



THE WENDING WOLD

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THE WENDING WOLD

“It’s not a place you can intend to find, no—it’s a place that finds you. If you’re here, it’s because the Wold wants you here. It means for you to do something important. For what—or for whom—only you can tell.”

Six hundred years ago, the quiet halfling village of Im Iyrdylin vanished into thin air. What little records remain of that day all tell a similar story: the village simply disappeared in the midst of a human incursion, leaving the invaders baffled and inspiring countless stories. From then on, tales spread of the land being haunted by malevolent spirits, and the region has remained unsettled ever since.

In truth, the halflings of Im Iyrdylin didn’t vanish, but were instead sequestered within a demiplane by the unlikely of sorcerers: a young halfling boy by the name of Sanemin. This demiplane is a near-perfect recreation of Im Iyrdylin and its surrounding lands, which its inhabitants now call “the Wending Wold.” Within the Wending Wold, the halflings have lived as immortal beings for over six centuries, never knowing pain, violence, or prejudice. They have forgotten—or, more accurately, been made to forget—their former lives on the Material Plane; theirs is a world of eternal spring, a harvest that never withers, and ale that never stales.

For six hundred years, this tranquil realm has remained undisturbed, hidden from the eyes of mortals. But now, a crisis threatens the Wold: an ancient witch, Geminara, has unearthed the nature of the halflings’ demiplane and taken root in its very heart, corrupting the isolated plane and upsetting its delicate peace. If allowed to live, Geminara will consume everything in her path and create an impenetrable realm of her own wicked creation. The Wending Wold will be extinguished, and any hope of reconnecting Im Iyrdylin and its people to the Material Plane will be lost.

The fate of the Wending Wold hangs on the edge of a knife.

SANEMIN’S LEGACY

The Wending Wold is unique among typical demiplanes: its existence is maintained by Sanemin himself, who lives within its space. The plane is a preserved and protected recreation of Sanemin’s world as he knew it: its people are his people, their culture kept safe and untainted by outside influence.

Who Was Sanemin? Sanemin was a young halfling boy who lived over six hundred years ago, in the remote highland community of Im Iyrdylin.

What Happened to Him? When Sanemin’s community came under attack by marauders, the boy could do nothing but watch as his people were slaughtered. In a potent moment of desperation and rage, something odd happened: a song came to him, filled with strange and wishful words more powerful than anything his people had ever known. When Sanemin sang it, amidst the cries of agony and keening of steel, his wish came true. Suddenly, both his people and the lands he knew—what little of it there was, anyway—were laid out before him and at peace once more—it was through this unlikely magic that Sanemin had preserved his land and people within an iron-clad vision of “home”.

The Wold exists as an extension of Sanemin’s memory and unhurt youth, like a snowglobe that can’t be shaken. Sanemin’s will extends throughout the demiplane, granting him limited, deific powers within that space. This is the true nature of his legacy—nothing changes within the Wold be-

cause Sanemin doesn’t permit it. After all, the only change he ever knew was of fire and violence: something he never wants to experience again.

The time has come, however, where Sanemin’s hand may be forced.

What’s Going On Now? The Wending Wold is being eaten from the inside out. Geminara, an ancient witch, tricked Sanemin into letting her inside the demiplane, and is now slowly feeding on the boy’s powerful energy. Sanemin, though old himself, is still stuck in a perpetual state of adolescence; he isn’t equipped to combat Geminara. He has begrudgingly decided to bring in other outsiders for help—the characters (see “The Thief of Song” on page 10 for more information).

ARRIVING TO THE WENDING WOLD

This document assumes that the characters are brought to the Wending Wold by Sanemin himself in his hour of need. If you’d rather have the characters discover the Wold on their own, however, consider the options below.

Discovery. The characters can discover the existence of the Wending Wold through rumor and legend.

- A dwarf adventurer tells a story about being sucked into an alternate dimension where halflings “relive the same day.”
- An obscure text speaks of a halfling boy who rescued his people from human invaders with nothing but a song. The text is from a journal of one of the invaders, who happened to be near the boy while he quietly sang.
- Old military records indicate that a community of halflings simply vanished into thin air during a battle that took place over six hundred years ago.

Research. Once the characters know about the Wending Wold, they can attempt to research its location.

- **Real World Resemblance:** The Wending Wold is a snapshot of a real place as remembered by a child. Though landscapes can change a lot over the course of six hundred years, a character may recognize the Wending Wold’s modern day counterpart from description alone. Where the Wold is, exactly, is up to you, though it should be set in a highland area.
- **Follow Rumors:** Sanemin has been pulling adventurers into the Wold in a desperate attempt to combat Geminara; so far, they have all proven unfit to help, and unceremoniously deposited back onto the Material Plane. The characters can follow this trail of confused adventurers to the Wold’s real life location.

Entry. Finally, having traced the Wending Wold to its counterpart on the Material Plane, the characters can travel there and beseech Sanemin for entry by performing a DC 20 Charisma (Persuasion) group check.

- If the characters offer to help Sanemin, they make this check with advantage.
- Humans in the party make this check with disadvantage; Sanemin can see through any disguise, magical or otherwise.

LIFE INSIDE THE WENDING WOLD

Though the Wold closely resembles the Material Plane, it differs in a number of important ways:

Size & Dimensions. The Wending Wold is a globe with a circumference of only 25 miles and an approximate surface area of 200 miles; a creature that walks in a straight line will arrive at the same destination about 9 hours later.

Illumination & Temperature. It's always springtime inside the Wending Wold, with a high yellow sun, clear blue skies, and cool breezes. The plane follows a typical day and night cycle, except that all sides of the globe experience day and night simultaneously—as a child would reasonably imagine it.

- However, whenever violence breaks out, the sky will immediately darken with thick smoke, followed by a sudden downpour (a manifestation of Sanemin's tears).

Sanemin's Rules. The Wending Wold is a construct of Sanemin's consciousness and memories, granting him a large degree of control over its land and inhabitants. The only exception to this rule is Geminara (and, by extension, her minions), who is too powerful for Sanemin to banish.

- A character that upsets Sanemin (by committing acts of violence against peaceful creatures, going a week or longer without contributing to the village, or defiling Iclia, the sacred tree) will earn themselves and their companions a one-way trip back to the Material Plane. If this happens, Sanemin's trust level resets to 1 (see "The Thief of Song" on page 10).
- Once shunted from the demiplane, the characters must make a DC 25 Charisma (Persuasion) group check to convince Sanemin to let them back in; humans—even disguised ones—make this check with disadvantage.

ECOLOGY OF THE WOLD

The Wending Wold is home to a variety of flora and fauna, many of which will be familiar to anyone living on the Material Plane. However, they all share a key difference: everything is a product of Sanemin's vivid recollection and imagination.

Everything's Magic. The Wending Wold is made entirely out of magic; divination spells meant to find specific objects or creatures inside the Wold automatically fail, and the *detect magic* spell overwhelms the creature casting it, causing it 2 (1d4) psychic damage to the caster at the start of each of its turns until the spell ends.

Wold Halflings. The halflings of the Wending Wold are an ancient offshoot of modern day halflings: they're identical to contemporary halflings, but speak a unique dialect of Halfling that allows them to perform Song Magic (see below). Their primary settlement, Im Iyrdylin, roughly translates to "Littlewatch."

- **Immortal, Sterile People.** The halflings of Im Iyrdylin will live as long as the Wending Wold persists, barring any outright murder or freak accidents. Furthermore, Sanemin's childlike view of the world doesn't account for or allow reproduction.

- **No Memory.** Most of the Wold's halflings don't remember anything from their lives before the demiplane came to be; the only exception are the Elder Songminsters, whose mastery over Song Magic allowed them to retain their mortal memories.
- **Lost Dialect.** Im Iyrdylin halflings speak a special dialect of Halfling that's been lost to time, allowing them to invoke special magic with song. Someone who speaks contemporary Halfling can understand this dialect—albeit with some effort—but even with years of practice couldn't hope to reproduce their unique Song Magic.

