

24 FEY FAMILIARS



DESIGNERS: ROB MOORE, DAVID PERFECT
ART: MATTHEW CAVALLARO, KELSEY YAPPEL

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BALDORIAN

The baldorian is a strange fey with a fascination for humanoids. If a humanoid is in its midst, it spends its time around the humanoid asking it questions and trying to understand its mental state. If the humanoid has a problem, the baldorian tries to find a way to solve it and will stop at nothing to do so.

Seelie Matchmaker. The baldorian is imbued with a weird magic that gives it the power to excite romance within a humanoid. It does so by burrowing into the home of the humanoid and stealing its heart in its sleep, then bringing it to a pining lover to consume it. Many lasting loves have been built on the foundation of a baldorian's tricky ways.

COMCHAG

Owls found in the feywild have lost their second eyes and been whittled down to a single eye. What was lost in a physical eye, though, was replaced by fey magic that gave the comchag, the fey owl, an insight that it didn't have before. This allows the comchag to see the true nature of things in ways that other creatures cannot.

Eager guides. The comchag is happy to help visitors to fey forests, swooping down and bestowing blessings on people who are lost. They are a good omen for fey travelers and are welcomed if they swoop down and choose to perch on the shoulder of a traveler.

BALDORIAN

Tiny fey, chaotic neutral

Armor Class 10 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	9 (-1)	10 (+0)	8 (-1)	10 (+0)	12 (+1)

Skills Stealth +3

Senses passive Perception 10

Languages Common, Sylvan

Challenge 0 (10 XP)

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

Steal Heart. As a bonus action, the baldorian can force a sleeping humanoid hit by its claw attack to succeed on a DC 11 constitution saving throw. If it fails, the baldorian takes the humanoid's heart. The humanoid no longer needs its heart to survive in this case. If any other humanoid swallows this heart whole, the humanoid then becomes charmed and instantly falls in love with the humanoid who swallowed its heart. This charm can be broken with a *remove curse* spell or another spell of a similar nature, at which point a new heart grows into the humanoid's body.

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



COMCHAG

Tiny fey, chaotic good

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	5 (-3)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Sylvan

Challenge 0 (10 XP)

Innate Spellcasting. The comchag's innate spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

3/day: *Guidance*

Keen Hearing. The comchag has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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



CORRICH

Corrich are small fey creatures that graze on the grass of the plains of the Feywild. They are benevolent creatures that quite like elves, humans, and other humanoids of the Feywild as well as visitors to it. They have been known to befriend travelers and especially grow fond of those who carry out noble deeds or generally have pure intentions. The corrich's purity gives it a special power to see the purity in others, and that creates a special bond between it and other creatures that have pure hearts.

Gift givers. The corrich has one special power: the power to bestow gifts on those who are truly pure of heart. If a corrich encounters a creature with a truly good heart in a time of need, it can give a gift of power to that creature that can help it achieve things it could never do on its own. A corrich is seen to be an omen of good favor for a powerful archfey, and thus is one of the best things a traveler can hope for on her way into a Fey domain.

CORRICH

Tiny beast, chaotic good

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	6 (-2)	10 (+0)	14 (+2)

Senses passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

Charge. If the corrich moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 1 bludgeoning damage. If the target is a creature, it must succeed on a DC 8 Strength saving throw or be knocked prone.

Sure-Footed. The corrich has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

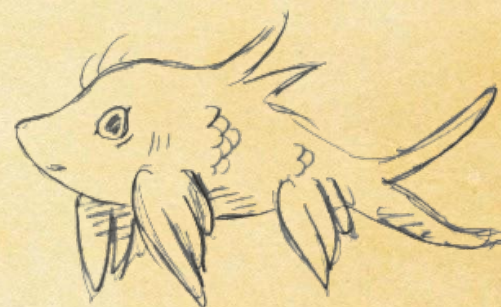
Magical Gift (1/Day). The corrich targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Masters Guide* for more information on supernatural charms.



