Crystalmins were created fully mature, and do not physically age.

**Alignment.** The Crystalmind race has spent thousands of years researching various knowledge. Due to this, they are familiar with order and routine and have a strong lawful bent.

**Size.** The average height of a crystalmind is 5'8"–6'2". Your size is Medium.

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

**Crystalline Body.** You are immune to diseases. You do not need to eat, drink or breathe nor are you able to.

**Mute Voice.** You do not possess the necessary organs to speak out loud, and as such are mute. The only exception to this is for the verbal components of spell that are chanted in a low hum by the thousands of crystals that compose your body.

**Telepathic Link.** You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to a number of creatures at a time equal to your proficiency bonus.

**Languages.** You can speak, read, and write Shard, Common and one other language of your choice. Shard is an abrupt language derived from Sylvan. Its intricacies are only known to the Crystalmins.



Art by  
Daniel Humphrey

**Subraces.** The animated crystals that form the body of Crystalmins differ in their composition, giving birth to different sub races: Diamond Shards, Jade Shards, Ruby Shards and Sapphire Shards.

### DIAMOND SHARDS

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The sturdiest of the Crystalmins. These are amongst the most common to encounter, contrary to popular belief. Their solid body often gives them a role of guard in their society. As such you gain the following benefits:

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

**Unbreakable Body.** piercing and slashing damage that you take from nonmagical weapons is reduced by 1.

**Diamond Hands.** As part of a short rest you can create an unbreakable bond with a weapon you are holding. After creating that bond you cannot be disarmed from that weapon against your will.

### JADE SHARDS

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Their body is said to be able to ward off death. Some amount of the myth is true, as the crystals composing their body amplify some of their power, stalling death more-so than repelling it. You gain the following benefits:

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

**New Life.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Warden of Death.** You learn the spare the dying cantrip. Starting at 5th level you can cast the gentle repose spell once and can't cast the spell again until you finish a long rest.





Art by  
Purple Duck Games

## RUBY SHARDS

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Interrogators of the highest rank, ruby shards are useful to extract information from the various "guests" visiting the Crystalmind's colony. Their look is said to be able to peer inside of one's soul. You gain the following benefits:

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

**Intoxicating Gaze.** Once per long rest, you can innately cast the charm person spell. If you cast the spell this way, when the spell ends the person doesn't know it was charmed by you.

**Smouldering Presence.** You gain proficiency in your choice of Persuasion or Intimidation and can add 1d4 each time you make an ability check with that skill.

## SAPPHIRE SHARDS

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The rarest amongst Crystalminds. Sapphire shards are often sent as scouts to explore various societies and gather knowledge, or captives, to bring back to the tribe. You gain the following benefits:

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

**Hidden Self.** Once per short or long rest, you can cast the disguise self spell on yourself.

**Misguiding Magic.** You learn the minor illusion cantrip. Starting at 5th level you can cast the mirror image spell once and can't cast the spell again until you finish a long rest.



# FEYLINGS

*Feylings are tieflings that remained in the fey wild for too long. Lost or exiled there, the influence of the fey has changed them profoundly, transforming their devilish traits into whimsical powers. Their appearance reflects this change, their horns are wooden, their skin can be of any color of the rainbow and often appears covered in bark, their hair have traces of foliage woven within. For many of them the tint of their flesh changes in accordance to their emotions.*

## FEYLINGS FEATURES

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** Feylings mature at the same rate as humans but live a few years longer.

**Alignment.** Feylings have been influenced by the chaos inherent to the Fey Realms and reflect that chaotic alignment.

**Size.** Feylings are about the same size and build as humans. Your size is Medium.

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

**Darkvision.** Thanks to your original infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Natural Knowledge.** You have proficiency in the Nature skill.

**Languages.** You can speak, read, and write Common and Infernal or Sylvan.

**Subraces.** Feylings are as various as their tiefling counterpart. Not only by how much the fey affected them, but also by what part of the Fey affected them most. You can choose from the following 4 bloodlines: Fey Walker, Light Bearer, Tongue of Nature or Cursed Wood.

### FEY WALKER'S BLOODLINE

*These are the most common feyings, whimsical lovers of nature who embody everything fey.*

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

**Fey Legacy.** You know the Prestidigitation cantrip. Once you reach 3rd level, you can cast the Charm Person spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Invisibility spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

### LIGHT BEARER BLOODLINE

*These tieflings who ventured in the realms with a vile heart found their redemption. They turned all that was dark into pure light.*

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

**Shining Legacy.** You know the Light cantrip. Once you reach 3rd level, you can cast the Faerie Fire spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Moonbeam spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.



### Tiefling: Bright Bloodline (OPTIONAL RULE)

If you want to play a tiefling that bears light instead of the full devil package, take the Shining Legacy Trait and use it to replace the Infernal Legacy trait of your tiefling. You'll get a light themed tiefling this way. Perhaps that specific bloodline was redeemed by angels after performing heroic deeds, just an idea.

### TONGUE OF NATURE BLOODLINE

*These feyings' passion for wildlife is reflected in their unique ability to communicate with the natural world.*

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

**Natural Speaker.** Starting at 3rd level, you can target a beast or monstrosity when you cast speak with animals, provided the creature's Intelligence score is 3 or lower.

**Natural Legacy.** You know the Druidcraft cantrip. Once you reach 3rd level, you can cast the Speak with Animals spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Animal Messenger spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

### CURSED WOOD BLOODLINE

*These feyings wandered too deep in the dark corner of the fey realms have been altered by ancient and evil magic.*

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

**Corrupted Legacy.** You know the Shillelagh cantrip. Once you reach 3rd level, you can cast the Bane spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Barkskin spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Art by Jack Badashski



## PLAYER RACE - PIXIE

*Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise.*

Curious as cats and shy as deer, pixies go where they please. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a pixie's fear of being captured or attacked stays its hand. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh. Pixies array themselves like princes and princesses of the fey, wearing flowing gowns and doublets of silk that sparkle like moonlight on a pond. Some dress in acorns, leaves, bark, and the pelts of tiny woodland beasts. They take great pride in their regalia and beam with joy when they are complimented on their ensembles.

**Magical Faerie Folk.** With their innate power of invisibility, pixies rarely appear unless they wish to be seen. In the Feywild and on the Material Plane, pixies etch patterns of frost on winter ponds and rouse the buds in springtime. They cause flowers to sparkle with summer dew, and color the leaves with the blazing hues of autumn.

**Pixie Dust.** When pixies fly visibly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. A mere sprinkle of pixie dust is said to be able to grant the power of flight, confuse a creature hopelessly, or send foes into a magical slumber.

Only pixies can use their dust to its full potential, but these fey are constantly sought out by mages and monsters seeking to study or master their power.

**Tiny Tricksters.** While the arrival of visitors piques their curiosity, pixies are too shy to reveal themselves at first. They study the visitors from afar to gauge their temperament or play harmless tricks on them to measure their reactions. For example, pixies might tie a dwarf's boots together, create illusions of strange creatures or treasures, or use dancing lights to lead interlopers astray. If the visitors respond with hostility, the pixies give them a wide berth. If the visitors are good natured, the pixies are likely to be emboldened and more friendly. The fey might even emerge and offer to guide their "guests" along a safe route or invite them to a tiny yet satisfying feast prepared in their honor.

**Opposed to Violence.** Unlike their fey cousins, the sprites, pixies abhor weapons and would sooner flee than get into a physical altercation with any enemy.

### PIXIE TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Pixies are fey creatures and as such benefit from extraordinary long lives. Pixies reach maturity around 25 and live up to 1000 years old.

**Speed.** Your base walking speed is 10 feet.

**Fey.** Your creature type is fey, rather than humanoid.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Flight.** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.



#### OPTIONAL RULE:

Flight at low level can be very annoying to play around. If you do not wish to give your pixie player race flight, you can give them a walking speed of 20 feet instead, and add the following ability instead of Flight:

**Fragile Wings.** As a bonus action, if you didn't move on your turn, you get a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 15 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall). You need to land before using this ability again.

**Magical Dust.** You can harvest some of your dust as an action, as part of harvesting the dust you can use it. You can cast the *sleep* spell. Later, when you reach 3rd level, you can use your dust to cast the *invisibility* or *suggestion* spell. When you reach 5th level you can use your dust to cast the *fly* spell. Each spell is cast at its lowest level. Your spellcasting ability for these spells is Constitution.

The harvested dust can be stored until you take a long rest. Once the dust has been used to cast a spell, it is consumed, and you can't harvest more dust until you take a long rest.

You can give your dust to another creature, that can use it as an action, using your spellcasting modifier. If the dust is stolen from you or harvested against your will, it has no effect when used and instead turns the skin a vibrant shade of green. A *remove curse* spell can end this effect.

**Size.** Pixies are about 1 foot tall or smaller. They have thin, lightweight bodies that weigh between 7 and 18 pounds. Your size is Tiny.

**Subraces.** Pixies are found everywhere in the Fey realms, be it in the courts or lost in the deep forests. Their personality and outlook on life reflects their abilities. This is often influenced by their age. You can choose from the following 3 subraces: Dusk, Day and Dawn.

Art by Dean Spencer



## DAWN

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Full of energy and hope these are often pixies that are younger, full of enthusiasm and optimism. By choosing this subrace you gain the following benefits:

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

**Glow.** As a bonus action you can shed bright light in a 5-foot-radius centered on you, and dim light for an additional 5 feet. You can extinguish that light without requiring an action.

**Panic Maneuver.** Once per long rest, when you are damaged by an enemy within 5 feet of you, you can use your reaction to become invisible until the start of your next turn and move up to 10 feet away from the opponent.

## DAY

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In their glory days, these pixies are confident, armed with might, they are ready to take on the world. Very curious and explorative, these are the pixies most often found outside of the Fey realms. They are usually in their adult phase of life. You gain the following benefits:

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

**Bright Glow.** As a bonus action you can shed bright light in a 10-foot-radius centered on you, and dim light for an additional 10 feet. You can extinguish that light without requiring an action.

**Shining Protection.** Your focused control over the light you control protects you in dire moments. Once per long rest, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to create a shield of light. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus, including against the triggering attack

## DUSK

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These pixies skin color is less vibrant as they have, reflecting their dimmer outlook on life. Oftentimes these are older pixies that have seen many of the horrors of the world in their long life and become disgruntled. By choosing this subrace you gain the following benefits:

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

**Alert Senses.** Your careful nature prepares you. You gain a bonus to your Passive Perception equal to your proficiency bonus.

