

# FEYWILD ENCOUNTERS - RANDOM TABLES

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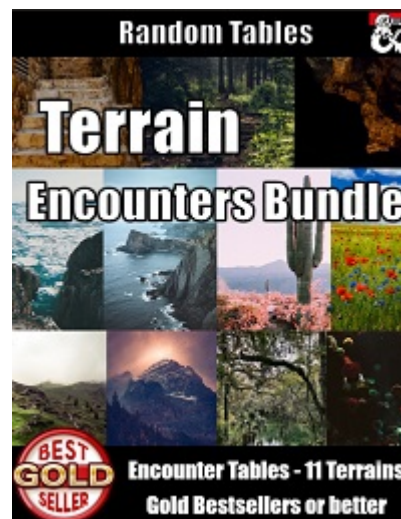
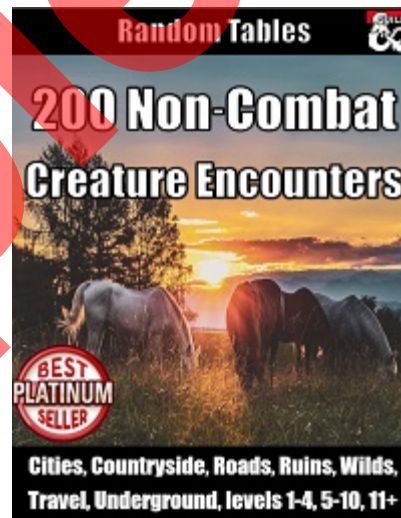
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# USING FEYWILD ENCOUNTERS

Feywild are defined by wide open spaces and initially hard to make different. I've tried to support themes of fey and plants, enchantment, illusions, trees and the unusual.

Find a Feywild Encounters Generator at [ChaosGen](#)

## DICE TO USE

The default dice for the tables are **1d8+1d12**. With two dice some results have a higher chance to occur. The most common results at 9-13, with values below and above this occurring less often. The least likely to occur are 2 and 20.

Or using **1d20** gives more chance of dangerous and unusual encounters. Options for rolling a 1 include re-rolling, treat as n 11, combine two more rolls or simply choose a result.

**2d10** (2-20) has the same range as d8+d12. It only uses a single die type and changes the most common result to an 11.

Using **3d6** (3-18) or **2d6+4** (6-16) reduces the more dangerous and unusual encounters and results.

## SMALLER (D4+D6) TABLES

The smaller tables use **1d4+1d6** with a range of 2-10. The most common results are 5-7. Alternate dice include **1d10** (with option of treating a 1 as a 6) or **2d4+1** (2-9)

## ABOUT ENCOUNTER TABLES

There are a few options beyond just rolling up an encounter.

- Pick the result that is most interesting or makes sense.
- Plan for adventures by looking at monster groupings.
- Combine the results of two tables.
- Roll several encounters in advance and use as needed.
- Use them as a base to make your own encounter tables.

## TYPES OF ENCOUNTER

Encounters can go beyond combat. Use them to introduce...

- local creatures, NPCs or factions
- a source of information or someone to call on for help
- an encounter tied to a character, villain or subquest
- news about world events or local politics
- foreshadowing of future story or major events.

## ENCOUNTER FREQUENCY

Some groups use encounters simply when traveling. Others use a system varying on terrain, danger level and time of day.

A quick method is 1d20 with an encounter on 16+. Roll once a day, when terrain changes or more often in areas of danger.

## SIMPLE TRAVEL ENCOUNTERS TABLE

A simple option for travel is roll 1d20, +1 per day of travel. If the d20 shows an 11, there is an ambush or night encounter.

1d20 + days of travel	Encounters
1-10	No encounters
11-20	1 encounter
21-30	2 encounters
31+	3 encounters

## WAYS TO USE RANDOM ENCOUNTERS

Random encounters are a versatile tool that can surprise a group with the direction it takes the game. Use them for...

### CHANGING THE PACE

Encounters can be used when things need to slow down or speed up. A stranger approaches a distracted party (or players). An ambush when they are spoiling for a fight, a friendly encounter if they are in safer lands.

### SOMETHING UNEXPECTED

Your players have done the unexpected, you need time to recover and process what's happened. Call a 5-minute break and roll (or choose) from the tables. Use what you like to provide enough for an encounter or get you to session's end.

### A TASTE OF THE SURROUNDINGS

In new terrain or an unusual area showcase things specific to the area. Hydras in swamps, crabs on the coast, avalanches in mountains. Hostile encounters where foes are expected, non-combat encounters where they are not.

### NOTHING PREPARED

You need something to fill a game session or. For some groups a simple combat (or non-combat) encounter can keep a group occupied if you have nothing else to go on.

## MODIFYING ENCOUNTERS:

The extra tables can be used to customize encounters.

- Use Location tables to add variety. Details supplement your own descriptions. Use Combat Terrain for aggressive foes and to give bold PCs something to work with.
- The Complications table suggests ways of tying an encounter to the terrain and integrating other tables.
- NPCs can be prisoners, allies, guides, or simply nearby.
- An Enc. Activity gives purpose to a creature encounter
- Items can be littered around the battlefield, given to intelligent foes or used as treasure.
- Use humanoids as mercenaries, guards or travelers
- At night encounters change. Use NPCs or Humanoids for intelligent foes and people in need. Adapt non-combat encounters and use nocturnal foes like Feywild Monsters.

## HIGHER AND LOWER LEVEL PARTIES.

The tables are created for a range of levels, but some results are very deadly for lower level parties. Or not a challenge for some higher level parties, which isn't always a problem.

For parties low in a tier (such as levels 4-6 of tier 2, which is levels 5-10) try the minimum number of creatures. Or the maximum for parties on the higher end of a tier.

Similar advice applies for parties with more or less characters that the average, or who are more powerful due to magical items or character optimization.

Make encounters easier by adding allies or using advantageous terrain. Monsters could be hindered with lower morale, injuries or distractions.

# FEYWILD ENCOUNTER TABLES

VGtM = Volo's Guide to Monsters.  
MToF = Mordenkainen's Tome of Foes  
DMG = Dungeon Master's Guide

## FEYWILD ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 <b>shambling mound</b> or 1 <b>night hag</b>
3	1 <b>pseudodragon</b> or 1d3 <b>awakened trees</b>
4	1 <b>ettercap</b> and 1d2 <b>giant spiders</b> or 1d4 <b>harpies</b>
5	2d4 <b>giant owls</b> or roll on <i>Feywild Beasts</i>
6	1d3 <b>ogres</b> or roll on <i>Feywild Humanoids</i>
7	1 <b>giant elk</b> and 2d6 <b>deer</b> or roll on <i>Feywild Beasts</i>
8	1d3 <b>nothics</b> or roll on <i>Feywild Monsters lvl 1-4</i>
9	1d6 <b>sprites</b> on <b>giant fire beetles</b> or roll on <i>Mounts &amp; Riders lvl 1-4</i>
10	1d2 <b>displacer beasts</b> or roll on <i>Feywild Monsters</i>
11	2d4 <b>blink dogs</b> or roll on <i>Fey Court lvl 1-4</i>
12	1d3 <b>pegasi</b> or roll on <i>Fey Spirits lvl 1-4</i>
13	1d4 <b>dryads</b> or roll on <i>Plant Creatures lvl 1-4</i>
14	2d4 <b>satyrs</b> or roll on <i>Fey Court lvl 1-4</i>
15	1d3 <b>will-o'-wisps</b> or roll on <i>Fey Spirits lvl 1-4</i>
16	2d4 <b>needle blights</b> or roll on <i>Plant Creatures lvl 1-4</i>
17	1d2 <b>owlbears</b> or 1d4+1 <b>elven scouts</b>
18	1d6 <b>goblins</b> led by 1 <b>satyr piper</b> or 1 <b>faerie dragon</b>
19	1d6 <b>mephits</b> (mix of any types) or roll on <i>Planar Visitors lvl 1-4</i>
20	1 <b>unicorn</b> or 1 <b>wood woad</b> (VGtM)