CRIOGAD

The criogad is a fey creature that wants nothing more than to help others live better lives. They slip from the domain of faerie into the material plane to find people without direction, befriend them, then try their best to help guide them in a direction that is better for their own lives. Though they may not always be successful, they see advice-giving as their charge and stop at nothing to let people know what they do who need it.

Necromantic gift. The criogad is so fixated on providing advice that it can continue to do so on into the next life. If killed while giving advice, the criogad rises as a ghostly form of itself, doing its best to continue imparting the advice it has in its undead state.



CRIOGAD

Tiny fey, lawful good

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	10 (+0)	16 (+3)	14 (+2)

Skills Persuasion +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Tireless Advisor. If killed while giving advice, the criogad rises as an undead, spectral version of itself in 24 hours who continues to give advice until it is killed again.

FLYING FISH

Some fish in the Feywild have been warped by the fey magic of the realm to move not only by water, but also by air. These flying fish have fins that have grown feathers that slough off water and allow them to glide through the air just as a bird does.

Fey of the Sea. Flying Fish can be seen in the seas and oceans of the Feywild. Their ubiquity makes them good spies for mages interested in exploring the watery areas of the Feywild.

FLYING FISH

Tiny fey, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	10 (+0)

Senses darkvision 60 ft., passive Perception 8

Languages —

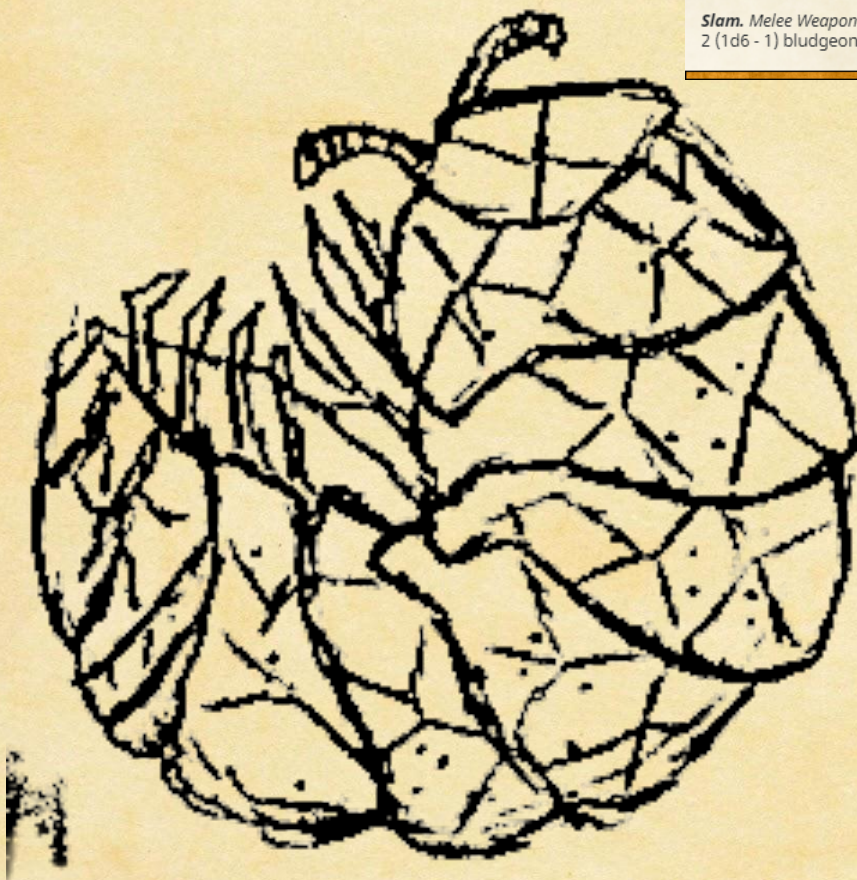
Challenge 0 (10 XP)

Limited Amphibiousness. The fish can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

JEWELER BEETLE

Jeweler beetles appear to be large beetles with shells made from a multitude of different kinds of gems. Although insectlike in appearance, these fey are far more intelligent than a normal insect, though that isn't saying much.