**Dim Glow.** As a bonus action you can shed dim light in a 5-foot-radius centered on you. You can extinguish that light without requiring an action.

**Wisdom of the Ages.** You have a vast knowledge of the natural world and the catastrophes it holds. You are proficient in the Nature skill.

## RULES FOR TINY CREATURES

Pixies are tiny little thing, as such they have their own rules for weapons and armor. As a tiny creature you cannot wield a weapon with the *two-handed* property. Weapons that don't have the *finesse* trait require two hands to wield. In addition you cannot use regular shield or armor, as it needs to be custom fitted your your size. Adjusting armor costs 1/2 of the price of that armor.

Art by Indi Martin





# *Subclasses*







Art by Warm\_tail

## COLLEGE OF MANIPULATION

*Most people are happy to welcome a bard among them. Bards of the College of Manipulation use this to their advantage. They appear friendly and of good company. In truth, a member of the College of Manipulation will twist and distort reality, pitting friends against each other to get their way. These bards use their magic and cunning to find what makes people tick and use that knowledge against them.*

### BLURRED MEMORIES

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At 3rd level, your spells and abilities ignore immunity to the charmed condition, and those creatures have advantage on the save instead. In addition, when a creature recovers from being charmed by you, it doesn't realize that it was charmed. A creature that succeeds the initial saving throw for a charm still notices that a spell was cast.

### CURSED WORDS

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Also at 3rd level, you can spin words laced with magic that disrupt a creature's survival instinct and cause it to open itself to take more damage. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. The next time the creature takes damage on this round, and on subsequent rounds after that, it takes an additional amount of damage equal to one roll of your Bardic Inspiration. This effect ends after 1 minute, or ends early if you use it on another creature, or the affected creature dies.

### AMPLIFIED CURSE

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At level 6, your Cursed Words ability can now deal additional damage a number of times per round equal to your Charisma modifier (minimum of once), instead of once per round, provided that you concentrate on it (as you would concentrate on a spell). You can concentrate on an enchantment spell and this ability at the same time, losing concentration on both if interrupted. If you choose to concentrate on this effect, it ends at the start of your next turn instead of lasting 1 minute.

### PERVASIVE TONGUE

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Also at level 6, creatures can't benefit from advantage on saving throws against your enchantment spells, even if you are fighting them.

### INFILTRATE MIND

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At level 14, You can cast the *dominate person* spell once, at 7th level, without expending a spell slot. If you do so, the creature cannot break out of the spell and the spell cannot be detected (such as with a *detect magic* spell). Additionally, as an action, you can see through the creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses but have total and precise control of the target.

Once you used this ability, you cannot use it again until you take a long rest.



## CIRCLE OF SPIRITS

Members of the circle of spirits have suffered a near death experience. This has granted some the ability to peer in the veil beyond death. But a few have gone further, anchoring the spirits of the dead to their body. Through zealous practice with masters, they learn to enhance their ability by sacrificing the ghostly essence. This power is a dangerous one, and many have lost their sanity to the voices from beyond the grave.

### BOUND SPIRITS

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Starting at 2nd level, you master control over the spirits of the dead, using them to amplify your powers. You have a pool of spirits represented by a number of d4s, called spirit dice, equal to your Wisdom modifier. At the end of every short or long rest you can focus and peer in the veil beyond death, regaining all expended spirit dice.

You can expend your spirit dice in the following ways:

#### SPECTRAL GUIDANCE

You can expend one of your spirits to guide your attacks. As a reaction, when you make an attack roll, you can expend one spirit dice and add it to the roll. Alternatively, as a reaction, when you force a creature to make a saving throw, you can subtract the number rolled from their save. You can use this ability before or after the roll, but before any of the effects are applied.

#### PHANTASMAL RESILIENCE

You use your spirits to strengthen your body. As a reaction, when you are forced to make an Strength, a Dexterity, or a Constitution saving throw, you can expend one spirit dice to add it to the roll. You can use this feature only before learning if the save succeeded or failed.

#### SUPERNATURAL SIGHT

When you make a Wisdom (Perception) check, or an Intelligence (Investigation) check, you can expend one spirit dice and add it to the roll. If you choose to do so you gain the effect of the *see invisibility* spell until the start of your next turn.

#### GHOSTLY PROTECTION

When an attack is made against you, as a reaction, you can use one of your spirits to protect you, expend one spirit dice, adding the number rolled to your AC until the start of your next turn, including against the triggering attack.

### SPECTRAL WILD SHAPE

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At 6th level, you can expend one spirit dice and one use of Wild Shape to turn into a **Specter**, following all the other rules of Wild Shape. In addition when you transform you become invisible for a number of minutes equal to the number rolled on the spirit dice or until you attack or cast a spell.

### IMPROVED SPIRITS

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At 10th level, your spirit dice turn into d6s. At 15th level, they turn into d8s. In addition you learn a new way to use your spirit dice:



#### SPIRITUAL SHACKLES

As bonus action, you can expend two spirit dice, sending the spirits bound to you to shatter the mind of your enemies. Choose a creature within 60 feet of you, it must succeed on a Wisdom saving throw or take necrotic damage equal to twice the number rolled on your spirit dice and be stunned until the end of your next turn.

### SPIRIT FUSION

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At level 14, you gain the ability to become one with the spirits you control. As a bonus action, you can trigger this fusion, expending 1 spirit dice and gaining the following powers:

- Your form becomes spectral, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- While transformed you gain a flying speed equal to your movement speed.
- You have resistance to bludgeoning, piercing, slashing damage and necrotic damage.
- While transformed you don't expend spirit dice when using them, although you still roll them, drawing from the power of the fusion instead.

This transformation lasts for one minute and you can't use it again until you take a long rest.

Art by Warm\_tail



## FIGHTER - FEY KNIGHT

These fighters draw their powers from the fey realms, using it to render themselves unpredictable in battle. They undergo extensive training in order to master control over the powers held in their body, before being able to manifest them. These remarkable soldiers often guard the realms from creatures that lost their ways.

### FEY PATHS

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Starting at 3rd level, you gain some control over the ever-changing magic of the fey. It imbues you and gives you an edge in battle. Choose one of the following powers:

- **Stealthy.** After using your action on a turn, you can use your bonus action to become invisible, this effect lasts until the start of your next turn.
- **Ephemeral.** You can use your bonus action to teleport up to 30 feet closer to an enemy creature.
- **Beguiling.** As an action, you target one humanoid or beast that you can see within 30 feet of you. If the target can see you it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), or be magically charmed. It does so with advantage if it is hostile to you, or you or your companions are fighting it. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favourable way it can. Each time you or your allies do anything harmful to the target, or ask to perform an action that would be harmful to it, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 10 minute or until you end the effect as a bonus action. If a target's saving throw is successful, the target is immune to this ability for the next 24 hours.

You can use the powers granted by this ability a number of times equal to your Charisma modifier per long rest. You can change which power you can use as part of a short or long rest.

### HEART THROB

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Also at 3rd level, as an action, you can touch a creature and magically know the creature's current emotional state. If the target fails a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), you also learn the creature's alignment, and if the last sentence they said was a truth or lie.

### SHIFTING FORM

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Starting at 7th level, you cast the spell *disguise self* at will, without expending a spell slot. Charisma is your spellcasting ability for this spell.

In addition while under the effect of the spell, you can add a 1d6 bonus to your Charisma checks.

Art by Warm\_Tail



### EMPOWERED

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Starting at 10th level, the powers granted by your Fey Paths ability improve.

- **Stealthy.** Your first attack after using this ability deals an additional 1d12 force damage.
- **Ephemeral.** You can touch another willing creature to bring it with you when you teleport, and aren't restricted to teleporting towards an enemy.
- **Beguiling.** The duration increases to 1 hour, and hostile creatures no longer have advantage on the save but creatures you are fighting still do.

In addition you can now decide at the start of each of your turn which power you want to use, instead of after a rest.

### RESTLESS POWER

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Starting at 15th level, when you roll initiative and have no use of Fey Paths remaining, you regain 1 use of it.

### FEY BLOOD

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The fey has forever changed you, the very core of your being is infused with their magic. Starting at 18th level, you become proficient in Wisdom saving throws (if you already are you become proficient in Charisma saving throws instead), you are immune to being charmed and magic can't put you to sleep. In addition you can now telepathically communicate with any creature within 60 feet of you.



# OATH OF THE CRYSTALLINE GUARDIAN

This order originated from deep within mountains, where gems sturdier than diamonds populate the land. These beautiful crystals that cover everything, protect from the ravages of time and monsters, and so do these paladins.

This order is renowned for the zealous followers that compose it. Unbreakable fighters that do not falter. Neither torture nor magic can make a dent in their belief. They are the shield against chaos, the soldiers that die so others don't have to. They can endure inhuman levels of pain and keep going. These paladins are often referred to as "the unbroken".

## TENETS

The tenets of the Oath of the Crystalline Guardian drive a paladin to protect their kin and their society.

**Rampart Against Chaos:** You are the shield against destruction. You protect those that cannot protect themselves.

**Preserve the Order:** Rapid change brings chaos. Chaos is the small imperfection that breaks the whole. Never let chaos infiltrate your beliefs or your society.

**Withstand the Pressure:** It's under the highest of pressures that the sturdiest gems form. When others falter and turn away, you will embrace the difficulty. Where other stones and people shatter, you remain unbroken.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

### CRYSTALLINE GUARDIAN SPELLS

Paladin Level	Spells
3rd	sanctuary, shield of faith,
5th	sacrificial shield*, warding bond
9th	magic circle, spirit guardians
13th	death ward, resilient sphere
17th	hallow, wall of force

. \* Feytastic Compendium

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Protective Barrier:** You can use your Channel Divinity to defend the helpless. As a reaction to an ally creature (other than you) taking damage, you can cover them in a defensive crystals. They take half as much from the triggering damage.



Art by Bob Greyvenstein

- **Shunt Magic:** You can use your Channel Divinity to confine magic with divine power. As an action choose a creature that you can see within 30 feet of you, if it is non-willing it must succeed on a Wisdom saving throw. On a failure, any spell affecting the creature is suppressed for 1 minute or until your concentration ends (as if concentrating on a spell. After 1 minute the effect ends and the spells come back. If spells that require concentration are suppressed, the concentration starts again the moment the suppression ends. The time a spell spends in quarantine is not counted against its duration. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## AURA OF PRESERVATION

At 7th level, you and allies that start their turn within 10 feet of you, or enter that area the first time on their turn, gain a number of temporary hit points equal to your Charisma modifier.

At 18th level, the range of this aura increases to 30 feet.



