

ELENA THE WISE

Centuries ago, a young girl wandered into the woods and came upon a hut standing on chicken legs. Though the hut was filled with terrors beyond the comprehension of most mortals, the girl not only survived but thrived, learning magic under the tutelage of the queen of witches herself, Baba Yaga. The girl has been called Elena the Fair, even Elena the Mad when she lost herself. Now, as a powerful archmage in her own right, she is known as Elena the Wise.

Elena's demeanor alternates rapidly between that of a caring protector and an aloof sorceress. Her altruistic spirit is tempered by suspicion, and she keeps potential allies at arm's length until they prove themselves. Elena appears of indeterminate age, youthful albeit careworn. She usually wears a blue and white sarafan, traveling boots, and a silk kerchief over her reddish blonde hair. She carries a simple wooden walking stick. When she needs to impress, she supplements her outfit with an elaborate kaftan and kokoshnik headdress.

Storied Past. Elena came to the dancing hut of Baba Yaga as an orphan seeking refuge from cold and hunger. Baba Yaga accepted the girl with threats that she would devour young Elena if she failed to follow the witch's every command to the letter. When Elena was able to complete every task given to her, the old crone began to care for Elena like a daughter (albeit still with intermittent threats of consuming her) and initiated her into the family business of magic.

Elena was called Elena the Fair for her kind nature and her golden hair, both in contrast to Baba Yaga's other adoptive daughter, Natasha the Dark, also known as Tasha. Elena and Tasha were raised like sisters, but as they grew in skill and cunning, they became rivals, no doubt encouraged by Baba Yaga herself. Tasha had been Elena's first friend, secretly helping her meet the witch's impossible demands. But once Baba Yaga doled affections on Elena, the neglected Tasha grew jealous and afflicted Elena with all her pent up rage. Elena was cut deep, but she resisted Tasha's provocations and Baba Yaga's goading, determined to retain her kind nature despite her surroundings.

Elena's power, along with her goodness, earned the enmity of most of the hut's other inhabitants as well. She was a survivor, but her increasing isolation took a toll. When Tasha took the name Iggwilv and left the hut, rather than rejoice at freedom from her chief tormentor, Elena mourned the final loss of her sister forever. When fiendish outsiders sought to gain control of the dancing hut, they found the grieving Elena to be an easy target for deception, charming her and driving her to the brink of madness itself. Only the timely



intervention of a band of adventurers prevented Elena from completely succumbing to madness.

Elena was always a survivor, but her close call forced her to finally admit that the home she had known nearly her whole life was a malignant influence on her spirit. She realized that she would never be able to achieve good ends within the hut's confines. She was no longer the scared girl cowering to Baba Yaga's threats, and nothing could stop her from leaving but her own anxiety at setting out on her own. And so, she left.

Rival Sisters. Having left the shadow of her adoptive mother, Elena found she could not escape that of her sister. Tasha had gone down a dark path, attempted to seize untold power, and then went into hiding to escape the many enemies she'd made. Having suppressed her dark past, she hid behind the persona of Zybilna of Prismeer, the wish-granting fairy godmother.

Zybilna is the type of mother that Elena had wanted when she was a girl. She and Tasha would sometimes dream of the fairy godmother who would whisk them away. Instead, they had Baba Yaga. Ironically, while Tasha runs from her past, Elena has finally come to appreciate the lessons the old crone had tried to teach them all along. Elena has not turned to evil, but she recognizes that those granting wishes are fickle, and those who depend on them will sooner or later be ground into the dust. Elena protects the weak in times of crisis, but she knows that the most lasting gift she can give them is self reliance. She tries to impart the same lesson she learned from the ancient witch, albeit with a gentler hand.

Elena is still a wanderer in search of a calling, but she at least has the rough idea of the kind of person she will be. Like Baba Yaga, Elena will teach the weak to be strong, but she will also be her own person, and break the cycles of mistreatment she had long endured. She has taken to inserting herself into matters where

she feels she can have a positive impact, but she much prefers to lead potential heroes down the right path than to act herself.

