



# ACROSS *the* PLANES

THE FEYWILD







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# WELCOME TO THE FEYWILD

## A Brief History of the Feywild's Creation

The Feywild, better known as the Plane of Faerie, is a mystical place unlike any other. The plane itself is situated entirely parallel to the Material Plane, the two overlapping within the precise cosmological space as one another. There are three commonly told tales about the origins of the Feywild, each with the smallest of truths hidden inside.

The first tale tells of the Primordials, the very creators who say that there was an excess of brightness among the many planes of existence. As all the brightness was gathered in one place the Feywild was created, bright in every sense of the word. Its vibrant magic took the shape of the Material Plane and exaggerated every aspect. This shared shape allowed the two planes to share connections: thin barriers where traversal between the two is possible.

The second tale talks of the Sun and the Moon, ever passing over the Material Plane without the chance to rest. One day before setting, the Sun simply ceased to move. As the Moon rose it saw how worn the Sun was, and so the Moon promised the Sun a place where it can rest forever. So the Moon took half of itself for half a year to create the Feywild, allowing the Sun to keep moving and remain in rest simultaneously. The Sun was overjoyed that it vowed to make the Feywild brighter than any land in existence.

The third and final tale focuses on Autumn, Winter, Spring and Summer arguing about not getting enough time on the Material Plane. Each season felt they could do so much more if they only had more time. The solution was simple:

create a domain in which all four could reign forever in between their allotted season. And so the Feywild was created. Each season created a Court in their name, and everything was perfect.

Since its creation, the rich lore of the Feywild is near endless. Tales of love, war, and peace are plentiful. However, many of the fey creatures that inhabit the plane focus on living in the moment, rather than clutching hungrily to grudges until being consumed in body and soul. Many archfey, if asked, are more inclined to remember evenings of bountiful feasts rather than grand confrontations, betrayals, or battles.

## Ecology of the Feywild

This chapter gives a broad overview to the Feywild, including topics on how the magic impacts visitors, its geography, inhabitants, economy, trade, and politics of the land.

### NO TIME, ONLY PLACE

Upon stepping into the Feywild, it should never take long to notice the mystifying sight of the ever-setting sun, gently held and coddled in place forevermore. Regardless of how much time characters spend there, time refuses to visibly move in a discernible fashion. Yet there is an ever shifting hue to the skies that invites you to never leave. Moving north invites the sun to rise, bringing warmth and vibrant colours unlike any other, whereas going south welcomes the night, where woven nets of stars scatter the night and cool breezes hold fey secrets.

The time of day affixed to a location is chosen by the resident archfey, whose power extends to not just selecting the time of day, but the freedom to change it and all the weather on a mere whim.





## PERPETUAL SEASONS

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As the time of day is locked to the location, so too is the season. The Feywild exaggerates properties of the Material Plane, especially the seasons, which have a greater significance here. Each season corresponds to a court, and countless eladrin align themselves with a particular season. This results in large swaths of the Feywild claimed by a particular season under the vigilant watch of an archfey. The sky, wildlife, and temperate all reflect the very essence of that season.

The borders between different archfey domains vary greatly, some gently transition seamlessly while others draw harsh borders that carve up the land. Any trees that cross the divide immediately show the sign of the changed season. For example, some show autumn leaves swaying one side and frostbitten bare branches on the other. The denizens of each season's domain often reflect it within their personality; from being selfless in Autumn, pensive in Winter, overjoyous in Spring, or passionate in Summer.

## TIME WELL SPENT, FORGOTTEN ALL THE SAME

Aside from the exaggerated splendor of the vistas and landscapes, the erratic magic of the Feywild seeps into its very being in a way that impacts even those who briefly visit the plane. Mortals who enter the Feywild are subjected to its magic most significantly when they attempt to leave, either by losing all memories of their time in the Feywild or having assumed to have only been away for a tennday to realise they've been missing for a decade.

## FEYWILD'S JAUNTING FLOW OF TIME

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As with all things in the Feywild, time itself is taken to the magical extreme. While traversing the Plane of Faerie, time appears to flow as normal but in the perpetual snap-shot of an ever-setting sun. The concept of normality left through the fey crossing. Countless scholars or

plane travelling creatures have documented the inconsistency of time spent within the Feywild, for some each day within Feywild equates to mere minutes whereas others result in tragic tales of returning to their home plane countless years later.


It is said that all archfey, fey beings of deity-equivalent abilities, have the power to ensure that visiting creatures return home at the exact point they left, however it is an honor rarely given and even then not without great cost. For visitors to the Feywild it can seem cruel, but fey creatures see the beauty and excitement of never knowing when, where, or how one might return home. The adventure lies in the mystery.

### FEY TALE - A COMPETITION OF SEASONS

One day the four seasons gathered for a series of playful competitions, each season bringing their own to challenge the others. Autumn challenged each season to prepare the most bountiful feasts, but was disappointed when their feast proved to be grandest by far. Winter challenged each season to sit and wait the longest, but too was disappointed when all other seasons proved to be too impatient.

Spring's challenge was to create the best song, but none of the other seasons could keep a beat like Spring could. Lastly, Summer challenged each season for a display of strength, but no other season held a candle to them.

At the end of the four challenges, each season was in a dour mood. When a singular epiphany hit all the seasons; why compete when they work better together? And so, Summer raised the ground into a table, Autumn prepared a feast unlike any other, Spring supplied the music to accompany the meal, and Winter sat at the table, prepared to wait for the next time the four seasons gathered once more.







## CURSED TO FORGET

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Much of what is known about the Feywild in common knowledge is written off as fairy-tales, ravings of book-driven lunacy of scholars, or drunken adventurers whose retellings are far too vague to be reliable. As each visitor finds their way into the Feywild, the realm itself is spiteful against any who leave freely, imparting a mild curse to remove all memories or reduce them to hazy silhouettes of their former glory.

While the origins of the curse is unknown, it is speculated that the unfettered magic of the Feywild allows visitors to vaguely comprehend the magic of Plane of Faerie only for as long as they are present. Once they leave the realm those memories unravel into nonsense that is either entirely forgotten or remarkably unclear.

## GEOGRAPHY OF THE LAND

There is no place with as vibrant colours, enticing breezes, or mystifying sights than the Feywild. It thrives in the uncanny valley for residents of the Material Plane, where the geography can strike a remarkable resemblance to land they know, and yet be fundamentally different at its core. This section outlines a number of ways in which the Feywild is at its most unique.

## FEY CROSSINGS

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The thin veil that connects the overlapping planes of the Feywild and Material Plane are bridged through connections known as fey crossings. The vibrant bright magic at play in the Feywild shaped how these crossings appeared, imposing themselves on the Material Plane in places of serene beauty or whimsy befitting of the Feywild.

Mortals are able to create crossings of their own design through portals or other arcane trickery, however it is only possible where the barrier between the two planes is incredibly slim.

There, a material door or other place may act as a bridge. Finding where the veil is at its thinnest is an adventure in itself; one that many planar scholars have been attempting to discover for decades.

### FEY TALE - PERPETUAL LOVE AT FIRST SIGHT

A halfling wandered somberly through an ancient forest, lost in body and in heart. As they aimlessly sauntered, they heard the softest of songs carried by the wind that led them through a fey crossing of entwined bark. Perched upon a rock was an eladrin, one of winter, who sang with their body and heart.

As the halfling and eladrin locked eyes it was love at first sight. They shared a tender loneliness, which no company could ever satisfy, at least until they met. The halfling and the eladrin spoke away the hours, danced away the minutes, and savoured the seconds. They both felt utterly complete, so when the halfling suggested returning home briefly to gather their things, the eladrin made them vowed to return as soon as they could.

However, upon leaving the Feywild, the halfling lost all memories of the eladrin and had stepped out decades from whence they entered. And so the halfling began to wander aimlessly once more, their vacant heart aching ever stronger thanks to the hazing thrum of it once being filled. Until one fateful day the halfling heard the softest of songs calling to them, a song they cannot remember ever hearing before. Locking eyes once more, the eladrin knew their partner could not recognise them, but they did not fret nor cry out in anguish. They simply remarked: "Oh what joy that you have forgotten me, you have been blessed to fall in love with me all over again." And so the cycle began of perpetual love at first sight.





As it might be expected, there is little mortal reasoning to how these fey crossings work, and no guarantee that one crossing will continue to function the same way. The act of trying to find a fey crossing somehow ruins the magic, it is well documented that the best way to find a crossing is to simply stumble through one by accident.

### FEY CROSSING TABLE

#### D8 TYPE OF CROSSING

- 1 A bramble strewn archway connecting two trees.
- 2 A perfectly preserved circle of flowers, that, when stepped into, acts as the gate.
- 3 A colossal sized oak with a door shaped opening carved into its trunk.
- 4 A tranquil puddle that appears shallow that leads directly to the shores of the Feywild.
- 5 A collapsed, hollow tree that creates a makeshift tunnel
- 6 A gentle sparkling mist that rolls through a forest only during a full moon.
- 7 Witnessing a comet shower from atop a tree trunk, instantly phasing into the Feywild.
- 8 A soft glow that emerges at the very end of a foxes burrow.

### REFLECTION OF THE MATERIAL PLANE

The Feywild shares a number of similarities with Shadowfell, the Plane of Shadow, as both occupy the same cosmological space as the Material Plane. As such, both the Feywild and Shadowfell appear as bright or shadowy reflections of the world, respectively.

For example, where a hamlet tucked atop a series of rolling hills overlaps with the Feywild, they may be represented in the Feywild as exaggerated spiraling hills that prove needlessly steep without any of the houses, taverns, or barns. Where the elements of the Material Plane, the forests, mountains, lakes, bogs, and volcanoes, rest they now ripple with vibrant energy as if they were unbound to show their truest form.

### ECHOES OF POTENT MAGIC

Arcane magic flows far more freely in the Feywild than anywhere else. There are countless reasons as to why this happens. The very nature of the realm is so unbound and free that magic there merely mimics the plane. It is rare for any inhabitant of the Feywild to not be magically gifted in one way or another as the latent arcane seeps into just about everything.

The echoes of arcane magic are seen in the very landscape of the Feywild. Magic-warped landscapes appear with breathtaking beauty that often defies logic, as if all the unusually potent power was used to carve one beautiful vista after another.

#### OPTIONAL RULE - FEY EMPOWERMENT


For casters of the Material Plane, adjusting to the sudden bolstered arcane energy in the air it can often lead to unexpected consequences.

Immediately after casting a spell of 1st level or higher, the DM can have you roll a d20. If you roll a 5 or less, roll the Wild Magic Surge table to create a random magical effect.

You may add the number of days spent inside the Feywild to the result. After five days have passed, you are considered to have climitised to the arcane energy in the air, stopping the need for checks.







## INFINITE EXPANSES OF UNTAMED LANDS

Despite being a reflection of the Material Plane, the Feywild is infinite in size, sprawling off in every direction forever. Beyond what resembles the Material Plane, much of this expanse is claimed among the stars, where few know what dwells above. Islands and other formations exist here, claimed by reclusive creatures or steeped in darkness under the clutches of malevolent creatures. Countless fey revel in the unknown, so that when their time amongst their kin is up, they may take to the skies to experience what few fey have dared.