They have a monomaniacal obsession with gems of all kinds, either to add to their beautiful shells, or to form a slowly growing gem ball made of an amalgam of its collection. Some have managed to create massive gem balls, but this goes poorly for them once the balls are too large. There are many jeweler beetles who will gladly give aid to humanoids in exchange for gems rather than find gems on their own.



JEWELER BEETLE

Tiny fey, neutral

Armor Class 13 (natural armor) 16 (when rolled up)

Hit Points 3 (1d4 + 1)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	6 (-2)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Charge. If the beetle moves at least 10 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 2 bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Gem Shape. The beetle is able to form a gem that it touches into any shape that suits its purpose. It may also merge gems that are touching. It may also absorb a gem to add +1 to the beetle's AC. This does not stack if another gem is added.

ACTIONS

Gem Throw. Ranged Weapon Attack: +1 to hit, range 10 ft., one target. Hit: 1 bludgeoning damage.

Roll up. The beetle rolls up into a ball. This gives them +3 to their AC. However, their speed is lowered by 10 feet.

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

JIMMIJOO

Rumored to be the creation of a powerful archfey to spy on the people of her domain, the jimmijoo is a fey that can imitate the appearance of a plant. The archfey also empowered the jimmijoo with the ability to take a mean bite out of small fey if necessary, striking fear into the tiny fey of her domain.

Good company. In addition to spies, this archfey was looking for companionship. As someone who enjoyed riddles, she imbued the jimmijoo with an enchantment that caused them to laugh uncontrollably at any question asked. Now wanderers in the woods of her domain have been known to pose questions in the wood, only to be greeted by the unwelcome maniacal laughter of the jimmijoo.

JIMMIJOO

Tiny fey, chaotic neutral

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	9 (-1)	6 (-2)	6 (-2)	8 (-1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 8

Languages Sylvan

Challenge 0 (10 XP)

False Appearance. While the jimmijoo remains motionless, it is indistinguishable from a mundane flowering plant.

Laughing Fits. If asked a question, the jimmijoo bursts out in laughter, negating its *false appearance* ability. It will then be forced to succeed on a DC 8 wisdom saving throw or suffer the effects of a *Tasha's Hideous Laughter* spell cast at the first level. If the jimmijoo succeeds on this saving throw, it is immune to being enchanted by this ability for the next 24 hours.

ACTIONS

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



KIRBIS

Legend tells of a clever man who long ago tricked a devil twice into his servitude with nothing but cleverness and luck. Upon his death the upper planes rejected him for his dealing with devils and the hells wouldn't have him since he had tricked them into not being able to take his soul as well. So the fiends of the hells gave him a candle and allowed his soul to wander to feywild until he became one with the echo plane.

Being without a true home in the afterlife, the man went mad and affixed a gourd to his head, carving out eyeholes and a mouth and climbing in trees, spooking those who passed by. Over time, he forgot where his head stopped and the gourd began and where his limbs gave way to tree limbs, as did the plane he was banished to. The kirbis are said to be the offspring of this man.

Eternal devil-haters. The kirbis still enjoy playing a part in tricking devils when they have the chance, though those chances can be rare in the plane of faerie. They have, however, become quite handy as familiars for cloistered wizards interested in dealing with those beings most hard to make a deal with.

KIRBIS

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	15 (+2)	10 (+0)	17 (+3)

Saving Throws Cha +5

Skills Deception +5, Persuasion +5

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Fey Wiles. The kirbis has advantage on any charisma-based ability checks made on fiends.

ACTIONS

Burn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must succeed on a DC 9 Dexterity saving throw or take 2 (1d4) fire damage.



KOLOVAN

Long ago, the Green Lord Oberon wanted to give Titania, the Summer Queen, a gift. He knew she prized foxes and wanted them to be able to fly alongside her as she took her evening flights, so he gave a pair of foxes the power of flight.

All kolovan are said to have descended from these two gifted creatures. To this day, all kolovan of the Feywild are said to be the property of Titania, though she does not make a fuss if she sees one as a companion of a guest unless she is looking for an excuse to punish that guest.

Effective scouts. The kolovan combines the penchant a fox has for curious exploration with the gift of flight, making them excellent scouts and good ears for a mage looking for a companion.



