

Whimsical Delights

Whimsical Delights

A Whimsical Delight is a sign that an individual has been somehow marked by the fey wild. Perhaps you received your delight after an encounter with a fey, eating or drinking a strange fruit, or just by saying the wrong thing at the right time or vice versa.

You choose either Intelligence, wisdom, or charisma for any feature that needs a spell modifier/DC

[Whimsical Delights Summary Table](#)

The Horse's Mouth

You formed a relationship with a mystical miniature horse from the feywild. You can call upon the horse to use its powers of divination for insight on the potential results of something you plan to do within the next 30 minutes. Your connection to the mystical horse has warped an aspect of your personality. You tend to become irrationally angry towards anyone relaying a second hand account of information.

Direct Source

You can cast the augury spell, requiring no spell slots or material components, and you must finish a long rest before you cast the spell this way again. When you cast this spell it summons a mystical mini horse that divines the future for you.

Refute Retelling

The first time you hear second hand information you must make a DC 15 charisma save. On a failed save, you refuse to believe the information you're receiving and demand to hear the account of events from a primary source. Once you've attempted a saving throw from this effect, you are immune to its effects for 24 hours.

Emotional Eater

You are being followed by an entity from the feywild that feeds off of emotions. This entity tries to stoke the emotions of those around it in order to harvest strong feelings for consumption. Work with your DM to define the nature of the entity and your relationship to it.

Consume Cares

You can cast the [calm emotions](#) spell, requiring no spell slots or VSM components, you must finish a long rest before you cast the spell this way again. Your Emotional Eater is the conduit for this spell, consuming the effects that the calm emotions spell is ending.

Mood Swing

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, the Emotional Eater finds a way to stoke your emotions and you experience a sudden change in your mood. Roll on the [Mood Swing Table](#) to determine what emotion begins to overcome you and what effect it has. Once one of the effects occurs, the Emotional Eater can't provoke you again until you finish a short or long rest.

Sweet Tooth

A run in with a tooth fairy resulted in you obtaining an insatiable sweet tooth. You develop a craving of your choice and get a rush when you have your favorite sweet. Satisfying your sweet tooth will get you a surge of energy, but can also result in a hard crash afterwards.

Sugar Rush

As long as you've satisfied your craving today, immediately after you roll for initiative, you may expend one of your Hlt Dice and add the number rolled to your initiative total. Once you've had a sugar rush you cannot do so again until you finish a long rest.

Sugar Crash

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, a wave of lethargy sweeps over you, your speed becomes 0 ft and you cannot take reactions until the end of your next turn. Once one of the effects occurs, you cannot have a sugar crash again until you finish a short or long rest.

Fruitful Life

Living in the feywild has converted your body into a conduit for nature. Perhaps you ate a fruit that had extraordinary effects or were blessed by a fungal fey. Either way, you are constantly sprouting produce, seeping saps, and/or fungi from your body.

Bountiful Harvest

You can cast the Goodberry spell, requiring no spell slots or VSM components, you must finish a long rest before you can cast this spell again. When you cast the spell this way, you create a

number of additional berries equal to your constitution modifier. The berries grow directly from your body and take any form of your choosing.

Spoiled Rotten

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, your goodberries for the day spoil and cannot be used. Additionally, if you haven't cast the spell yet, you lose the ability to do so until you complete a short or long rest.

Creature Features

The feywild's influence has manifested in the form of insectile features appearing on your body. You may sport a pair of antennae, larger compound eyes, or extra bug-like appendages. You can tap into this energy to undergo a further transformation into a more intimidating and insectile form. There is a chance you lose control over the insectile manifestations and transform into an unintended form.

Pest Control

You learn the infestation cantrip if you don't already know it, and require no components to cast it. Additionally, you can manifest insect-like appendages to walk on walls and ceilings for an hour. Once you've manifested your insect appendages you cannot do so again until you finish a long rest.

Bug Out

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, you lose control over your form and develop even more insectile features. Roll on the [Creepy Crawler Table](#) to determine the effects. Once one of the effects occurs, you cannot Bug Out again until you finish a short or long rest.

Unique Perspective

The fantastic nature of the feywild has left a permanent impression on how you view the world. Your sense of sight has been altered in a way that results in you seeing the world as illustrations, geometric patterns, constantly shifting colors, or warped sizes and proportions. You have a tendency to get lost in the fantastic visuals and can share your worldview with others

Shared Perspective

As an action, you can attempt to have a creature you can see see the world through your eyes instead of their own. The target creature must be within 30ft of you and makes a Charisma

saving throw against your spell save DC. On a failed save, the creature is blinded for the next minute. Once you blind a creature this way you cannot do so again until you finish a long rest.

Your Own World

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, you get lost in the hallucinatory world that only you can see. You must make a DC 15 charisma save or become blinded until the end of your next turn. Once you've fallen into this blinded state, it cannot happen again until you finish a short or long rest.