Song Magic. Song Magic is a form of spellcasting that allows one to literally sing something into existence; only Im Iyrdylin halflings can use Song Magic. Through it, a singer tells a story so moving that the Wold (and therefore Sanemin) can't help but make it so. To do so, a singer must follow certain rules:

- The singer must make their intentions known, then make a Charisma (Performance) check with a DC of 11 + X, where X equals the level of a comparable spell (at the GM's discretion). On a success, the Song Magic is successful. This check can't be modified in any way.
- If the Song Magic is unsuccessful, the singer can't attempt the same Song Magic again until 24 hours have passed.
- The halflings of Im Iyrdylin, being of a peaceful and happy nature, usually use Song Magic for mundane tasks, such as planting seeds, baking bread, brewing beer, and so on.
- Unlike traditional magic, Song Magic can't be written down, learned, studied, or hardly even remembered. Each song is unique to the moment in which it's performed. Only the oldest and most crucial songs are kept alive by Elder Songminsters inside the Burrow of Recitation—the living library of Im Iyrdylin (see "Burrow of Recitation" on page 8).

Geminara's Minions. Geminara's minions lurk within the shadows of the Discordant Wood. They are manifestations of Geminara's influence; as she grows stronger, her minions grow bolder and more numerous. Refer to "Geminara, Ancient Witch" on page 4 for more information on Geminara, her minions, and her plan to consume the Wending Wold.

GEMINARA, ANCIENT WITCH

Geminara is a powerful hag, or a witch as she calls herself, that's lived for untold centuries. However, in her youth, Geminara was an elven girl named Gemina Aradne; in the intervening centuries, as her legend grew, her name became compounded into what it is today. As the characters learn more about Geminara, the following information can be shared with them.

What Happened to Her? Like Sanemin, Gemina's forest home was decimated by humans; she, too, was a victim of humanity's ruthless expansionism. Orphaned and left for dead, Gemina was found and taken in by a coven of sympathetic hags. Under the coven's guidance, Gemina was given the power and opportunity to take revenge on her human oppressors. She became a witch of the wood, a creature of nightmare, and something human mothers would warn their

children about: “If you hear a woman’s voice call to you from the forest edge, pray, don’t follow.” Driven by hatred, Gemina committed unspeakable atrocities against generations of settlers, who hunted her in turn. With each act of violence and depravity, Gemina lost more and more of her soul; nothing remains there but a pit of hate and the ruthless will to survive.

How Did She Get Here? As humanity expanded and “heroes” wore down her defenses, Geminara was forced to keep moving further and further into untamed wilderness: the very place where Im Iyrdylin once stood. It was in this place that she could feel, and eventually reach out to, Sanemin’s consciousness. Though Sanemin was initially wary of the witch, Geminara had nothing but time. She was able to bond with the boy through their parallel traumas and distrust. Unfortunately for Sanemin, Geminara’s motives were anything but pure. When Sanemin finally opened the Wending Wold to Geminara, the witch immediately set to work on unearthing its greatest treasure.

What Does She Want? Geminara is searching for the memory of Sanemin’s *wish* song, the source of the magic that created the Wending Wold all those years ago. She knows that the memory is sequestered somewhere within the Wold, hidden in something—it could be kept in a single leaf, an errant branch, or even a ladybug. As Sanemin dreams, Geminara corrupts, transforming Sanemin’s vivid imaginings into nightmares. Despite his power, Sanemin is still a child; it’s only a matter of time until Geminara finds and steals the *wish* song. When that happens, the Wold will cease to exist, as will any living memory of it.

Geminara arrogantly believes she can use the *wish* song to reshape the world’s history and eliminate humanity, but this is impossible. As with all Song Magic, the *wish* song can only be sung by an Im Iyrdylin halfling. If the characters fail to stop Geminara and the Wending Wold is lost, centuries of work (both Sanemin’s and Geminara’s) would have been for nothing.

GEMINARA’S MINIONS

As Geminara meticulously searches every square inch of the Wending Wold, her corruption spreads further and further, transforming the demiplane’s flora and fauna into twisted shadows of themselves. You can find each creature’s stat block (except for the awakened shrub) in the appendix.

- **Wailing shadows** shriek at all hours of the day and night, lending the Discordant Wood its name. Their songs are derived from forgotten halfling Song Magic, cultural legacies unearthed by Geminara and callously discarded for not being the one she wants.
- Her most fierce guardians are the **abominable totems**, creatures that resemble burnt, gnarled treants. They keep their baleful eyes fixed on Geminara’s lair, keeping it safe from intruders.
- Even the most benign plant life has taken on vengeful forms. **Badberry bushes** lurk amongst foliage, turnips and pumpkins transform into shrieking **mandrakes**, and the halflings’ potted plants occasionally come to life as **awakened shrubs!**

NOTABLE LOCATIONS

IM IYRDYLIN, “LITTLEWATCH”

Im Iyrdylin, or “Littlewatch” in the Common tongue, was a highland community of halflings that existed over six hundred years ago. Not much is known about these isolated halflings; the only stories of Littlewatch that survive today are legends of its miraculous vanishment, and not of the people or culture that once was.

Within the safe confines of the Wending Wold, Sanemin has recreated Im Iyrdylin to the best of his persistent memory. The town consists of two concentric circles of thatched-roof homes surrounding a large stone square. To the north, fields of vegetables and grains sway under the eternal spring sun; to the south, free-roaming cattle graze on grass that grows back instantaneously. The smell of fresh baked bread, roasted meats, and sweet beer fill the air, as do the happy songs of Im Iyrdylin’s people.

The Everfestival. The halflings of Im Iyrdylin are constantly preparing for and celebrating a holiday called the Everfestival, which begins every day at noon and ends at midnight; it’s the only thing they know, and they don’t wish to do anything else.

- A character that observes the festival and succeeds on a DC 12 Intelligence (History) check realizes that the holiday has a contemporary parallel in halfling culture, except that it only takes place once a year.
- The explanation for the Everfestival is simple: it’s the happiest moment Sanemin ever experienced with his people. Thus, in his recreation inside the Wending Wold, it takes place every day. It is as far from his memories of violence as possible.

Immortal Cattle. Though the cattle are slain and harvested for their meat, the beasts feel no pain and reappear, unperturbed, each day at dawn. A character that thinks to *speak with animals* realizes that these cattle aren’t cattle at all, but expressions of some other creature’s will (i.e. they’re speaking with Sanemin directly). See “The Thief of Song” on page 10 for more information.

GATHERING SQUARE

At the center of Im Iyrdylin lies a courtyard of cobblestone, wherein the halflings gather every day to celebrate the Everfestival. A thin, branchless white tree—which the locals refer to as “Iclia” (or “Adornment” in Common)—grows at the center of the square. Only ten-feet high, the tree would be unremarkable if not for the purpling flowers growing from its surface, which the Im Iyrdylin halflings use to make their festival crowns.

Iclia, the Sacred Tree. Iclia is sacred to the halflings of Im Iyrdylin, though none can remember exactly why; if pressed, the halflings will say that they rely on the tree’s flowers for the festival, which, while true, isn’t the whole story. Iclia is far more important to the Wending Wold than the halflings know, for within its roots lies the memory of the very magic that created and sustains them: the *wish* song. Sanemin himself has forgotten where the memory is stored. He only knows that, should Geminara claim it, the Wending Wold would cease to be. See “The Thief of Song” on page 10 for more information.

HUSTLE AND BUSTLE

At the end of each hour the characters spend in the Gathering Square (or whenever you deem it appropriate), roll a d20. On a result of a 19 or 20, an event happens. Roll on or choose from the table below to see what trouble finds the characters.