## STURDY BODY

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Starting at 15th level, your body becomes covered in a layer of protective crystal, your AC increases by 1 and you have resistance to piercing and slashing damage from nonmagical weapons. You can choose to give up these benefits, and gift them to a creature of your choice as an action by touching them. This effect lasts for 8 hours or until you recover them by touching that creature again as an action

## UNBREAKABLE GUARDIAN

---

At 20th level, you gain the ability to harness extraordinary defensive capabilities. As an action, you can magically become an avatar of protection, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- As a reaction to an ally creature within 30 feet of you taking damage, you teleport and exchange places with them, taking the damage instead.
- You regain a number of hit points equal to your paladin level at the start of each of your turns.

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



## MIST WEAVER

*The techniques of these rogues origin from the Fey realms and its ever changing environment. After practicing within obscure fogs they emerged changed, able to bend the ephemeral cover to their will. They strike from the mists and are never seen again.*

### MISTY PRESENCE

---

At 3rd level, as an action, you can cast the *fog cloud* spell centered on yourself without expending a spell slot. It lasts for 1 minute, has a 10 feet radius and does not require concentration. While moving through the fog you do not trigger attacks of opportunity. Using this action again dispels the previous fog cloud.

Starting at 9th level, you can choose to use this ability as a bonus action, if you do so, the fog only lasts until the end of your turn.

### EYES OF THE HUNT

---

Also at 3rd level, you can see through obscurement (such as the one caused by fog, mist, smoke or clouds) and non-magical darkness as normal sight up to 15 feet, and allied creatures standing within 5 feet of you also get that benefit. At 9th level you can see this way up to 30 feet.

### CLOUDLESS

---

At 9th level, you are used to manoeuvring through the mists, and know how to discern truths from illusions. You gain proficiency in Investigation and have advantage on saves and checks against illusion spells. If you're already proficient in Investigation, your proficiency bonus is doubled for any ability check you make that skill instead.

### VANISHING STRIKE

---

At 13th level, when an enemy targets you with a melee attack roll while you are in the area of the fog cloud, you can use your reaction to vanish right after the hit. You teleport and appear behind the target where you can make a single melee weapon attack roll. If you used your Sneak Attack feature this round, you can't apply it to this attack.

### MIST WALKER

---

At 17th level, when you use your Misty Presence Ability the fog cloud moves with you. In addition you can choose to expand its radius up to a maximum of 30 feet, or shrink it down to 5 feet (no actions required). In addition you can teleport as a bonus action anywhere within the area of the cloud, which then recenters on you.



*Art by Conrad Atega*





## EERIE TRAVELER

At 1st level, moving through difficult terrain caused by forest or other plant life (such as the spike growth spell) costs you no extra movement.

In addition, as an action you can hover a 3 inches above solid surfaces. While this ability is active you cannot be knocked prone. You can hover a number of hours per day equal to your Charisma modifier (minimum of 0). This ability ends early if you fall more than 10 feet or end it as an action.

## VANISHING STEP

At 6th level, you learn the *misty step* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 3 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can cast the spell as a reaction to taking damage.

## AWAKENED FEY BLOOD

At 14th level, your fey blood empowers you. You become immune to being charmed and magic cannot put you to sleep. In addition you are permanently under the effect of the *see invisibility* spell.

## MISTY WORLD

Starting at 18th level, you can bring part of the Fey wherever you travel. You can spend 7 sorcery points as a bonus action to generate a misty aura that manifests in a 30 feet radius centered on you. All creatures of your choice in the aura can cast the *misty step* spell without expending spell slots and can move through other creatures and objects as if they were difficult terrain. A creature takes 5 force damage if it ends its turn inside an object.

The aura lasts for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Art by Bob Greyvenstein

## FEY BLOODLINE

*Your innate magical abilities come from the magic of creatures of the Fey, which have found themselves linked to the blood of your ancestors. Sorcerers of this origin typically are able to trace their descent from the satyrs which have a tendency to promiscuity. But Hags, and noble citizens of the Fey have been known to perform rituals, blessings or curses, that affect individuals for generations.*

## FEY SPELLS

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Fey Spells table. These spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

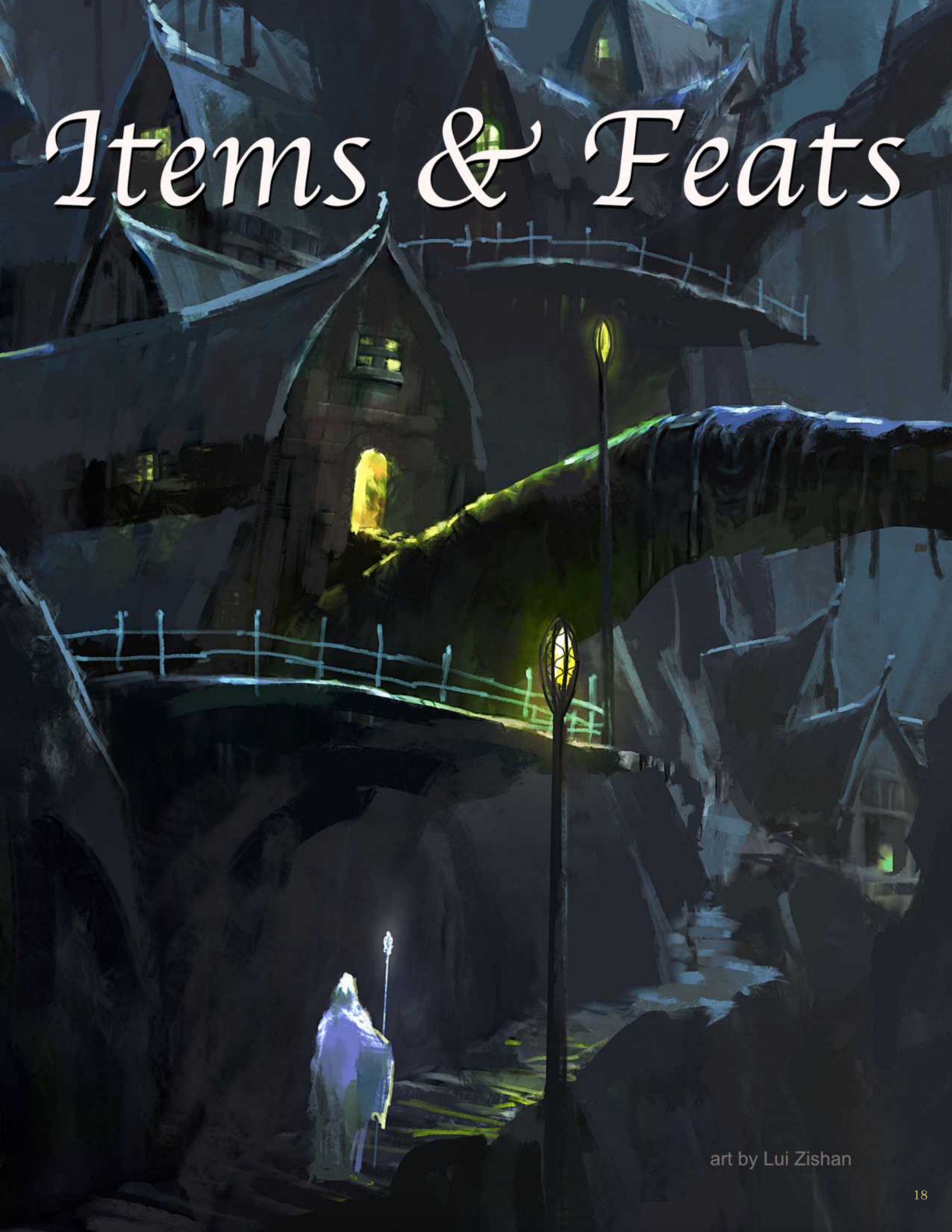
### FEY SPELLS

Spell Level	Spell Name
1	faerie fire
2	pass without trace
3	plant growth
4	restraining vines*
5	dream

. \* Part of the Feytastic Compendium



# *Items & Feats*



art by Lui Zishan



## FEY WALKER'S SASH

---

requires attunement by a creature with a Wisdom score of 16 or higher

*This spellcasting focus originates from the fey realms. Crafted from the hide of deceased beasts it is infused with power, the hide still seems to tense in stressful situations.*

While attuned to this item you get a +1 bonus to your spell attack modifier and spell save DC.

This item has 6 charges and regains 1d6 charges daily at dawn. While attuned to it you can expend charges in the following way:

- **Loyal Hound.** As an action you expend 1 charge to summon a **blink dog**. It appears within 5 feet of you and functions as if you had summoned it using the *find familiar* spell.
- **Misty escape.** You can expend 2 charges as a bonus action to cast the *misty step* spell. If you are targeted by an attack roll, you can expend 3 charges to cast the spell as a reaction instead.
- **Stinging Farce.** You can expend 4 charges as an action to summon a **Giant Scorpion**, it remains under your control for 1h after which it vanishes. Roll initiative for the scorpion, which has its own turns. It obeys your verbal commands.



## SAVAGE CLAWS

---

Shortswords, rare (Requires to be dual wielded)

*This unique fey weapon is worn on each wrist as two short blades, which acts as extensions of the arm, deadly extensions.*

You have a +1 bonus to attack and damage rolls made with these magic weapons.

This item has 3 charges that it regains daily at dawn.

When you deal damage to a creature with these claws, you can expend 1 charge to mark them for death. A marked creature takes an additional 1d4 slashing damage each time you deal damage to it with this weapon. A creature is marked for 10 minutes or until it dies, at which point the mark ends.

In addition as a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target that's marked for death. To teleport in this way, you must be able to see the marked target.

*Art by Bob Greyvenstein*





## NOBLE FEY GARMENT

---

**Outfit, rare, requires attunement**

*All was going well until SOMEONE had the brilliant idea of dispelling the magic. Let's just say that the tomatoes had a reason to turn red that day.*

While attuned to this outfit, you have advantage on saving throws against being charmed, and magic can't put you to sleep. You can cast disguise self at will without expending a spell slot. In addition if you disguise as a creature that you are familiar with (at least 2 hours spent shadowing them), you can perfectly imitate their behavior and voice pattern, giving you advantage on checks relating to the impersonation.

You can use an action to cast the mirror image spell once using the attire. This ability recharges daily at dawn.

A dispel magic spell targeting the attire destroys it, leaving its proprietor in a... peculiar situation. If destroyed that way, the outfit reforms after 24 hours.

## FLASK OF MISTS

---

**wondrous item, uncommon**

*Now you see me ? Now you don't !*

As an action you can open the flask. It creates a 20-foot-radius sphere of fog centered on it. The sphere spreads around corners, and its area is heavily obscured. The person holding on to the flask sees through this fog as if it wasn't there.