KOLOVAN

Tiny fey, neutral

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., burrow 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing. The Kolovan has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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

LIVING HAG EYE

Sometimes a hag's eye is transmuted to the point where it is animated, taking on a life and objectives of its own. This may be from the needs of a hag coven or it may be from the magic of a mage that wants to use this magic for her own ends.



LIVING HAG EYE

Tiny fey, neutral evil

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	8 (-1)	11 (+0)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Innate Spellcasting. The eye's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*

Fey fashion. Living hag's eyes are usually kept suspended inside a bottle to keep the fragile transmutation and necromantic energy that powers it stable. Unlike their progenitors, a living hag's eye often has a refined sense of style, dressing itself as a witch or some other sort of mage. They often have access to an innate spellcasting ability, too, usually to conjure as it has seen hags do.



LOUCHE

Tales are told of fey spirits that compulsively cause mischief in bucolic villages: breaking into homes, feasting on crops at harvest time, chewing into grainbags in the dead of winter, even tying together shoelaces just to watch people fall. Some hypothesize these are unclean spirits, some suspect a demonic presence. Those aware call them the "louche."

The louche is among the most pesky of the fey, evading capture and turning what seem like clean swipes into nothing. For this reason, most villages are not happy to have a louche infestation.

Stopping the Louche. Louche feed on attention and fear of animals, so speaking the name of animals gives them the power to continue to evade capture. If captured however, a male and a female Louche can be dressed up as a bride and groom and let out into the forest, at which point the rest of the louches in the area will follow them and celebrate their union. Some suspect this is the reason they get up to their antics in the first place.

LOUCHE

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	9 (-1)	5 (-3)	10 (+0)	4 (-3)

Saving Throws Dex +5

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

REACTIONS

Unvanquishable. In response to another creature dealing damage to the louche, the louche reduces the damage to 0. This ability only functions if an animal name has been spoken within a mile in the last 24 hours.

MIALMAGHA

The mialmagha at first glance is nothing more than an ugly toad. After all, most mialmagha are no more than that. But certain fey princes who step out of line for being too lecherous can be cursed to live among the mialmagha until freed by the kiss of a princess...or a dwarf who likes to kiss toads.

Kissing for Sport. While the first kiss of a mialmagha led to an impressed archfey, mialmagha have been found to be cursed princes often enough that the novelty has worn off. Instead, the practice has turned into a bit of a sport, with some princes goading themselves into curses and trying to be found by young maidens.



MIALMAGHA

Tiny fey, unaligned

Armor Class 9

Hit Points 1 (1d4 - 2)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	9 (-1)	7 (-2)	1 (-5)	4 (-3)	3 (-4)

Senses darkvision 30 ft., passive Perception 7

Languages —

Challenge 0 (10 XP)

The Prize of the Prince. If a mialmagha is kissed by a humanoid, roll a d100. On a roll of 100, the mialmagha transforms into a fey prince, who will then arrange a meeting with the archfey he belongs to, grant a simple wish, or grant other assistance at the DM's discretion. This applies to any mialmagha, even those conjured by a *find familiar* spell. On any other roll, nothing happens and this ability cannot be used again on this mialmagha.

MUNJA

Small fey, unaligned

Armor Class 13

Hit Points 2 (1d6 - 1)

Speed 40 ft.

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

Damage Immunities necrotic, poison

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Stench. Any creature other than a munja that starts its turn within 5 feet of the munja must succeed on a DC 8 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all munjas for 1 hour.

ACTIONS

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



MUNJA

The munja resembles a pygmy deer, usually about the size of a small dog. Docile and choosing to run rather than engage with predators every time they encounter them, the munja is a favorite familiar of many who visit the Feywild, given they can adapt to its presence.

Carriers of Rot. The munja distinguishes itself by existing in a constant state of slight decay. While this is off-putting to many due to the

overwhelming smell that surrounds the creatures, it allows the munja to live in harmony with fungi and ingest much plantlife that would not be palatable to many other creatures of the Feywild. This has not only allowed the Munja to thrive in the dark forests of the Fey, but also has made them ideal scouts for wizards worried about poisonous and deathly elements in Fey climes.