HUSTLE AND BUSTLE

d6	Event
1	1d3 + 1 mandrakes (see the appendix) and 1d3 + 1 awakened shrubs start tearing through the Gathering Square, turning over tables, wailing, and causing a general ruckus. A halfling child called Neri (halfling commoner with 1 hit point and no effective attacks) is tearily searching for her pet cat , Ms. Poppet. The characters can track the cat with a successful DC 16 Wisdom (Survival) check, which leads them to the edge of the Discordant Wood. Unfortunately, the cat has since been transformed by Geminara into a hostile saber-toothed tiger ; it still wears its collar.
2	A small earthquake ripples through the Wold, causing festival booths to topple and spooking the halflings (but only for a few moments). The characters see several halfling Acolytes (commoners ; see “Burrow of Recitation” on page 8) rush to the Burrow of Recitation to check on the Elder Songminsters.
3	2d4 living vines (treat them as constrictor snakes , except they’re plants) burst through the cobblestone and begin snapping at anything that moves.
4	A sudden, excruciatingly loud sound—something between a chime and a ghostly moan—rattles the Wold. Characters must succeed on a DC 14 Constitution saving throw or become deafened for 2d6 hours.
5	The characters come across a young halfling boy named Sanemin (see “Sanemin’s Physical Form” on page 8). The boy’s eyes are piercing.
6	Sanemin’s trust level has reached 7, he reveals himself now (see “The Thief of Song” on page 10). Otherwise, he studies the characters in silence, then leaves.

ULEHM, “ROOTGARDE”, TAVERN & INN

Ulehm (“Rootgarde” in Common) is a single-floor structure adjacent to Im Iyrdylin’s Gathering Square, within the village’s inner ring. As the only drinking establishment inside the Wending Wold, it’s almost always busy. During the day, the Im Iyrdylin halflings come to Ulehm to wait for work, and at night, when the Everfestival is finished and all the children have gone to bed, Ulehm becomes the center of a rowdy (but wholesome) afterparty of games and drink.

But Ulehm is not just an ordinary tavern, and “Rootgarde” no idle name: unbeknownst to the halflings, the objects inside the tavern are enchanted to come alive in the event that Im Iyrdylin—and Iclia, its sacred tree—were ever to come under attack.

Pidgin, the Proprietor. An elderly halfling man named Pidgin (halfling **commoner**) has been the proud operator of Ulehm for over six hundred years. He is a genteel and friendly man who does his best to accommodate every visitor to the tavern; when the characters first arrive to the Wending Wold, Pidgin will happily volunteer to acclimate the characters to their new home.

- Characters with a passive Perception of 14 or higher will notice a band of whitened skin on Pidgin’s ring finger; if asked about it, he explains that he lost his wedding ring in Kel-norah, the Discordant Wood (see “Random Encounters” on page 9 for more information).

Noisy Neighbors. The tavern has a single guest room that the characters can use, but it’s adjacent to the common room, meaning that sleeping through the halflings’ afterparty is a challenge unto itself. Unless the characters can soundproof the room somehow (or sleep during the day), they only regain half the normal number of hit points and Hit Dice that they normally would from finishing a long rest.

Enchanted Defenses. If Im Iyrdylin is ever threatened, the following objects inside Ulehm come to life to defend the village.

- 2 **rugs of smothering**
- 4 flying chairs (**flying swords**, except their **Longsword** attack deals bludgeoning damage and its **False Appearance** is that of a chair)
- 6 flying bar towels. Treat them as **flying snakes**, except they have the following changes:
 - It’s a construct instead of a beast.
 - **New Trait: Antimagic Susceptibility.** The towel is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the towel must succeed on a Constitution saving throw against the caster’s spell save DC or fall unconscious for 1 minute.
 - **New Trait: False Appearance.** While the towel remains motionless and isn’t flying, it is indistinguishable from a normal towel.
 - Their **Bite** attack deals bludgeoning damage.

LABOR AS PAYMENT

Im Iyrdylin has no need for money; the village thrives through the shared labors of its people, which they engage in happily for their collective benefit. Though the characters don’t need to pay for anything while living in Im Iyrdylin, they will be expected to help out around the village.

Sanemin’s Trust Level. Whenever the characters participate in work around Im Iyrdylin, they may do such a good job that their collective trust level with Sanemin increases. See “The Thief of Song” on page 10 for more information. Even if the characters don’t succeed on the ability check associated with a task, it doesn’t necessarily mean they “failed” to perform their duties adequately—it just means they didn’t do a good enough job to gain Sanemin’s trust.

Finding Work. Once per day, over the course of 1 hour (which can be done over a short rest), one or more characters can wait for work inside the tavern. If they do, roll on or choose from the Im Iyrdylin Tasks table below to see what needs doing around the village. Then, roll a d20. On a result of 15–20, a complication interrupts the characters’ work.

IM IYRDYLIN TASKS

d10 Task

- 1 Im Iyrdylin's livestock need attention, cleaning, and a few firm pats on the head. Have participating characters make a DC 12 Wisdom (Animal Handling) group check. On a success, Sanemin's trust level increases by 1.
- 2 The fast-growing grains of the Wending Wold need harvesting almost every day. Have participating characters make a DC 12 Wisdom (Nature) group check. On a success, Sanemin's trust level increases by 1.
- 3 Chef Halbul (halfling **commoner**) requires commitment to the kitchen from all his sous chefs; the only words he wants to hear are "Yes Chef!" Have participating characters make a DC 20 Constitution (cook's utensils) group check. On a success, the meal is perfect (and up to Halbul's standards), and Sanemin's trust level increases by 1.
- 4 Anri (halfling **commoner**) is having trouble coming up with the Song Magic to make her bread rise. To help inspire her, have participating characters make a DC 14 Charisma (Performance) group check. On a success, Sanemin's trust level increases by 1.
- 5 The Everfestival's game booths and stages can always be improved with new decorations and adornments! Have participating characters make a DC 16 Wisdom group check; characters with proficiency in appropriate artisan's tools (GM's discretion) make this check with advantage. On a success, Sanemin's trust level increases by 1.
- 6 With all the village's attention focused on the Everfestival, basic home repairs are often neglected or forgotten about. Have participating characters make a DC 12 Strength group check. Characters with proficiency in appropriate artisan's tools (GM's discretion) make this check with advantage. On a success, Sanemin's trust level increases by 1.
- 7 The mushrooms of the Discordant Wood have been used in Chef Halbul's (halfling **commoner**) soups for over six hundred years, but it's become far too dangerous for the halflings to gather them. Have participating characters make a DC 14 Wisdom (Nature) group check to forage for the mushrooms. On a success, Sanemin's trust level increases by 1 when the mushrooms are delivered to the chef.
- 8 During the Everfestival, Im Iyrdylin's youngest children are kept occupied by coloring large portraits prepared by Freylyse (halfling **commoner**). Unfortunately, she's been having trouble coming up with the Song Magic to make her portraits appear on the canvas. To help inspire her, have participating characters make a DC 14 Charisma (Performance) group check. On a success, Sanemin's trust level increases by 1.
- 9 Pidgin (see "Uleh" on page 6) needs stout hands to help brew Im Iyrdylin's beer. Have participating characters make a DC 14 Constitution group check. On a success, Sanemin's trust level increases by 1. Any character that fails becomes intoxicated (poisoned) for 1d8 hours.

Complication

- A stick-totem **griffon** (treat it as normal, except it's a plant and has vulnerability to fire damage) swoops down from the sky and attempts to take a baby cow away. If the characters rescue the cow, Sanemin's trust level increases by 1.
- A gang of 1d4 + 1 **mandrakes** (see the appendix), 1d4 + 1 **awakened shrubs**, and 1d4 + 1 **badberry bushes** (see the appendix) appear and ask the characters "what they're doin' round these parts."
- A **black pudding** oozes itself out of one of the heated cauldrons in a corner, which normally is filled with actual pudding. However, one of the participating characters (whoever rolled the lowest on the group check) added the wrong secret ingredient to it. Chaos breaks out!
- 1d4 loaves of bread spontaneously transform into sourdough demons! Treat the demons as **dretches**, except they look like lumpy loaves of bread. Furthermore, the demons are edible: a creature of Medium size or larger that's grappling a sourdough demon can use an action to make a DC 16 Constitution check. On a success, the sourdough demon is swallowed whole, reducing it to 0 hit points and poisoning the creature that ate it until they complete a long rest.
- Whatever the characters did, it's just not working: negative energy congregates around their new decoration, causing all good-aligned creatures within 10 feet of it to have disadvantage on Wisdom checks and feel a general sense of malaise.
- The characters discover an **imp** hiding in someone's crawl-space. It introduces itself as "Jukbuk," and is Geminara's familiar. The creature claims it doesn't want to serve Geminara anymore, and is hiding from the witch (whether that's true or not is up to you).
- The characters venture too deep into the Discordant Wood; roll on the Random Encounters table on page 9.
- One of the portraits becomes sentient (chaotic evil), with a personality and set of goals of its own. It howls and yells at the characters incessantly.
- 1d4 + 1 beer mephits (**steam mephits**, except any creature struck by their Steam Breath attack must succeed on a DC 14 Constitution saving throw or become intoxicated (poisoned) for 1d8 hours) leap out of the vats and attack!

d10 Task

- Since Geminara took refuge inside the Discordant Wood, no one's been brave enough to gather stick bundles for the 10 Everfestival bonfire. Have participating characters make a DC 14 Strength (Athletics) group check. On a success, Sanemin's trust level increases by 1.