## FEYWILD ENCOUNTERS (LEVELS 5-10)

d8+d12

2	1 <b>behir</b>
3	2d4 <b>griffons</b> or 1 <b>young dragon</b> (any metallic)
4	2d4 <b>displacer beasts</b> or 1d2 <b>spirit nagas</b>
5	1d4 <b>shambling mounds</b> or 1d2 <b>korreds</b> (VGtM)
6	1d6 <b>helmed horrors</b> or roll on <i>Feywild Spirits lvl 5-10</i>
7	1 <b>shambling mound</b> with 1d4 <b>vine blights</b> or roll on <i>Plants lvl 5-10</i>
8	2d4 <b>bugbears</b> led by 1 <b>ogre</b> or 1 <b>corpse flower</b> (MToF)
9	1d3 <b>galeb duhr</b> or roll on <i>Feywild Spirits lvl 5-10</i>
10	1 <b>treant</b> and 1d4+1 <b>dryads</b> or roll on <i>Plant Creatures lvl 5-10</i>
11	1d2 <b>fomorians</b> or roll on <i>Feywild Monsters lvl 5-10</i>
12	1d6 <b>centaur hunters</b> with 2d6 <b>satyrs</b> and 2d4 <b>dire wolves</b> or roll on <i>Fey Court lvl 5-10</i>
13	1 <b>elven mage</b> with 1d4 <b>faerie dragons</b> or 1 <b>wood woad</b> (VGtM) with 1d6 <b>dryads</b>
14	1d4 <b>dryads</b> , 1d6 <b>pixies</b> and 1d6 <b>sprites</b> or roll on <i>Fey Court lvl 5-10</i>
15	1d4+1 <b>ettins</b> or roll on <i>Feywild Monsters lvl 5-10</i>
16	1d6+1 <b>ettercaps</b> with 1d4 <b>phase spiders</b>
17	1d6 <b>elven scouts</b> on <b>owlbears</b>
18	2d6 <b>centaurs</b> or 1d4 <b>redcaps</b> (VGtM) with 1d4 <b>yeth hounds</b> (VGtM)
19	1d4 <b>nothics</b> and 1d4 <b>displacer beasts</b>
20	1 <b>young green dragon</b>

## FEYWILD ENCOUNTERS (LEVELS 11+)

d8+d12

2	1 <b>androsphinx</b>
3	1 <b>empyrean</b> or roll on <i>Planar Visitors lvl 11+</i>
4	1 <b>deva</b> with 2d6 <b>pegasi</b>
5	1d4 <b>ettins</b> on <b>giant apes</b> or 1 <b>archruid</b> (VGtM) with 1d6 <b>dryads</b>
6	1d2 <b>storm giants</b> or roll on <i>Planar Visitors lvl 11+</i>
7	1 <b>elven archmage</b> with 1d6 <b>centaurs</b>
8	1d3+1 <b>oni</b> with 2d4 <b>ogres</b> or 1 <b>elven enchanter</b> (VGtM) on a <b>unicorn</b> and 1d4 <b>wood woads</b> (VGtM)
9	1 <b>rakshasa</b> or roll on <i>Planar Visitors lvl 11+</i>
10	1d2 <b>fomorions</b> on <b>hydras</b> or 1 <b>storm giant quintessent</b> (VGtM)
11	1d3+1 <b>treants</b> or 1d4+1 <b>eladrin</b> (MToF, mix of spring, summer, autumn and winter)
12	1d6+2 <b>fomorians</b> or 1d4 <b>shambling mounds</b> and 1d4 <b>wood woads</b> (VGtM)
13	1 <b>treant</b> with 2d4 <b>satyrs</b> mounted on <b>centaurs</b>
14	1 <b>oni</b> with 2d6 <b>nothics</b> or 1d3 <b>trolls</b> on <b>chimeras</b>
15	1d3 <b>fire giants</b> and 1d3 <b>cloud giants</b> or a coven of <b>hags</b> (mix of night, annis (VGtM) and bheur (VGtM) Hags)
16	Coven of 3 <b>night hags</b> with 1d6 <b>displacer beasts</b>
17	1 <b>gynosphinx</b> and 1d2 <b>treants</b> or 1 <b>archmage</b> on a <b>ki-rin</b> (VGtM)
18	1 <b>adult green dragon</b> 1 <b>annis hag</b> (VGtM) or with 2d6 <b>yeth hounds</b> (VGtM)
19	1 <b>elven assassin</b> on a feathered <b>beholder</b>
20	1 <b>adult dragon</b> (any metallic)





# LOCATION TABLES

Use Wilderness, Semi-Civilized or Baleful table for an encounter location.

The Feywild Location Detail and Feywild Combat Terrain can be used to customize the location.



## FEYWILD WILD LOCATIONS

In italics are optional extra details.

d8+d12

- |    |   |
|----|---|
| 2  | A river of white froth in a steep valley ( <i>there are big green lights</i> )  |
| 3  | A bridge of thick vines across a chasm. Shimmering snails cover the cliff sides ( <i>there is a pile of colorful pebbles</i> )              |
| 4  | A blue pool full of singing fish ( <i>nearby are green mushroom rings</i> )   |
| 5  | An area of shrubs lit by <i>faerie fire</i> and a mound of huge shells ( <i>there are several bunches of flowers</i> )                      |
| 6  | A standing stone surrounded by flowers with an overpowering scent ( <i>there is a rope ladder and a hole in the top of the stone</i> )      |
| 7  | An area of glowing grass ( <i>the sky is full of clouds in strange shapes</i> )   |
| 8  | A glistening fire by a quartz rock ( <i>near to a meadow of purple moss</i> )   |
| 9  | A patch of enchanted grass by a fallen tree ( <i>jaunty music is playing</i> )  |
| 10 | A river with elf-sized lily pads ( <i>fireflies cover the area</i> )  |
| 11 | A pair of vine-covered cave mouths ( <i>associated with a fey goblin</i> )  |
| 12 | A meadow of ghostly flowers with a bush of orange roses in the center ( <i>close by is an eerie arch of stone</i> )                         |
| 13 | A shining crystal structure with notches marked up one side. It is surrounded by reeds ( <i>there are many leaves swirling around</i> )     |
| 14 | A deep lake covered in patches of humming seaweed. There is a beached boat shaped like a swan ( <i>a flowery smell covers the area</i> )    |
| 15 | An illuminated pond near a few trees heavy with fruit ( <i>several moving vines extend from the pond</i> )                                  |
| 16 | A plant-covered mesa with a giant pink tree ( <i>it has a splendid view</i> )   |
| 17 | A radiant pool fed by a spring, beside a tar pit ( <i>there is thick fog</i> )  |
| 18 | A shimmering waterfall in front of a cave-mouth. Patches of blue flowers grow to one side ( <i>written in Elven is an incomplete poem</i> ) |
| 19 | A field of mushrooms as big as trees ( <i>each has a bright light on top</i> )  |
| 20 | A pair of beanstalks beside a cliff with many caves ( <i>there is a bird nest with bright red eggs</i> )                                    |

