

Unbound Monsters: Wonderland Fey

WONDERLAND FEY

In the infinite possibilities of the Far'Way, there are realms beyond even the feyfolk's standards of reason and stability. Shaped as it is by the imaginings and the minds of beings in the prime material plane, this land of strange creatures and impossible imaginings has its fair share of dark corners; birthed by the rambling delusions of the powerful and the insane, these places defy even the fair folks' notion of logic, shaped as they are by every bout of mania, every fevered nightmare, every mad imagining. A caricature of every mad thought, every unreasonable desire, every strange ponderance that has passed the minds of mortal men, these places are twisted, bizarre. With denizens that reflect the delirium that has birthed their home and geography that seems to exist only to spit in the face of even the most simple logic, this is not a place for the unprepared or the sane, for they will find no safety here. But for those whose madness reflects its own, whose minds understand on some level the insanity that spawned, the alien beauty of this place may seem a true... Wonderland.

Destination Without Path. As one would expect from a place nestled deep within the fey realm, traveling to Wonderland directly from the material plane is wholly impossible. Only those who already find themselves within the confines of the Far'Way have any hope of reaching this strange and mystifying place, and even then, transport there is wholly... unexpected. The few that have made it to Wonderland and returned speak of holes appearing quite suddenly before them, pathways that seem only to manifest for the oblivious, acting as much as a trap as they are entrances. With conscious 'travel' to Wonderland defied by its inherently chaotic nature, and the few 'stable' entrances a jealously-guarded secret of only the most powerful fey lords and ladies, this is the only means of reaching the mad realm- by total happenstance.

Forgo Logic. As anyone who has dealt with their kind before can attest, dealing with 'normal' fey is tricky, often defined by arbitrary rules, mood swings, and their oft-volatile natures. Compared to the denizens of Wonderland, however, these pitfalls are little more than minor gripes. Living by their own terms, their own definitions, these creatures communicate only by the scruples of their own insanity, and to understand them, one must submit to the same madness they represent. One cannot reason a madman sane, and the same can be said of these beings; the only hope of an adventurer is to try to play their game, and- if not driven mad themselves- perhaps play it better...

WONDERLAND IN YOUR GAME

The titular Wonderland, featured in Lewis Carroll's literally nonsense novel "Alice's Adventures in Wonderland" was first adapted for Dungeons and Dragons in the AD&D modules "Dungeonland" and "The Land Beyond the Magic Mirror" by Gary Gygax in 1983. So Wonderland is no stranger to crossovers with D&D and makes for a great setting for fantastic, strange, and nonsensical adventures for you and your group.

In my particular interpretation of Wonderland, I decided to adopt it into a sub-plane of the Feywild (called Far'way, derived from "Far Away") as in the Unbound universe, the Fey are formed by the thoughts, dreams and imagination of mankind. So it was a perfect fit in this specific case, but the same might not be true for other settings. Further different people might want to put a different spin on Wonderland. Interpretations can vary from bright and whimsical, to disturbing and macabre. In the following I present a few prompts for how to feature a Wonderland in your game:

- The players discover a magical book. Upon opening the book the players at first find only plane pages of text, but as they read, beautiful illustrations of Wonderland manifest on the pages, which then begin to slowly animate. In a seemingly smooth transition the players are transported to Wonderland as they read and find themselves trapped within the story of the book. To escape they will have to see the story to its end.
- Things have not been right in the "Asylum for Disturbed Youths". Subtle supernatural events have slowly occurred since the arrival of a girl named Alice. She arrived in an almost catatonic state a few weeks ago. None of the staff knows what happened to this poor girl, and none of their efforts to help her bear fruit. Unbeknownst to the staff, little Alice is a powerful innate magic user (or psionic). In a sudden snap out of her catatonic state Alice suffers a powerful psychosis that creates a pocket dimension out of the Asylum, in which the Asylum is reshaped as a beautiful world of escapism and the staff and fellow patients all are placed into the roles of its inhabitants. To save the staff and the patients, the players have to delve into this pocket plane of Alice's creation and solve her inner torment.
- During an exploration of an abandoned wizard tower, the players find a magical theater stage. Upon entering the players find themselves involved in a play of Alice in Wonderland. The stage magically summons unique fey to take on the roles of Wonderland's inhabitants and the players find themselves deeply involved in the play.

