

The template that I use to make statblocks in Google docs was made available by [the Angry GM](#) and you can grab a copy of it [here](#). Message me [on Reddit](#) or [Ko-fi](#) if you wanna talk. I'll make statblocks on request if I have time and the mood strikes me, as was the case with the Ellywick statblock. I'll also be happy to answer any questions about how stuff works and about mistakes, if you do not come off sounding like a dick (smiley faces help).

All of my stuff is **free**. *If you feel like you're getting value out of it and want to show me your appreciation, consider [paying me a little something through Ko-Fi](#). But you don't have to. Just seeing a comment about how you liked the stuff will already make my day!*

### Wild Beyond the Witchlight

[A Nightmare on Telemetry Hill](#), adding a combat encounter to Hither expanding Jingle Jangle.

[Bavlorna Blightstraw](#), updated statblock, additional lore, tactics and roleplaying notes. Includes alternative lornlings and stats for her distinctive staff.

[Skabatha Nightshade](#), updated statblock, additional lore, tactics and roleplaying notes. Includes stats for potions.

[Endelyn Moongrave](#), updated statblock, additional lore, tactics and roleplaying notes.

[Sir Talavar](#), updated statblock, additional lore, tactics and roleplaying notes; magic item.

[The Jabberwock](#), updated statblock.

[Ellywick Tumblestrum](#), statblock.

[Will of the Feywild](#), updated statblock, additional lore, tactics and roleplaying notes.

[NPCs and creatures for Hither](#), statblocks and notes for new individuals to populate Hither.

[Snappy](#), a new minion for Bavlorna, named and drawn by [tzlynart](#).

[The Fairy Friendiary](#), statblocks, lore and encounter ideas revolving around generic fairy NPCs.

[Making Jebbek & co. more threatening](#), a brief reddit post.

[Zarak encounter](#), updated statblock, tactics and minions.

[The Weague of Mawevowence](#). The League, but everyone is CR 3. Fulfilling a specific request.

[The League of Malevolence](#), updated statblocks and tactics.

[Aunt Tatters](#), [Nolly Vees](#), [Gouging Barbs](#) and [the Crone of Swords](#), original hags, consequence of a homebrew contest. Might fit the module.

### COMING UP SOMETIME MAYBE (PROBABLY NOT)

*A lot of it depends on my free time, inspiration and the community's interest.*

[The Hourglass Coven Rewound](#), compilation of hag writeups plus new mechanics and notes on how to run a mythic encounter with the coven. This could end up being a paid DMSGuild thing.

[The Sandglass Spire](#), the hourglass-shaped, 8-floor tower of the Hourglass Coven in Gehenna.

[Miscellaneous Fey Bestiary](#), statblocks for assorted Feywild monsters.

[Fey Spellbook](#), self explanatory.

### Subclasses.

[The Faerie Duelist](#), fighter archetype, fairly overpowered, but fun.

[Agony](#), cleric domain.

[Oath of Storms](#), paladin sacred oath.

### Miscellaneous statblocks.

Hades: [Zagreus](#), statblock.

[Peraelementals \(ooze, ice, ash, magma\)](#), statblocks. Old.

Steven Universe: [Rose Quartz](#), [Blue Diamond](#), [Yellow Diamond](#) and [White Diamond](#), statblocks. Old.

[Parahumans 2](#) webserial: [Antares](#), statblock (spoilers!).

[Pale](#) webserial: [Fey inspired by the Faerie Courts](#).

### Spells.

[Parahumans](#) webserial: [spells inspired by Worm and Ward](#) (no spoilers, references not labelled).

[Pale](#) webserial: [spells inspired by Pale](#) (no spoilers, references not labelled).

### Other stuff.

I was part of the [Monster Weaknesses](#) team, in charge of Fey weaknesses.