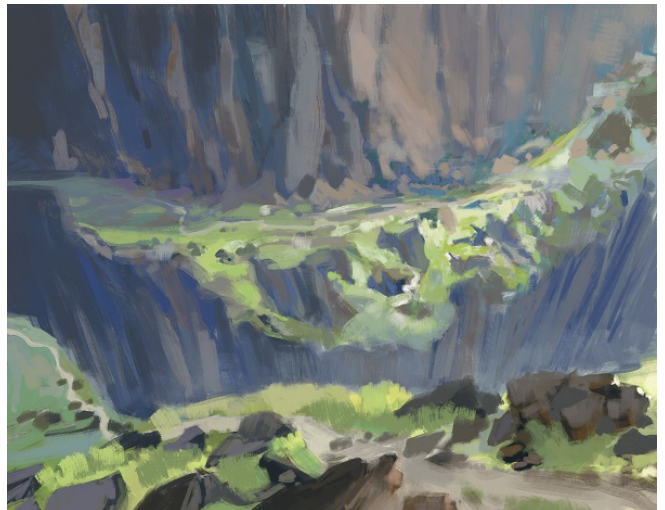
## FEYWILD BALEFUL LOCATIONS

Many Feywild locations are twisted reflections of the material world.

In italics are optional extra details.

d8+d12

- |    |   |
|----|---|
| 2  | A plateau covered in blood-stained snow. Stone spikes jut from the ground ( <i>there is a hole of magical darkness</i> )                                  |
| 3  | A meadow of tar pits and bright poison berries ( <i>heavy rain is falling</i> )   |
| 4  | A tree growing bones, moldy fruit and cocoons of slime. Many insects are flying around ( <i>there is a hidden cave entrance</i> )                         |
| 5  | An iced-over pool of gray sludge surrounded by bracken. Eyes watch from a nearby tree ( <i>there is wailing from a nearby cave mouth</i> )                |
| 6  | A turbulent river with rapids disguised by a <i>hallucinatory terrain</i> . Pieces of debris line one bank ( <i>there are the bones of two centaurs</i> ) |
| 7  | A garden of putrid vegetables coated in goo ( <i>there are blue spores</i> )  |
| 8  | A tainted river fed by a spring of thick gray liquid. Fat dragonflies feed on floating brown lumps ( <i>nearby is a pile of chattering skulls</i> )       |
| 9  | Desolate ruins infested with spiders and carnivorous plants. A statue points an arm at the sky ( <i>there is the corpse of a pixie</i> )                  |
| 10 | A wide cave entrance by a muddy stream. Several boots are stuck in the mud ( <i>a violent storm is approaching</i> )                                      |
| 11 | A pulsating growth of red vines floats over a swamp of deep muck ( <i>there is a mournful dirge coming from a crevice</i> )                               |
| 12 | A circle of obsidian rocks carved into animal shapes. Long damp grass grasps at intruders ( <i>there are a few stringy pale fungi</i> )                   |
| 13 | A beach of mossy stones by a lake of bubbling liquid. On the shore is a boat with two coffins ( <i>there is a cloud of greenish smoke</i> )               |
| 14 | A garden of bulbous purple mushrooms beside an ugly gorge. A basket holds several mushrooms. ( <i>there is a grotesque statue</i> )                       |
| 15 | A maze of wet webs and grasping thorns ( <i>a voice screams for help</i> )  |
| 16 | A field of withered black flowers with a lone tree ( <i>vivid hail is falling</i> )   |
| 17 | A slate cliff with an eroded bone shrine to a power of darkness. Bats watch from cracks and fissures ( <i>there is an putrid smell in the air</i> )       |
| 18 | A clearing of sticky fungi that clings to everything. There is a whispering cairn surrounded by bones ( <i>there are many worms here</i> )                |
| 19 | A shallow river with a layer of scum and black jellyfish. Beside it a chimney billows thick smoke ( <i>flies cover the area</i> )                         |
| 20 | A wide pit with a moving oily liquid covered in bugs. It is surrounded by slippery ice ( <i>a blizzard is starting</i> )                                  |

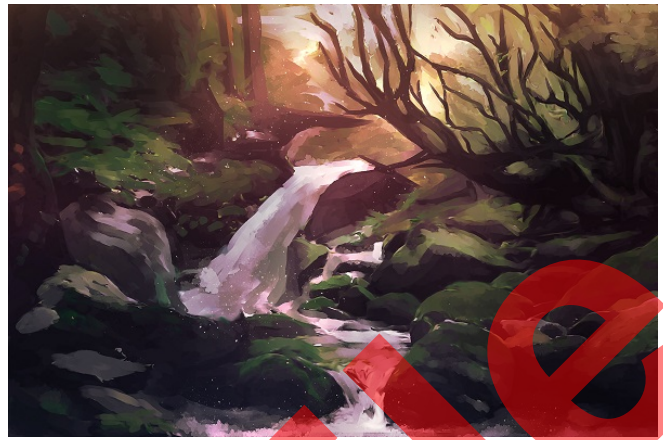


## FEYWILD SEMI-CIVILIZED LOCATIONS

In italics are optional extra details.

d8+d12

- 2 A raft at the edge of a red lake (*a forest spirits watches here*)
- 3 A path of flowers that splits around a heap of flickering coins and a shallow pool (*there is a circular wooden door*)
- 4 A crystal slope studded with blue runes (*hidden by a mirage arcana*)
- 5 A hunting lodge with grass growing on the roof. It is surrounded by tangled roots (*there are unicorn tracks that look recent*)
- 6 A path of turtle-shells over a sparkling river (*a curse is painted here*)
- 7 Three tall trees with branches combining into a grand throne (*on a long slope of glittering grass*)
- 8 A set of stone steps leading to a treehouse. There are several piles of bright pebbles (*a sweet smell lingers here*)
- 9 An graceful tower made of metallic strands, ringed by mossy mounds (*there is a swarm of scintillating flies in the area*)
- 10 A bright circular tent with a large flat. It is in a field of purple thistles (*there are obvious tracks of something large nearby*)
- 11 A wide crystal fountain with regular geysers (*there is a programmed illusion here of many dancers*)
- 12 A garishly-painted bridge over a deep river (*there is bright sunshine*)
- 13 A hill of ghostly flowers and a proud statue (*an owlbear lies dead*)
- 14 From an overhanging cliff is a frozen waterfall, with handholds cut into it (*a shimmering mist covers the area*)
- 15 A strange bridge across a river. There is a cage with a fey (*there is an illuminated swarm of beetles approaching*)
- 16 A garden of radiant fungi in shapes of fey (*each has a distinct taste*)
- 17 A ferry over a river and a lit cave mouth. (*a sign is written in Elvish*)
- 18 A shell-covered tower on a wooded cliff (*a plant spirit protects it*)
- 19 An ancient bridge over a river. There is a pair of golden trees (*there is an inquisitive mass of fireflies in the area*)
- 20 A recently completed temple to a power of love, surrounded by glittering grass (*someone is shouting for help nearby*)