Dream Delver

You've crossed the intersection between the feywild and the realm of dreams. You have the ability to see into a creature's dreams and nightmares even while they're awake and use that knowledge to manipulate them in social interactions. You may accidentally slip into the dreams of those around you.

Dream Seer

You can use an action to peer into the dreams and nightmares of a humanoid you can see within 30ft of you. That creature must make a saving throw against your spell save DC. On a failed save, you choose whether that creature is charmed by you or frightened of you for the next 30 minutes. The creature is aware that you saw into their subconscious when their condition ends. Once you use this feature you cannot do so again until you finish a short or long rest.

Slip Into Sleep

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, there is a chance that you involuntarily enter the realm of dreams. Make a DC 15 charisma saving throw, on a failed save you immediately fall asleep. You remain in this sleep indefinitely or until someone wakes you up. Once you've fallen asleep this way, you cannot do so again until you finish a short or long rest.

Fairy Godparent

A fey has taken a particular liking to you and follows you around to help you through life. Fairy godparents typically stay hidden from those they help, but you can work out the details of your relationship to the fairy with your DM. If the fairy begins to lose confidence in you they will try to intervene more directly, inadvertently hindering your success by forcing what they think is right.

A Helping Hand

You are constantly followed by an [Unseen Servant](#). The servant's speed is 30 ft. If the servant is destroyed it manifests next to you at the end of the next 24 hours. Your fairy godparent detects your desires mentally and acts on its own accord to meet whatever your request would be. Additionally, you may take an extra action on your turn that must be used to take the help action targeting yourself or to repeat a saving throw to end an effect you are under. Once you take that additional action you cannot do so again until you finish a long rest.

Helicopter Parent

Immediately after you make an attack roll, an ability check, or a saving throw and roll a 1 on the d20, your Fairy Godparent will deem you incompetent and will attempt to hold you back from your next move. You make your next attack roll, ability check, or saving throw with disadvantage. Once you've made a check at disadvantage this way you cannot do so again until you finish a short or long rest.

Mood Swing Table

Roll a 1d6

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|---------------------|--|
| 1. Sad | Disadvantage on your next d20 test |
| 2. Angry | You fall under the effects of the Crown of Madness spell, you may repeat the saving throw at the end of your subsequent turns. This effect lasts until you succeed |
| 3. Scared | You become frightened by a creature of the DM's choice until the end of your next turn |
| 4. Surprised | You cannot take reactions until the end of your next turn |
| 5. Disgust | You are incapacitated until the end of your next turn |
| 6. Happy | You fall under the effect of the bless spell for the next minute |

Creepy Crawler Table

Roll a 1d4

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|--------------------------|--|
| 1. Join the Swarm | You become a Swarm of Insects for until the end of your next turn.. |
| 2. Big Bug | Roll a 1d4, you become a randomly selected giant insect until the end of your next turn. The insect could be a wasp , scorpion , centipede , or spider |
| 3. Bug Face | Your head is replaced with that of an insect. You lose the ability to speak for |

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| | the next 1d6 x 10 minutes |
| 4. Insectile Wings | You manifest a set of insectile-like wings. You gain a flying speed of 30ft for the next 10 minutes. |

Feature Summaries

| Whimsical Delight | Boon | Bane |
|---------------------------|---|--|
| The Horse's Mouth | You learn the <i>augury</i> spell. | You may become hostile towards a creature delivering a second hand message |
| Emotional Eater | You learn the <i>Calm Emotions</i> spell | Whenever you roll a 1 on a d20 test you must roll on the Mood Swing table |
| Sweet Tooth | You may spend a Hit Dice and add the number rolled to your initiative once per day | Whenever you roll a 1 on a d20 test, your movement speed becomes 0ft and you can't take reactions until the end of your next turn. |
| Blessing of Bounty | You learn the <i>goodberry</i> spell. You produce a number of additional berries equal to your proficiency bonus. | Whenever you roll a 1 on a d20 test, your goodberries spoil and you cannot cast that spell for the rest of the day |
| Bugging Out | You learn the <i>infestation</i> cantrip. You can walk on walls and ceilings for an hour. | Whenever you roll a 1 on a d20 test you must roll on the Creepy Crawler table |
| Unique Perspective | You can attempt to blind a creature and have them see the world from your perspective instead. | Whenever you roll a 1 on a d20 test, there is a chance your visual hallucinations overtake reality and you are blinded for 1d6 x 10 minutes |
| Dream Delver | You can pull from dreams and nightmares to attempt to charm or fear a creature. | There is a chance you may fall into a deep slumber. |
| Fairy Godparent | You learn the <i>Unseen Servant</i> spell. One per day you may take an additional action that can only be used to take the help action targeting yourself or to repeat a saving throw for a condition you're under. | Whenever you roll a 1 on a d20 test, your Fairy Godparent will deem you to be too reckless and will impose disadvantage on your next d20 test. |