After being opened, the flask requires 8 hours to recharge.



*Art by Bob Greyvenstein*



## SOUL CANDLE

---

**Wondrous item, rare, requires attunement**

*"Never burn life by both ends"*

As an action you expend 1 charge to light the candle on fire. It has 10 charges, and consumes 1 charge every round it is lit, if all charges are expended it extinguishes itself, or you can extinguish it early as a bonus action. While the candle is lit you are under the effect of the *haste* spell (no concentration required) and your weapon attacks deal an additional 1d8 fire damage, as your forces burn bright.

Daily at dawn the candle replenishes itself, it regains 10 charges.

**Curse:** The candle extinguishes your life to make you burn bright. You magically age a number of years equal to the number of turns the candle was lit.

*Art by Dean Spencer*



## EPHEMERAL JAWS

---

**Melee weapon, rare**

*"The outline of these weapon can only be seen once they start to be covered in blood by the wounds they inflict to foes."*

These draconic jaws are invisible while worn by a living creature. These jaws are considered magical melee weapons that deal 1d10 piercing damage, but do not require a hand to be used. In addition if you dealt damage to an enemy with a melee attack on your turn, you can use a bonus action to make a single attack with the Jaws.

In addition while wearing these jaws and being targeted by an attack, you can use your reaction to retaliate. Your form becomes ephemeral and you gain resistance to all damage until the start of your next turn (including the triggering attack), you then teleport reappear behind your target to make a special jaw attack that deals 3d10 force damage on a hit. Once you have used this ability you can't use it again until you take a long rest.

*Art by Bob Greyvenstein*



## FEATS

### WHIP MASTER:

You gain proficiency with whips, and can infuse them with magical energy. Whips that you use can magically extend and stick. As an action or bonus action, you may target a surface, object or creature within 20 feet. If the target is Small or Smaller, you can make a Strength (Athletics) grapple check to pull it to you and grapple it. Alternatively, if the target is Medium or larger, you can choose to be pulled to it, this does not grapple it. If it is a surface or large object, you can choose to hold onto it at the point you grappled if there is something to grab onto.

### UNNATURALLY CHARMING:

You always find a way to maneuver social situations, you gain the following benefits:

- Your Charisma Score increases by 1 to a maximum of 20.
- You can infuse magic in your words. When you make a Charisma (Persuasion) check or Charisma (Deception) check, you can reroll the dice after seeing the result. You can do so once per short or long rest.

### TAUNTING

You have made it an art to bring attention to yourself, not always in a pleasant way, you gain the following benefits.

- Your Charisma Score increases by 1 to a maximum of 20.
- As a bonus action, you can point at a target within 30 feet of you and ridicule them. If the target has the ability to understand a language, it falls for the taunt. Until the start of your next turn it has advantage on attack rolls against you, and disadvantage on attack rolls against other creatures. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

### FEY EXPLORER

You are accustomed to the eerie and fleeting paths present in the fey realms. You gain the following benefits.

- Your Intelligence or Wisdom Score increases by 1 to a maximum of 20.
- You cannot get lost by magical or non-magical means, and have on +5 bonus to checks and saves against illusions.

**GM Note:** You could give advantage instead of +5, but then the player would know that it is an illusion, whereas the +5, the GM can add behind the screen.

## CRYSTAL SKIN

You have infused your skin with crystalline power, gaining the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- When not wearing any armor slashing and piercing damage you take from non-magical weapons is reduced by 2 but bludgeoning damage from non-magical weapons is increased by 2. In addition whenever you take non-magical bludgeoning damage from a melee attack, the attacker takes 2 points of piercing damage from the shards that shatter off your body.

## CRYSTALSMITH

You have mastered the necessary skills to infuse weapons with powers, gaining the following benefits:

- As part of a short rest, You can touch a nonmagical weapon and expend 50 gp worth of precious gems. That weapon becomes a magic weapon infused with crystals of power.
- According to which gems you used, you can choose to change the damage type of the weapon according to the following table:

Gem Type	Damage Type
Rubis	fire
Jade	acid
Lapis Lazuli	cold
Moonstone	psychic



# Spells





## ANNOY

---

*transmutation cantrip*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** V, S  
**Duration:** Up to 1 hour

You weave magic around a creature, to make their day just a little bit worse. You create one of the following effects within range. You can only have one such effect active at a time:

- You create an instantaneous, harmless sensory effect, such as an undignified sound, the impression of someone touching a shoulder, a screeching musical notes, or a foul smelling odor.
- You can flash in the mind of a humanoid an embarrassing memory of theirs. You don't know what the memory is.
- You can change the color of an item or piece of clothing for up to 1 hour.
- You can warm up a 5ft cube area just enough to make it uncomfortable
- You can render an item of your choice moist for up to 1 hour.

## HEALING CRYSTALS

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*illusion cantrip*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (useless crystals)  
**Duration:** Instantaneous

Does absolutely nothing. You do feel good about yourself though, especially when talking to others about the benefits of healing crystals.

## VINE WHIP

---

*Transmutation cantrip*  
(Druid, Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** 15 feet  
**Components:** V, S, M (the stem of a vine)  
**Duration:** Instantaneous

You create a long, whip made of vines that you lash out towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Medium or larger, you pull yourself up to 15 feet closer to the creature

**At Higher Levels.** This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



I was having a perfectly fine day until I realised my socks weren't matching anymore, it was too warm at the meeting and I was covered in sweat, and on top of that someone farted next to me !

### A POOR VICTIM OF THE SPELL

## CRYSTAL ARMOR

---

*1st level abjuration*  
(Cleric, Paladin, Ranger)

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (A small crystal with a bit of holy text written on it)  
**Duration:** Concentration, Up to 1 minute

You create an armor of glistening crystals on your body. This armor increases your AC by 1 for the duration. If a creature hits you with a melee attack while you have this armor, the creature takes 1d8 piercing damage, a creature can take this damage a maximum of once per turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the piercing damage increases by 1d8 for each slot.

*Art by ianosity*



## FOOL'S GOLD

---

*2nd level evocation*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a bit of pyrite and bat guano)

**Duration:** 1 round

You summon fake gold at a creature's feet. When you cast this spell choose a creature within range, it must succeed on a Wisdom saving throw. On a failure it must use its action on its turn to pick up the gold, beguiled by it. The fake gold immediately detonates, dealing 3d6 fire damage to the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

## ITCH:

---

*1st level transmutation*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a pinch of itching powder)

**Duration:** 1 round

You target a creature within range. It must succeed on a Constitution saving throw or spend its next action on its next turn scratching itself, taking 1d4 slashing damage and then end its turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## EXHILARATION:

---

*2nd level enchantment*

(Bard, Cleric, Druid, Ranger)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (some henbane's petals)

**Duration:** up to 3 rounds

You plunge the mind of a willing creature within range into a numbing battle frenzy. Each time the target takes damage for the duration, it gains an equal amount of temporary hit points. It can gain a total of 15 temporary hit points from the spell. When the spell ends the target loses all temporary hit points remaining.

If a creature is affected by that spell again before it has the time to take a short or long rest, it gains 1 level of exhaustion when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the target's maximum hit points it can gain increase by an additional 7 for each slot level above 2nd.

## LOVER'S KISS

---

*2nd level enchantment*

(Bard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You blow a kiss towards a creature within range. It must succeed on a Wisdom saving throw or become charmed by you for the duration. If you are of a species and gender the creature is normally attracted to, it regards you as their true love while they are charmed.

## MISDIRECTION:

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*2nd level enchantment*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 reaction that you take when a creature makes an attack roll.

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You befuddle a creature within range. When it makes an attack roll, you can, as a reaction, force it to make a Wisdom saving throw. On a failed save, it targets another creature of your choice, within the range of its attack.

## MISREMEMBER

---

*2nd level enchantment*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (smoke trapped in a crystal)

**Duration:** Instantaneous

You attempt to erase yourself from another creature's memory. One creature in range that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, you can affect the target's memory of an event that it experienced within the last 10 minutes and that lasted no more than 1 minute. You can permanently eliminate all memory of yourself in the event, the target's filling the void you left in its memory with another plausible explanation.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.



## NATURE'S JAW

---

*2nd level conjuration*

(Druid, Ranger, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You choose a 10-foot-square unoccupied space on the ground that you can see within range. A jaw made from vines rises there and clamps down on creatures within that space. The area is considered difficult terrain. The target must make a Strength saving throw. On a failed save, the target takes 2d6 slashing damage and is restrained for the spell's duration.

As an action, you can cause the jaw to crunch down the restrained targets, who must make a Strength saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, a restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the jaw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## SACRIFICIAL SHIELD

---

*2nd level transmutation*

(Paladin)

**Casting Time:** 1 reaction, which you take when you make a saving throw against an area of effect spell or magical effect that requires a Dexterity, Constitution or Strength saving throw.

**Range:** self

**Components:** V, S

**Duration:** Instantaneous

The spell strengthens you, turning you into a shield against disaster. You automatically fail the triggering saving throw, creatures in a 10-foot-wide cone behind you are considered to be behind total cover against that spell or effect.

## UNYIELDING SHARD

---

*2nd level evocation*

(Druid, Ranger, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 60-foot-line

**Components:** V, S, M (A small diamond worth at least 5gp)

**Duration:** Instantaneous

You extend your finger, shooting forth an unbreakable crystal from your fingertip. Each creature in a 5-foot-wide and 60-foot-long line in front of you must succeed on a Dexterity saving throw or take 4d4 piercing damage or half as much on a success. Each time a creature fails the save, the following creature in the line takes an additional 1d4 piercing damage, as the crystal strengthens from the wound it inflicted.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## BEGUILE:

---

*3rd level enchantment*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (crushed rose petals)

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

You target a creature within range, it must succeed on a Wisdom saving throw. On a failure, designate another creature within range, the targeted creature becomes charmed by that creature for the duration. The targeted creature regards it as their true love while it is charmed. The spell ends early if there is any physical contact between the 2 creatures.

### GM Note

A lot of spells can easily be reflavored to include crystals. For example the staple that is *fireball*. Replace the damage from fire to piercing and you got an explosion of crystals. Be warned that magical piercing damage is almost never resisted or immune-d, so you can remove 1 or 2 die of damage.