### FEY TALE - VOYAGE INTO THE UNKNOWN

The pixie sighed loudly as they sat atop a mushroom. They had seen it all. They had witnessed the gathering of the Court of Stars, borne witness to the glory of a mirage dragon, and escaped the marching bands of giants more times than they could count. For all its whimsy and wonder, the pixie had seen all the Feywild could offer.

One day, the pixie sat with a trusty leprechaun who they considered a dear friend. The leprechaun could see how melancholy the pixie was and so they suggested venturing north as far as they please. Each step would bring the sky further into the sky and beyond what most fey had seen of their infinite world. The pixie thanked the leprechaun, leaving in a hurry. They packed the pebble of purest grey, the twigs of the ever-blossom tree, and created a vessel out of the leaf of the water oak. The pixie said their goodbyes in fours, one for each season, before setting out to experience what lies beyond the Feywild's infinite sea.

A voyage into the unknown, never to return.

## INHABITANTS

Aside from all the fey creatures that call the Feywild their home, the bright plane also harbors countless free roaming beasts, as well as malicious beings that lurk in the few dark domains of the plane. The concept of civilisation

has a different meaning within the Feywild. In any chosen plot of land ancient remnants of cultures long forgotten lie beside entire miniature and thriving cities atop mushrooms and under flower petals.

## CIVILISATIONS OF THE ELADRIN

It is said that the very first inhabitants of the Feywild were the elves, as if the plane was created specially for them. However, three fractions emerged following a sibling squabble. One was forced underground, and went on to become the drow. One opted to leave the Feywild altogether, becoming the elves commonly known in the Material Plane. Those who stayed became the eladrin.

Many settlements forged by the eladrin were long abandoned and reclaimed by nature for reasons varying from war, disagreements, or simply the desire to move on. Those that remain, however, are extraordinary displays of architecture that blend seamlessly with the landscapes of the Feywild. As each eladrin is shaped by their season of choice, so too do their cities share this affinity. Much can be learned about a city depending on which season from which it draws inspiration. But the remarkable feats of construction are a constant throughout the cities.


## WILD AND FREE FEY

Outside of the pristine settlements of the eladrin, the day to day life of most fey takes place deeply rooted with nature. Whether it's nestled within the tree tops, basking in the starlight among a field, or resting beside a tranquil lake, gatherings for festivities, trade, competitions, and revelry are a common occurrence. The games played are frantic and chaotic. Few take score, and passersby are welcomed with open arms.

Families consisting of satyrs, fauns, dryads, and pixies freely roam wherever might take their fancy. By living off the land through the abundant fruits and berries, or engaging in hunts for game, their lives are simple but all the







more whimsical. The driving impetus for most fey is new experiences, enjoyment, and fancy for the mere sake of it.

## SINISTER FRIENDS & FOES

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The Feywild is no stranger to chaotic or malicious beings who emerge from the Feydark or dwell in twisted, dismal swamps. Warbands of goblinoids and forces of fomorians claim countless connecting tunnels from the Feydark, vowing to emerge wage chaos to the surface dwellers. Both goblins and fomorians frequent the surface with skirmishing forces, often thwarted by the many forces of the archfey or outmatched by the eladrin.

Within the dank swamps, covens of hags order troublesome gaggles of redcaps, boggles, and quicklings. Deep in the gloomiest forests, blights and shambling mounds highlight the sinister side of wildlife, threatening to consume every trespasser. These areas of the Feywild choke the innate brightness of the plane and while the residents thrive in fooling passerbys, it is clear when you find yourself in the dark side of the Feywild.

## ENCHANTED WILDLIFE

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Colossus-sized stags wander the landscape, standing taller than the trees they part. There are rare sightings of entire clumps of terrain glistening and vanishing as mirage dragons coast overhead, shaping the ground below with illusions. Entire sections of the Feywild are dedicated to living forests, where the trees freely uproot themselves, the woods there one day and vanished the next. Packs of blink dogs roam the borders of eladrin-owned cities, moving with such speed that a mere blink will cause you to miss seeing them altogether. Beyond that, finding blessings of unicorns, flocks of faerie dragons, or nestling owlbears are likely to be common encounters for the adventurers.

The wildlife is not all peaceful. One wrong step leads to territory claimed by displacer beasts, basilisks, or even manticores. As with

everything in the Feywild, these beasts ooze with the rampant magic. Knowledge of these creatures in the Material Plane will certainly help, but to survive you'll need to be prepared for the unexpected.

### OPTIONAL RULE - FEY BEASTS

When the adventuring party comes across a creature that they might recognise from the Material Plane, this would be a perfect opportunity to highlight how the magic of the Feywild has shaped these beasts. Consider granting the beast one of the following abilities for it to use once per encounter:

**Invisibility.** At the end of the creature's turn, it can use a bonus action to turn invisible until the start of its next turn.


**Fey Step.** As a bonus action, the creature may teleport to an unoccupied space that it can see within 30 feet of it.

**Charming Call.** The creature lets out a series of alluring sounds, forcing each creature within 30 feet to make a DC 10 + Challenge Rating Wisdom saving throw. Each creature that fails is charmed by the beast for 1 minute.

**Illusionary Appearance.** As a bonus action the creature can cast the mirror image spell, surrounding itself with whimsical illusionary copies of itself.

## ECONOMY & TRADE

As to be expected in the Plane of Faerie, the concept of money as most mortals understand it doesn't quite compare. Trade and bartering is the most common form of exchange, however, the Feywild has a few unique treasures they deem more valuable than material goods.





## FAVORS

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Fey are prone to bizarre requests that most mortals fail to fully comprehend. They may ask characters to collect an object of a very particular color knowing it exists somewhere dangerous. They may demand the party steal from another fey for some slight that happened years ago. One constant about trading for a favor with a fey is that they will likely redeem it at an inopportune time, or merely when the whims of fate tell them.

## EXPERIENCES

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Similar to favors, countless fey live entirely in the moment. Why look to the future for fun when you can revel in the festivities of now? Trading for experiences, fey expect to see, hear, taste, touch something entirely new and unique to them. This can vary from hearing a dwarven drinking song, or feeling the feathers of an aarakocra.

## TRUE NAMES

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It is said that if you know the true name of something, you hold power over it. In the Feywild these stories hold more than a mere fraction of truth, so countless fey hold their true name as their most prized possession. The act of acquiring another fey's true name is considered a game by many, but the fey that deal in names often hide sinister or malfarious intentions. For mortals, offering up their name is part of polite introductions. This unfortunate mistake is rarely repeated in the Feywild.

### FEY TALE - SHE OF THREE NAMES

A nymph found herself in trouble. She often ventured through Fey crossings to meddle with the affairs of mortals, and in doing so had fallen in love with three. They each had traits she deemed desirable, but they had no means to contact her when they needed her most. The nymph struggled to find a way to juggle her time between her three partners, until an unlikely ally appeared: a hag.

The hag told the nymph the power of her true name. How, if given to the mortals, they could see her whenever they desired. All the nymph needed to do is to tell the hag her true name. An easy task, one that the nymph was overjoyed to carry out; just to speak her true name before the kind hag.

And so the hag split her name into three. Each piece was placed in a tightly locked box, and each given to one of her partners so that they may call upon her. However, when each desired to see her, she was distant. A fraction of her former self. A third, to be exact, of who she once had been. The three tried in vain to find one another and unite the nymph's name. But they lived decades apart. It is said those boxes are now scattered throughout the Feywild waiting for the name pieces inside to be reformed.







## POLITICS & FACTIONS

Fey creatures naturally find affinity with one of the many factions that exist in the Feywild, which in turn make decrees of loyalty to one or many of the archfey. However, there are also factions without the direct support of an archfey, often dwelling in the shadows in hopes that they will emerge triumphant.

For the courts of the eladrin, as with the changing seasons, it is common practice for members to freely change courts as there is little to bind an individual to any one faction. At any given time, the courts are likely to be engaged in numerous heated cataclysmic arguments one night, then playing games or feasting the next. The everchanging whims and desires of the fey allows for a tumultuous, but intriguing, political system.

### COURT OF STARS

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The grandest of all the courts, the Court of Stars, is the ensemble of representatives from the many eladrin factions led by the one and only Summer Queen. They gather frequently, either regarding matters that threaten the Feywild or merely as an opportunity to celebrate the many faces of the realm coming together.

Each Court of Stars gathering exists within a demiplane, where the stars are ever present over a warm evening breeze. Unlike the Feywild, time within this demiplane has stopped altogether. Those present never need sustenance, but may enjoy it for enjoyment's sake. Competitions of whimsical games or duels of wit are common during or after the festivities.

Not every faction in the Feywild is represented within the Court of Stars. Creatures dwelling in the Feydark, like one of the many fomorian kingdoms, or above land from the goblin kingdom of Nachtur, are both absent from the periodical conclave. Their perpetual threat to the Feywild excludes them from all but the most dire situations, where their invited representatives have stood despite unease from the other guests.

### COURT OF CORAL

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When adventures stumble their way into the Feywild, much of their befuddlement is caught in the vast forests and skies. They travel entirely unaware of the beauty that lies under the vast oceans. The Court of Coral, as its name might suggest, tends to all aquatic and island-dwelling fey. Uniquely, the court is run by a pair of siblings known as Elias and Siobhan Alastai. Both bear the title of Sea Lord, though their domain stretches beyond the sea to also include all rivers of the Feywild.

Compared to many of their eladrin siblings, members of the Court of Coral often reside in tiny communities scattered amongst the oceans. Huge gatherings of sea elves are few and far between, unless they are united by battle or festival. One such festivity is the Calling of the Waves, in which teams attempt to craft the most picturesque wave by shaping it to appear as animals or swell in hypnotic patterns.

### GLOAMING FEY

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As the skies of the Feywild shift as you move, rather than gradually over time, huge swaths of land are bathed in eternal twilight, where stargazers rejoice in the perpetual beauty unfolding before them. The dreams of those under skies of dusk and twilight are significantly stronger than those of the waking world, and the faction of fey who associate themselves with dreams thrive here. For countless reasons going back eons, they remain bitter rivals of the lycanthropes who dwell within Brokenstone Vale.

It is said that any fey wishing to sleep seeks out the Gloaming Fey, after which they find themselves in the deepest sleep for years, sometimes centuries, at a time. Many archfey linked with the Gloaming Fey are protectors of dreams, passing through sleeping minds to ensure all is calm and well.







## GREEN FEY

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The Green Fey serve Oran the Green Lord, the archfey of nature. The faction is solely dedicated to maintaining the vast greenery that is the Feywild, and by extension serves Oran. Oddly enough, the faction of the Green Fey consists of a significant number of both Spring and Autumn eladrin, ensuring that the dryads and satyrs of the faction maintain the order of nature.

There is a dark side to this faction that steps from the wild mood of the Green Lord. Nature can be unforgiving, as is often reflected in the archfey's requests. At times the Green Fey becomes so enamored with a task, or blindingly offended at some slight, that the forest around them shifts.

## SUMMER FEY

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The Summer Queen's chosen, those who put beauty and passion above all else, are quick to act in all matters, but stubborn to change. It should be no surprise that the Summer Fey often act as the instigator of battles or disagreements within the Feywild, however Summer Queen often calls for peace quickly soon after. Much of the faction consists of summer-attuned eladrin who seeks to gain favour with the Summer Queen and the Court of Stars.