MYCOPS

Small fey, lawful neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	6 (-2)	11 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Underwater Camouflage. The Mycops has advantage on Dexterity (Stealth) checks made while underwater.

Distress Spores. When the Mycops takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the Mycops has disadvantage on ability checks, attack rolls, and saving throws. The Mycops dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the Mycops can't use its tentacles on another target.

Rapport Spores (3/Day). A 10-foot radius of spores extends from the Mycops. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

been eradicated from much of the feydark, but myconids have been able to retreat to flooded caverns and adapt flexible limbs for swimming.

Water camouflage. The mycops has survived by adapting to blend into its underwater environment. A group of mycops can look like a forest of seaweeds or even a ripple of water if needed to avoid detection. These sly adaptations have made Mycops excellent scouts for rogues with a knack for the arcane, though their aversion to sunlight make them only useful at night or in the Feydark.

Telepathic connectors. While not as bright as a typical myconid, the Mycops has retained its ability to release rapport spores, making this a helpful familiar for arcanists with a diplomatic bent. Mages unversed in the Sylvan tongue can make good use of a Mycops if they find themselves unexpectedly thrust into the Fey.



MYCOPS

Vast swaths of the Feydark are flooded and teeming with underwater life. Mycnoid life has

NATHIR

When St. Sollars exiled all snakes from the Isle of Prespur, they fled into nooks and crannies of its landscape, forest, and gorges and into the recesses of the Feywild. Here, these snakes became known as the Nathir. Captured by Eladrin and kept as pets, they slowly become one with the Fey, taking on characteristics of fey creatures and losing their connection to the material plane.

Serpentine Psionicists. While in the care of the Eladrin, the Nathir slowly lost their poison, but they were taught the ways of elves and slowly grew in mind and reasoning. This growth awakened latent psionic ability within the Nathir, who can now use the ability to conjure horrible memories within the minds of those subject to their bites.



NATHIR

Tiny fey, lawful neutral

Armor Class 11

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)

Senses blindsight 10 ft., passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Intelligence saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one.

frightened or elude those who may harm them by blending in without motion.

Friend of Plants. A peace blossom considers herself a true friend of the plants she tends to. She makes sure to check up on them regularly to see how they are doing by calling on fey magic to animate them. Some say that many of the animate flora of the



PEACE BLOSSOM

Named after a character from a forgettable poet's idle journaling, the peace blossom is a fey keeper of gardens that lives among the plants. Nearly indistinguishable from the gardens they inhabit, peace blossoms can easily disappear into gardens when

PEACE BLOSSOM

Tiny fey, neutral good

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	10 (+0)	10 (+0)	15 (+2)

Senses passive Perception 10

Languages Sylvan

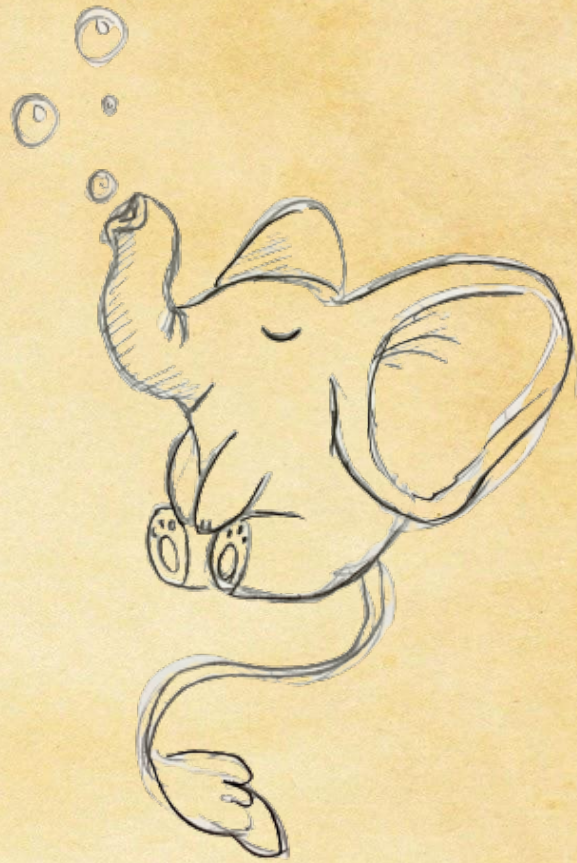
Challenge 0 (10 XP)

Incorporeal. The peace blossom can move through other creatures and objects as if they were difficult terrain. It takes 2 (1d4) force damage if it ends its turn inside an object.