BURROW OF RECITATION

Within Im Iyrdylin, at the northern edge of its outer circle, lies an underground burrow where the halflings' most important Song Magic is kept alive by the village elders. Because writing can't record the nuances of Song Magic, the Burrow of Recitation functions as a living library for the people of Im Iyrdylin, a repository of culturally significant songs that have shaped the halflings' history. Should the elders ever stop singing, whole catalogs of knowledge would be forgotten in an instant.

Off Limits. The Burrow of Recitation is a sacred place; no outsider has ever stepped foot inside the burrow.

The Elders. The oldest halflings of Im Iyrdylin (at least, the ones that Sanemin managed to remember when creating the Wending Wold) serve the village as Elder Songminsters (halfling **priests**). Though their charge is relatively simple, it is never undertaken lightly; the Songminsters regard their Sisyphean task with a grave sense of responsibility uncharacteristic of the normally-cheery halflings. Once a halfling becomes an Elder Songminister and enters the Burrow of Recitation, they typically don't return to the surface until death—which is no longer a concern in the Wending Wold.

- There are currently four Elder Songminsters inside the Burrow of Recitation.

The Acolytes. The Elder Songminsters are taken care of by Acolytes (halfling **commoners**), who swear an oath of absolute silence. These Acolytes act as liaisons between the common folk of Im Iyrdylin and the Songminsters inside the Burrow of Recitation. Before Sanemin made everyone effectively immortal, the Acolytes acted as the Songminsters' understudies; when a Songminister died, their Acolytes took their place within the Burrow.

- There are currently five Acolytes serving the Songminsters.

What's Kept Alive? The Song Magic kept alive by the Elder Songminsters is as varied as any library, ranging from the halflings' ancient creation myths to recipes for cakes and cookies. If the characters are looking for a specific piece of information, they'll likely be able to find a corresponding piece of Song Magic inside the burrow—provided they can gain access.

- Most notably, the characters can find a clue to the *wish* song's whereabouts by asking the Songminsters how the Wold came to be. See "The Thief of Song" on page 10 for more information.

Complication

The characters venture too deep into the Discordant Wood; roll on the Random Encounters table on page 9.

SANEMIN'S PHYSICAL FORM

Though Sanemin primarily exists as the Wending Wold itself, he also inhabits Im Iyrdylin in a physical form (halfling **commoner** with 1 hit point and no effective attacks). From afar, Sanemin appears no different than any other halfling child, laughing, playing, and coloring Freylyse's portraits during the Everfestival.

Revelation. As the characters interact with Im Iyrdylin and its people, Sanemin watches and studies them, hoping to find them trustworthy enough to battle Geminara and her minions. At some point, Sanemin will reveal his true nature to the characters. See "The Thief of Song" on page 10 for more information.

Rumors. Sanemin has done his best to blend in with the halflings of Im Iyrdylin, but the wisest amongst them have picked up on the boy's more noticeable idiosyncrasies and "gifts." As the characters interact with the villagers, they may hear rumors such as:

- "That boy always seems to know where everything is. He found my sewing needle in a *haystack*!"
- "I thought I'd sneak into Pidgin's brewery and grab myself a nip, and there Sanemin was, like he was expecting me! Scared me half to death!"
- "Caught that boy staring at me, once. But he wasn't staring at me, no—he was staring *through* me, like his mind had gone somewhere else."

KEL-NORAH, THE DISCORDANT WOOD

The Discordant Wood is a large forest that encompasses nearly three-quarters of the Wending Wold (approximately 150 square miles). Before Geminara's arrival, however, the forest went by a different name: Kel-norah, which roughly translates to "Tranquil Muse" in Common.

Forest Origins. The forest of Kel-norah is the only element of the Wending Wold that Sanemin created from scratch; if the characters discovered the Wold's contemporary location on the Material Plane, they'll know that no such forest exists. The reason for this is simple: Sanemin wanted a place to allow his imagination to run wild without alarming the halflings of Im Iyrdylin. As such, Kel-norah is quite whimsical, with thousands of awakened plants and animals living side-by-side with one another.

Geminara's Influence. Unfortunately, that same whimsy has since become a weapon in the hands of Geminara, whose corruption has caused the awakened flora and fauna of Kel-norah to transform into nightmarish shells of themselves. As Geminara systematically searches every square inch of the Wending Wold for the *wish* song, she causes horrific pain to whatever she touches, causing it to cry out and transform into a **wailing shadow** (see the appendix)—these cries of pain, echoing beneath the forest's black boughs, is why the halflings began calling Kel-norah "the Discordant Wood."

RANDOM ENCOUNTERS

As the characters explore Kel-norah, a complication or development might help bring the setting to life. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

- The characters come across a group of friendly (lawful neutral) awakened creatures: a **brown bear**, **tiger**, **owl**, a Small pig (**boar**), and rabbit (**weasel**). The awakened creatures are seeking refuge from Geminara's corruption; they're willing to trade their *jar of endless honey* (a magic jar that can produce up to 1 gallon of honey each day) for an escort out of the wood. The halfling villagers are happy to accommodate the friendly creatures.
- 1 The characters are beset by 1d4+1 **wailing shadows** (see the appendix).
- 2 A damaged, awakened **treant** with half its hit points remaining is battling an **abominable totem**. If the characters rescue the treant, it thanks them with a magic acorn plucked from its branches. The acorn, once thrown, creates a 20-foot square of grasping vines and weeds centered on the point it lands, which recreates the effects of the *entangle* spell. The acorn is destroyed in the process.
- 3 The characters come across a slumbering **rhinoceros**; moss and vines cover the creature's body, suggesting it's been sleeping there for many years. It can only be woken up by a *greater restoration* spell or similar effect. A creature that can explore the creature's dreams sees that it's stuck in a nightmare. Once awake, it thanks the characters, then moves, revealing a calcified onyx egg worth 250 gp.
- 4 A group of 3 **badberry bushes** waylay the characters, hoping to shake them down for "sweet treasures." The creatures are childish in nature—they can be convinced to carry on their way with a DC 16 Charisma (Deception, Intimidation, Performance, or Persuasion) check.
- 5 A **swarm of ravens** is going through the remains of a corrupted **black bear**. If the characters don't move on, they witness a **wailing shadow** emerge from its body.
- 6 The characters happen upon a Common-speaking, chaotic good **ettin** trying to fend off 1d4+1 **wailing shadows**. If the characters rescue the ettin, the gentle giant will accompany the characters for the next 24 hours.
- 7

d10 Encounter

- A **giant eagle** lies injured in the characters' path; its wing is broken, and it's agitated, snapping at anything that comes too close. Calming the creature requires a DC 14 Wisdom (Animal Handling) check.
- 8 The eagle's wing can be repaired by restoring 1 hit point to the creature. Once healed, the eagle thanks the characters by regurgitating its stomach contents, then flies away. A character that inspects the digested remains finds a plain silver band—Pidgin's wedding ring (25 gp).
- 9 A **ghost** materializes before the characters; it speaks in Halfling, asking where Sanemin has been. The creature is called "Gerpto," and has been Sanemin's "imaginary friend" for many centuries. Though strange, the creature is harmless.
- 10 The characters unwittingly get too close to Geminara's lair and are ambushed by 2 motionless **abominable totems**, which looked like ordinary trees. Immediately afterwards, if the characters try to find Geminara's lair, they add 1 to their Exploration rolls (see "Finding Geminara's Lair" on page 11 for more information).