The Summer Fey are also known as the Seelie Court, as if to act as the polar opposite of the Unseelie Fey. The act of joining the faction places an emphasis on those with exceptional appearance, intelligence, or talents, and many non-eladrin races have found themselves joining the court for demonstrating such gifts. The political discussions often pertain to most of the Feywild, where the Summer Queen may call a Court of Stars to push her agenda. Some may accuse Summer of nepotism, but this is quickly dismissed as hearsay.

## WINTER FEY

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Of all the factions, the Winter Fey are the most reclusive. They have no sole leader, so when meetings of the Court of Stars are called, a small gathering of Winter Fey take it upon themselves to attend. In the past, this role was taken by the Prince of Frost, but a series of dark acts slowly drove the prince deeper into frozen isolation.

As with the season, Winter Fey are reserved and often antagonistic. They see the flaws and harsh realities of living in the Feywild and are often the first to point them out. Members of this faction have been stung too many times by the politics of the Feywild, and now opt for a secluded lifestyle instead.

## UNSEELIE FEY

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There are two sides to nearly everything within the Feywild. In a land of inexplicable brightness, there must also be darkness for the fey creatures of evil to thrive. Still being fey, the Unseelie refrains from involving themselves with creatures of "unsavory" looks, being painfully prideful but malicious individuals. They are however on occasion represented within the Court of Stars, and their attendance is often met with haughty responses or sneers.

The Unseelie, when not skulking in the shadows, have a penchant for bargains. They haggle and barter to get what they desire. The means in which they trade for their true desires are truly sinister, they begin simply asking for favors that share no pattern or connection, until it is too late. The secretive nature of the Unseelie Fey also means they have countless agents, many of which are perfectly disguised within an enemy faction, merely biding their time as they gain intel.







## THE BROKENSTONE AFFLICTED

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Within the Brokenstone Vale, where none may pass without permission, there exists a section of land claimed entirely by lycanthropes. It was not freely given, however. The lycanthropes are trapped by the Maiden of the Moon, who will slay them should they ever leave her domain. The Brokenstone Afflicted are a collection of lycanthropes who now control their affliction. They refuse to surrender to their feral desires under the persistent moonglow of the Feywild.

The leader of the faction is known as Packleader Jylenneth. She has been tirelessly working to repair relationships to see the disavowal of an ancient pact. The Brokenstone Afflicted consists entirely of lycanthropes who outlast a number of trials to test their will and resolve. Their numbers are small, but they act as the jurisdiction within the vale. When feral lycanthropes step out of line, they step in.

## GREAT GARK'S COURT

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From their kingdom of Nachtur, the Great Gark, self-proclaimed monarch of all goblin-kind, grows ever more jealous and petty from their exclusion from the Court of Stars. The Great Gark orders all those captured within their domain to be brought before them. The innocent are devoured and added to the bed of bones that line their throne room. However, through manipulating the very fey magic of the realm, individuals who are evil in heart have their bodies warped to become goblins themselves, bolstering Gark's unending numbers.

Great Gark's Court is not exclusive to only goblins. Under their command are a number of giants, trolls, ogres, boggles, and the occasional hag. Those that prove their value to the court are often allowed to proceed without being goblinified, often due to how giant or powerful they already are.

## FEY TALE - THE LONGEST NIGHT

A wolf, wild and hungry, chased endlessly through the night. Meals were slower during the day, so under the cover of darkness the wolf chose to ambush their prey. One day when the moon was full and bright, the wolf snuck up on a doe.

Before it could strike, the doe saw the wolf's reflection in the moon as clear as day. The wolf hadn't even had the chance to pounce, to bite and tear, to claw and gnaw. The doe hastily fled through the forest, leaving the wolf hungry in a beam of direct moonlight.

And so the wolf howled at the moon, angrily cursing it with all the venom their empty stomach would allow. The wolf barked and snarled for hours, quickly discovering that the moon had ceased to move. The wolf had not cursed the moon, the moon had cursed the wolf. There would be no more days for the wolves of the Feywild, it would always be night. In addition, that hunger the wolf could never subside. Knowing its curse, the wolf could do nothing but howl until its spirit left its body. The essence of the wolf --so angry, so hungry, with such a burning hatred of the moon-- is said to have merged with an unknowing eladrin... thus creating the first lycanthrope.

## THOSE OF THE TITAN'S LAST ECHO

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While not united under a singular banner, the three core cities of fomorians, known as Harrowhame, Mag Tureah, and Vor Thomil, claim much of the Feydark. Each city aspires to be the home of the titan that squashes all others underfoot. The leaders, self-declared kings or queens, rule ruthlessly for paranoid fear of insurrection.

Were the three kingdoms ever to unite, there is little the surface dwellers of the Feywild could do. But with each city's belief that they are the prophesied rightful ruler of all giants, the chance of them uniting is slim.





## WILD HUNT

Erlking, Lord of the Hunt, leads this faction dedicated to the eternal hunt with relentless command. The powerful fey of the Wild Hunt align themselves to no court. The concept of debate and discussion is entirely lost on them. They desire one thing and one thing alone: the thrill of the hunt.

There is one day where all members of the Wild Hunt have free reign to roam the Feywild and hunt all who cross their path. For some this is viewed as the most dangerous day for the fey, but most fey view it as another festivity in which to partake. They revel in the chance to experience the thrill of evading rabid beasts, or to connect with their feral sides.

The day of the Wild Hunt is repeated once every year and a day, although in true fey nature once the time has passed the next date is chosen whenever the Erlking deems it necessary. The Erlking is as fair as the wilds. They chase just as relentlessly, and any slip up is often met with a painful demise.



## Key Locations


The Feywild is rife with adventure and unexplored territories. In a land of untamed magic and equally wild nature, who knows what will be encountered next. We've highlighted a number of key locations that are likely to be of interest, each with hooks to explore and distinctions across the plane. Each location contains information on one of the many key figures, including archfey, who will have a strong awareness of what the adventurers might be up to within their domain.

### BROKENSTONE VALE

The rich history of the Brokenstone Vale is stained in blood. Lycanthropes and eladrin fought tooth and blade for territory. Without an archfey on their side, the werewolf were thwarted by the Maiden of the Moon and confined within the Brokenstone Vale. A peaceful pact was formed in an accord of the Court of Stars, where it was declared that the lycanthropes could be freely slain for hunting outside of the vale and in return none could set foot within Brokenstone without the werewolf's permission.

Lycanthropes of all kinds live within the vale. Wolves, bats, foxes, elk, and boar are but the most common in a plethora of types. Most are eladrin in their humanoid form, however lycanthropes who find their way into the Feywild are often delivered to Brokenstone Vale if they are not slain by the Maiden of the Moon first. Most submit to their feral side, roaming the vale in search of their next meal while vying for dominance. A faction who denounces the endless hunt has risen to prominence under the command of Packleader Jylenneth. Within the heart of the vale exists a modest settlement of eladrin design. Here all are welcome, so long as they remain in their humanoid form while within the walls. Packleader Jylenneth is a harsh but fair leader, knowing that if the lycanthropes ever wish to leave the Vale, true reform is required.





Wolfsbane is freely grown within the settlement, used to subdue feral lycanthropes who prowl outside and offer them a return to fey civilisation.

## PACKLEADER JYLENNETH

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When Jylenneth was born as a werefox, the pact between lycanthropes and the Court of Stars had gathered under dust and cobwebs. She saw how fractured the werewolf had become under fear of the Maiden of the Moon, and sought to change matters. Jylenneth vowed to live life as a humanoid, imbibing wolfsbane each and every day. She still retains much of her keen senses and dexterity, causing many lycanthropes to underestimate her combat prowess.

Over time many began to rally behind her. She strove to cast a light within Brokenstone Vale to cast out the shadows that had covered the land for so long. Whenever feral werewolves are discovered, Packleader Jylenneth ensures their capture while offering them a chance of redemption. Those that refuse are met with harsh repercussions for which she has become known.

**Personality Trait:** Perceptive. I study all those I meet intently, measuring their worth.

**Ideal:** Control. We have an obligation to never give in to feral desires.

**Bond:** Vale. I will do everything to protect the vale I call my home.

**Flaw:** Harsh. I will not hesitate to mercilessly strike down those who wrong me.

## CENDRIANE

A remnant of the Feywild's past, Cendriane exists as the ruins of a once mystical eladrin city. Deep in the heart of a once flourishing forest, crystal spires once glistened with starlight as they emerged from the treetops. Now it is as dark and decrepit as those who inhabit the city, but that is not where the oddities of Cendriane end. The city thrums with arcane energy, allowing it to exist within the Feywild and the Material Plane simultaneously.

An ancient war between the drow and eladrin that spanned planes of existence demolished the city until what was left proved undesirable for either side to claim. There are rumors that countless riches remain in the city and that the wars were puppeteered by a malicious archfey. Both rumors are mere stories, but as with every tale from the Feywild, there is a fragment of truth inside.

The connection between the two realms still persists, allowing travellers to enter ruins infested with displacer beasts, giant spiders, and owlbears. Spiralling roads carve through the nature-reclaimed streets. The city still bears the old wounds of battle underneath all the rubble. Nesting beasts are of the lowest threat within Cendriane. Lord Kannothe, an eladrin archfey vampire, calls the ruins his domain. The self-proclaimed Lord of Cendriane ensures that all who trespass meet an untimely end.







## LORD KANNOTH

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Lord Kannoth rose to power shortly after the city fell under mysterious circumstances. Legends and tales disagree about the details of his rise to power. Some say Lord Kannoth summoned a flock of bats to black out the sky, allowing the city to be destroyed in the darkness. Other tellings paint Lord Kannoth as a warden, skulking in the shadows to deliver harsh justice to the enemies of Cendriane. Not even Lord Kannoth confirms any part of his torrid history.

As an archfey vampire, Lord Kannoth is in the unique position of gaining much of his power through the blood he drains. He uses his fey abilities to create beasts and plants that produce sacks of blood. Many other archfey regard Lord Kannoth as so consumed with Cendriane that whatever threat he could become is mitigated knowing he'll never leave the ruins. For those who encounter Lord Kannoth, pray that he does not deem them a threat to Cendriane, lest the meeting be painfully brief.

**Personality Trait:** *Past Obsession.* I idolize what Cendriane once was, and constantly refer to its former glory.

**Ideal:** *Independence.* I am entirely free within a domain entirely for myself.

**Bond:** *Preservation.* I work to entirely preserve Cendrian as it is now.

**Flaw:** *Playful.* I cannot resist the chance to play a game, especially with high stakes.

## EVERBLOOM, THE LIVING FOREST

Everbloom, true to its name, is a forest that lives in a perpetual state of blossom. Regardless of where the forest is found, whether summer, winter, autumn, or spring, there is a serene beauty that remains untouched. However that is not where the wonders of Everbloom end, this lush forest is also known as the sole living forest in all of Feywild.

As a living forest, every tree is awakened under the protective gnarled roots of They of Bark. This allows the entire forest to freely roam as they

desire. Countless fey have come to rest against a tree, only to wake up in the middle of a massive clearing with not a single tree in sight.

Other creatures and animals are allowed within Everbloom, but the moment anything comes to harm a tree they find themselves quickly crushed under root and branch. It is said that Lurue, the Unicorn Queen, often travels with the living forest accompanied by a blessing of unicorns.