## FEYWILD UNUSUAL LOCATIONS

d8+d12

- 2 A gigantic orange tree towers over fields of sparkling berries. Many creatures live among the branches, moving around via thick vines.
- 3 On a crystal river sits a ship made of plants and thorns. Animated rosebushes stalk the shore, serving an infamous fey spellcaster.
- Reaches of Twilight.** Atop a glowing cliff sits a grove of petrified trees and yellow rocks. It is associated with moonlight and shapechangers gather every few weeks for noisy celebrations.
- 5 A pathway of floating shields crosses a wide chasm. Below is a shifting maze of rocks, caves, webbing and sinister trees.
- 6 An island of clear stone drifts on a bubbling lake. Music emanates from the waters, resonating with the island. There are several depictions of a satyr playing pipes.
- 7 A grass path skirts a copse of aspen trees. A pond shows visions of surrounding lands. Any resting here experience a calming peace.
- 8 **The River's Rise.** A powerful river flows up a tree and into a mountain of green stone. Color-shifting moss clings to many surfaces
- 9 A meadow of grand flowers and floating seeds. Illusions appear at random and fey gather here. A cage holds two sleeping beasts
- 10 Amidst a clearing of sickly pink berries is a circle of cracked stone. A trapped spirit whispers to visitors, cursing any who ignore them.
- 11 Large leaves float on a calm lake, punted by animated sticks. Frogs of many sizes watch from lily pads, the water and colorful rocks.
- 12 **Library of Scents.** A circle of fern-covered mounds sits in a sea of flowers. Each mound has a unique scent, wrapped in curled leaves.
- 13 A shimmering ravine holds ledges of sparkling green mushrooms. Ash-covered steps lead up to a cave mouth marked by Sylvan runes
- 14 A fountain is surrounded by hedges of golden roses. Drinker of the water can shape the *programmed illusion* hovering above the area.
- 15 From a cave-riddled hill, a river flows through the sky. It disappears into a bronze tower covered in feathers. Rafts float on the river.
- 16 **Valley of the Evoker.** A floating slab of stone acts as a ferry around a valley. Elemental energy leaks into the area, causing burning winds, lightning strikes, whirlpools of mud, rivers of ice and geysers of lava.
- 17 A fallen giant of an oak tree has many trees growing atop it. The trunk is hollow carved patterns are and lit by swarms of fireflies.
- 18 An empty coach made of giant vegetables follows a path of smooth rock. There is a spectacular view and dying trees line the path.
- 19 A rainbow bridge leads to a tree thrusting into the sky. Its branches end in mist and sparkling motes, leading to far-away destinations.
- 20 **Winter's Mill.** Snows fall around a windmill with shimmering sails. It sits atop an ice-covered hill, with several red-stained bone shrines.



## FEYWILD LOCATION DETAIL

Minor details to add to other locations

### d8+d12

- 2 A patch of plants with crystal leaves
- 3 A hive of bees *or a mound of humming crystals*
- 4 A wounded and unconscious owlbear cub
- 5 A circle of glowing blue mushrooms *or a garden of talking vegetables*
- 6 A pair of tents with no visible entrances
- 7 A frozen waterfall *or a cage with a goat*
- 8 A pile of musical instruments *(or ornate masks)*
- 9 A hut made of cake *or a swarm of butterflies*
- 10 A patch of cotton grass
- 11 A pool of bubbling hot water *or several fancy hats*
- 12 A tree bearing three types of fruit *or roll on Weird Trees*
- 13 A pile of apples *(or shells); or a circular wooden door*
- 14 A tree covered in feathers *or roll on Weird Trees*
- 15 A bronze statue of a fey ruler *or a pool of blue glass*
- 16 An oak with a large hollow *or roll on Weird Trees*
- 17 An announcement of a special masked ball *or a pile of glittering stones*
- 18 A tree that changes color every few minutes *or roll on Weird Trees*
- 19 A poster commanding readers to have fun *or a long red carpet*
- 20 A tree growing nuggets of gold and silver



## FEYWILD COMBAT TERRAIN

This terrain provides obstacles and things to use in combat.

### d8+d12

- 2 A lifelike bronze statue wrapped in iron chains
- 3 A mist of glitter and ghostly laughter *or a path of lily pads over a stream*
- 4 A circular cave entrance blocked by webbing
- 5 A giant bird's nest *or stepping stones leading into the air*
- 6 An area of long grasping grass (treat as *entangle*)
- 7 A hedge of black thorny roses *or a pile of snow*
- 8 A deep pond with several wooden toy boats
- 9 A smokeless fire of bright pink flames *or a geyser of wine*
- 10 A stone fountain ringed with bronze spikes
- 11 A set of steps covered in flowers *or an overturned sleigh*
- 12 A tree house with a rope ladder *or roll on Weird Trees*
- 13 A slope of slippery red mud *or a waterfall creatures can walk up*
- 14 A tree covered in sharp quills *or roll on Weird Trees*
- 15 A beast hanging from a snare *or a slide made of ice*
- 16 A tree that grows silver and gold coins *or roll on Weird Trees*
- 17 1d3 ice statues of dryads *or a pool of sticky black healing mud*
- 18 An old mangrove sitting in glowing mud *or roll on Weird Trees*
- 19 An area of quicksand with several enticing signs
- 20 A hidden cache (Perception check to spot if near) with *dust of disappearance* *(or roll on Minor Feywild Treasures)*

## FEYWILD TREES

Trees to use as places of interest, in forests and groves, alone or as combat terrain,

### d8+d12

- 2 A tree with pales leaves. Each holds a story written in elven
- 3 A tree of glitter and garish lights
- 4 Three trees that have grown into one combined tree
- 5 A tree covered in decorations depicting fey
- 6 A tree covered in arrows and colored target boards
- 7 A tree with branches growing into likeness of animals
- 8 A tree covered in sharp quills
- 9 A willow with branches bent under the weight of lit-up spheres
- 10 A tree house with a rope ladder
- 11 An oak with a large hollow
- 12 A tree bearing three types of fruit
- 13 A tree that changes color every few minutes
- 14 A tree covered in shells *(or feathers)*
- 15 A tree that grows silver and gold coins
- 16 A mushroom as large as a tree, covered in vines
- 17 A tree carved with moving geometric shapes
- 18 A tree with a walkway spiralling around it to a hut
- 19 An old mangrove sitting in glowing mud
- 20 A swaying tree that spontaneously sings sea shanties

# FEYWILD TRAITS AND CROSSINGS

The Feywild is a unique place of life and glowing lights, but also malevolence and illusion.

Creatures spending time there often find themselves taking on aspects related to it.

A few traits may affect the CR of the creature. The DMG (pg 273-282) has guidelines on modifying monsters

## FEYWILD (FEY-TOUCHED) TRAITS

**Appearance.** the creature might have a glowing appearance, flowers for eyes, writhing hair, butterfly wings, a stream of petals, a cloak of leaves, vivid colors, sprinkles of faerie dust or growths of mushrooms.