False Appearance. While the peace blossom remains motionless, it is indistinguishable from a tulip.

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

1/day: *speak with plants*



Feywild became so due to repeated magical animation by peace blossoms.

PINK ELEPHANT

Pink elephants are small elephant-like fey who use their large ears for flight and blow pink bubbles out of their trunk. When touched by one of these bubbles, creatures will often come under the same effect as being drunk. However, unlike alcohol, this lasts for a short time and lacks any of the negative side effects. Pink elephants can be found frequenting parties in the Feywild as they love nothing more than to spread a bit of fun with everyone they meet, firing streams of bubbles at partygoers.

Many pink elephants venture to the material plane, often searching for creatures they perceive as needing fun or relaxation and begin firing bubbles at them. This can lead to problems when being drunk is unwise in certain situations. Their fun loving nature and desire to help have sometimes put them in unfortunate circumstances, as there are many creatures who would gladly capture them for their abilities.

PINK ELEPHANT

Tiny fey, chaotic good

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	6 (-2)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

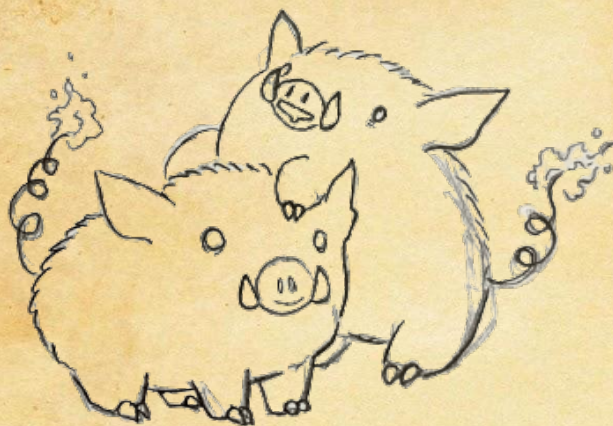
Challenge 0 (10 XP)

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

ACTIONS

Stupor Bubbles. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. *Hit:* The target must make a DC 10 Constitution saving throw, or be poisoned for 1 round.

Trunk. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



PYGMY BOAR

The boar of the material plane have echoes on the plane of faerie that grow no larger than the size of a guinea pig. These creatures are used as mounts for sprites but are often found rooting through the woods of the Feywild and digging up enchanted tubers, their favorite meal.

Glowing tails. In order to better root around at night time, the pygmy boar did not develop darkvision, but rather a light that emits from the tip of their tail. These make pygmy boars desirable companions for Eladrin making journeys into the Feydark.

QUILLED SEA LION

Tiny fey, chaotic neutral

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	9 (-1)	7 (-2)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 0 (10 XP)

Hold Breath. The sea lion can hold its breath for 15 minutes.

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

ACTIONS

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

PYGMY BOAR

Tiny fey, chaotic neutral

Armor Class 11 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	4 (-3)	9 (-1)	13 (+1)

Senses passive Perception 9

Languages understands Sylvan

Challenge 0 (10 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 2 (1d4) slashing damage. If the target is a creature, it must succeed on a DC 9 Strength saving throw or be knocked prone.

Flame tail. The boar has a flame on its tail that emits dim light in darkness that extends five feet in all directions.

Relentless (Recharges after a Short or Long Rest). If the boar takes 3 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

QUILLED SEA LION

Long ago, a sea lion slipped into a crevice in a rocky island and found itself lost in a new world, none of its friends or family in sight. It searched and searched this new strange sea it swam in until it finally came across a sea urchin. The sea lion asked the urchin where it was, but the urchin did not know either, but



said it could help the sea lion search for its family if it wished.