## THEY OF BARK

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Of all the awakened trees in existence, They of Bark is by far the eldest. Some say they were the first tree to flourish within the Feywild, and in turn the first tree to open its eyes to see the world. No archfey can recall a time without They of Bark existing and the tree themselves has no intention to share their exact age. They of Bark is colossal in its size, with branches of pure white and blossoms of every colour imaginable.

It is said that They of Bark is an oracle unlike any other. Merely sitting within their presence and watching allows for visions of what has been, what could be, and even what could never be. They of Bark is patient, entirely unwilling to speak to those who happen to stumble across them asking for wisdom. Only those who show the patience of a tree are blessed to hear the speech of They of Bark. Even then, it'll only be a handful of cryptic words.

**Personality Trait:** *Tight-lipped.* Mortals waste time with countless words, they can learn more by simply listening.

**Ideal:** *Nature.* The natural world is more important than all the constructs of civilisation.

**Bond:** *Legends.* There are stories told in this forest that must outlive the oldest of elms.

**Flaw:** *Passive.* I am slow to act in all matters.







## FEYDARK

Despite being a plane forged from brightness, the Feywild is not without darkness. The Feydark is to the Feywild what the Underdark is to the Material Plane: a series of expansive caverns and tunnels that twist far underneath the surface. However, the Feywild's unique twists allow for the caverns to exist as boundless parodies of what Material Plane denizens would recognise. A vibrant ecosystem of creatures exists beneath the surface, thanks to the abundant water and edible fungal growths.

Unfortunately much of the Feydark has already been claimed by fomorians, divided up by the three kingdoms that endlessly vie for the title of Crowned-God. Between the fomorian settlements of Harrowhame, Mag Tureah, and Vor Thomil, they maintain an iron grip to squash other factions from establishing a foothold before turning their attention back to infighting across cities and insurrections.

Other than the fomorians, secluded settlers of gnomes, drow, and myconids can be found in the Feydark. The drow enclaves are small, matriarchal communities like those within the Underdark. Being within the Feywild, however, they are more focused on damaging the fomorian's grip than outright cruelty. The gnomes and myconids act independently, remaining focused entirely on self-preservation or on tunneling deeper away from the persistent giant-sized threat.

## CROWNED-GOD OF THE FOMORIAN

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There is legend that foretells of a fomorian unlike any other, destined to be ruler of all giants. The Crowned-God of the Fomorian would be their title, one that all three cities of the Feydark rally under to follow their ascension to godhood. Thankfully for the residents of Feywild's surface, no Crowned-God has existed due to the constant infighting between the fomorians.

And yet, as with all prophecies, there is potential for mere legends to become a reality. That day is approaching sooner than anyone

could imagine. When it arrives, the fomorians will lose all identity of self and become the embodiment of the title of Crowned-God. They will find themselves ascending to powers equal to the archfey, uniting all the fomorian under an iron fist to claim the surface world as their own.

**Personality Trait:** *Destined.* Everythin' I do, is part of the prophesied kin' of giants!

**Ideal:** *Might.* Crush all under the weight o' my strength.

**Bond:** *Fomorian-kind.* I must realise my destiny, to transform our entire race.

**Flaw:** *Paranoia.* Every last one of 'em is lookin' to tear this title from me.

## NACHTUR, THE GOBLIN KINGDOM

Beyond the eladrin territories lies the region known as Nachtur, where the goblins roam over the badlands of hills and cliffs. This area of the Feywild deals with blistering heat from a relentless sun, where the usual lush forests are replaced by an uneven wasteland. In the heart of Nachtur, inset within the tallest of mountains, is the throne of the Great Gark, the self-proclaimed goblin king.

The entire kingdom is not desolate, however, goblinoid settlements lie scattered across the landscape. These settlements of wood and stone carve deep into underground hovels where goblins, giants, trolls, hobgoblins, bugbears, boggles, and ogres can all be found. They operate under the strict laws of the Great Gark, resulting in as much peace and order to be expected from countless goblins.

It is dangerous for eladrin to step into Nachtur, as the goblins and eladrin have been warring for endless years. Goblinkind's current confinement to Nachtur comes as a result of the age-old conflict. Adventurers and other creatures can manage reasonably well within Nachtur so long as they abide by the Great Gark's rules, but dabbling too close to the affairs of goblins can result in a horrible end and a rabble of well-fed goblins.





## REMINDER - NOT THE GOBLINS FROM BACK HOME

The goblins of the Feywild differ greatly from those you'd find in the Material Plane, mostly due to their fey nature. These goblins adhere to the fey sense of whimsy and penchant for trickery.

What happens when one stumbles into a rabble of goblins can vary greatly depending on how hungry the group is, but they may demand entertainment or playful competition, rather than the instant aggression of their Material Plane cousins.

Fey goblins are a superstitious bunch, adhering to a fear of iron, the color red, and running water with zealous belief. They adorn themselves in cloaks of leaves or furs to highlight their innate connection to the nature of the realm.



## GREAT GARK

The undisputed ruler of the goblin kingdom is the Great Gark, a remarkably intelligent hobgoblin wizard. Far older than thought possible, Gark has expanded their own lifespan countless times over. Across the region of Nachtur, the Great Gark has established what can only be described as the most expansive goblinoid-run civilization. There the Great Gark has establishing means to educate goblins in the way of wizardry or priesthood in service to one of the many archfey, as well as the expected rabbles of goblins and brigand forces.

The Feywild has not been kind to the Great Gark, with the eldarin routinely thwarting plans and ensuring the bulk of the goblins remain contained within Nachtur. Despite how powerful a wizard Greak Gark may be, without the support of a well equipped and organised goblin army their aspirations of overthrowing the courts seem impossible.

Until the moment to lead the greatest of armies, the Greak Gark sulks as trespassers of the kingdom are brought before the throne. Those of little worth are eaten, whereas those with potential are graced by the Great Gark by being transformed into a goblin, perhaps to be eaten at a later date.

**Personality Trait:** *Fearless.* I can stare down a mirage dragon and not flinch.

**Ideal:** *Magic.* My mastery over magic will know no bounds.

**Bond:** *Ruler.* I shall rule the Feywild for goblinoids, whatever it takes.

**Flaw:** *Obsessive.* I will risk much to uncover lost secrets of power.



## FEY TALE - MORE GOBLIN THAN YOU THINK

Before the Greak Gark was the great Gark. They were merely great, but Gark all the same. Gark needed two things to become great: an army and some food. In his infinite intelligence, he managed to corner a trio of fey creatures: a satyr, a gnome, and a pixie. He held them in place with his mighty magic and asked a simple question,

“Why should I not eat you?”

“Don’t eat me!” cried out the satyr, “I can offer you a song!”

But the Gark didn’t want to hear a song, and so the satyr was eaten. He turned to the gnome, and asked, “Why should I not eat you?”

Now, this wasn’t an ordinary gnome. This was a thieving and malicious gnome, who furrowed their brows and puffed out their chest before stating clearly, “You can’t eat -me-, I’m more goblin than you think!”

“Prove it.” said Gark, who was closer to being great than before.

The gnome promptly grabbed the pixie in both hands and ate it in a single bite. With pixie wings still poking from their teeth, the gnome proudly said, “See, I must be part goblin. And you wouldn’t eat a goblin would you?”

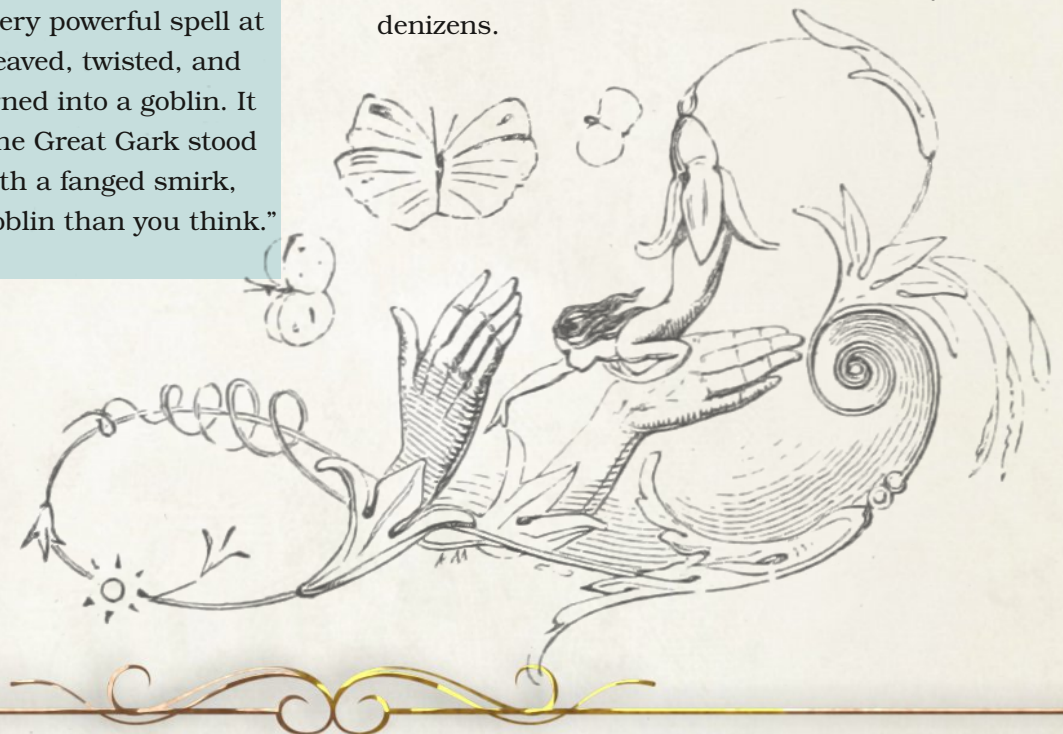
Gark let out a hearty chuckle, holding up their mighty staff and casted a very powerful spell at the gnome. The gnome heaved, twisted, and convulsed before being turned into a goblin. It was at this moment that the Great Gark stood upright and remarked with a fanged smirk, “No. It is *you* who is more goblin than you think.”

## SENALIESSSE

Senaliesse, the realm of the Summer Queen Titania, embodies everything to which the summer-attuned eladrin aspire. You’ll find endless revelry, competitions, and trickery, all basking in the warmth of summer. Those seeking the Summer Queen’s favor travel from the far corners of the Feywild with bountiful gifts, promises of unique experiences, or food designed to only be tasted by the Queen herself.

Inside Senaliesse you’ll find Titania’s palace, in which many of the Summer Court’s gatherings, celebrations, and debates are held. Her palace exists at the very center of the enchanted forest that lines the region. It should come as no surprise that Senaliesse is magically suspended in perpetual summer befitting the queen. The palace is woven from the essence of summer itself. Bright beams of sunlight form into stone, arching branches merge to form towers of trees.

As the unofficial capital of the entire plane, the courts of Senaliesse draw diplomats, speakers from other courts, or any bearing matters that concern the fate of the Feywild. At any given day you are just as likely to see a hag as you are to see a sea-elf. This ever changing flow of visitors keeps each day unique, providing endless entertainment for the realm’s many denizens.







## TITANIA, OF THE SUMMER COURT

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At the heart of everything within the Feywild is the archfey of many titles: the Queen of the Summer Court, the Faerie Queen, Queen of Light, and leader of the Seelie Court. Titania is without question the most prestigious of all the archfey, with the largest follower of eladrin and fey creatures supporting her every action.