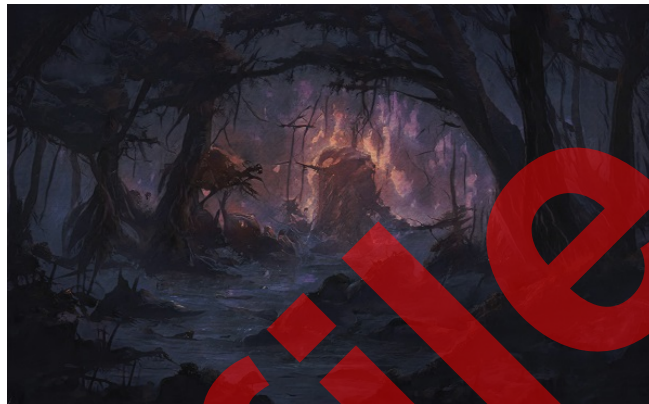
**Spellcasting.** The following spells could be appropriate for Feywild powers. If a DC is needed use 13 for CR 1-4, 16 for CR 5-10, 18 for CR 11+

Cantrips - *dancing lights, druidcraft, minor illusion, vicious mockery*

Spells - *bestow curse, blight, calm emotions, charm person, color spray, disguise self, entangle, faerie fire, goodberry, invisibility, major image, meld into stone, Otto's irresistible dance, pass without trace, phantasmal force, plant growth, suggestion, transport via plants, tree stride*

### d8+d12

2	Gains the <b>displacement</b> ability of a <b>displacer beast</b>
3	Illusory appearance. Can cast <b>disguise self</b> but takes the appearance of a badger, cat, deer or similar beast.
4	Has <b>Spider Climb</b> The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Gains <b>Invisibility</b> . Action. The creature turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.
5	Gains <b>False Appearance</b> . While <b>motionless</b> , the creature is indistinguishable from a plant (or tree).
7	Can cast <i>faerie fire</i> (or <i>tree stride</i> ) 1/day
8	Speaks Elven and Sylvan. Roll again for a second trait
9	Gains a fly (or climb) speed equal to land speed.
10	They gain <b>Speak with Plants and Beasts</b> . The creature can communicate with beasts and plants as if they shared a language.
11	Tricksy. Has Advantage on Deception and Sleight of Hand checks
12	Performer. The creature has advantage on checks to play instruments and Charisma (Perform) checks
13	Gains <b>Keen Hearing and Smell</b> . Advantage on Wisdom (Perception) checks that rely on hearing or smell.
14	Gains action of <b>Healing touch (3/day)</b> , touch another creature, who magically regains 9 (2d8) hit points.
15	Can cast <i>phantasmal force</i> (or <i>major image</i> ) 1/day Gains <b>Mimicry</b> . The creature can mimic animal sounds and humanoid voices. a creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
17	Gains <b>Heart Sight</b> . Can touch a creature to know their current emotional state.
18	Sparkles. The creature always radiates a dim light in a 10 ft. radius
19	Can cast <i>suggestion</i> (or <i>Otto's irresistible dance</i> ) 1/day
20	Piper. Gains the ability of a Satyr Piper, using song or an instrument.



## FEYWILD CROSSINGS

Feywild crossings are beautiful or unusual places which mirror the Material Plane.

### d8+d12

2	A cracked stone altar to an ancient power
3	A old hedge maze
4	A tree bearing trinkets and jewels
5	A frozen (or fish-filled) waterfall
6	A circle of giant green mushrooms
7	A lake that anyone can walk on
8	Behind a waterfall that sings
9	A tree hollow full of glowing beetles
10	A tall mirror (or slab of shiny stone) set into a cliff
11	A wooden gate suspended between two trees
12	A sparkling pool of large lilies
13	A bridge of shining shields
14	A pool of sticky black mud
15	A toadstool as large as a tree
16	A pathway of flowers disappearing into a green hillside
17	A thicket of plants made from crystal
18	A beanstalk surrounded by mist
19	A giant flytrap transports those it eats
20	A wooden hut covered in shells

## FEYWILD CROSSING DESTINATION

Some crossings might be portals to planes outside the Feywild and Material Plane.

### d4+d6

2	The Lower Planes
3	Limbo or another chaos Plane (or a plane of Law such as Mechanus)
4	The Upper Planes (or stone circle on the Material Plane)
5	Another place on the Feywild
6	A forest (or place of beauty) on the Material Plane
7	The Shadowfell
8	The Elemental Chaos
9	The Ethereal Plane or the Underdark
10	The Astral Plane

# BEASTS & HUMANOIDS

These tables can be used as alternative low-level Feywild encounter tables

## FEYWILD BEASTS (LEVELS 1-4)

Beasts in the Feywild come in a variety of forms and colors. Many have Feywild (fey-touched) Traits

### d8+d12

2	1d3 pegas
3	1d4 giant eagles
4	2d4 blink dogs or 2d4 giant goats and 2d6 goats
5	2d6+3 twig blights or roll on Plant Creatures lvl 1-4
6	2d4 giant weasels that sing in Elven
7	1d4 camouflaged giant spiders (appear as bushes if they remain still)
8	2d6 giant fire beetles
9	1d4 hippogriffs or 1d3 awakened giant boars (speak Sylvan)
10	1d4 flying giant goats (fly 40 ft.)
11	1d2 owlbears or 2d4 blink dogs
12	2d4 giant owls or 1d6 dire wolves
13	2d6 feathered riding horses
14	1d2 displacer beasts or roll on Feywild Monsters lvl 1-4
15	1 giant elk and 2d6 deer or 1d3 griffons
16	1d2 glowing pink elephants or 1d4 giant vultures
17	2d4 boars or 2d6 blink deer (can cast misty step at will)
18	1 tree bear (polar bear stats, climb 40 ft.)
19	1d4+1 death dogs or roll on Feywild Monsters lvl 1-4
20	1d2 winged owlbears (fly 40 ft)

## FEYWILD MOUNTS

For medium-size npcs & leaders, with options for other sizes.

### d4+d6

2	giant eagle or unicorn
3	griffon or giant boar
4	giant spider
5	displacer beast or boar
6	owlbear or riding horse
7	giant owl or dire wolf
8	elk or giant goat
9	pegasi or phase spider
10	giant elk



## FEYWILD HUMANOIDS (LEVELS 1-4)

### d8+d12

2	1 berserker who can take the form of a brown bear
3	1 werewolf and 1d4 wolves or 1 barghest (VGtM)
4	1d4 goblins on giant wasps or 1 minotaur
5	1 ogre with 1d4 vultures or 1d4 aarakocra
6	1 satyr piper with 1d4 commoners and 1d4 giant rats
7	1d2 doppelgangers disguised as elves
8	1d6 kenku and 1 swarm of ravens or 1 bard (VGtM)
9	1 wereboar or 1 warlock of the archfey (VGtM)
10	1 scout with 1d6 blink dogs
11	1d3 centaurs or 1 illusionist (VGtM)
12	1 elven druid with 1d3 boars
13	1d3 satyrs with 1 dryad or roll on Fey Court lvl 1-4
14	1d2 elven scouts on giant eagles or 1d4 meenlocks (VGtM)
15	1d3 ogres or 1 elven priest with 1d3 sprites
16	1 green hag or roll on Fey Court lvl 1-4
17	1 kenku, 1d2 goblins, 1 pixie and 1d3 winged kobolds or 1 darkling elder (VGtM) and 1d2 darklings (VGtM)
18	1d4 bugbears
19	1d4 jackalweres
20	1 renegade drow elite warrior

## FEYWILD CHARACTER RACES

Use this table for scouts, druids and other NPCs

### d4+d6

2	Hill dwarf or tabaxi (VGtM)
3	Lightfoot halfling
4	Human or aasimar (VGtM)
5	High elf or goblin (VGtM)
6	Wood elf or eladrin (MToF)
7	Forest gnome or firbolg (VGtM)
8	Half-elf or kenku (VGtM)
9	Dragonborn or bugbear (VGtM)
10	Tiefling or half-orc