THE EVERFESTIVAL

Each day, between noon and midnight, the halflings of Im Iyrdylin celebrate the Everfestival—or, rather, Sanemin's memory of the Everfestival.

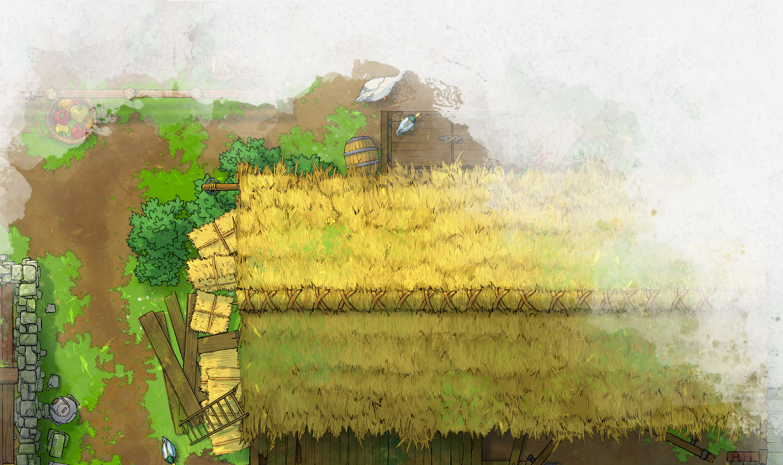
Before the halflings were sequestered inside the Wendling Wold, the Everfestival was celebrated just once a year, marking the end of winter and the beginning of the growing season. But because Sanemin's happiest memories were of Im Iyrdylin celebrating the Everfestival, he decided that it should be celebrated every single day; thus, the halflings spend all their time either preparing for the festival or participating in the festival, and haven't known anything else since the Wold was created. Despite the repetition, the halflings seem perfectly happy continuing the festival even centuries later.

Flower Crowns. In order to participate in the Everfestival, a creature must be wearing a crown woven from branches taken from Kel-norah and flowers plucked from Iclia, Im Iyrdylin's sacred tree. A character can make a crown by succeeding on a DC 10 Wisdom check, using proficiency in weaver's tools; if the characters can't make their own crowns, somebody in the village can provide some for them.

FESTIVAL GAMES

Though food and drink abound, the main feature of the Everfestival is its assortment of games, which the halflings take very seriously—it's the only aspect of Im Iyrdylin's culture that's the least bit competitive or combative. The Acolytes of the Burrow of Recitation bear silent witness to the outcomes of these games; their records of Everfestival winners are exhaustive, stretching back centuries.

Prizes? While there are no material prizes, characters that win a festival game have their names recorded by the Acolytes. Additionally, Sanemin's trust level increases by 1 (see "The Thief of Song" on page 10 for more information).



THREE-LEGGED RACE

Objective. Coordinate with your partner and maintain your balance as you race across the length of the Gathering Square.

How to Play. Each character that wants to participate is paired with a halfling (either a named NPC or a regular **commoner**); the creatures are placed side-by-side, then tied together at their left and right legs, respectively. A pair wins when they cross the finish line at the end of the course.

- **Disqualification.** Characters that use magic to attempt to cheat are automatically disqualified (the Acolytes can always tell).
- **Race Length.** The course is 200 feet long.
- **Roll Initiative.** Before the race starts, each pair rolls initiative, using the higher Dexterity score between the two participants.
- **Balance Checks.** Every creature in the race begins with their speed reduced to 5 feet.
 - Whenever a character moves or takes the Dash action, both they and their halfling partner must make a DC 12 Dexterity (Acrobatics) check.
 - On a success, both creatures' speeds are increased by 5 feet (up to the maximum speed for the slowest creature in the pair), and they may walk (hurriedly) up to their speed.
 - If one or both creatures fail, the pair may still finish moving as normal, but both creatures fall prone at the end of it. When they stand up again, their speeds are once again reduced to 5 feet.
- **Dragging.** A character with a Strength score of 18 or higher can choose to ignore a failed Balance Check and instead drag their fallen halfling partner. To do so, the character must make a DC 16 Strength (Athletics) check.
 - On a success, the character doesn't fall prone and may finish moving, although their speed doesn't increase.
 - On a failure, the character suffers the consequences of a failed Balance Check.

GREASED PIG ROUND-UP

Objective. Capture more greased pigs than your opponents.

How to Play. Six greased pigs (Small harmless **boars**) are released into a fenced-in, 120-foot square arena. Up to four people can participate in the contest (named NPCs or halfling **commoners** fill in empty slots).

- **Disqualification.** Characters that use magic to attempt to cheat are automatically disqualified (the Acolytes can always tell). Additionally, interfering with an opponent (pushing them down, for example) is forbidden.
- **Game Length.** The game automatically ends after 20 rounds (2 minutes) have passed, or after all pigs have been captured.
- **Roll Initiative.** Before the game starts, each participant rolls initiative as normal.
- **Capture Checks.** Whenever a pig is within reach of a participant, the participant may attempt to capture the pig by making a DC 14 Strength (Athletics) check. On a success, they successfully grapple the pig. On a failure, the pig slips away and may immediately move up to 15 feet in any direction.

- **Moving With a Pig.** A participant that's grappling a pig can move with it by succeeding on a DC 14 Strength (Athletics) check. On a success, the character moves as normal, carrying the pig along with them. On a failure, the pig slips away and may immediately move up to 15 feet in any direction. A participant can automatically succeed on this by choosing to move no further than half their normal speed.
- **Dropping Off Pigs.** Each participant has a different designated drop-off point centered on one of the arena's fenced edges, wherein they place any pigs they capture; dropping off a captured pig counts as 1 point.
- **Ties.** In the event of a tie, an extra pig will be released into the arena. Whoever captures this final pig wins the game. During a tie, participants can interfere with each other, but still can't use magic to do so or cheat.

DODGECABBAGE

Objective. Knock out the opposing team by hitting them with cabbage heads.

How to Play. Two teams of four (named NPCs or halfling **commoners** fill in empty slots) are placed at the opposite ends of a rectangular arena that's 65 feet long and 30 feet wide. A 5-foot-wide line divides the center of the arena ("the neutral zone"). A line of six cabbage heads, each spaced 5 feet apart, are placed in that line at the start of the game.

- **Disqualification.** Characters that use magic to attempt to cheat are automatically marked out (the Acolytes can always tell). Additionally, characters that cross the neutral zone onto the other side are marked out.
- **Game Length.** The game ends when one team has been marked out, either by being hit with a cabbage head or by being disqualified.
- **Roll Initiative.** Before the game starts, each participant rolls initiative as normal.
- **Throwing Cabbage Heads.** A cabbage head functions as an improvised thrown weapon, with a normal range of 20 feet and a long range of 60 feet, except it deals no damage. All creatures are considered proficient with the cabbage heads. On a hit, the target is marked out.
- **Blocking Checks.** A creature holding a cabbage head that's hit by a thrown one can attempt to block it by succeeding on a DC 16 Dexterity saving throw. On a success, the creature successfully avoids being marked out, and the thrown cabbage head lands on the ground at their feet.
- **Catching Checks.** A creature not holding a cabbage head that's hit with a thrown cabbage head can attempt to catch it by succeeding on a DC 20 Dexterity saving throw. On a success, the creature catches the cabbage head, and the creature that threw the head is marked out. When this happens, a marked-out player on the catcher's team can re-enter the game.

THE THIEF OF SONG

Geminara's corrupting touch has transformed Kel-norah into a place of shadow and despair; her influence has even caused the halflings of Im Iyrdylin to struggle with their own Song Magic (see "Im Iyrdylin Tasks" on page 7). Left

unchecked, Geminara will eventually consume the Wending Wold in its entirety—Sanemin, along with every living thing inside the Wold, will cease to be.