## CAGE OF THORNS

---

*3rd level transmutation*  
(Druid, Ranger, Warlock)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

Sharp thorns rise from the ground, ready to envelop a target. Choose a creature that you can see on the floor within range. The target must succeed on a Strength saving throw, on a failed save it takes 5d6 piercing damage and is restrained for the duration. This spell has no effect on Plants. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target, on a failure the thorns dig deeper in its body, inflicting an additional 3d6 piercing damage.

**At higher levels.** When you cast this spell using a spell slot of 4th level or higher, the initial and recurring damage both increase by 1d6 for each slot level above 3rd.

## CRYSTALLINE ROSE

---

*3rd level evocation*  
(Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 60 feet (20-foot-radius)  
**Components:** S, M (A dried rose)  
**Duration:** Concentration, Up to 1 minute

You summon a crystal rose, in an unoccupied space that you can see within range. As part of casting this spell, and on subsequent turns as a bonus action, you can cause the rose to drain the life of surrounding creatures. Each creature in a 20-foot-radius centered on the rose must succeed on a Constitution saving throw or take 2d6 necrotic damage.

When you stop concentrating on the spell, the rose explodes. Each creature in the radius must succeed on a Dexterity Saving throw or take an amount of piercing damage equal to the total number of necrotic damage the rose dealt (to a maximum of 10d6), or half as much damage on a success.

**At Higher Levels.** When you cast this spell using a spell slot 4th level or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

## RESTRAINING VINES

---

*Level 4 transmutation*  
(Druid, Ranger)

**Casting Time:** 1 bonus action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minutes

You conjure vines that sprout from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vines to lash out at a creature within 20 feet of them that you can see. That creature must succeed on a Dexterity saving throw or be pulled up to 20 feet directly toward the vines and be restrained by them. Until the spell ends, you can direct the vines to lash out at the same creature or another one as a bonus action on each of your turns. The vines can restrain up to 5 creatures. If they are restraining that many creatures they cannot lash out at others.

A restrained creature, or an ally of that creature within 5 feet of it, can use an action to make Strength (Athletics) check against your spell save DC, allowing escape from the vines on a success.

## TEAR

---

*4th level conjuration*  
(Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S, M (a snapping turtle's jaw)  
**Duration:** Instantaneous

Make a melee spell attack against a creature within 5 feet of you. On a hit you successfully grab a part of the body. You then teleport up to 30 feet in any direction, ripping the flesh you are holding by teleporting with it, dealing 10d8 slashing damage to the target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## TRANSLUCENT TREE

---

*4th level conjuration*  
(Druid, Ranger, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (A seed covered in crystals)  
**Duration:** Concentration, Up to 1 minute

You summon forth a gigantic crystal tree whose branches impale your foes. Select a point on the ground within range, each creature in a 10-foot-radius centered on that point must succeed on a Dexterity Saving Throw. On a failure a creature takes 5d8 piercing damage and is restrained by the crystal. On a success a creature takes half as much damage and isn't restrained. A restrained creature takes 2d6 necrotic damage at the start of each of their turn as the crystal drains their life. The creature, or an ally of it within 5 feet, can make a Strength (Athletics) check as an action, breaking free on a success.



## MASS MISREMEMBER

---

*5th level enchantment*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (smoke trapped in a crystal)

**Duration:** Instantaneous

You attempt to erase yourself from other creatures' memory. You magically influence up to twelve creatures of your choice that you can see within range. They must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, you can affect the target's memory of an event that it experienced within the last 10 minutes and that lasted no more than 1 minute. You can permanently eliminate all memory of yourself in the event, the target's filling the void you left in its memory with another plausible explanation.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

## DOMINATE

---

*6th level enchantment*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You attempt to take control of a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed it regards you as friendly. As part of casting the spell and on subsequent turns as an action, you take total and precise control of the target. Until the start of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well, in addition, you can see through the creature's eyes and hear what it hears, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** When you use a 7th-level spell slot, the duration is concentration, up to 10 minutes. When you use a spell slot of 8th level, the duration is concentration, up to 1 hour. When you use a spell slot of 9th level, the duration is concentration, up to 8 hours.

## LAND WAVE

---

*6th level transmutation*

*(Druid)*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Concentration, up to 4 rounds

A wall of stone raises from the earth at a point you choose within range. You can make the wall up to 120 feet long, 120 feet high, and 20 feet thick. The wall lasts for the duration.

When the wall first appears and at the start of each of your subsequent turns, the wall, along with any creatures in front it, moves 30 feet away from you. Any Huge or smaller creature in front of the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d8 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 30 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d8. When the wall reaches 0 feet in height, the spell ends.

A creature caught by the wall must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

## BREAK MIND

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*9th level evocation*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 year

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you. The charmed creature regards you as its god (or other status of your choice) and will do anything in its power to please you, regardless of the potential harm it could cause to itself.

**Monkey Note:** Using this spell is doubtlessly one of the worst acts one can commit.



# BONUS SPELL

## POWER WORD CHICKEN

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*3rd level conjuration*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

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

You speak a word of power that summons the righteous fury of roosters. Each creature in 10-foot-radius, 40-foot-high cylinder centered on a point within range will now face the madness of the poultry. Each creature in the circle must succeed on a Dexterity saving throw or be grappled by the onslaught of chickens and take 2d6 piercing damage. In addition, as part of casting this spell and on subsequent turns as an action, you can cause the birds to attack. Each creature in the cylinder must succeed on a Constitution saving throw or take 3d8 slashing damage or half as much on a success. A grappled creature can repeat the Dexterity save at the start of each of its turns, ending the effect on a success.

**At higher levels:** When you cast this spell using a spell slot of 4th level or higher, the slashing damage increases by 1d8 for each slot level above 3rd.



Art CC0



# Floristers





## ARCANE BEFUDDLER

*Their cackling laughter often filling the air, these creatures are the happiest when they can mess with mages, making them lose control of their magic, often to a horrible end.*

**Born of Magic.** Arcane befuddlers come to life in areas tainted by magic. Often the results of chains of counterspells, the broken arcane in that area coalesces into these tiny tricksters. The constant magical energy that flows in them grants them flight and limited control of magic, just enough to be a nuisance.

**Prized possessions.** Many martial combatants seek out these tiny creatures. Indeed, having one as a friend or servant proves to be very useful in battle against mages, as they disturb the magic, creating massive opportunities. Many wars have been won on the back of these little fellows. Arcane befuddler often benefit from this deal, as annoying others is what they find most satisfying. Simply be wary that they do not redirect the spell towards you.

**Unstable Nature.** By nature, arcane befuddlers are very chaotic. The most chaotic of them all are those that transformed a spell in a fireball. From that point forth the befuddler will become obsessed with the fiery explosion, and will try with every cell of its being to reproduce that effect. Once that happens, the arcane befuddle transforms into a far more aggressive pyromaniac befuddler. The pyromaniac fey delights in scorching others, receiving their yells of agony with great joy.

### OPTIONAL RULE - ARCANE SPAWNED:

When your players *counterspell* a *counterspell* or vice versa, this can cause an arcane befuddler to spawn. Roll 1d2, on 1 a befuddler appears. For each counterspell after the second one, another arcane befuddler appears.

### BEFUDDLING TABLE

d8	New Spell
1	bane
2	command
3	faerie fire
4	gaseous cloud
5	grease
6	spike growth
7	slow
8	confusion

Art by Indi Martin, used with permission



## ARCANE BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 15 (natural armor)

**Hit Points** 21 (6d4 + 6)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The arcane befuddler makes two mage slap attacks.

**Mage Fist.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Mage Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

### Reactions

**Befuddle.** When a creature within 30 feet of the arcane befuddler casts a spell, the arcane befuddler can use its reaction to transform it. The spell becomes another spell of on the Befuddling Table (below), and if applicable the arcane befuddler chooses the new target(s) of the spell or area of effect of it. The DC of the spell is that of the original caster.



## PYROMANIAC BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 17 (natural armor)

**Hit Points** 38 (11d4 + 11)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Damage Resistances** cold

**Damage Immunities** fire

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The Pyromaniac befuddler makes two fire slap attacks.

**Firebolt.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

**Fire Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

### Reactions

**Cold Befuddle.** When a creature within 60 feet of the Pyromaniac befuddler casts a spell of 2nd level or lower, the Pyromaniac befuddler can use its reaction to counter it. The spell fails and has no effect. The original caster takes an amount of cold damage equal to the level of the spell (minimum of 0).

**Hot Befuddle.** When a creature within 30 feet of the Pyromaniac befuddler casts a spell of 3rd level or higher, the Pyromaniac befuddler can use its reaction to transform it. The spell becomes a *fireball* spell of the same level centered on the caster. The DC of the spell is that of the original caster.







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## DANDEXPLOSION

*Very common in the Fey realms, these carnivorous plants feed on unfortunate creatures that come near their grasping tendrils.*

### DISGUISED MONSTER

The dandexplosions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell tell sign that a dandexplosion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. Sometimes up to 12 of them set up in the same field, turning it into a very dangerous hazard.

### CARNIVOROUS PLANT

The dandexplosion will often wait until its prey is close enough before revealing itself, grasping onto the creature and devouring them, be it with their bite or their absorbing tendrils. If one tries to run away, a fiery hell will rain down on it, cooking it to the taste of the dandexplosion. Perhaps one of their most surprising trait is that this fire doesn't seem to affect plant life.

## DANDEXPLOSION

*Large plant*

**Armor Class** 19 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	16 (+3)	6 (-2)

**Skills** Perception +6, Stealth +4

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 10 ft., tremorsense 60 ft., passive Perception 16

**Languages** —

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

**False Appearance.** While the dandexplosion remains motionless, it is indistinguishable from a normal Fey dandelion.

**Grasping Tendrils.** The dandexplosion can have up to five tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the dandexplosion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

### Actions

**Multiattack.** The dandexplosion makes three attacks with its tendrils, uses Reel or Absorb, and makes one attack with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Absorb.** The dandexplosion absorb the life of each creature grappled by it. Each creature takes 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration .

**Tendril.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the dandexplosion can't use the same tendril on another target.

**Reel.** The dandexplosion pulls each creature grappled by it up to 25 ft. straight toward it.

**Explosive Pollen [Recharge 6].** The dandexplosion unleashed its pollen in an area in a 100 feet radius around it. The area of the explosion consists of up to ten 10-foot cubes, which it can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 14 Dexterity saving throw. It takes 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area is unaffected by this effect.



## DUCK MAGE

Medium beast (Duck), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (11d8)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

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

**Spellcasting.** The duck mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

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

3rd level (3 slots): *counterspell*, *fireball*, *power word chicken\**

4th level (3 slots): *greater invisibility*, *dimension door*

5th level (1 slot): *cone of cold*

\*Part of the Fey-Tastic Compendium.