# NON-COMBAT ENCOUNTERS



## QUICK FEYWILD NPCs

d4+d6

- 2 Kiti is a gullible **druid** with hands of leaves and a colony of cute rodents living about them. They ask many questions about cities
- 3 Jheri is a jolly **knight** mounted on an purple **axebeak**. They don't take anything seriously and never sleep in the same place twice
- 4 This youthful **mage** (or **enchanter** - VGM) and wears a sparkly green tiara. Nemeia's spells often emit light instead of intended effect. They are studying insects of the Feywild and keep several in jars
- 5 Damson is a sly **satyr piper** who carries a shield with rainbow patterns. They are obsessed by an ongoing rivalry with a musical unicorn
- 6 Cade is a serious elven **scout** with a glowing bow. They are obsessed with archery but complain of fey always playing tricks on them
- 7 Tibor is a chatty **noble** in clothes fashionable long ago. They worry about family and hope to go home. But another feast always awaits.
- 8 Finellen is a dancing **green hag** with a broom of glowing strands who sings constantly. They are cursed to help everyone they meet
- 9 Sergiu is a scarred **forest gnome priest** who makes clockwork animals. They are looking for a way to visit the Shadowfell for a special project
- 10 Morana is a slight **assassin** with all kinds of herbs. They are searching for rare poisons. When excited or stressed they turn into a **badger**

## FEYWILD NON-COMBAT CREATURE ENCOUNTERS

Most encounters below retreat, hide or surrender in combat.

d8+d12

- 2 Three **dryads** have gifts of seeds they say will grow into magic trees
- 3 A friendly **troll** offers to help people across a dangerous bridge
- 4 Several confused **ankhegs** fire globs of glitter instead of acid. They dig tunnels that glow and seem incapable of harming creatures
- 5 A **centaur** and a **sprite** are engaged in a contest of wits try to involve the characters as judges or helpers
- 6 A talking **toad** with toad-fey (**bullywug** stats) servants wants to sing them a song of a legendary fey, The Monarch of the Marsh.
- 7 Several **pixies** try to replace gear of the group with flowers, leaves, small cute animals and other things of the Feywild
- 8 An elven **noble** falls in love with a character at first sight. They send fey and beast messengers with tokens of flowers, leaves and fruit.
- 9 A vain **ogre** is making themselves beautiful in a pool. They ask the group to accompany them to a feast of the fey
- 10 Three **satyrs** are having a contest using several musical instruments. They organize any watchers to help support them in a group round
- 11 A **commoner** entered a strange **mist** and is hunting for their goats
- 12 An **owlbear** has a saddle and looks at group with a hopeful look
- 13 A weaponless **dragonborn veteran** talks of the freedom in pacifism
- 14 A talking beanstalk (**animated tree** stats) offers magical beans in return for songs, stories and laughter.
- 15 A **grimlock** is lost from the Shadowfell, confused and frightened. Someone has turned its weapons into flowers.
- 16 A friendly green **roper** helps creatures navigate steep slopes and tall trees with it's long strands. Many glowing insects live on it
- 17 An ancient **treant** is dying and asks for a final story before it goes
- 18 A **yeti** with butterfly wings (*fly 30 ft*) is trying to join a fey court
- 19 A **lamia** is making charms of leaves, feathers and bark. They give several to the group and tell of the great powers they possess.
- 20 A few **orcs** have been charmed by a fey. They are gardening and performing other domestic tasks while singing a ballad.

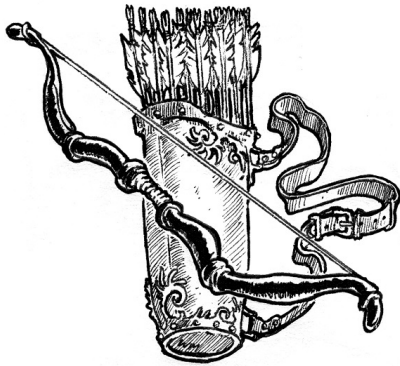
## FEYWILD HAZARDS AND OBSTACLES

Encounters to hinder, threaten or inconvenience the characters. Option to combine with a creature encounter.

d8+d12

- 2 A few items belonging to the party animate and try to crawl away
- 3 A phantasmal fog (treat as *weird* spell)
- 4 A glowing tree that constantly firing off lights that act as *faerie fire*
- 5 An thicket of spikes (treat as *spike growth* spell)
- 6 A blizzard is starting or *thunder and lightning*
- 7 A tar pit which is a portal to the Shadowfell (or *elemental plane*)
- 8 A whispering (or *glittery*) mist descends around party
- 9 Green fungi with sparkling spores that cause hallucinations (or *fear*)
- 10 Heavy rain (or *snow*) (Heavy Precipitation - DMG pg 110) or *there is blinding sunshine*
- 11 Sounds of a hunt nearby or *writhing grass* (treat as *entangle* spell)
- 12 Continuous sleet (treat as *sleet storm*) or *shrieking winds* (*Strong Wind* - DMG pg 110)
- 13 Several reaching vines (treat as *grasping vine* spell)
- 14 A warm breeze that whispers phrases in Sylvan or an area of *thick webs* (DMG pg 105)
- 15 A reddish mist that make creatures sleepy (or *laugh constantly*)
- 16 An area of magical thorns (treat as *wall of thorns* spell)
- 17 A bush with orange berries that are poisonous if eaten. Last 2d4 hours if picked
- 18 A pool with a whirlpool is concealed by a *hallucinatory terrain* (or *mirage arcana*)
- 19 A carved tree (or *talking waterfall*) that can cause a curse (or *geas*)
- 20 An area where any unattached object floats slowly around

# FEYWILD OBJECTS AND TREASURES



## FEYWILD MUNDANE ITEMS

Discarded objects, quick loot or extra NPC equipment

d8+d12

- 2 a spear made of ash *or an artistic hat*
- 3 a book of pressed insects
- 4 an antler *or a bronze shortsword*
- 5 a plain silver bracelet
- 6 a very large apple *or small wooden key*
- 7 a brooch made of leaves
- 8 a hunting horn *or a bone sickle*
- 9 a copper mirror with Elven runes
- 10 a pouch of acorns *or a cloak of leaves*
- 11 a mask depicting an animal
- 12 a set of panpipes *or a pouch of beans*
- 13 a necklace of leaves and feathers
- 14 a quiver of arrows *or a turtle shell*
- 15 a wreath of flowers
- 16 an oak staff *or a bag of glittering seeds*
- 17 a pouch of candles with writing in Sylvan
- 18 a drinking goblet *or an aspen wand*
- 19 a love letter wrapped in webbing
- 20 a vial of antitoxin *or roll on Minor Treasures*