The urchin then climbed on the sea lion's back and they searched together. As they searched, the two creatures talked, slowly becoming friends. The hours of searching turned into days, which then stretched into weeks, then later into months and years. Soon, the sea lion forgot what it was looking for, as it realized its friend was on its own back the entire time.

RAHNSWINSAWN

Certain exceptional men of the material plane combine an affinity for solitude with a duty to protect the natural world. They do this work by setting an example for their fellow men in the halls of local governance and through the interactions they have with others. Their noble spirits are echoed in the plane of faerie by the Rahnswinsawn.

Upstanding yarn spinner. The Rahnswinsawn is decidedly set in its ways, unwilling to budge on its moral principles, which are undoubtedly pristine. It will tell stories and proverbs ad nauseum extolling the virtues of freedom and self-determination, especially to those lost in their own moral journeys.

SEGALE

Evil and trickster fey have been known from time to time to steal the shadow of a person who enters their realm and makes a deal they don't understand. When this happens, a segale can be known to follow these creatures and take their place as new shadows.

When not taking the form of a shadow, the segale looks like a throw rug, with two eye stalks that lift up when it is trying to get a view far away.

Trickster spirit. The segale is benevolent, but also enjoys playing tricks such as making a shadow look different than the creature it portrays. If one of your companions has a shadow that inexplicably looks like it has horns, a big nose, a tail, a ballgown, or impossibly large thumbs, a segale may be in your midst.



RAHNSWINSAWN

Tiny fey, neutral good

Armor Class 9

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	9 (-1)	10 (+0)	8 (-1)	8 (-1)	18 (+4)

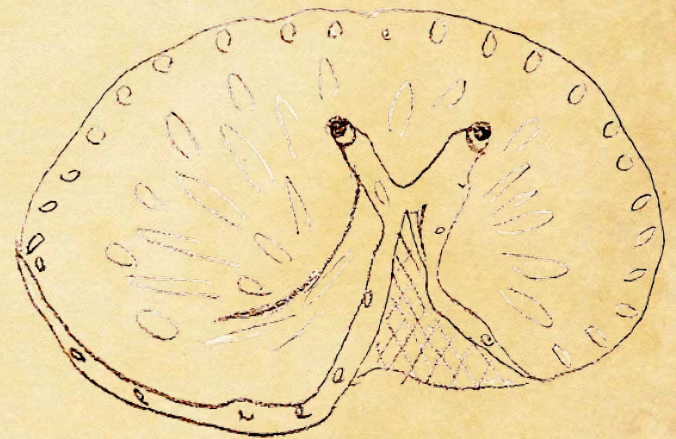
Skills Intimidation +6, Persuasion +6

Senses blindsight 30 ft., passive Perception 9

Languages Sylvan

Challenge 0 (10 XP)

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



SEGALE

Tiny fey, chaotic good

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	9 (-1)	8 (-1)	3 (-4)	10 (+0)	12 (+1)

Skills Stealth +3

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

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

Innate Spellcasting. The segale's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

At will: *minor illusion*

1/day: *alter self*, but only to take the form of a shadow

SHEVISHAES

Small fey, chaotic evil

Armor Class 12

Hit Points 2 (1d6 - 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	9 (-1)	17 (+3)	10 (+0)	12 (+1)

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

Senses passive Perception 10

Languages All

Challenge 0 (10 XP)

Forbiddance. The shevishaes can't enter a residence without an invitation from one of the occupants.

Mimicry. The shevishaes can mimic any voice it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Nose sensitivity. Any bludgeoning damage taken on its nose will cause the shevishaes to be stunned until the end of its next turn.