### Actions

**Beak.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Intimidating Flutter.** The duck mage beats its wings furiously in an intimidating display. All creatures in a 10-foot radius centered on it must succeed on a DC 14 Wisdom saving throw or be frightened of the duck mage for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on a success.

### Reactions

**Emergency Flutter.** The duck mage can move up to 10 feet as a reaction when a creature moves within 5 feet of it. This reactive movement doesn't provoke opportunity attacks.



## DUCK MAGES

*What were the Hags thinking ?*

Duck mages are the creation of kind and loving hags, who viewed trapping a human soul inside the body of a duck as a legitimate torture. The poor creatures became the slaves of such hags, doing their bidding.

Perhaps by fate, many such creations manage to escape their creators and now roam freely in the wild, in search of a cure for their condition.

Many were driven mad by their new form, causing rampages. Ducks were not the only animals gifted a human soul, many other animals endured that treatment, such as bunnies, dogs, cats, oxes, some even mention owlbears.

Art by Jacob e. Blackmon



# FEY DUCKS

These are some of the most bloodthirsty monsters you'll find in the Fey. Beware if you ever cross their path. Peace is not an option.

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## FEY DUCK

Large fey (Duck), any chaotic

**Armor Class** 13

**Hit Points** 52 (7d10 + 14)

**Speed** 10 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	4 (-3)	14 (+2)	8 (-1)

**Skills** Survival +4

**Senses** passive Perception 12

**Languages** Duck

**Challenge** 3 (700 XP)

**Berserk.** Whenever the fey duck starts its turn with 20 hit points or fewer, roll a d6. On a 6, the fey duck goes berserk. On each of its turns while berserk, the fey duck attacks the nearest creature it can see. If no creature is near enough to move to and attack, the fey duck attacks an object, with preference for an object smaller than itself. Once the fey duck goes berserk, it continues to do so until it is destroyed or regains all its hit points.

**Blood Frenzy.** The fey duck has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Rampage.** When the fey duck reduces a creature to 0 hit points with a melee attack on its turn, the fey duck can take a bonus action to move up to half its speed and make a beak attack.

### Actions

**Multiattack.** The fey duck uses its intimidating flutter. It then makes two attacks, one with its beak and one with its talons.

**Intimidating Flutter.** The fey duck beats its wings furiously in an intimidating display. All creatures in a 15 feet radius centered on it must succeed on a DC 12 Wisdom saving throw or be frightened of the fey duck for 1 minute. A frightened creature can repeat the save at the end of each of its turn, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the duck's Frightful Presence for the next 24 hours.

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

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

### Reactions

**Emergency Flutter.** The fey duck can move up to 10 feet as a reaction when a creature moves within 5 feet of it. This reactive movement doesn't provoke opportunity attacks.



## GUIDING FAIRY

*Tiny fey (fairy), any good*

**Armor Class** 14  
**Hit Points** 7 (3d4)  
**Speed** 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	11 (+0)	8 (-1)	13 (+1)	14 (+2)

**Senses** passive Perception 11  
**Languages** Sylvan  
**Challenge** 0 (10 XP)

**HEY! LISTEN!** The guiding fairy can cast *find the path* at will, without requiring any material components.

### Actions

**Boop.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d1) bludgeoning damage.

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## TOOTH FAIRY

*Tiny fey (fairy), any alignment*

**Armor Class** 14  
**Hit Points** 7 (3d4)  
**Speed** 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	11 (+0)	8 (-1)	13 (+1)	14 (+2)

**Skills** Perception +3, Stealth +8  
**Senses** passive Perception 13  
**Languages** Sylvan  
**Challenge** 0 (10 XP)

**Innate Spellcasting.** The tooth fairy's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility (self)*, *misty step*

**Fair(y) Trade.** When the tooth fairy finds a tooth under a pillow, it takes it and leaves 1 copper piece in exchange.

**Locate Teeth.** The fairy can sense and locate any milk teeth that has been dislodged in a 1 mile radius around it.

### Actions

**Boop.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 (1d1) bludgeoning damage.





## BONE FAIRY

Large fey, any evil

**Armor Class** 15 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (-4)	12 (+1)	15 (+2)

**Skills** Perception +4, Stealth +10

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

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

**Bone Tear.** A bone fairy's saw-like jaws excel at dismembering prey. When the bone fairy scores a critical hit, the target takes an additional 14 (4d6) slashing damage and must succeed on a DC 15 Strength saving throw or lose an appendage. Roll on the following table for the result:

- 1-2: right hand
- 3-4: left hand
- 5-6: right foot
- 7-8: left foot
- 9: right forearm
- 10: left forearm
- 11: right lower leg
- 12: left lower leg

**Dread Ambusher.** The bone fairy has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit that the bone fairy scores against a creature that is surprised is a critical hit.

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

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

At will: *misty step*

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.



## BONE FAIRY

### LORE

Whereas people enjoy the benevolent actions of the tooth fairy, most fear its elder sister, the bone fairy. This fey is malevolent to the core. Whereas the tooth fairy acts of its own accord to give money to children, the bone fairy is offered gold to tear off the limbs of a few unfortunate souls.

### HISTORY

Once tooth fairies themselves, greed overtook them. Why should they share their gold, their money with anyone else. That thinking engraved itself into them, twisting their very core, altering their powers. They now make humans kneel before them, and offer them more of the precious gold. In exchange, they'll rip and tear without a second thought. Point them to a target, and watch the carnage. Pray you're not next on the list.

#### GM Note:

Ripping limbs off might not work for every table, so make sure your players are on board before unleashing this. In addition you can use the following rule:

A limb cut by a Bone Fairy is a perfect cut. To put the limb back together, simply apply it to the cut area and use a healing spell of 2nd level or higher, and it will re-attach.

Art by Bradley K McDevitt



# BERILUC

## CRUEL EXPERIMENTS

These creatures used to be pacifists, peacefully wandering the land, until hags decided to meddle with them. They saw the potential in these creatures, and casted a curse on them, turning the once peaceful beings into blood thirsty beasts. A genocide took place, the cursed creatures destroying the original berilucs. Now only the monsters remain.

## TRAPPERS

Beriluc use their impressive stealth to hide in the shadows. When an unwary creature walks by, they'll exchange places with them, to prevent them from moving, before delivering a slow and destructive hit, shattering their innards. They hunt not for survival, neither for fun, it seems as if a greater calling is driving them.



Art by Jacob e. Blackmon

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## BERILUC

*Small fey, neutral evil*

**Armor Class** 15

**Hit Points** 90 (20d6 + 20)

**Speed** 40 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

14 (+2) 20 (+5) 12 (+1) 11 (+0) 12 (+1) 15 (+2)

**Saving Throws** Dex +7

**Skills** Perception +5, Stealth +9

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish, Sylvan

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

## Actions

**Multiattack.** The beriluc makes two claw attacks.

**Fast Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Slow Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. This attack automatically fails if the target has a movement speed other than 0.

**Swaperoo.** The beriluc forces two target creatures within 60 feet of it that it can see, of which it may be one, to instantly swap positions. Each swapped hostile creature must then succeed on a DC 12 Charisma saving throw, or have their speed reduced to 0 until the end of the beriluc's next turn.

*These vicious creatures will trap you in place before slicing you to pieces.*





Art by Jacob e. Blackmon

## KILLER VINE

### BAD PLANTS

There is bad herbs, and then there is the killer vine. It grows in the Fey or in places where the fey influence is strong. It propagates really fast, devouring other plants in the vicinity. Thankfully many monsters have developed a taste for it, as it has digestive benefits, causing the population of the particular plant to dwindle at the same rate that it grows, ensuring a stable system.

If all Fey creatures are wiped an early sign is the fact that these plants are overrunning the local flora.

### HUNGRY PLANTS

The killer vines kill not for fun but for sustenance. They go dormant after a big kill, taking the time to digest their new source of calories.

## KILLER VINE

*Tiny plant, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 18 (4d4 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

**Skills** Stealth +1

**Damage Vulnerabilities** fire

**Damage Resistances** piercing

**Condition Immunities** blinded, deafened

**Senses** tremorsense 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**False Appearance.** While the killer vine remains motionless, it is indistinguishable from a regular vine.

### Actions

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the vine can't constrict another target.

**Deadly Poison.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is grappled by the vine, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

*When walking through the Fey, mind your steps, even the smallest of creatures might try to kill you.*



# EERIE BEAST

## GHOST KILLERS

Eerie beasts are born from the Fey and hunt all extraplanar beings that roam there, mostly undead that came back from beyond. They are capable of tracking them all the way to the Ethereal Plane and back. They are sturdy and aggressive, capable of leaping behind foes unseen, to deliver deadly strikes.

## LIFE OF DEVOTION

Many Fey Noble prove themselves by hunting and taming an eerie beast. It becomes their companion through life. Once a bond is formed, the eerie beast will only recognize one master, and if their owner were to die, the beast dies from sadness a few days later. This bond is something beyond rational understanding.

## RUTHLESS KILLERS

Eerie beasts which aren't tamed are extremely dangerous, as they can wander the Ethereal Realm unseen in search of their next prey. They feast on hags and other dangerous Fey creatures, and despite their bestial look possess a wisdom that few can match. As such trapping one is near impossible, and a bloody battle almost always ensues.



Art by Jacob e. Blackmon

They can be loyal beasts, but they only have one master. Brought inside of a town, they can cause disaster as soon as their master is gone.

## EERIE BEAST

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 102 (12d10 + 36)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	15 (+2)	8 (-1)

**Skills** Perception +5, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** truesight 60 ft., passive Perception 15

**Languages** —

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

**Avoidance.** If the eerie beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ethereal Sight.** The eerie beast can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Ghostly Leap.** As a bonus action, the eerie beast can teleport up to 30 feet to an unoccupied space that it can see.

**Keen Sight and Smell.** The eerie beast has advantage on Wisdom (Perception) checks that rely on sight or smell.

## Actions

**Multiattack.** The eerie beast makes two attacks with its claws

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) force damage.

**Etherealness.** The eerie beast magically enters the Ethereal Plane from the Material Plane, or vice versa. If the eerie beast takes force damage, it can't use this action during its next turn.

**Death Gaze (Recharge 5-6).** One target within 30 feet of the eerie beast that it can see must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 31 (7d8) psychic damage. If the creature drops to 0 hit points from this damage, it dies.





## THE HUNTER FROM BEYOND

*What madness lurks inside this creature's mind?*

### ENVOYS OF OTHER BEINGS

The Elder Gods, and other entities that lurks in the Realms of Madness have little care, or interest for events of the mortal Planes. Yet, sometimes, a creature catches their curiosity, or perhaps their ire. These poor souls rarely escape their fate and slowly succumb to madness.