The adventure could play out as follows.

PART ONE: BUILDING TRUST.

Before Sanemin reveals himself, the characters must gain his trust by interacting with and helping the halflings of Im Iyrdylin.

- Sanemin's trust level begins at 1.
- His trust level reflects his attitude toward the whole party, not individuals—he's gauging their collective ability to defeat Geminara. If one character gets kicked out, everyone else gets kicked out (see "Sanemin's Rules" on page 4).
- Performing tasks (page 6) and participating in festival games (page 9) will raise Sanemin's trust level by 1.
- Once Sanemin's trust level reaches 7, proceed to Part Two.

PART TWO: REVELATION.

Once the characters have gained Sanemin's trust, he'll privately reveal his true nature and his intentions. Sanemin can reveal himself in a number of ways, including (but not limited to):

- Speaking to the characters through Im Iyrdylin's immortal cattle (via a *Speak with Animals* spell or similar effect).
- Encountering the characters in the Gathering Square, perhaps by giving them flower crowns.

Sanemin tells the characters everything about the Wending Wold, Geminara, and the *wish* song. If the characters accept Sanemin's quest to destroy Geminara, proceed to Part Three. Otherwise, Sanemin quietly nods, and the characters are shunted from the demiplane.

PART THREE: FINDING GEMINARA'S LAIR

The characters must venture deep into the heart of Kel-norah, the Discordant Wood, and confront Geminara.

Exploration Rolls. Finding Geminara's Lair is easier said than done; the witch has transformed Kel-norah into a series of endless recursive mazes and dead-end paths that lead to nowhere. She doesn't want anyone disturbing her search for the *wish* song.

The characters always begin with Encounter 1. Whenever the characters leave an encounter and move on, roll a d4 and add 1 to the result for every encounter the characters have completed already (up to a maximum total of 6), including repeat encounters. Then consult the table. Each combat encounter will only occur once, even if the same result is rolled multiple times.

For every hour after the first that the characters remain in place, there is a 10 percent chance that a **wailing shadow** appears (see the appendix).

The characters can leave the Discordant Wood at any time; it's more than happy to quickly escort the characters away from Geminara.

HUNT FOR GEMINARA ENCOUNTERS

d4+X Encounter

- 2d4 **swarms of ravens** swoop down from the shadowed canopy. They aim for the eyes: a creature that's hit by the ravens must succeed on a DC 10 Dexterity saving throw or be blinded until it finishes a long rest or until it recovers any hit points by magical means. At the start of each round, roll a d6: on a 5 or 6, another 2 **swarms of ravens** appear.
- The characters appear to age 6d6 years; each character must make a DC 16 Wisdom saving throw. On a success, they realize that the aging effect is illusory, and nothing happens. On a failure, they take 10 (3d6) psychic damage, and from then on, nothing can convince them that the aging effect is simply an illusion. A *lesser restoration* spell or similar effect allows the affected character to see through the illusion, dispelling it in the process.
- A curious pair of awakened creatures—a **cat** and **giant spider**—approach the characters. They warn the characters not to continue deeper into Kel-norah. If the characters don't turn back, the creatures decide to eat them, since "their meat will go to waste." The cat then transforms into a **rakshasa** and the giant spider transforms into a **drider**.
- The forest parts, revealing a blackened meadow dotted with yellow flowers. The flowers are magical, and sing a maddening dirge when approached: each creature that hears the dirge must immediately make a DC 13 Wisdom saving throw. On a failed saving throw, a creature becomes charmed for 1 minute. While charmed in this way, the creature is unconscious and experiences horrific nightmares, taking 3 (1d6) psychic damage at the end of each of its turns. On a successful save, a creature is immune to the flowers' maddening dirge for the next 24 hours.
- A dark **shambling mound**, hidden on the forest floor, attempts to ambush the characters.
- The characters approach the Shrieking Hollow, the blackened heart of Kel-norah where **Geminara** (see the appendix) has made her lair. The entrance to the hollow is guarded by 2 **abominable totems**, which the characters must overcome before facing Geminara.
- Inside, the witch awaits. Once Geminara drops below half her hit point maximum, 1d4+1 **wailing shadows** appear by her side.

Once Geminara is destroyed, proceed to Part Four.

PART FOUR: REJOIN THE WORLD

With Geminara defeated, the Wending Wold begins to heal from her corruption. Sanemin (in his physical form) thanks the characters, but admits that things will never be the same. He starts to cry: "I did everything I could to protect them, and I failed. I wish I was just a kid again."

From here, the characters can either console the boy and leave the Wending Wold alone, or convince Sanemin to reclaim and use the *wish* song to rejoin Im Iyrdylin with the Material Plane once more.

Using the Wish Song. If the characters haven't intuited that the *wish* song is inside Iclia, the sacred tree, then they can consult the Elder Songminsters inside the Burrow of Recitation (with Sanemin's permission).

Once Sanemin remembers the *wish* song, he'll use it to merge the Wending Wold with the Material Plane ("I guess not all change can be bad, right? You were a big change, too, after all."). Im Iyrdylin and its confused inhabitants appear in the real world, as does Sanemin, who's now just a normal mortal boy. Nobody other than Sanemin can remember what happened; to the other halflings, no time has passed since the moment they disappeared. Furthermore, Song Magic loses its ability to reshape reality—the halflings will never stop singing, of course, but they return to a nonmagical way of life. The Acolytes and Elder Songminsters of the Burrow of Recitation continue their perpetual songs, albeit with verses and knowledge from before the Wold. These songs are ones of typical magic, like a bard's spellcasting, and can be used to recreate the effects of certain spells.

Sanemin gives the characters a small smile: it's the only acknowledgement the characters will receive of the momentous thing they've accomplished. Though the proverbial snow globe has been broken, the halflings of Im Iyrdylin now have a chance to live full, rich lives on the Material Plane.

EXAMPLE TREASURE

Magic items in the Wending Wold are likely to be ones that simplify daily life. Ones that were crafted by Geminara, on the other hand, would be more malevolent or even cursed in nature. Examples include the *acorn charm*, *cottage chest*, *dryad's key*, *dryadleaf*, *edible book of recipes*, *grass carpet*, *grower's tape*, *harvest*, *hedgewitch's gardening gloves*, *herbalist's journal*, *homeroot*, and *luckleaf*.

APPENDIX: WENDING WOLD STAT BLOCKS

ABOMINABLE TOTEM

Abominable totems are cursed, twisted abominations of otherwise typical treants. While treants are considered plants, abominable totems are undead, granting them unflinching, undying abilities.

BADBERRY BUSH

Badberry bushes are bumbling, poisonous shrubs that scuttle around the forest floor of the Discordant Wood. Stories abound of their origin, whether it be from Geminara or the wailing wantings of children looking for tasty, magical berries.

GEMINARA

A centuries-old hag devoted to revenge on those that robbed her of her homeland. Her hatred has become her only motivation, and as such seeks to recreate the Wold, in her own vision, to create an impenetrable demiplanar fortress. She resides in the Discordant Wood, spreading its malaise through the Wold.

GRAND CHORUS BARD

Bards that can create aura-like wards of pure song may have studied at the College of the Grand Chorus, or perhaps hail from Im Iyrdylin itself.

MANDRAKE

Mandrakes are wobbling, sentient plants that are capable of powerfully shrill screams. Creatures subjected to their scream have been known to fall unconscious, or even perish from the pain.

WAILING SHADOW

Wailing shadows are the ghostly remains of lost songs from the Wold, warped and twisted from Geminara's feverish search. When creatures fall in the Discordant Wood, their spirits may be repurposed as new wailing shadows.

HERBALIST'S JOURNAL



GROWER'S TAPE



COTTAGE CHEST

ABOMINABLE TOTEM

Huge undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	23 (+6)	9 (-1)	18 (+4)	14 (+2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 14

Languages understands Common, Druidic, Elvish, and Sylvan but can't speak

Challenge 8 (3,900 XP)

False Appearance. While the abominable totem remains motionless, it is indistinguishable from a dead tree.