Titania's personality shifts freely as her desires. She can be frivolous in one light and then dutifully pragmatic the next. She has ensured the safety of the majority of the Feywild for countless years, personally battling the fomorians, goblins, and agents of the Unseelie Court when they arise, but may also erupt into flights of fancy over strange new mortal things.

It is said that you only make the mistake of angering the Summer Queen once. Any action that truly angers Titania unleashes the fury of a thousand suns that no other archfey dares attempt to temper. Luckily, keeping the attention of Titania for long enough to anger her is a challenge in itself, unless it concerns the safety of the Feywild.

**Personality Trait:** *Hedonistic.* I seek to find the pleasure in all things, why else live?

**Ideal:** *Truth.* Much plagues the Feywilds, but less half-lies and trickery will only serve us well.

**Bond:** *Summer Court.* I represent not only the Summer Court, but the Seelie Court as well. I must do right by them.

**Flaw:** *Impulsive.* I have almost no self control and act impulsively.

## THE MURKENDRAW

If the entire Feywild were a soup, the Murkendraw would be the festering eyeball slipped into the cauldron. It is a blight ridden swamp, where the brightness of the realm is choked out by fetid waters. The creatures that lurk within this ocean-sized marsh thrive on sinister means, from assassin vines that ambush and choke to horse-sized stirges that drain blood in seconds.

The Murkendraw is caught in neverending storms, their bellowing thunder shaking the ground with the force of an earthquake.. The landscape of the swamp is ever shifting, resulting in portions of quicksand or uneven ground that quickly gives way underfoot.

Hags take to the Murkendraw like a satyr takes to music. It provides the ideal environment for their huts and rituals to be conducted. The Murkendraw exists beyond the reach of the eladrin, and indeed beyond both redemption and any threats that would harm the essence of the Feywild. Because of this, a number of illicit trade routes, known as the Murkroot Trade Moot, allow for purveyors of unusual items, poisons, and mercenaries to be traded in exchange for favors or trinkets.

## BABA YAGA

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For every fey, there are no hags more iconic than Baba Yaga. She is an incongruent force of fey nature. There is little predicting what Baba Yaga truly desires or what she might do next. All that is definite about Baba Yaga is her love of magical trinkets, bargaining, and secrets. She loves having the means to give people what they desire, at a dire cost. Knowledge has allowed her to become incredibly powerful, and she is far from done learning.

Many warlocks find Baba Yaga to be a reliable patron, however only they truly know how deep her grudges go and what lengths she'll go to see them fulfilled with interest. Baba Yaga is a pitiless murderer, content to munch on bones while being perfectly amicable to those in her company.

There are legends that say Baba Yaga is not a singular hag, but an entire coven, or that she has the ability to turn any other hag into herself. She is ever present, often appearing just when it would best suit her. Whether Baba Yaga has multiple bodies, or a mastery over magic that defies logic, she is not someone who should be taken lightly.







**Personality Trait:** *Secret Keeper.* I delight in hearing secrets, steering conversations toward them.

**Ideal:** *Greed.* Everyone wants something, I provide much for a price just dear enough.

**Bond:** *Grudges.* There are those who have slighted me, everything I do is working towards getting even.

**Flaw:** *Bargainer.* I find it impossible to refuse a deal or trade.

## UNSEELIE COURT

The exact location of the Unseelie Court is unknown, since it acts both as the heart of the faction and the dwelling of the Queen of Air and Darkness. In truth, the entrance Unseelie Court is found within shadows scattered throughout the Feywild. These shadows act identically to Fey Crossings, except with a much more sinister destination.

Existing within a demiplane designed similarly to the Court of Stars, the Unseelie Court contains a wicked web of gnarled trees that grip and constrict trespassers. The entire realm is caught in a magical dimness, drawing the eyes of all who enter to the red glowing structure in the very heart of the demiplane. This structure is where the court and throne of the Unseelie Court resides, and in which meetings to discuss the downfall of the Seelie Court are common practice.

The Queen of Air and Darkness is said to spend the majority of her time atop a throne shaped identically to an ancient shadow dragon. It should come as little surprise that the dragon is real, caught under the whims of the Queen so that she may awaken it whenever the need arises. Sharngaar, the dragon throne, is enslaved to the Queen. It protects her only out of a magically bound duty. Were the spell truly broken, who knows what Sharngaar might do.

## MAB, QUEEN OF AIR AND DARKNESS

Mab stands as the ruler of the Unseelie Court, a faction dedicated to the usurping of the Seelie Court through whatever twisted, macabre means prove necessary. The Queen of Air and Darkness keeps company of quicklings, evil eladrin, and yeth hounds. Her particular fondness for the hounds is seen when those she despises are fed to pack with silent amusement.

Without a true-name, the Queen of Air and Darkness abandoned her body entirely. Now without form, those who catch glimpses describe her terrible beauty as one that harms the mind to behold. She has the freedom to take a form sculpted from ice, but, much like her false name, it is a mere impersonation of her true identity.

Those who meet the Queen of Air and Darkness speak of how emotionless and corrupt she is, but much of her behavior is a calculated act to ensure absolute rule. It is said that she keeps the company of a lone consort, blessed with eternal life but cursed with the inability to speak to anyone other than the Queen of Air and Darkness. It is entirely unknown how one becomes a consort of Mab, nor what happens to those who were once her consort, but the speculations are not kind.

**Personality Trait:** *Calculated.* I observe all those in my presence closely, calculating any weaknesses.

**Ideal:** *Power.* We know how the Feywild should truly be ruled, it is merely a matter of time.

**Bond:** *Consort.* There is no-one I confide in, other than my consort.

**Flaw:** *Vindictive Nature.* I will not rest until those who wrong me, their friends, and their family all suffer.





## VALE OF THE LONG NIGHT

Of all the Feywild, the Vale of the Long Night is the largest Winter-claimed territory. The rolling hills are buried under the blustering snowy winds, where the only significant landmarks are structures of pure ice jutting out of the snow. The Vale of the Long Night is a harsh domain, and so the eladrin who call the vale their home are grim survivalists and often hermits themselves.

Those lucky enough to survive long enough to witness the Fortress of Frozen Tears can only bask in the bulwark of jagged spires that define this structure. The halls of the fortress are decadent in their emptiness. Countless halls and rooms carved from ice all for its lone inhabitant, the Price of Frost. Simply venturing into the Fortress of Frozen Tears is an act of suicide, for those who step inside rarely return.

Logic and level heads prevail in the Vale of the Long Night, something most winter eladrin take to heart. There is a promise among fey creatures within the vale that when emotions begin to dictate their actions, they spill three drops of blood onto the pristine snow in homage to the Price of Frost, whose frozen heart prevents them from further bleeding.

## PRINCE OF FROST

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Arguably one of the saddest beings throughout all of the Feywild, the Prince of Frost's tale is a fall from grace to the darkest depths of solitude. Once known as the Summer Prince, he became a victim of unrequited love, and the resulting heartbreak froze his heart to pure ice. His domain of delights warped with his personality until it became the Vale of the Long Night.

From inside his fortress of ice, the Price of Frost lives in absolute solitude. Anyone caught trespassing is killed indiscriminately. He blames the loss of his beloved on anyone other than himself, and while most say that there is still a path of redemption for the Prince of Frost, thawing the ice of his heart will never be an easy task.

Most believe that the Prince of Frost has taken a vow of silence, but this is incorrect. He has become so isolated that the mere sound of another voice angers his fey temper to no end, enough for him to draw his icicle tipped blade known as "Hush" to silence those who dare to speak himself.

**Personality Trait:** *Aura of Silence.* I demand silence in my presence, or I'll silence them myself.

**Ideal:** *Self.* To rely on others is to invite pain into your life.

**Bond:** *Vengeance.* I hold onto the hope to harm those who cost me my beloved.


**Flaw:** *Self-Hatred.* I don't believe I am worthy of anything good.

### FEY TALE - HEART OF PURE ICE

There was once a man with a heart of pure ice. Each day left him a little darker and a little more twisted in his emotions and appetites. The sounds of other creatures became intolerable to him. He wished only to brood in silence, and forbade any noise in his presence. Eventually, the man with the heart of pure ice decided that if he had to silence a creature, he would do it for good, and any fey so unwise as to break his taboo would die at his hands.

After years and years of silence, the man with a heart of pure ice heard the undeniable chords of a masterful musician. With each step closer to the music, he felt it warm his heart of pure ice. It pained him. It hurt unlike anything he had ever felt. Living with a heart of pure ice had left his true heart weak. He could not push onwards without dying in the process.

So the man with the heart of pure ice tore his true heart out of his chest and threw it towards the music as far as his cold body would allow. He returned home colder than ever before, with nothing but pure ice to keep him alive. As for his heart? It is said that whoever finds it has the means to bring the Prince of Frost to his knees.





# Adventure Seeds

The adventure seeds suggested below can be used individually or one-by-one to form a full campaign, "Feywild's Last Winter," that guides characters from level 1 to 20. If used as a campaign, it is recommended that the characters level up after each adventure. Because these are only adventure hooks, the DM should fill in the details however they see best.

## TIER 1 ADVENTURES

The following adventure seeds are for characters of level 1 through 4.

### BLINK AND YOU'LL MISS IT

The adventuring party becomes victim to a number of petty thefts and misfortune. Small trinkets vanish out of thin air, boots are untied, and objects appear merely to cause them to trip. In truth, they've become the unfortunate target of a quickling known as Spritz who revels in causing untold mischief to the party.

The mischief continues until Spritz eventually allows herself to be seen only to cause further discord among the party through paranoia. Once the entire party is convinced that a quickling is causing the trouble, Spritz will offer what she calls a fair trade. She continues to run circles around the party, both physically and conversationally, but it is clear she wants the heroes to get something for her.

All Spritz desires is a single strand of unicorn hair. Truth be told, she doesn't even care about that, she merely hopes to see the adventurers bring down the anger of Lurue, the Unicorn Queen upon themselves. Reclaiming a strand of unicorn hair is not a simple task. Simply finding where they live throws the party into the dangerous wilds of the Feywilds; against stray blights, boggles, and goblins. But if the party is successful, Spritz refrains from causing further chaos, at least for a few months.

### INTO THE FEYWILD

A lone satyr known as Pippin has made a hobby out of venturing through fey crossings to lure creatures of the Material Plane into the Feywild. He promises a night of wonderment and hedonic pleasures, only to leave his guests stranded within the Feywild the next morning. The adventurers may meet Pippin and follow him through a fey crossing, or happen across him in the Feywild with a recent bundle of realm-lost travellers.

Pippin's festivities are rife with competitions, games, and riddles to test their worth. Once the satyr has had his fun, he leads the group towards a body of water that borders on the Murkendraw. The surface appears clear and glistening as Pippin explains he has hidden treasure at the very bottom. The deep pool is not as peaceful as Pippin had suggested, but is the breeding ground for a number of giant frogs who have developed an appetite for humanoids thanks to Pippin's many guests. Should the victims resurface, the satyr will be nowhere to be found.

In truth, Pippin is an agent for the Unseelie Court, trying to uncover figures of interest for Queen of Air and Darkness. If apprehended, Pippin lies, feigns ignorance, grovels, and generally does whatever is necessary to earn mercy from the party. He even lets slip that the Feywild is quickly approaching its demise once winter returns, but is magically bound to not confess anything else.