Elena can serve as an ally or group patron to a party of generally good adventurers. Consider the following plot hooks:

- Elena has learned that a powerful magic item has been stolen from Baba Yaga's collection of curiosities in the dancing hut. She's looking for the right group to recover it for good ends.
- A new fey crossing has appeared. Many innocent people have disappeared from the material plane. Elena has set up shop in the area to investigate.
- A feud has erupted between two eladrin nobles and it threatens to escalate into a full-on war. Elena senses some shadowy force at work behind the scenes, but her scrying has been blocked, so she needs someone to look into it in person.
- The party finds themselves against a lich of great power. Elena knows where to find the lich's phylactery, which takes the form of a needle, hidden in an egg, inside a duck, tucked in a rabbit, hidden in a chest, buried in a faraway island.
- Elena has discovered a plot in motion that could cause chaos on a multiversal scale. She needs the adventurers to deliver a dire warning to the plot's intended target, as it's someone who will never heed her council: her estranged sister, Iggwilv.

Powers and Tactics. Elena is human, but her time in the hut has left its mark on her in various ways. If not immortal, she is incredibly long lived. She is resistant to all magic and particularly to fire, having tended to Baba Yaga's magical stove as one of her regular chores. She can naturally see through any illusion, having been subjected to so many in the hut. She takes precautions to prevent any mind altering magic from affecting her again by casting mind blank on herself daily. She will never cast an illusion spell and avoids most enchantments. She prefers magic that affects reality, polymorph being a particular favorite.

Elena favors compromise to combat. When facing a hostile opponent, she prefers to use spells that disable foes long enough to reach a diplomatic solution. If she feels that she is in danger, she will shapechange into an adult gold or silver dragon or equally formidable creature. Though not usually on her prepared spell list, she knows the spells *symbol* and *glyph of warding*, and will use them to secure any long term residence of hers. In addition to setting traps to ward her home (again preferring disabling spells to direct damage), she will set up several contingencies to be able to replenish her personal protective spells and to polymorph herself into something small and fast as a last ditch escape effort.

She also knows a number of divinations which she uses during downtime to keep track of potential enemies.

Elena travels light but is likely to have some powerful scrolls and potions for her own use. She always carries a **living doll**, nicknamed Natasha, that can cast *unseen servant* and *mage hand* at will in addition to its other abilities.

Domain of Delight: Belovodye. Elena has not been able to carve out an extensive domain in the Feywild as her adopted mother and sister have, but her will is strong enough to shape a small area. Wherever she rests or sets up camp in the Feywild, she conjures a cozy cabin. Soft wool rugs cover the ground, icons line the walls or other vertical surfaces, and a large masonry stove appears, itself nearly as large as a house. Elena will invite guests to rest atop the stove or near its warmth. Any creature who does so is protected from the elements and under the effects of a *sanctuary* spell as if cast by Elena. In return for this hospitality, her usual request is for nothing more than a tale to excite the imagination.

Trait. "I am formal in my speech to all but my closest friends. I use full names and repeat them often when addressing other folk."

Bond. "My sister and I disagree on many things, but I will never give up on her. I'm determined to save her from herself."

Ideal. "The best way to help the weak is to teach them strength."

Flaw. "I give everyone a second chance, even those who've tried to harm me."

ELENA'S BEAUTEOUS LAUGHTER

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny pies and a rag doll)

Duration: Concentration, up to 1 hour

You let out a short burst of laughter that can shatter enchantments and illusions. Up to two willing creatures within range can't be charmed or frightened and have advantage on saving throws to resist enchantment effects. If a target of the spell is already charmed, frightened, or affected by an enchantment spell, they immediately gain a new saving throw with advantage. The spell's targets also have advantage on skill checks to perceive illusions, and may immediately make new skill checks to perceive any illusions.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Classes: Bard, Druid, Sorcerer, Wizard

ELENA THE WISE

Medium humanoid (human), lawful good

Armor Class 14 (17 with mage armor)

Hit Points 153 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	22 (+6)	21 (+5)	19 (+4)

Saving Throws Int +12, Wis +11

Skills Arcana +12, Insight +11, Perception +11

Damage Resistances fire

Damage Immunities psychic

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 21

Languages Celestial, Common, Draconic, Sylvan

Challenge 17 (18,000)

Legendary Resistance (3/Day). If Elena fails a saving throw, she can choose to succeed instead.