If the creature was evil enough during its life, it may turn into a hunter from beyond, a puppet of these Elder Gods.

### HIDDEN THREATS

Hunters from beyond are found within all societies, hidden behind their magical disguises. Their abilities allow them to mix with the higher spheres of societies, influencing kings and emperors. Other times they'll kill and replace a trusted advisor, to get closer to the rulers, before murdering them, destabilizing entire kingdoms.

### CRYPTIC GOALS

As envoys of Aberrant Deities, their goals are as abstract as those of their masters. No one knows for sure why one becomes the target of a hunter from beyond, but few survive such assaults. Once they have their sight set on you, you'll find no safe place to rest. Their favorite hunting grounds are the Fey Realms, ripe with creatures trapped by their own madness.

#### GM Note

Upon slaying a Hunter from Beyond whose mask wasn't destroyed, players can loot the mask from the corpse.

#### WHISPERING MASK

*wondrous item, very rare (requires attunement)*

This mask emanates an aura of madness, twisting the reality around it. The mask can transfer a fraction of its power to its owner. Wearing the mask grants you resistance to psychic damage and telepathy up to 60 feet.

This mask has 10 charges that it regains daily at dawn. While wearing the mask and being attuned to it you gain the following benefits: you can cast the *misty step* or *tongues* spell by expending 1 charge. You can expend 3 charges to cast the *blink* spell. You can also cast the *scrying* or *contact other plane* spell by expending 5 charges.

**Curse:** Each time a creature equips the mask it must succeed on a DC 15 Wisdom saving throw or gain a random long-term madness. In addition, each hour that the creature keeps the mask on, or each time it casts a spell using the mask, it must make another saving throw, gaining an additional long-term madness on a failure. Once a creature has 3 long-term madneses from the mask, that creature turns into a Hunter from Beyond. Destroying the mask of such a hunter reverts the creature back to their true form.

*Art by Riptaid*



## HUNTER FROM BEYOND

Medium aberration, any non-good alignment

**Armor Class** 16 (natural armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 40 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

11 (+0) 16 (+3) 14 (+2) 19 (+4) 17 (+3) 16 (+3)

**Saving Throws** Dex +7, Int +8, Cha +7

**Skills** Acrobatics +7, Deception +7, Perception +7, Stealth +11

**Damage Immunities** psychic

**Senses** passive Perception 17

**Languages** Deep Speech, telepathy 60 ft.

**Challenge** 11 (7,200 XP)

**Assassinate.** During its first turn, the hunter from beyond has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

**Innate Spellcasting.** The hunter from beyond's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *tongues*

3/day each: *dimension door*, *scrying*

1/day each: *contact other plane*, *planeshift (self)*

**Maddening Whispers (Aberrant Form Only).** Creatures that start their turn within 10 feet of the hunter from beyond, or enter that area for the first time on their turn, must succeed on a Wisdom saving throw or become frightened of the hunter from beyond for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Maddening Whispers for the next 24 hours.

**Masked Creature.** The mask gives power to the hunter from beyond. It can be destroyed to limit those powers. It has 18 AC and 25 hit points and is immune to psychic and poison damage. Area of effect spells that affect the hunter from beyond do not affect the mask. If the mask is destroyed, the hunter from beyond cannot use its Change Shape or Etherealness actions, nor can it enter the Ethereal Plane with its Vanishing Strike. The mask reforms after 24 hours.



**Sneak Attack (1/Turn).** The hunter from beyond deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the hunter from beyond that isn't incapacitated and the hunter from beyond doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The assassin makes two shortsword attacks, it can replace the second shortsword attack by a vanishing strike.

**Shortsword. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

**Demented Gaze (Aberrant Form Only).** The hunter from beyond stares down one creature it can see within 80 feet of it, and the visions of incomprehensible madness fills their mind for a moment. The target must succeed on a DC 16 Intelligence saving throw or take 23 (3d12 + 4) psychic damage.

**Vanishing Strike (Aberrant Form Only). Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw the hunter from beyond enters the Ethereal Plane from the Material Plane.

**Change Shape.** The hunter from beyond magically polymorphs into a small or medium humanoid, or back into its true aberrant form. Its statistics are the same in each form. Any equipment the hunter from beyond is wearing or carrying isn't transformed. If the hunter from beyond dies, it reverts to its true form.

**Etherealness.** The hunter from beyond magically enters the Ethereal Plane from the Material Plane, or vice versa. When exiting the Ethereal Plane the hunter from beyond can do so as a bonus action.



## MYVRANDILIC LILY

As other flowers bloom with life, so does the Myvrandilig Lily bloom with death. Originating as a thorn of Myvrandil, the Seed of All Evil, these flowers observe silently, before returning the information to their mother.

Art By The Fluffy Folio



### MYVRANDILIC LILY

*Tiny plant, neutral evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Stealth +5

**Damage Resistances** fire, necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal

**Challenge** 1/2 (100 XP)

**False Appearance.** While the lily remains motionless, it is indistinguishable from a regular lily.

**Myvrandilig Essence.** The lily's creature type is both plant and undead.

**Myvrandilig Communication.** The lily can communicate with undeads and plants, even if they don't share a language. In addition, undead creatures of CR 1/2 or lower within 60 feet of the lily follow its command, provided they aren't under another creature's control.

#### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 3 (1d6) necrotic damage on a failed save, or half as much damage on a successful one.



### VARIANT: MYVRANDILIC LILY FAMILIAR

At the DM's discretion, warlocks with the Pact of the Chain feature can choose a myvrandilic lily as their familiar, in addition to the forms listed in the PHB. When such a familiar takes the form of a myvrandilic lily, it gains the statblock below instead.

## MYVRANDILIC LILY (FAMILIAR)

*Tiny plant, neutral evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Stealth +5

**Damage Resistances** fire, necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal

**Challenge** 1 (200 XP)

**False Appearance.** While the lily remains motionless, it is indistinguishable from a regular lily.

**Magic Resistance.** The Myvrandilic Lily (Familiar) has advantage on saving throws against spells and other magical effects.

**Myvrandilic Essence.** The lily's creature type is both plant and undead.

**Myvrandilic Communication.** The lily can communicate with undeads and plants, even if they don't share a language. In addition, undead creatures of CR 1/2 or lower within 60 feet of the lily follow its command, provided they aren't under another creature's control.

### Actions

**Sting.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Floral Vanish (Recharges on a Short or Long Rest).** The lily magically teleports, along with any equipment it is wearing or carrying, to an unoccupied space next to its summoner. This ability only works if the summoner is within 1 mile of the lily.



## CRYSTALLINE CREATURES

Below are detailed a few creatures that have been influenced by the corrupting crystals of the Fey.

### ALTERED NATURE

None of these creatures used to have this appearance or behavior. By chance, or by a terrible fate, they wandered deep inside of the Fey unprepared for what it had. Those creatures fell to the madness of these crystals, and since then have been on a completely different mission.

### POWERFUL FOES

Although the crystals did take away their sanity, it has granted them tremendous powers in return. A skin so thick for regular weapons to pierce, an affinity for magic which preserves them against mages, and powerful abilities to break their foes. If you are to encounter a monster covered in crystal, run.

### GUARDIANS OF THE REALM

The crystals that corrupted these creatures have left them in specific locations with a purpose. To protect the land and the riches it contains. Crystalmind beings have left these behind to protect their assets and the knowledge that they have stored over the years.



## CRYSTALLINE WATCHER

Medium monstrosity, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	2 (-4)	13 (+1)	9 (-1)

**Skills** Perception +7

**Damage Resistances** acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** —

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

**Magical Absorber.** The crystalline watcher has resistance to all damage from spells and advantage on saving throws against spells and other magical effects.

**Breaking Body.** Whenever the watcher takes damage from a weapon attack, any creature within 5 feet of takes 2d10 piercing damage, as crystals break off and strike those around.

**Dispelling Strikes.** If a creature struck by the watcher's Crystalline Smash attack while under the effects of a magical spell effect of 3rd level or lower, the effect is immediately dispelled. If of 4th level or higher, the effect endures.

### Actions

**Multiattack.** The watcher makes two crystalline smash attacks.

**Crystalline Smash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

**Crystal Spray (Recharge 5-6).** The crystalline watcher magically sprays shards of crystal in a 15-foot cone. Each target in that area takes 17 (7d4) piercing damage, or half damage with a successful DC 15 Dexterity saving throw. In addition, each creature that failed the saving throw must expend one spell slot of their choice.

art by Octivirate Entertainment



Art by Tony "MrKrane" Carter

## CRYSTALLINE KEEPER

Large monstrosity, unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +4

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** slashing

**Condition Immunities** petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

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

**Magical Absorber.** The keeper has resistance to damage from spells and advantage on saving throws against spells and other magical effects.

### Actions

**Crystalline Smash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

**Crystalline Shards.** *Ranged Weapon Attack:* +8 to hit, 30/60 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

**Crystal Breath (Recharge 5-6).** The keeper exhales crystal powder in a 20-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, a target begins to turn to crystal and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or a dispel magic spell of 5th level or higher.





## CRYSTALLINE MINOTAUR

Large fey, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Sylvan

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

**Magic Resistance.** The crystalline minotaur has advantage on saving throws against spells and other magical effects.

**Charge.** If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore 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 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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

At will: *absorb elements*

### Actions

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.





## CRYSTALLINE BEHEMOTH

*Huge monstrosity, unaligned*

**Armor Class** 19 (natural armor)  
**Hit Points** 256 (19d12 + 133)  
**Speed** 60 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	18 (+4)	13 (+1)

**Saving Throws** Str +14, Dex +6, Con +13, Wis +10

**Skills** Athletics +14, Perception +16

**Damage Immunities** fire, poison

**Condition Immunities** blinded, charmed, deafened, frightened, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** -

**Challenge** 17 (18,000 XP)

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

### Actions

**Multiattack.** The behemoth can use its Dispelling Shards. It then makes three attacks: one with its empowered crystalline smash and two with its crystalline claws.

**Empowered Crystalline Smash.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

**Crystalline Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Dispelling Shards.** The behemoth shoots out shards against all creatures within 60 feet of it. These stick to the body and begin severely poisoning it, as well as draining its magic. Each creature within the area must make a DC 16 Constitution saving throw or be poisoned for 1 minute. In addition, all magical effects within the area are targeted with a *dispel magic* spell, cast at 3rd level. If rolls are needed, the behemoth's spellcasting ability is Wisdom. A creature that succeeds this saving throw becomes immune to the poison for 24 hours.