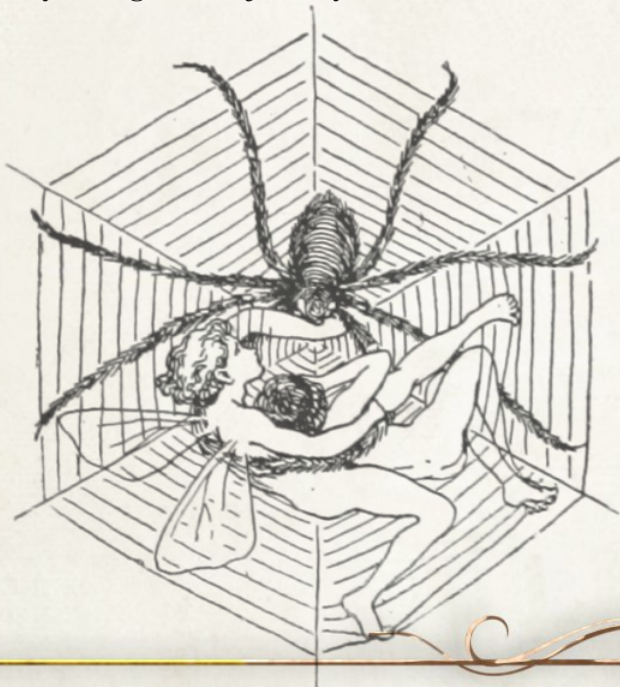


## A PIXIE SIZED PROBLEM

Just travelling across the Feywild opens countless opportunities for adventure. At some point, a small pixie flutters past the heroes' eyeline to desperately get their attention. Annisling is the leader of a pixie village living within a grand hollowed out tree named Oalenneth Roots. She urges the heroes to assist her village with the countless troubles that face them, but must shrink the party down to their size in order to help.

The troubles of Oalenneth Roots are two pronged: from both above and below. Underneath the roots of the trees a series of narrow pixie sized tunnels have become infested with spiders stemming from an abhorrent phase spider. Whereas the very top of the hollowed out tree, where many village houses once sat, has been claimed by bats that Annisling believes flew from Cendriane. All she asks is for the heroes to remove these dangers however they see fit.

Upon handling the threats, Annisling reveals that she is a representative of pixies within the Summer Court. As a reward for their kind deeds, she insists on getting the party an audience with the Summer Queen, but they will have to travel to Senaliesse by foot or small wing. She entrusts the safety of Oalenneth Roots to her daughters and after a night of festivities, encourages the party to begin their journey with her.



## THE GREAT BROKENSTONE VALE ESCAPE

The first obstacle in the journey to Senaliesse is the darkened valley of Brokenstone Vale, a territory claimed by the lycanthropes. Annisling remarks that passing through requires the vale requires explicit permission and to walk around adds countless days to their travel. On the approach however, a humbled wereraven kneels before an eladrin.

Riqis, an eladrin of the Gleaming Fey, has captured Hamil, a young lycanthrope who escaped Brokenstone Vale. Riqis is mildly wounded, but she explains how the ancient oath of the Moon Maiden requires her to execute Hamil. First, though, she must rest and recover her strength.

As Riqis enters her trance, Hamil begs to be released. If given the opportunity, he takes to the skies to fly back to Brokenstone Vale. Riqis marches to the vale, demanding the characters accompany her. While on the border, Packleader Jylenneth comes to meet the party. She consents to the party entering into Brokenstone Vale only to search and find where Hamil is hiding, but Riqis must remain outside.

Once Hamil is discovered, it falls down to the characters to choose his fate. Do they return him to Riqis to be executed, or delivered to Packleader Jylenneth so that he may learn to control his lycanthropy? Regardless of the outcome, Packleader Jylenneth thanks the party for intervening as it can only improve the lycanthrope's reputation within the Feywild. She and Annisling discuss matters with the possibility of a new oath between the Summer Court and lycanthropes being forged that would allow them to leave the vale.





## TIER 2 ADVENTURES

The following adventure seeds are for characters of level 5 through 10.

### A FRIENDLY COMPETITION AMONG ARCHFEY

Finally, the journey to Senaliesse is complete. The characters have a day or two to explore the city as Annisling seeks to get an audience with the Summer Queen. Thankfully, an accord of the Court of Stars is due and Annisling has managed to get the heroes invited to attend. However, upon entering the demiplane, the adventurers don't receive the warm welcome they'd expected.

In a fit of rage Oberon, the Green Lord, refuses to allow the heroes to remain among the Court of Stars until they prove themselves. The Summer Queen argues fervently with the Green Lord, until the topic of a friendly competition is raised. The heroes are to be placed within Oberon's demiplane, a land of wild untamed forest, to survive for three days and four nights. However, the Summer Queen may choose to assist the heroes as she sees fit.

Inside Oberon's demiplane, giant beasts like apes, crocodiles, tigers, and wolves roam around every corner. Characters must hone their survival skills in this hunters' paradise as they are hunted by Oberon's predators. At dire moments during the competition, magical signs or messages appear from the Summer Queen to playfully assist the heroes with the curious tasks they must complete.

After returning successfully, the party is welcomed into the Court of Stars and Oberon acts as if he was never angry with the heroes at all. Annisling, as the representative of the pixies, speaks the high praise of the adventurers and discusses the events of the Brokenstone Vale. The Summer Queen is clearly impressed, remarking how she'll see that they're rewarded for their efforts, but is forced to leave and attend to matters of the Summer Court.

### LIVING FOREST, UNDEAD TREES

As the Court of Stars adjourns, Annisling receives word that Oalenneth Roots is in trouble far more so than just spiders and bats. The forest itself has become alive, where sections of it have warped as if corrupted by an evil force. The pixie-folk do not have the means to defend themselves and fear losing their entire home.

As the party ventures back, they discover that the living forest known as Everbloom has moved to surround where Oalenneth Roots sits. The journey is further troubled by ambushes of needle, twig, and tree blights. Annisling suggests that the party try to seek out They of Bark while she returns home. The ancient treant will know the cause of the corruption if the party are patient enough to wait for their wisdom.

They of Bark, after testing the willpower of the heroes, reveals that an eladrin vampire spawn has infiltrated the living forest and used their blood as a means to corrupt the trees. The number of blights is greatest nearest to Oalenneth Roots, where Nalmorn, the eladrin vampire spawn, has carved out his own little kingdom. He had snuck into Cendriane, only to be assaulted by Lord Kannot and turned into the vampire he is to this day. There is little reasoning with Nalmorn, as he believes he deserves his own territory. But since he is using his own blood to raise more blights, it is clear he is in dire need of sustenance.

However Nalmorn is dealt with, by the next morning Everbloom has migrated elsewhere, leaving Oalenneth Roots back to as it was before. Annisling, along with her daughters, thank the party from their heart and grant them the blessing of the pixies along with magical pixie weapons enlarged to fit a humanoid.



## THESE ARE MY KILLING SHOES

Packleader Jylenneth sends out word to the heroes, urging them to return to Brokenstone Vale to assist in defending against murderous threats. They've found themselves caught in near endless battles with a vast array of fey creatures, without any logical rhyme or reason. As the heroes arrive at Brokenstone Vale, Packleader Jylenneth provides a number of key locations that require defending.

Over the time spent in Brokenstone Vale the lycanthropes have been regularly assaulted by bands of redcaps, lurking banderhobs, and packs of yeth hounds. The redcaps in particular cause untold chaos, leaving heavy boot-prints and trails of blood that weave throughout the valley. After each defence, clues begin to suggest that this is an organised invasion by a coven of hags. If Hamil was saved from execution, he can provide further evidence by saying he spotted many of these creatures emerge from the Murkendraw.

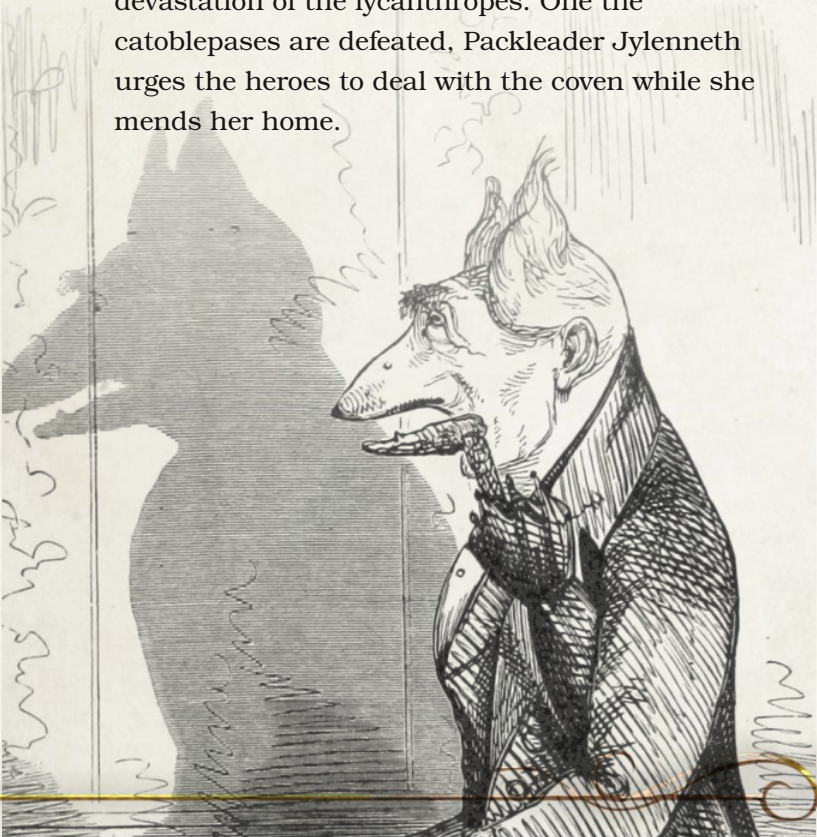
Before Packleader Jylenneth suggests venturing out to take out the coven, there is one final assault on the lycanthropes as a herd of catoblepases wades into the vale. Only the full aid of the heroes can prevent complete devastation of the lycanthropes. Once the catoblepases are defeated, Packleader Jylenneth urges the heroes to deal with the coven while she mends her home.

## BABA YAGA'S DISAVOWED CHILDREN

Venturing into the Murkendraw is far from a welcoming sight and shouldn't be done lightly. It is a vast swamp of putrid fruit that poisons all who bite them, and rancid waters that hide hulking monstrosities. Most notable are the hag covens scattered through the swamp that welcome the heroes in with open arms in hopes to strike a sinister bargain with them. Many of the covens explicitly and truthfully state that they had nothing to do with the assault on Brokenstone Vale. Eventually, the party may be able to convince one coven to divulge some secrets for the right price.

Secluded within the most frigid section of the Murkendraw are the disavowed children of Baba Yaga, a coven of green hags who did the unspeakable, and who everyone universally believes are the one behind the siege of Brokenstone Vale. In truth, these hags work for the Queen of Air and Darkness. Upon hearing that the lycanthropes were looking to amend the oath that kept them confined to Brokenstone Vale, the Queen wished to ensure they Summer Court's numbers couldn't be bolstered by organised lycanthropes, so she convinced the disavowed children of Baba Yaga to handle matters.

The coven had sent most of their forces to Brokenstone Vale, leaving them mostly defenseless, but they are aware that they are being hunted. They respond by setting up malicious traps and learning dark secrets about the party to use against them. Ultimately, the coven refuses to divulge any information as to why they did what they did or who they work for, seemingly magically compelled into silence.