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

Spellcasting. Elena is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mending*, *ray of frost*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *protection from evil and good*

2nd level (3 slots): *continual flame*, *Elena's beauteous laughter*** , *locate object*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *fly*, *intellect fortress**

4th level (3 slots): *banishment*, *fire shield*, *polymorph*

5th level (3 slots): *bigby's hand*, *cone of cold*, *wall of force*

6th level (1 slot): *disintegrate*, *Tasha's otherworldly guise**

7th level (1 slot): *prismatic spray*

8th level (1 slot): *mind blank*

9th level (1 slot): *shapechange*, *true polymorph*

**Intellect fortress* and *Tasha's otherworldly guise* appear in *Tasha's Cauldron of Everything*. You can replace these spells with *protection from energy* and *investiture of flame* respectively.

***Elena's beauteous laughter* appears on page 172.

ACTIONS

Multiattack. Elena casts two cantrips.

Fire Bolt (Cantrip). Ranged Weapon Attack: +12 to hit, reach 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Ray of Frost (Cantrip). Ranged Weapon Attack: +12 to hit, reach 60 ft., one target. *Hit:* 18 (4d8) cold damage, and its speed is reduced by 10 feet until the start of Elena's next turn.

Torch Skull (Recharge 4-6). Elena conjures a humanoid skull with flame-lit eyes in her hand and throws it at a point she can see within 120 feet of her. When the skull reaches the designated point, it explodes into a ball of flame. Each creature within 20 feet of the skull when it explodes must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) fire damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. A flammable object in the area ignites if it isn't being worn or carried.

LEGENDARY ACTIONS

Elena can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Elena regains spent legendary actions at the start of her turn.

Cantrip. Elena casts a cantrip.

Misty Step (Costs 2 actions). Elena casts *misty step* without expending a spell slot.

Torch Skull (Costs 3 Actions). Elena uses *Torch Skull*, if available.

GLORMDRUNG THE GLOAMWALKER

Exploring the dark places of the world takes guts. Fortunately for Glormdrung, he can grow his guts back should he ever lose them. Born in the Feywild, Glormdrung breaks many molds for what is expected of trolls. He is only violent when he must be, and prefers to learn about other creatures where most of his kin would rather eat them.

But he is still a troll, and this has led to him becoming a figure of some renown in the Feywild and Feydark, where he spends his time traveling and documenting the things he sees in a small journal. It's mostly pictures, but he recalls the story of each page with vivid detail. Thanks to his lineage, he has survived things that others simply could not, getting out with barely a toe left and managing to regenerate. Making use of grisly trial and error, Glormdrung has become an expert in surviving some of the most treacherous

expanses of land. While he occasionally travels to other planes, he prefers to stay in the Feywild, whose untamed landscape ebbs and flows in ways he finds delightful compared to more mundane places.

Member of the Swarm. A master of survival and natural explorer, Glormdrung quickly found himself traveling through the regions where dark creatures wait for prey. But to this day he seems to either be brave, clever, or just lucky enough to stay alive. This brought him to Mxtress Glilgeier Assunthiea of the Guiding Swarm early on in his career as a ranger of the Feywild. Xe offered him hospitality in exchange for his assistance in tracking down a coven of hags seeking to destroy one of xyr favorite gloam weavers. He accepted, and upon returning with their eyes only two weeks later, he was made a full member of the Guiding Swarm.

While he spends most of his time out mapping new paths and searching for unusual secrets that the Mxtress might find enjoyable, he is also known to help newcomers navigate the dark and hostile expanses.

NPC