Siege Monster. The abominable totem deals double damage to objects and structures.

Totemic Fortitude. If damage reduces the abominable totem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the abominable totem drops to 1 hit point instead.

ACTIONS

Multiattack. The abominable totem makes two attacks.

Withering Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 4 (1d8) necrotic damage, and if the target is a creature, its 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*.

Grave Root. *Ranged Spell Attack:* +7 to hit, range 180 ft., one target. *Hit:* 16 (3d10) necrotic damage, and the target can't regain hit points until the start of the abominable totem's next turn.

Raise Trees (1/Day). The abominable totem magically animates one or two dead trees it can see within 60 feet of it. These trees have the same statistics as an abominable totem, except they have Intelligence and Charisma scores of 1, and they have only the Withering Slam action option. An animated tree acts as an ally of the abominable totem. The tree remains animate for 1 day or until it dies; until the abominable totem dies or is more than 120 feet from the tree; or until the abominable totem takes a bonus action to turn it back into an inanimate dead tree. The tree then crumbles into ash.

BADBERRY BUSH

Small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Skills Perception +2

Damage Vulnerabilities fire

Damage Resistances piercing, poison

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 1 (200 XP)

False Appearance. While the bush remains motionless, it is indistinguishable from a normal bush.

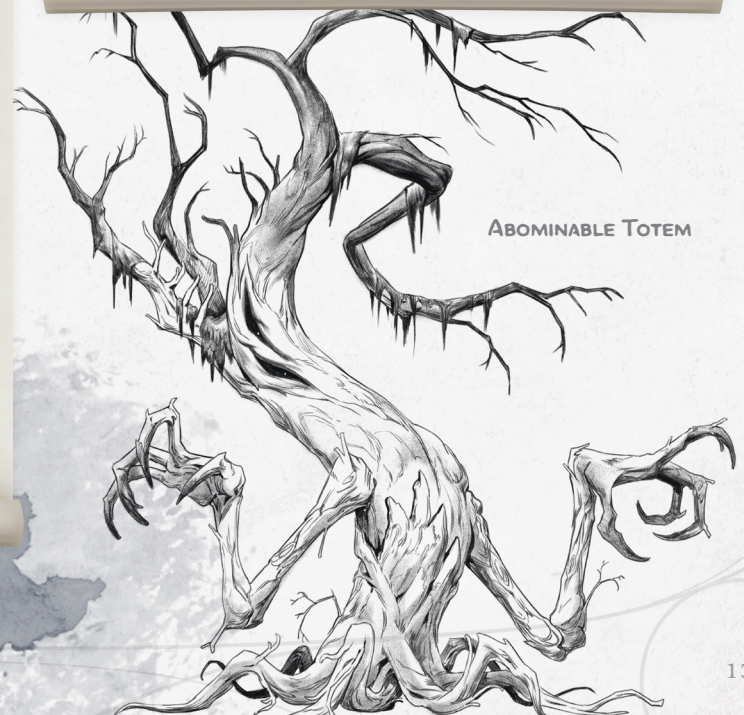
Poisonous. The bush's berries appear to be edible, and magic identifies them as goodberries (as per the *goodberry* spell). A creature that hasn't observed the harmful effects of the berries must succeed on a DC 12 Intelligence (Nature) check to discern that they are badberries. When a creature eats a badberry, it takes 1 poison damage and must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.

Thorns. A creature that touches the bush or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage.

ACTIONS

Multiattack. The bush makes three seed attacks.

Seed. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 2 bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage.



GEMINARA

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	15 (+2)	18 (+4)	21 (+5)

Saving Throws Wis +8, Cha +9

Skills Deception +13, Investigation +6, Perception +8, Stealth +7

Damage Resistances necrotic

Condition Immunities charmed, exhaustion, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Halfling, Sylvan

Challenge 12 (8,400 XP)

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

At will: *hideous laughter*, *major image*, *shatter* (deals psychic damage)

3/day each: *counterspell*, *dream*, *locate object*, *phantasmal killer*

1/day each: *contagion*, *eyebite*, *hold person* (as a 5th-level spell)

Legendary Resistance (3/Day). When Geminara fails a saving throw, she can choose to succeed instead.

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

Mimicry. Geminara can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 19 Wisdom (Insight) check.

ACTIONS

Multiattack. Geminara makes two claw attacks. She can use Spellcasting in place of one attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage. A humanoid reduced to 0 hit points by this necrotic damage dies, and a **wailing shadow** rises from its corpse and acts immediately after Geminara in the initiative count. The shadow is under Geminara's control.

Illusory Appearance. Geminara covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an elven girl, herself from her youth. The effect ends if Geminara takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Geminara could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 17 Intelligence (Investigation) check to discern that Geminara is disguised.

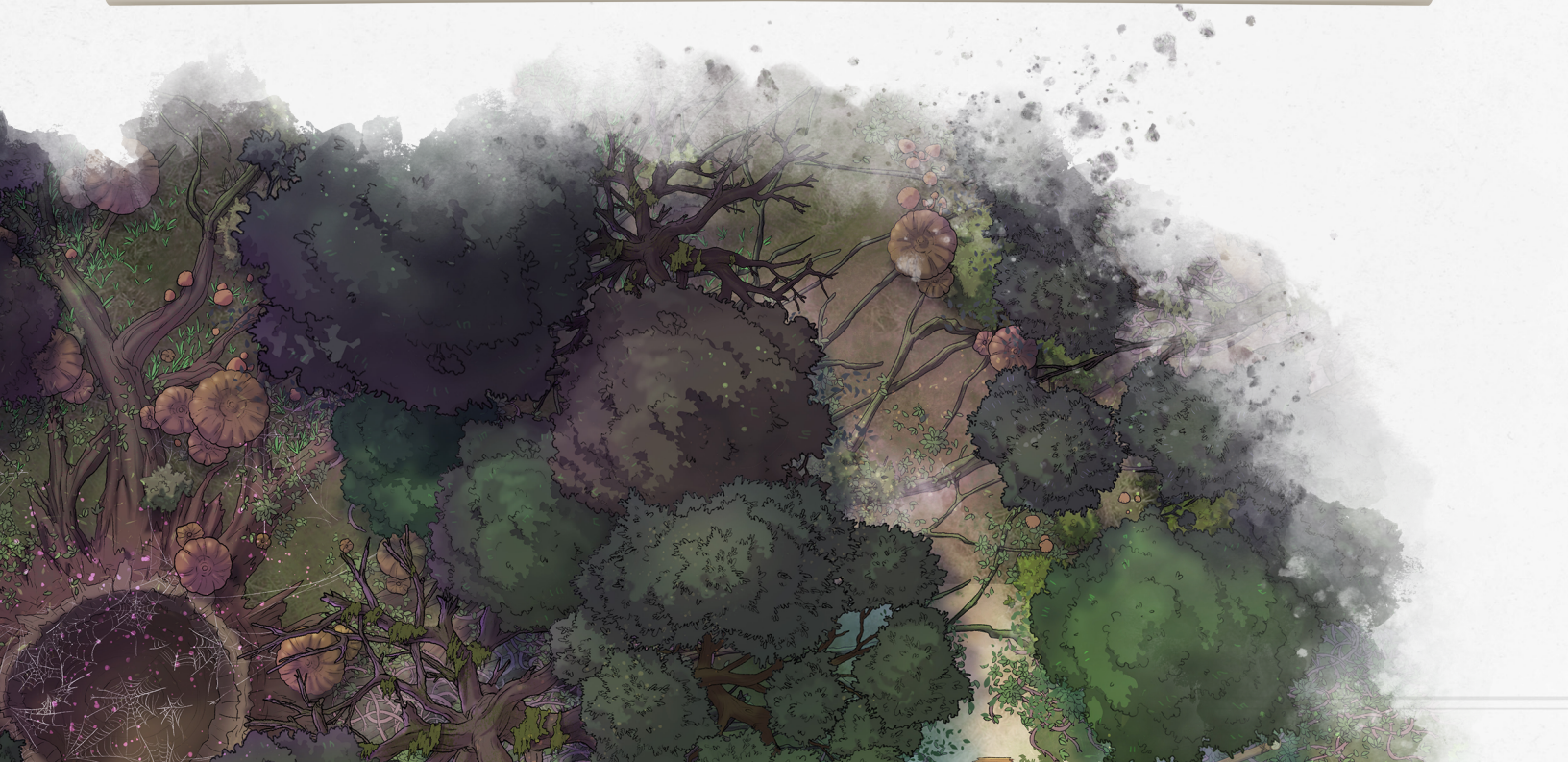
LEGENDARY ACTIONS

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

Claw Attack. Geminara makes one claw attack.