WHITE RABBIT

Born from anxiety, especially the anxious awareness of the unending passage of time, this lagomorphic creature exists in a constant panic, always on the move and desperate to meet appointments, reach destinations, accomplish tasks that seem to be ever-changing, but always just verging on expired. Checking a watch that seems always to be a minute from 12 and unwilling to stop for anything or anyone, this is one of the few Wonderland fey who can be spotted in the wider lands of the Far'Way. Agonized if ever bound, this being refuses to halt for even a moment, and those who pursue this strange critter often find themselves drawn into Wonderland in their pursuit, where the manifestation of the White Rabbit's powers may make time seem to pass in an instant, or crawl for an eternity. Whatever the case, there just never seems to be enough time to go around.



Artwork by DM Tuz

WHITE RABBIT VARIANT: BINDING WEAKNESS

If you want to feature unique fey weaknesses in your encounter with a white rabbit, give it the following trait:

Exploding Anxiety. When the white rabbit starts its turn and its movement speed is 0, it takes 10 (3d6) psychic damage. If this damage reduces the white rabbit to 0 hit points, it explodes and dies, only leaving behind its watch.

WHITE RABBIT

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	15 (+2)	9 (-1)	16 (+3)

Proficiency +2

Saving Throws Dex +6

Skills Acrobatics +6, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 3 (700 XP)

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

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

Innate Spellcasting. The white rabbit's innate spellcasting ability is Charisma (spell save DC 13). The white rabbit can innately cast the following spells, requiring its watch as its spellcasting focus and material component.

1/day (each): *Haste (self only)*, *Slow*

ACTIONS

Multiattack. The white rabbit makes 2 attacks; one slam and one bite attack.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d4+4) bludgeoning damage.

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

REACTIONS

Can't wait! (Recharge 5-6). When a creature higher in the initiative order than the white rabbit starts its turn, the white rabbit takes its turn instead. The creature then takes its turn after the white rabbit's turn. To use this reaction the white rabbit must see the creature.

TOPORPILLAR

A creature that embodies the very notion of procrastination, the Torporpillar is a sluggish being content with lounging around in the same place, smoking the same pipe, and telling the same nonsensical stories to any creature curious enough- or foolish enough- to stay and listen. Though the being itself seems wholly unwilling to invite company, even wholly ignoring the presence of guests, it still invites passers-by to stay awhile and listen, though this is little more than a (perhaps unintentional) trap. Creatures spending time around this being, inhaling the fumes of its water pipe, quickly succumb to the same exhaustion and lethargy that the Torporpillar embodies, and it is so profound that even their base survival instincts are overridden. Minutes become hours, hours become days, days become weeks, and if undisturbed, a mortal in this state will simply starve instead of willing themselves to move. Though unlikely that this is the work of any malice on the Torporpillar's part, it is still in the nature of fey beings to proliferate the things they represent- a wise adventurer would be keen to remember this!



Artwork by DM Tuz

TOPORPILLAR

Large fey, chaotic neutral

Armor Class 11 (natural armor)

Hit Points 105 (11d10 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	18 (+4)	9 (-1)	14 (+2)	17 (+3)

Proficiency +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 5 (1,800 XP)

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

Vapors of Lethargy. The toporpillar expels strange, magical vapors in a 20 ft. radius around itself. Each creature other than the toporpillar that starts its turn in these vapors must make a DC 15 Wisdom saving throw. On a failed save the creature becomes sluggish until the beginning of its next turn. A sluggish creature has disadvantage on attack rolls and dexterity saving throws, and its movement speed is halved. When a sluggish creature starts its turn in the vapors it makes another DC 15 Wisdom saving throw. On a failed save the sluggish creature is charmed. A charmed creature becomes unwilling to fight or perform hostile actions of any kind and wants to remain in the vapor to continue inhaling it, willingly

failing its Wisdom Saving throws against it. Anytime the charmed creature takes damage, it repeats the saving throw, ending the effect on a success. A charmed creature that ends its turn outside of the vapor is no longer charmed.