## AGENTS OF THE UNSEELIE

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A request carried on the wind from the Summer Court reaches the adventuring party. The Summer Queen asks the heroes to venture into a nearby ruined eladrin city in hopes of finding Riardon, a chosen summer eladrin, who ventured into the ruins with a small expedition force to discover what may have been left behind.

Riardon has been captured by agents of the Unseelie and is held deep beneath the ruins by a deathlock mastermind. The city is rife with undead, zombies and wights who roam aimlessly through the streets. The corpses of Riardon's expedition force are scattered throughout the city, some appearing as ghosts unable to leave this realm. All the clues point towards the underground prison where the deathlock mastermind keeps Riardon captive while attempting to torture any information out of him.

Upon being rescued or found dead, Riardon either explains (or had written information within a diary explaining) that the Unseelie are dedicating their focus on reclaiming the fragments of winter. It is said that the fragments of winter were crafted from the essence of the King and Queen of Frost. One fragment was used to create the legendary ring of winter, but the power of gathering them all together is entirely untold. In Riardon's research, he knows for a fact that the goblin king, the Great Gark has claimed one of these fragments and urges anyone to reclaim it before it falls into the Unseelie's hands.



## TIER 3 ADVENTURES

The following adventure seeds are for characters of level 11 through 16.

### GREAT GARK'S GRAND PLAN

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At the heart of Nachtur stands the hobgoblin Greak Gark. Within his hoard of treasures lies one of the elusive fragments of winter, a curiously shaped chunk of ice that is but a piece of a larger puzzle. Venturing through Nachtur is a dangerous task given the bountiful wolf riding patrols, divisions of hobgoblins, and roaming giants that are all united under the Great Gark. It should be noted, however, that these are civilised lands. They are just civilised by goblin standards. If the heroes are captured, or if they demand an audience, it is surprisingly trivial to reach the throne room of the Great Gark. Upon learning that the adventures desire the fragment of winter, the Great Gark gives the impression that he knows its value and has grand plans for using it. In truth he has no desire to keep the fragment of ice, but equally has no intentions to merely hand it over to the heroes. In exchange for the fragment the Great Gark demands one of the following: extending Nachtur's borders into eladrin territory, a single wish from the Summer Queen, or a constant seat within the Court of Stars.

All members of the Court of Stars emphasize how important it is to reclaim the fragment of winter however possible, but remain haughty enough to refuse to give into the Great Gark's demands. Alternatively, the heroes can attempt the greatest heist within all of Feywild's history, to sneak into the Great Gark's treasure hoard. However the characters manage to reclaim the fragment of winter from Nachtur, they still have the adventure of trying to get back to the Summer Queen alive.

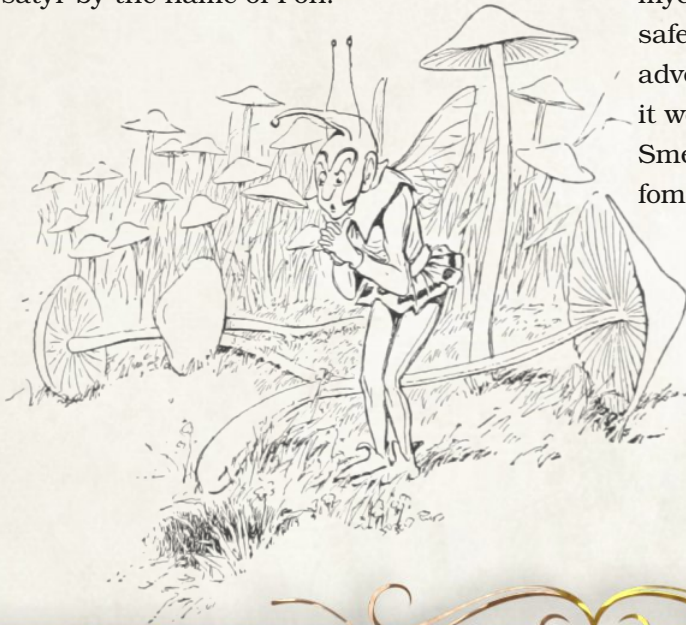


## GATECRASHING GIANTS

While returning to Senaliesse with a fragment of winter and news of a Unseelie scheme, the entire city is surrounded by tents like that of an oversized circus. Satyrs roam aplenty; singing, dancing, and chasing in a blatant display of hedonistic delight. Hyrsam, the Prince of Fools, has decided to hold the grandest of all wild celebrations on the cusp of civilisation. It is an utter display of chaotic fun.

Unfortunately the expansive festivities, which rival a city for size, is interrupted by a disruptive appearance of fomorians which emerge from fissures erupting from the ground. These fissures carve the land apart as fomorians with minions of cyclops and ogres in tow break free. Hyrsam is at the heart of the battle, and it falls to the heroes to save the day by fending off the assault, sealing the fissures, and saving those who come into harm's way.

Once everything settles, the Summer Queen emerges from Senaliesse to meet with Hyrsam and the adventuring party. The two archfey engage in a heated argument that escalates to threats, but despite their countless disagreements there is one topic that they see eye to eye on: the fomorians. The characters are enlisted to venture into the Feydark to hinder any building fomorian threat. Hyrsam even sends one of his most esteemed minstrels to assist the party: a satyr by the name of Pon.



## INTO THE FEYDARK

Pon happily guides the heroes to one of the safer caverns into the Feydark that leads through a colony of myconids. Unfortunately, the traditionally passive colony appears deeply agitated and prevents the heroes from freely passing. They attempt to deliver spores to allow communication between the heroes and fungal humanoids.

The fomorians have been gathering thanks to the recent ascension of the Crowned-God Connomae. This sudden swell has started to unite the fomorians, which in turn has displaced countless civilisations including the myconids. More importantly, a contingent of svirfneblin, in their attempt to escape, have cut up much of the myconids territory.

Led by Diteede Smeltear, a svirfneblin arch mage, the gathering of svirfneblin have followed a chain of wild magic infused crystals that sit near the center of the myconid colony. Diteede Smeltear desires the crystals in hopes that she can use them to cause devastation to the fomorians who have claimed her home. However, in her haste she has harmed and slain the myconids, resulting in their agitation.

It falls to the heroes to find a solution between the two parties, either by siding with one or by discovering a peaceful compromise between both parties. Regardless of the outcome, the myconids or Diteede can ensure the characters safely venture into fomorian territory. If the adventuring party discovers a peaceful solution, it would guarantee the support of both Diteede Smeltear and the myconids for dealing with the fomorians.



## THE LORD OF BATS

Beyond the myconid colony, the party finds themselves waylaid by bats at every turn. These bats grow in size until they reach the size of dragons. Eventually a humanoid appears in a swarm of bats. The figure appears to be a frail human with uniquely pointed ears who introduces himself as Neifion. He invites the party back to his castle. In fact, it is less of an invitation and more of a coercion, as he is the archfey Lord of Bats.

Deep within Neifion's Darroch Castle, the adventurers are treated as well regarded guests, despite all the furniture being so twisted that it no longer serves a functional use. Neifion is aware of the fragments of winter and the crowning of Commonmae the fomorian. In fact, he possesses one of the fragments of winter. Neifion does his best to lure the heroes into entering a pact with him, but ultimately he wishes to offer assistance against the Crowned-God.

In exchange for Neifion's help, he wishes for the party to scour the Feydark for three of his patrons who have broken their pact. They've individually created means to remain undiscoverable by the Lord of Bats, which obviously angers Neifion to no end. The three warlocks are scattered about the Feydark, on the outskirts of the fomorian territory, but the characters have access to mount-sized bats to ease the travel. After the characters find and deal with each, Neifion keeps his word and bolsters the heroes' forces with countless bats and the presence of an archfey.

## THE LAST ECHO OF THE TITANS

Beyond the domain of the Lord of Bats caverns the size of countries sprawl into the shadows of the Underdark. All are claimed by the fomorians. Of the three sprawling cities of the fomorians, the highest activity stems from Vor Thomil thanks to the newly appointed Crowned-God Connomae. Commonmae believes she has realised her prophecy and is on the path to reclaim the Feywild and ascend to titanhood. To worsen matters, an unfathomable situation has occurred as the remaining fomorian cities have rallied behind Crowned-God Connomae.

Despite doing everything in her power to assist the heroes, Pon does have ulterior motives as directed by Hyrsam. She is tasked with manipulating the characters into believing that decimating the fomorians is the only way to ensure lasting peace, even going so far as to suggesting the complete destruction of their cities.

The mission is simple: prevent the fomorian forces from uniting however they see fit. Options include laying siege to Vor Thomil to weaken their forces, assassinate Crowned-God Connomae, or secretly place devastating magical artifacts provided by Diteede Smeltear throughout the city to detonate. Crowned-God Connomae possesses a fragment of winter, but retrieving it is only a further complication to dealing with the fomorians.







## COURTLY SUMMONS

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As the fomorian kingdoms crumble back to infighting, the adventures are once again summoned for the accord of the Court of Stars. The journey back is not simple. The party is ambushed and attacked by Unseelie agents every step of the way. The Queen of Air and Darkness is aware of their attempt to thwart her schemes, and considers it enough of a threat to send assassins or packs of hellhounds to reclaim the fragments of winter.

The Court of Stars have been discussing how to respond to the Unseelie Court, and to what end they plan to harness the fragments of winter. At this point the heroes are aware of three fragments of winter, those once held by the Great Gark, the Crowned-God Commomae, and Neifon's, which they may now possess or at least learned of the location..

The meeting is interrupted with the appearance of the Queen of Air and Darkness, accompanied by her most trusted Unseelie Fey. She suggests a playful challenge to the Summer Queen, one that the winner is allowed to claim the fragments of winter as their own. The Summer Queen agrees without question, choosing the characters as her champions of the Summer Court.

The games echo that of the Green Lord's, but exist within a demiplane over which both the Summer Queen and Queen of Air and Darkness have power. The adventures are pitted against a team of equally powerful Unseelie Fey in competitions or duels with their very lives on the line. At the end of the challenge, those who died are resurrected by their corresponding Queen and the bet is upheld. In the event that the Queen of Air and Darkness emerged victorious, the atmosphere of the Court of Stars darkens, knowing the Unseelie are now significantly closer to whatever schemes are now culminating.

## TIER 4 ADVENTURES

The following adventure seeds are for characters of level 17 through 20.


### THE BROKENSTONE ACCORD

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Towards the end of the Court of Stars they discuss renewing the oath that keeps the lycanthropes of Brokenstone Vale confined to that realm. Many of the archfey are in agreement that Packleader Jylenneth has done wonders to maintain order within the religion. However, the Maiden of the Moon outright refuses to vote, instead storming from the Court of Stars in a blustering rage.

The Maiden of the Moon intends to provoke the lycanthropes enough to force them to break the existing pact and therefore justify her violent retaliation. Thankfully Packleader Jylenneth isn't rising to the threats. As the situation in the Brokenstone Vale grows more dire, she fears her hands may soon be forced. Jylenneth believes there is room for peace only if the Maiden can see that lycanthropes are more than feral beasts.