Teleport (Costs 2 Actions). Geminara magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Cast a Spell (Costs 3 Actions). Geminara casts a spell that has a casting time of 1 action.



GRAND CHORUS BARD

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Acrobatics +7, Performance +10, Persuasion +10

Senses passive Perception 12

Languages Common plus any three languages

Challenge 6 (2,300 XP)

Spellcasting. The bard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It knows the following bard spells:

Cantrips (at will): *mending, message, minor illusion, vicious mockery**

1st level (4 slots): *command,* faerie fire,* healing word, hideous laughter*

2nd level (3 slots): *blindness/deafness,* enthrall, shatter*

3rd level (3 slots): *hypnotic pattern, sending, tongues*

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

5th level (2 slots): *awaken, dominate person*

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bardic Aria (4/Day). The bard begins performing an aria, provided it can speak. This aria lasts for up to 1 minute; it ends early if the bard is incapacitated or chooses to end it (no action required). For the duration, the bard can cast some of its spells (marked with an asterisk in the Spellcasting trait) as a bonus action, though it can't cast the same spell twice on a turn.

In addition, the bard and its allies within 30 feet of it that can hear the aria gain a +2 bonus to saving throws, and when such an ally makes an ability check, attack roll, or saving throw, it can use its reaction to add 5 (1d10) to the roll. Once an ally uses this reaction, no creature can do so again until the start of the bard's next turn.

MANDRAKE

Tiny plant, unaligned

Armor Class 12 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +3

Condition Immunities petrified

Senses tremorsense 30 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

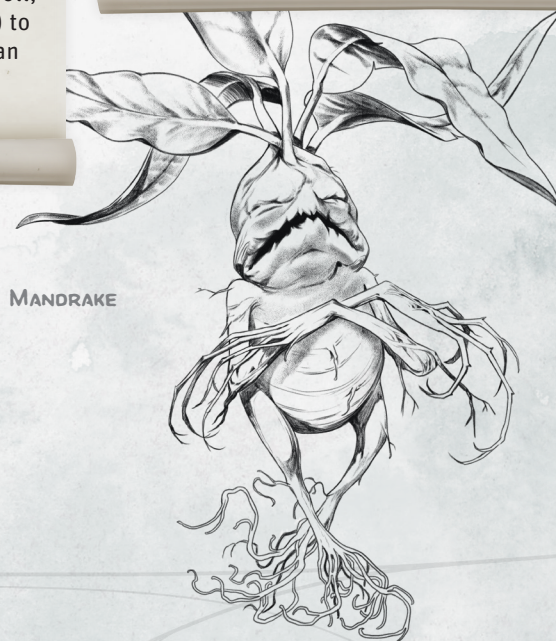
Magic Resistance. The mandrake has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target's form is altered (such as if it's a shapechanger or under the effects of a *polymorph* spell), it must succeed on a DC 12 Charisma saving throw or immediately revert to its original form.

REACTIONS

Shriek (1/Day). When the mandrake is touched by a creature or takes damage, it releases a shrill wail. This wail has no effect on constructs, undead, or mandrakes. All other creatures within 30 feet of the mandrake that can hear it must make a DC 12 Wisdom saving throw. On a failed save, a target takes 13 (3d8) thunder damage and is frightened for 1 minute. While frightened in this way, the target is incapacitated and its speed is halved. If the saving throw fails by 5 or more, the target also falls unconscious until it is no longer frightened, until it takes damage, or until another creature uses an action to shake it awake. On a successful save, a creature takes half as much damage and isn't frightened.



MANDRAKE

WAILING SHADOW

Medium undead, chaotic evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +5

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, an undead **shadow** rises from its corpse and acts immediately after this shadow in the initiative count.

Wail (1/Day). The shadow releases a sorrowful wail, provided that it isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of the shadow that can hear it must make a DC 11 Wisdom saving throw. On a failed save, a creature becomes charmed for 1 minute. If the charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, a creature takes 10 (3d6) psychic damage, but isn't charmed.



WAILING SHADOW



COLLEGE OF THE GRAND CHORUS

NEW BARD COLLEGE

A good musician may be inspirational, but not the degree that a true bard can muster. Using sheer control over the simple magic of everyday comforts like music, song, and welcome conversation, bards are capable of twisting the world, and the people within it, to their liking. Bards are well-learned by trade, and as a result are capable of almost anything through gathered knowledge and uncanny aptitude. Often lauded as much as they are reviled by those they encounter, these practitioners of clever enchantments and illusions do their best work from the sidelines of combat and the heads of powerful tables.

COLLEGE OF THE GRAND CHORUS

Bards that have honed their craft in the College of the Grand Chorus sing magical, uplifting arias that reverberate and strengthen those around them. Those that participate in these choruses are united against harm through their shared efforts. Together, these choruses create harmonies of protection in moments of need, which echo through the ages as folk song and legend.

BONUS LANGUAGES

When you join the College of the Grand Chorus at 3rd level, you learn three languages of your choice.

BARDIC ARIA

Starting at 3rd level, you can create a bolstering current of magical song, which echoes around you while you maintain it. You can use an action to begin this aria, and you can continue it on each of your subsequent turns using a bonus action, provided that you're able to speak. The aria lasts for up to 1 minute; it ends early if you're incapacitated or if the aria isn't continued.

On your turn, your aria is continued automatically if you expend a use of your Bardic Inspiration (such as by giving a Bardic Inspiration die to another creature), or if you cast a bard spell that has only a verbal component. Furthermore, if such a spell has a casting time of 1 action, it can be cast using a bonus action for the duration of your aria; you can't cast the same spell twice on a turn.

Each friendly creature within 30 feet of you that can hear the aria, including yourself, gains a +1 bonus to saving throws. This bonus increases when you reach certain levels in this class: 10th level (+2) and 15th level (+3).

You can use this feature 4 times. You regain all expended uses whenever you finish a long rest.

PRACTICED VOCALIST

Also at 3rd level, you can always entertain or lead a crowd with a song. When you make a Charisma (Performance) check to sing, you can treat a d20 roll of 9 or lower as a 10.

INSPIRED AUDIENCE

By 6th level, other creatures can draw inspiration from your aria. When a friendly creature within the aria's range that can hear it makes an ability check, attack roll, or saving throw, it can use its reaction to call upon your bardic magic, provided that you're willing. When it does so, you automatically expend a use of your Bardic Inspiration and the creature immediately rolls one of your Bardic Inspiration dice, adding it to the total of the triggering roll. The creature makes this choice after rolling the d20, but before knowing whether it succeeds or fails.

In addition, your aria is also continued whenever you use your Countercharm feature.

GRAND CHORUS

At 14th level, the strength of your aria has increased, granting you the following benefits while you maintain it:

- Your speed increases by 10 feet.
- Opportunity attacks against you are made with disadvantage.

Furthermore, your aria can drive others to join in as its chorus. Any friendly creature within the aria's range can use a bonus action on its turn to participate in the song. To participate, a creature must be able to hear the aria and speak at least one language. A participating creature also gains the above benefits until the start of its next turn.

Lastly, whenever a friendly creature rolls one of your Bardic Inspiration dice within the range of your aria, both you and that creature each gain a number of temporary hit points equal to the number rolled on the die. You must be able to see or hear each other, and the creature must be able to hear the aria.

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