## FEYWILD MINOR TREASURES

d8+d12

- 2 A shimmering silk cloak threaded with gold worth 1200 gp
- 3 Potion of Mind Reading *or Potion of Gaseous Form*
- 4 A grinning jade dragon that pulls toward nearby Feywild Crossings
- 5 1d2 beans from a Bag of Beans *or Potion of Clairvoyance*
- 6 A book in Sylvan that describes 100 fictional fey creatures
- 7 Philter of Love *or Arrow of Fey slaying*
- 8 A hunting horn decorated in glowing bronze flowers, worth 75 gp
- 9 Dust of Disappearance *or Potion of Speed*
- 10 A climber's kit *or alchemist's supplies*
- 11 Potion of Diminution *or Potion of Growth*
- 12 A disguise kit *or brewer's supplies*
- 13 Spell Scroll of *hypnotic pattern* *(or speak with plants)*
- 14 1d4 vials of antitoxin
- 15 Quaal's Feather Token - Swan *or Tree*
- 16 A scarf of leaves that changes color as the wearer wills it
- 17 Spell Scroll of *otto's irresistible dance* *(or dream)*
- 18 A leaf brooch in the shape of a pair of jaws. Anyone carrying it has dreams of owlbeats and blink dogs
- 19 Oil of Etherealness *or Potion of Invisibility*
- 20 A pair of sapphires with the mark of a fey ruler. Worth 500 gp each

## FEYWILD MAGIC ITEMS (d20)

Use 1d6 for Uncommon items, 1d8+6 for Rare, 1d6+14 for Very Rare & Legendary

1d20

- 1 Stone of Good Luck *or Wind Fan*
- 2 Pipes of Haunting *or Slippers of Spider Climbing*
- 3 Wand of Web *or Broom of Flying*
- 4 Deck of Illusions *or Hat of Disguise*
- 5 Cloak of Elvenkind *or Bag of Tricks (any)*
- 6 Eyes of Charming *or Driftglobe*
- 7 Bag of Beans *or Rope of Entanglement*
- 8 Cloak of Displacement *or Cape of the Mountebank*
- 9 Staff of Charming *or Gem of Seeing*
- 10 Wings of Flying *or Rind of Evasion*
- 11 Ring of Animal Influence *or Staff of Healing*
- 12 Robe of Eyes *or Wand of Wonder*
- 13 Boots of Speed *or Staff of Withering*
- 14 Ring of Feather Falling *or Wand of Fear*
- 15 Robe of Scintillating Colors *or Animated Shield*
- 16 Dancing Sword *or Mirror of Life Trapping*
- 17 Ring of Shooting Stars *or Horseshoes of a Zephyr*
- 18 Oathbow *or Robe of Stars*
- 19 Nolzer's Marvelous Pigments *or Luck Blade - legendary*
- 20 Helm of Brilliance *or Cloak of Invisibility - legendary*

# ACTIVITIES & COMPLICATIONS

## FEYWILD ENCOUNTER ACTIVITY OR STATE

They are... (or one is...)

d8+d12

- 2 exploring (or watching) a secret entrance
- 3 studying (or playing with) an item (roll on Feywild Mundane Items)
- 4 enchanted by fey magic or carrying (or investigating) a body
- 5 a shapechanger or mutilated (or mutated) in some way
- 6 investigating a mushroom ring (or Feywild crossing)
- 7 angry about something or floating though the air
- 8 hiding (or resting) in suitable terrain or with their young
- 9 deeply unhappy or fleeing a nearby danger (or other threat)
- 10 playing with leaves (or flowers) or guarding the local area
- 11 being noisy or stalking (or being stalked by) something
- 12 covered in moss (or fungi) or gorging themselves on food
- 13 very happy (or starting) a journey (or migration) or relaxing
- 14 swimming in water or searching for a companion
- 15 marked by (or bearing symbols of) a powerful fey
- 16 hiding from (or watching) a threat or trying to steal something
- 17 investigating a dead body (roll on Quick Feywild NPCs)
- 18 harassed (or haunted) by a fey or near to their home
- 19 glowing brightly or running
- 20 cursed or close to giving birth

## FEYWILD ENCOUNTER SENTIENT ACTIVITY

Extra options for sentient creatures. They are... (or one is...)

d8+d12

- 2 investigating (or watching) an illusion
- 3 playing a game or spying on someone else
- 4 following a fey (or guide); or telling a story
- 5 searching for a Feywild Crossing or having a contest
- 6 talking (or trading) with someone (roll on Quick Feywild NPCs)
- 7 having romantic difficulties or performing a ceremony
- 8 making music or laughing uncontrollably
- 9 on a hunt or enjoying a feast
- 10 overcome by emotion or picking mushrooms (or herbs)
- 11 dancing or carving wood (or trees)
- 12 playing a trick on someone or playing with a pet
- 13 arguing loudly or starting a celebration
- 14 displaying the token of a fey court or intoxicated
- 15 performing a story or partway through (or starting) a journey
- 16 lost or carrying (or investigating) a body
- 17 writing poetry (or a song); or waiting in ambush
- 18 picking flowers or fishing
- 19 swearing revenge on something or creating some art
- 20 tending to a garden (or orchard)



## ENCOUNTER COMPLICATION OR ENHANCEMENT

d8+d12

- 2 There is a glowing arch of vines which acts as a planar portal. Through it arrives a **deva** (or roll on Planar Visitors)
- 3 There is an NPC here in a magical sleep (or tied by vines). Roll on Quick Forest NPCs
- 4 There are recent tracks of centaurs or roll on Feywild Humanoids
- 5 There is a deep pond with several wooden toy boats or roll on Feywild Combat Terrain
- 6 There is a hidden item (or cache) here. A *potion of invisibility* or roll on Minor Feywild Treasures
- 7 There is a slope of slippery red mud or roll on Feywild Combat Terrain
- 8 There is a *programmed illusion* (or *mirage arcana*) here
- 9 A beast hangs from a snare or roll on Feywild Combat Terrain
- 10 There are **owlbears** here (or nearby) as pets (or guards). For alternatives roll on Feywild Beasts
- 11 There is a grove of trees with sharp quills (or roll on Feywild Trees)
- 12 There are **dryads** (or roll on Fey Court) here (or nearby) as allies (or as curious bystanders)
- 13 There are several reaching vines (treat as *grasping vine* spell) or roll on Feywild Hazards and Obstacles
- 14 There is a tree hollow with glowing beetles that leads to elsewhere in the Feywild or roll on Feywild Crossings
- 15 A glittery mist descends in the area or roll on Feywild Hazards & Obstacles
- 16 There is a hidden door (or cave entrance) here. It leads to a place safe to rest.
- 17 There is continuous sleet (treat as *sleet storm*) or roll on Feywild Hazards and Obstacles
- 18 The creatures are carrying a magic item (or it is hidden nearby). Roll on Magic Items - Feywild)
- 19 Everyone in the area has a fly speed of 40 ft. Unattended objects float around
- 20 Nearby is an **empyrean** (or pick from Feywild Encounters Level 11+) those encountered try not to disturb.