ACTIONS

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

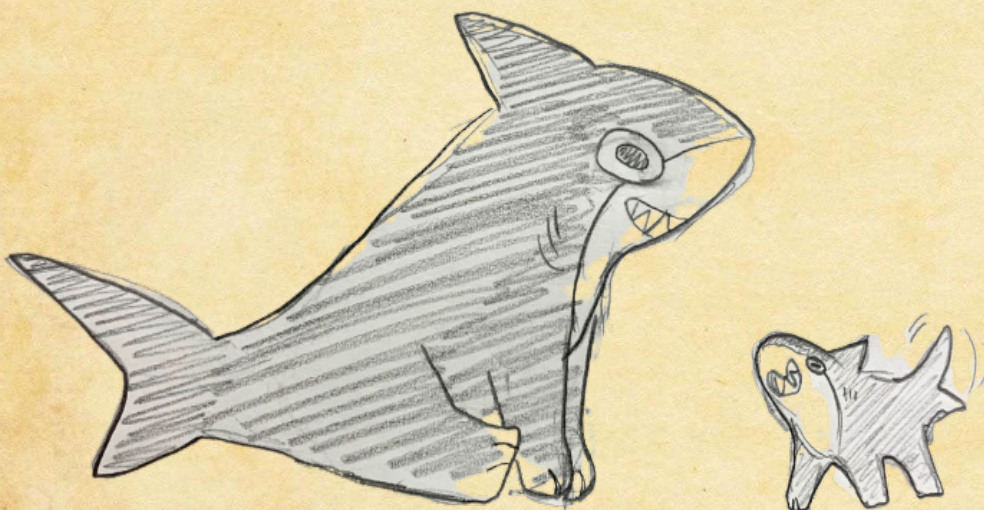
SHEVISHAES

A shevishaes was once a menace to Fey everywhere, but now is no more than a simple nuisance. These creatures used to stand as tall as large humanoids and would wait at an unsuspecting creature's door to their home, wooing them to open the door with perfect impersonations of loved ones and other visitors before they would devour them whole.

After the blight of the shevishaes had grown too wide across the Feywild, a powerful Archfey was successful in casting a far-reaching spell using deep primal magic of the Fey. This spell reduced all the Shevishaes of the Feywild to the size of housecats, making them no longer dangerous to anything but the tiniest of fey.

The shevishaes continue on with their antics, but are treated as no more than simple pranksters now. While they still are able to kill the occasional pixie or sprite, they are considered a nuisance at worst to the fey.

Weaknesses. The shevishaes has two weaknesses that fairies share with each other in poetry and folklore. First, they cannot enter a home without being invited first. Second, they can be easily repelled with a hit to the nose. For this reason, many of the small feyfolk have side windows in odd locations and a mallet hanging next to their front door in case they receive an unwanted visit.



SPIORA

Deep in the Feywild dwell spirits that live among the trees and foster their growth and development. The spiora cares about trees and plants first, spending all its time caring for the foliage of the Feywild.

Green souls. The spiora are echoes of gardeners who are arborists of the material plane, their spirits imprinted on the plane of faerie by their devotion to nature. Each spiora maintains a marker of that spirit: for instance, a gardner who mainly worked on fruits will have a spiora who grows massive pumpkins, a winged tiefling arborist may have a spiora with wings itself. Some spiora are even said to have vague recollections about the lives they come from in the Prime Material.

SPIORA

Tiny fey, neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	8 (-1)	7 (-2)	12 (+1)	13 (+1)

Skills Nature +2, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Innate Spellcasting. The spiora's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spell, requiring no material components:

At will: *druidcraft*

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 1 slashing damage.



YOMEHAY

The failed experimentation of hags with deep magic led to the twisted creature that is the Yomehay. Constantly covered in a thick layer of mucus, this creature is hideous to behold, though some mages enjoy conjuring them in order to create a certain image.

Cursed creature. The Yomehay knows it is cursed and lives its life in awareness of this. Some believe they were once frogs, others think they were owls. What every Yomehay knows, however, is there is no returning to the creatures they once were. For this reason, the Yomehay is angry at creatures different from itself and lash out at them aggressively if given the chance. Some mages, however, have found their own ways to tame the Yomehay and make good use of it despite its volatile nature.

YOMEHAY

Tiny fey, chaotic evil

Armor Class 12 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 0 (10 XP)

False Appearance. While the yomehay remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