A creature that is immune to being charmed automatically succeeds its saving throws against the vapors.

ACTIONS

Multiattack. The toporpillar makes one attack and uses its puff.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 18 (2d10+5) bludgeoning damage.

Puff. The toporpillar blows a puff of foul vapors at a creature within 10 ft. of itself. The creature must succeed a DC 15 Constitution saving throw. On a failed save the creature takes 14 (4d6) poison damage and has disadvantage on Wisdom saving throws until the end of the toporpillar's next turn.

Exhale (Recharge 5-6). The toporpillar exhales a thick cloud of magical vapor in a 60 ft. cone. Each creature in the area must make a DC 15 Wisdom saving throw. On a failed save a creature becomes sluggish (see **Vapors of Lethargy**). If the creature is already sluggish and fails its saving throw it becomes charmed as if it failed its Wisdom saving throw against the toporpillar's **Vapors of Lethargy**. On a successful save the creature is unaffected. A creature that is immune to being charmed automatically succeeds its saving throw.

Unbound Monsters: Wonderland Fey

CHESHIRE

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 85 (13d8 + 26)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	14 (+2)	17 (+3)	15 (+2)	19 (+4)

Proficiency +3

Saving Throws Dex +7, Int +6, Wis +5, Cha +7

Skills Deception +7, Perception +5, Stealth +7

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with magical weapons

Condition Immunities charmed, frightened

Senses truesight 60 ft. (when on its home plane), darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, Elven, Gnome

Challenge 7 (2,900 XP)

Detachable Limbs. The Cheshire possesses an unnatural anatomy. If a any of its bodyparts are detached, the Cheshire can reattach the lost bodypart to its body by holding it to the stump. The Cheshire can survive without it's head.

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

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

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

At Will: *Invisibility*, *Misty Step*, *Prestidigitation*, *Vicious Mockery*

1/day (each): *Greater Restoration* (Can only restore reduction of Wisdom or cure indefinite madness)

ACTIONS

Multiattack. The Cheshire makes 2 weapon attacks.

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

Spread Delirium. A creature within 5 ft. of the Cheshire must succeed a DC 15 Wisdom saving throw or becomes delirius for 1 minute. A delirius creature acts as if affected by the *Confusion* spell. At the end of a delirius creature's turn, it repeats the saving throw. On a failed saving throw the creature's Wisdom is reduced by 2 (1d4) until the creature finishes a short or long rest. On a successful saving throw the effect ends. If the creature's Wisdom is reduced to 0, it both is permanently delirius and its Wisdom stays reduced until at least 1 point of the creature's Wisdom is restored.

REACTIONS

Trickery. When the Cheshire is hit by an attack made by a creature, the creature must succeed a DC 15 Wisdom saving throw, on a failed save the attack misses instead and the Cheshire teleports up to 10 ft. to an unoccupied space it can see. To do so the creature must not have truesight (or otherwise be immune to illusions) and the Cheshire must be aware of the triggering creature.