# OTHER ENCOUNTER TABLES



## FEY COURT (LEVELS 1-4)

Fey and feylike creatures from seelie and unseelie courts

d4+d6

2	1 faerie dragon or 1 wood woad (VGtM)
3	1 green hag or 2d6 boggles (VGtM)
4	2d4 blink dogs or 1d4 quicklings (VGtM)
5	2d4 sprites or 1 yeth hound (VGtM)
6	1d4 dryads or 1 warlock of the archfey (VGtM)
7	2d4 pixies or 1d2 redcaps (VGtM)
8	2d4 satyrs or 1 sea hag
9	1 elven druid or 1 nilbog (VGtM) with 1d4 goblins
10	1 kenku, 1d2 goblins, 1 pixie and 1d3 winged kobolds or 1 unicorn

## FEY COURT (LEVELS 5-10)

d4+d6

2	1 guardian naga or 1 annis hag (VGtM) and 1d4+1 yeth hounds (VGtM)
3	1 spider fey (drider stats) and 1d2 ettercaps or 1d2 korreds (VGtM)
4	1 unicorn with 1d2 druids & 2d4 giant owls or 1 spring eladrin (MToF)
5	1d4+1 elven knights mounted on pegasi or 1 summer eladrin (MToF)
6	1d4 dryads with 1d6 pixies and 1d6 sprites or 1d4 wood woads (VGtM)
7	1 elven mage with 1d2 owlbears or 1 winter eladrin (MToF)
8	1d6 centaur hunters with 2d6 satyrs and 2d4 blink dogs or 1 autumn eladrin (MToF)
9	coven of 3 hags (mixed of green, sea and night hags) or 2d4 redcaps (VGtM)
10	1d2 fomorians or 1 elven enchanter (VGtM)

## FEYWILD MONSTERS (LEVELS 1-4)

d4+d6

2	1d2 basilisks
3	1d4 harpies or 1d2 phase spiders
4	1d3 ogres or 1d2 perytons
5	1d2 owlbears or 1d3 meenlocks (VGtM)
6	1d2 displacer beasts or 1 catoblepas (VGtM)
7	1d3 nothics or 1 yeth hound (VGtM)
8	1d4+1 death dogs or 1 manticore
9	1d2 winter wolves or 1d4+1 cockatrices
10	1 night hag

## FEYWILD MONSTERS (LEVELS 5-10)

d4+d6

2	1 behir or 1 cloud giant smiling one (VGtM)
3	1 medusa with 1d4 vine blights or 1d3 frost giants
4	1d4+1 ettins or 1 frogheath (VGtM)
5	2d4+2 nothics or 1d4 trolls
6	1d2 fomorians or 1d3 catoblepases (VGtM)
7	1d2 oni or 1 bheur hag (VGtM)
8	1 chimera or 1 cyclops with 1d3 owlbears
9	1d2 spirit nagas or 1 annis hag (VGtM) with 1d6 ogres
10	1 fire giant or 1 abominable yeti

## FEYWILD MOUNTS AND RIDERS (LEVELS 1-4)

d4+d6

2	1d2 druids on saber-toothed tigers
3	1 green hag mounted on a giant bat
4	1d4 pixies on eagles or 1 nilbog (VGtM) mounted on a black bear
5	1d3 kenku mounted on giant vultures or boggles (VGtM) mounted on giant rats
6	1d6 sprites mounted on giant fire beetles
7	1d2 satyrs on centaurs
8	1d3 elven scouts on elk or 1d4 deep gnomes on giant badgers
9	1d3 elven scouts mounted on giant goats
10	2d4 goblins mounted on apes

## FEYWILD MOUNTS AND RIDERS (LEVELS 5-10)

d4+d6

2	1d4 helmed horrors on griffons
3	1d4 elven veterans on phase spiders
4	2d4 bugbears on giant boars
5	3d6 satyrs on warhorses
6	1d6 knights on owlbears or 1d4 doppelgangers on catoblepases (VGtM)
7	1d2 elven mages on giant apes
8	1d4 ogres on flying elephants (fly 40 ft)
9	1 green hag on a young green dragon
10	2d4 nothics on giant elks

## FEYWILD SPIRITS (LEVELS 1-4)

d4+d6

2	1 elemental (any type)
3	1 ghost or 1d4 magmins
4	1d3 pegasi or 1 water weird
5	1 green hag or roll on Fey Court lvl 1-4
6	1d3 will-o-wisps
7	1d2 dryads and 1d2 awakened trees or roll on Feywild Plants lvl 1-4
8	1d4 flying swords and 1 animated armor
9	1 glowing giant elk (fly 60ft.) or 2d4 flumphs
10	1 helmed horror

## FEYWILD SPIRITS (LEVELS 5-10)

d4+d6

2	1d4 elementals (any mix)
3	1d3 invisible stalkers
4	1d6 helmed horrors or 1 frost salamander (MToF)
5	1 unicorn with 2d4 satyrs or roll on Fey Court lvl 5-10
6	1d3 galeb duhr
7	1d2 treants or roll on Feywild Plants lvl 5-10
8	1d4 ghosts
9	1d3 invisible mammoths that sing Sylvan ballads
10	1 genie (any type)

## PLANT CREATURES (LEVELS 1-4)

d4+d6

2	1 shambling mound
3	1d4+1 myconid adults
4	1d4 shriekers and 1d6+1 violet fungi or 1d4 dryads and 2d4 awakened shrubs
5	1d3 awakened trees
6	2d6+3 twig blights
7	1 awakened tree and 2d6 awakened shrubs
8	2d4 needle blights
9	1d2 dryads and 1d2 awakened trees
10	1d2 vine blights and 2d4 twig blights or 1 wood woad (VGtM)

## PLANT CREATURES (LEVELS 1-4)

d4+d6

2	1d4 shambling mounds
3	1d2 treants or 1 vegepygmy chief (VGtM) and 2d4 thornies
4	1d4 ensnaring carnivorous trees (roper stats)
5	2d6 twig blights with 2d4 needle blights and 1d6 vine blights
6	1 treant and 1d4+1 dryads
7	1 reaching tree (hydra stats) or 1 corpse flower (MToF)
8	1 myconid sovereign with 2d6+2 myconid adults or 1d4 wood woads (VGtM)
9	1 dryad with 1d4 vine blights and 2d4 awakened trees
10	1 animated tree shaped to look like a large lizard (tyrannosaurus rex stats)

## PLANAR VISITORS (LEVELS 1-4)

d4+d6

2	1 couatl or 1 mezzoloth
3	1 succubus/incubus or 1d2 nightmares
4	1d6 mephits (mix of any types)
5	1d3 imps
6	1d3 pegasi or 1 berbalang (MToF)
7	1 shadow demon
8	1d3 githzerai monks
9	1 rogue tridrone (rogue modron sidebar MM pg 224)
10	1 cambion

## PLANAR VISITORS (LEVELS 5-10)

d4+d6

2	1 genie (any type) or 1 alkith (MToF)
3	1d3 githyanki knights (MToF) or 2d4 giff (MToF)
4	Adventurers from a Feywild crossing - 1 mage, 2 veteran, 1 priest and 1 spy or 1d2 barbed devils
5	1 death slaad disguised as a fey creature
6	1 deva or 1 cambion on a nightmare
7	1d3 invisible stalkers or 1 githzerai enlightened (MToF)
8	1 drow priestess with a shield golem or 1 hydroloth (MToF)
9	1 mind flayer arcanist or 2d4 quadrones with 1d4 helmed horrors
10	1 homed devil or 1d2 neogi elders (VGtM) with 1d3 neogi (VGtM)

## PLANAR VISITORS (LEVELS 11+)

d4+d6

2	1 empyrean or 1 goristro
3	1 marilith or 1 githzerai anarchist (MToF)
4	1 arcanaloth (has plane shift instead of finger of death) or 1d2 narzugons (MToF)
5	1d2 storm giants or 1d2 nabassu (MToF)
6	1 rakshasa or 1 ki-rin (VGtM)
7	1 death slaad with 1d6+1 blue slaads or 1 archmage
8	1 noble genie (any type) or 1d3 githyanki gish (MToF)
9	1 planetar or 1 retriever (MToF)
10	1 adult dragon (any metallic)