**Crystal Breath (Recharge 5-6).** The behemoth exhales pure crystals in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) piercing damage on a failed save, or half as much damage on a successful one.



### Legendary Actions

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

**Detect.** The behemoth makes a Wisdom (Perception) check.

**Smash Attack.** The behemoth makes a crystalline smash attack.

**Shard Explosion (Costs 2 Actions).** The behemoth explodes with shards. Each creature within 10 ft. of the behemoth must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) piercing damage and be knocked prone. This attack also dispells all spell effects of 3rd level or lower within 10 feet of the behemoth.



## CALAMITY MONKEY

*Small fey, chaotic*

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	8 (-1)	6 (-2)

**Skills** Acrobatics +4

**Damage Immunities** all

**Condition Immunities** blinded, charmed, deafened, frightened, grappled, invisible, paralyzed, petrified, poisoned, restrained, stunned

**Senses** truesight 120 ft., passive Perception 9

**Languages** —

**Challenge** 1/8 (25 XP)

**Sleep Depraved.** The Calamity Monkey can be put to sleep by singing it lullaby. A player within 30 feet of it must use its action to succeed on a DC 11 Charisma (Performance) check. If the lullaby is sang successfully 3 rounds in a row the Calamity Monkey falls asleep for 1d100 years, or until a creature attacks it.

**Tempestuous Offspring.** The Calamity Monkey is immune to spells and magical effects. The only exception is the *sleep* spell

### Actions

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



*Simply a mini monkey god that cannot be stopped.  
A tempestuous child, that should be put to bed.*

## TERROR CHILD

Unleashed upon a party the calamity monkey brings disaster, tearing through clothes and food, turning what could be a pleasant party into an absolute disaster. Wizards often hear of the tale of this monster, and many prepare a sleep spell just for that occasion.



# DEAD WOOD

Like treants, but really evil

## CORRUPTED SAP

These treants have been corrupted by hags during vile rituals. They perished but were brought back, as different beings, in touch with death. Death that they can summon to their aid to finish the unfortunate creatures that walk near them.

## SEED OF EVIL

These trees populate the forest of the Seed of Evil, one of the most ancient and corrupted beings that exists. It defends that forest with its body, turning any who dare step in into that forbidden part of the fey into more corpses to feed on.

Art by Tony "MrKrane" Carter



## DEATH WOOD

Huge plant, chaotic evil

**Armor Class** 16 (natural armor)  
**Hit Points** 126 (11d12 + 55)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	17 (+3)	14 (+2)

**Damage Resistances** bludgeoning, necrotic, piercing  
**Senses** passive Perception 13  
**Languages** Common, Druidic, Elvish, Sylvan  
**Challenge** 9 (5,000 XP)

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

**Siege Monster.** The death wood deals double damage to objects and structures.

**Corrupting Aura.** Non undead creatures that start their turn within 10 feet of the death wood or enter that area for the first time on their turn, must succeed on a DC 17 Constitution saving throw or take 7 (2d6) necrotic damage and become poisoned for 1 hour. A poisoned creature can repeat the saving throw at the end of its turn, ending the effect on a success.

### Actions

**Multiattack.** The death wood makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and 5 (1d10) necrotic damage

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Summon Death (1/Day).** The death wood summons an avatar of death to its aid. It has the HP of one of the creatures the death wood is fighting, the death wood chooses which. The avatar of death will attack that creature exclusively until it dies, at which point the avatar of death vanishes.



# BONUS: LEPRECHAUN BOSS FIGHT

## PLOT HOOKS:

- The party needs gold and heard about an evil leprechaun hoarding gold (or good if your party is evil).
- The party has been sent by the town to stop the antics of a leprechaun terrorising the village and playing harmful pranks on them. The last one was a piano dropped from a height of 100 feet that killed a person.
- The party has been following a rainbow for gold, and must now face its guardian.

## LEPRECHAUN

*Small fey, any chaotic*

**Armor Class** 13  
**Hit Points** 63 (18d6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	15 (+2)	14 (+2)	17 (+3)

**Skills** Acrobatics +5, Deception +5, Performance +5, Persuasion +5, Sleight of Hand +5

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Sylvan

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

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

At will: *charm person*, *invisibility (self)*, *minor illusion*, *misty step*, *presdigation*, *shillelagh*  
1/day each: *hypnotic pattern*, *major image*

**Outrageous Luck.** When the Leprechaun rolls a 3 or lower on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

**Sneak Attack (1/turn).** The leprechaun deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the leprechaun that isn't incapacitated and the leprechaun doesn't have disadvantage on the attack roll.

## Actions

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

**Coin Throw.** *Ranged Weapon Attack:* +5 to hit, range 45/90 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

## BOSS FIGHT

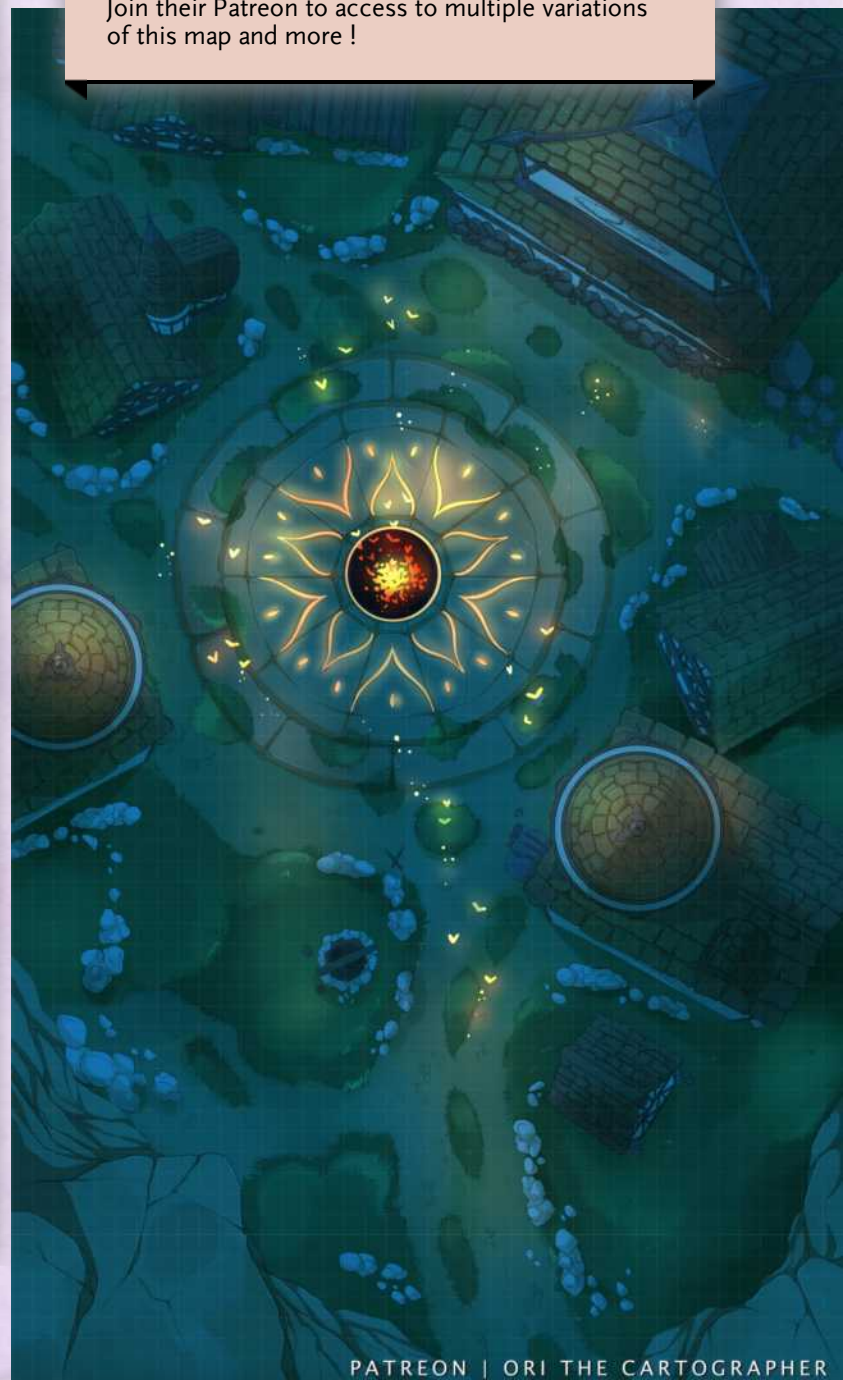
The following is a boss fight optimized for **4-6 players of 3rd level**. I recommend running the boss after 2 fights and a short rest, as to not arrive with full resources.

## BOSS ACTIONS

- **1st round:** On initiative 20, losing initiative ties, the leprechaun summons **2 blink dogs** to its aid, they each roll their own initiative.
- **Upon Reaching 0 hit points or lower for the first time:** The leprechaun doesn't die and instead teleports to the center of the arena, regains 32 hit points and is immune to damage until the start of his turn, where he begins the Immortal Dance. The dance lasts until the beginning of his next turn.

MAP CREATED BY [ORI THE CARTOGRAPHER](#)

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## IMMORTAL DANCE

---

During the Immortal dance, the leprechaun is immune to all damage and conditions and has 2 legendary actions that he can use to toss a coin, on top of his normal action on his turn that can only be used to toss a coin.

Toss a coin:

- **Heads:** The floor in front of each open petal flower (Appendix A: Yellow) lights up. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) radiant damage.
- **Tails:** The closed petals brighten and rainbow colors pulse from them (Appendix A: Blue). Each creature in the area on the floor in front of each of them must succeed on a DC 13 Wisdom saving throw or be blinded until the end of the leprechaun's next turn. One **blink dog**, friendly to the boss, appears each time a creature is blinded by this effect.

## AFTERMATH

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Once the leprechaun neutralized his cauldron of gold appears in the center of the arena, filled with 500 gp. Hurray !

Art CCO



## APPENDIX A: IMMORTAL DANCE

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- Area in Blue: Tails
- Area in Yellow: Heads





# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover by Wouter Florusse Art

Each artist listed on the page of the respective art

And now onto the next project...

Cheers !

**IF YOU ENJOYED THIS COMPENDIUM, YOU CAN JOIN US ON [PATREON](#) TO GAIN ACCESS TO TONS OF 5E CONTENT TO AMAZE PLAYERS AND GMS !**





**A MASSIVE THANK YOU TO ALL MY PATRONS, AND  
ESPECIALLY TO:**

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