Artwork by DM Tuz

CHESHIRE

Among the fey of the Wonderland, there is a being who seems, but for a moment, refreshingly sane. Aware of the state of the world around it, more than willing to comment on the absurdity of it all, this creature appears to some as a cat, some as a man, some as something in between, yet all know its name: Cheshire. Able to manipulate the strange goings-on of the land, inflicting insanity with one stroke, clarity with the next, this being has no shortage of explanations, no drought of musings, yet its true nature is just as chaotic as those of every other being that inhabits its home. The Cheshire is, in fact, the embodiment of delusion; it is the avatar of those who believe they have come to embrace and understand the madness of Wonderland, and thus presents itself as wholly clear-minded. Yet to the unwary adventurers it encounters- for those are its favorite curiosity of all- the Cheshire is no sure ally; amused by their shock and surprise at its changing appearance and tendency to appear unexpectedly and at random, this mercurial fey is just as happy to be a guide as it is to be a lure to certain doom, guided only by its whims in the moment. It's enough to drive one mad, but then again, isn't everyone mad here?

Unbo



Artwork by DM Tuz

Writing by Cannonsong

Concept and Game Design by DM Tuz

THE JABBERWOCK

With eyes of flame and claws that snatch, from pure unreason 'tis dispatched

This creature foul and nondescript, a horrid beast from dankest crypt

Born of panic, manic fear, it spouts great nothings for all to hear

And though you think your mind quite able, its merest breath may make unstable

For simple though can find no solace in a land already lawless

This fiend is reason's dying breath, for sanity it is but death

And even beings of Wonderland are driven mad by its cruel hand

Its strength is vast, its hide is steel, to fight is to become its meal

Yet even those that strike it dead, may find no peace within their head

For one can't kill a living notion, nor end this land's endless commotion

And nothing, not even stone or rock... is more enduring than Jabberwock.

JABBERWOCK

Huge Fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	23 (+6)	8 (-1)	7 (-2)	24 (+7)

Proficiency +6

Skills Perception +4

Saving Throws Str +14, Dex +6, Wis +4, Cha +12

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with magical weapons

Condition Immunities charmed, frightened, paralyzed, unconscious

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

Languages Common, Draconic, Sylvan

Challenge 18 (20,000 XP)

Burbling. A creature that starts its turn within 60 ft. of the Jabberwock and can hear it, must make a DC 21 Wisdom saving throw. On a failed check a creature has disadvantage on Wisdom saving throws and on saving throws to maintain its concentration until the start of its next turn. A creature that fails its saving throw by 5 or more is frightened by the Jabberwock until the beginning of its next turn.

Jaws that Bite. The Jabberwock's bite attack score a critical hit on a roll of 18, 19, or 20.

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

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

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

1/Short Rest (each): *Confusion* (6th level)

ACTIONS

Multiattack. The Jabberwock fires 2 Eye Beams or makes 4 attacks; 1 with its bite, 2 with its claws, and 1 with its tail. If both claw attacks hit the same creature, the Jabberwock grapples the creature, escape DC 22.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (2d12+8) piercing damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (2d4+8) bludgeoning damage.

Eye Beam. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 16 (2d8+7) fire damage.

REACTIONS

Delirious Screaming (1/day). When the Jabberwock is reduced to below half of its maximum hit points, it innately casts the *Confusion* spell at level 6 without expending a spell slot.

LEGENDARY ACTIONS

The Jabberwock 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. The Jabberwock regains spent legendary actions at the start of its turn.

Move. The Jabberwock moves up to its speed.

Tail. The Jabberwock attacks with its tail.

Eyes of Flame (2 Actions). The Jabberwock makes 2 Eye Beam attacks.

Whiffing Wings (3 Actions). The Jabberwock beats its mighty wings, causing a powerful wind to form around itself. Each creature within 10 ft. of the Jabberwock must make a DC 22 Strength saving throw. On a failed save a creature takes 14 (4d6) bludgeoning damage and is pushed back 10 ft. directly away from the Jabberwock and knocked prone. On a successful save a creature takes half as much damage and is not pushed or knocked prone. The wind remains until the start of the Jabberwock's next turn. As long as the wind persists, the Jabberwock has +2 to its AC and any creature within 10 ft. of the Jabberwock must spend 2 feet of movement for every 1 foot it moves when moving closer to the Jabberwock.

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