It falls to the adventurers to attempt to negotiate peace between Packleader Jylenneth and the Maiden of the Moon. The Maiden of the Moon remains unwavering in her opinions and continually demands that the original pact be maintained. Tensions continue to rise as Unseelie agents disguise themselves as servants of the Moon or lycanthropes to cause untold chaos to either side. Unless the characters can find a solution, the lycanthropes of Brokenstone Vale will be forever trapped in the valley or, as the worst possible outcome, slain by the blinding fury of the Maiden of the Moon.





## NOT ALL AS IT SEEMS

News from the Summer Court's spies has uncovered one of the last remaining fragments of winter that has fallen into the clutches of Vymria, an ancient mirage dragon. The Summer Queen warns that within Vymria's domain nothing can be trusted. Anything and everything there is likely to be an illusion.

Unfortunately, Vymria has been corrupted by the deceptive agents of the Unseelie Court. Entirely unaware of the spell that warps her perception, Vymria's realm has shifted to include sinister and malicious illusions to lead the unknowing to an untimely demise. The heart of this adventure is merely discerning what is true and what is an illusion. With characters unable to trust their senses, the danger of every encounter is heightened. Thankfully, Vymria's corruption hasn't gone unnoticed as many of her daughters work to combat the emerging agents of the Unseelie Court.

The eldest daughter, Byrsu, seeks out the heroes upon discovering that they've entered the Illusionary Peaks. The location of the fragment of winter is unknown, but if the control over Vymria can be broken or she is put to rest, it should be revealed. Obviously Byrsu wishes to avoid the death of her mother, however if redemption is impossible she entrusts the heroes to do the right thing. True to her word, however Vymria escapes from the dark hold the Unseelie Fey held on her, the fragment of winter is revealed for the heroes to safely reclaim.

## AN AUDIENCE WITH THE QUEEN

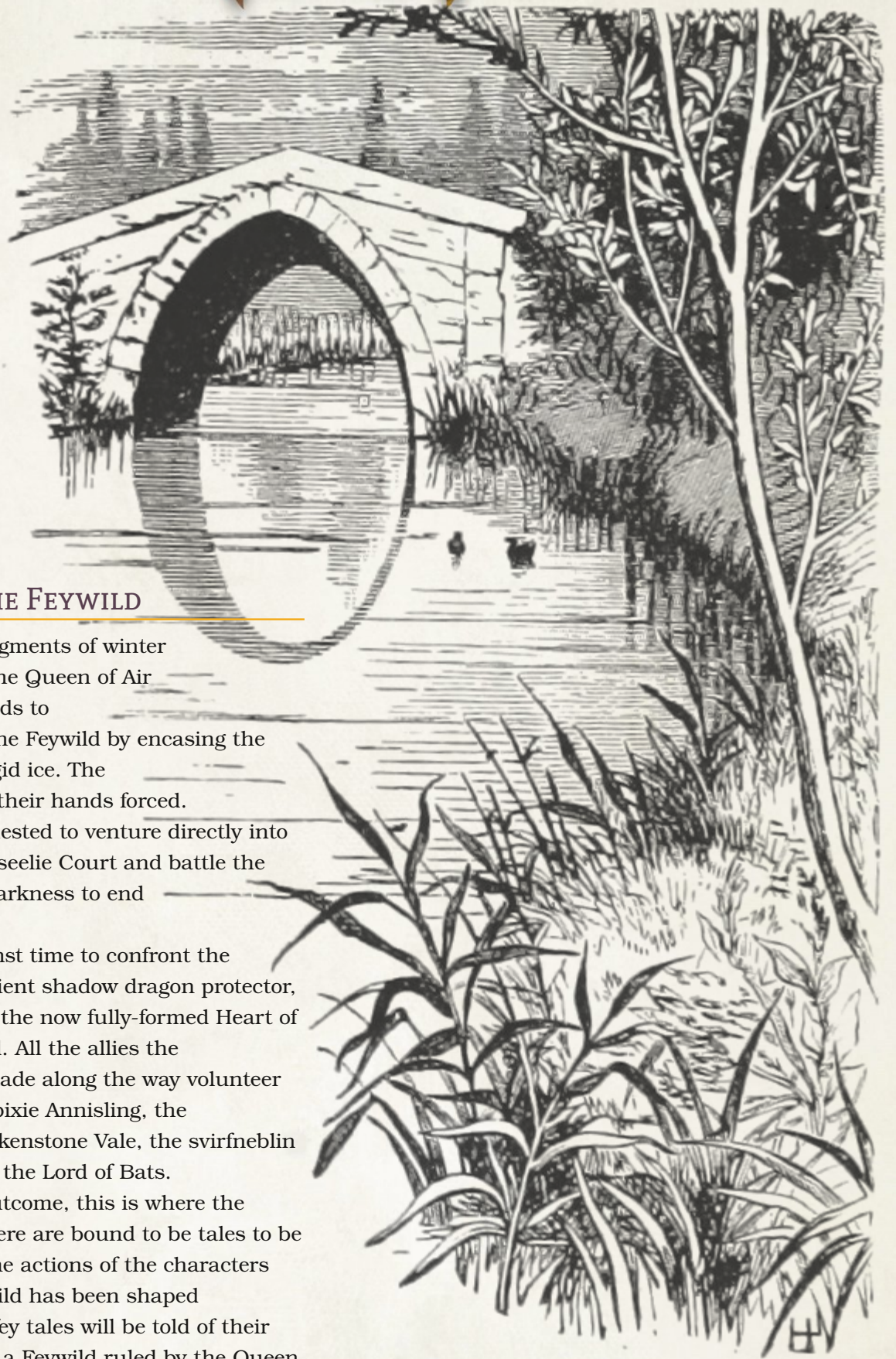
Messages begin to bombard the adventures that the Queen of Air and Darkness wishes to have an audience with the so-called "heroes of the Feywild." These messages persist until the heroes agree or until agents of the Unseelie Court successfully manage to teleport the characters into the demiplane where the Queen resides. The Queen of Air and Darkness attempts to bargain with the heroes by offering whatever they may desire along with the opportunity to join the Unseelie Court. She doesn't insist that they answer immediately, but invites them to play a number of games or duel with riddles and wordplay.

As the meeting with the Queen of Air and Darkness takes place, agents of the Unseelie Court lay siege to Senaliesse. The siege raises chaos and devastation all to hide the true intention of reclaiming whatever fragments of winter are within the Summer Queen's vault. The Unseelie Court merely wished to ensure the heroes wouldn't be present to interfere.

After the games and riddles cease, the characters are returned to the middle of an all out war to defend Senaliesse. It falls to the heroes to ward off wave after wave of attackers before finding an opening to lead a counterattack. Once the siege has been broken, the Court of Stars is hastily called and summons all the heroes to attend.







## THE FATE OF THE FEYWILD

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Now with all the fragments of winter that she requires, the Queen of Air and Darkness intends to beckon the end of the Feywild by encasing the realm with dark frigid ice. The Court of Stars find their hands forced. The heroes are requested to venture directly into the realm of the Unseelie Court and battle the Queen of Air and Darkness to end things.

It is a race against time to confront the queen, slay her ancient shadow dragon protector, and discover where the now fully-formed Heart of Winter is being held. All the allies the adventurers have made along the way volunteer their aid, from the pixie Annisling, the lycanthropes of Brokenstone Vale, the svirfneblin of the Feydark, and the Lord of Bats.

Whatever the outcome, this is where the adventure ends. There are bound to be tales to be told, but through the actions of the characters the fate of the Feywild has been shaped forevermore. What fey tales will be told of their heroic deeds? Or in a Feywild ruled by the Queen of Air and Darkness, how quickly will they all be forgotten?





# Creatures

## ETIQUETTE

Throughout the history of the Feywilds, the esteemed fey Etiquette has served as the proving ground of nobles from both courts. Etiquette is the keeper of the most ancient fey tradition of manners, pleasantries, and carefully whittled words. According to folklore, Etiquette can quell a revolution with a word and topple an archfey with a well-placed insult.

**Trial of the Court.** A conversation with Etiquette is one of the many trials an archfey undergoes before assuming control of a court. While the evening looks quite pedestrian from the outside, it's actually a rigorous test of manners and social training: a misplaced fork, snide remark, or failure to take one's hat off at the door is a mark against the archfey. If Etiquette isn't impressed with the archfey's manners by the end of the evening, they will do everything in their considerable power to stop the archfey from taking their place at the head of their respective court.

**Neutral Party.** Etiquette's interests are decidedly neutral to the animosity between courts: they are interested in preserving the ancient customs and traditions of the courts and the Feywild at large. When conflicts arise between the courts, Etiquette will sometimes visit each side to offer their advice, explaining how tradition would guide the nobles in their decision-making.

**Immortal Nature.** Etiquette doesn't age and can't be aged magically.

## ETIQUETTE'S LAIR


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Etiquette spends nearly all of their time in an illustrious manor called the Cordial Estate. This manor is a colossal marble house with winding halls full of luxurious furniture and art, seemingly in a fusion of Seelie and Unseelie styles. With Etiquette as a guide, the house is confusing but navigable; without them, it's a labyrinth of unseen dangers.

The location of the Cordial Estate is constantly changing as the manor magically teleports around the Feywilds in a shroud of mist. The only creatures that can find the Estate with ease are those with an invitation from Etiquette themselves.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Etiquette takes a lair action to cause one of the following effects:

- Etiquette causes the layout of the estate to change, rearranging the rooms as they see fit. Etiquette chooses which doors access what rooms, but every room must be in some way accessible to the rest of the Estate.
  - Each creature in the same room as Etiquette must succeed on a DC 15 Wisdom saving throw or be charmed by them until the end of their next turn. A creature charmed in this way forgets about any danger or urgent matter, and uses its turn to utilize the room's facilities. For instance, if the creature is in the kitchen, it might begin to cook something before it returns to its senses. Similarly, if the creature is in a bedroom, it might tuck itself into bed and close its eyes before it remembers the danger at hand.
  - Etiquette summons 1d4 fey creatures of CR 3 or lower from deeper in the Estate. Roll initiative for the fey, which act as a group. These creatures are attendants of the Estate, and follow Etiquette's commands to the best of their ability (no action required). Etiquette can't take this action again until the fey are killed or flee.
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## REGIONAL EFFECTS

The region containing Etiquette's lair is warped by their fey magic, which creatures one or more of the following effects:

- Etiquette can see through the eyes of every painting in their lair. Creatures being watched by these paintings feel as if they're being watched, but they aren't sure from where.
- The land within 5 miles of the lair is covered in magical fog, imposing disadvantage on Wisdom (Survival) checks made to navigate. Creatures with truesight or an invitation from Etiquette can see through the fog easily.
- Creatures within 1 mile of the lair have the strange feeling that they'll be running late for something if they don't hurry to their destination.

## ETIQUETTE

*Medium fey, lawful neutral*

**Armor Class** 17 (*Armor of Words*)

**Hit Points** 204 (24d8 + 96)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	20 (+5)	17 (+3)	24 (+7)

**Saving Throws** Int +11, Wis +9, Cha +13

**Skills** History +11, Insight +9, Perception +9, Performance +13, Persuasion +13

**Damage Resistances** psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** Celestial, Common, Elvish, Sylvan, telepathy 120 ft.

**Challenge** 17 (18,000 XP)

**Armor of Words.** Etiquette's AC is equal to 10 + their Charisma modifier.

**Innate Spellcasting.** Etiquette's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). They can cast the following spells, requiring no components:

At will: *charm person* (as a 3rd-level spell), *vicious mockery* (17th level), *suggestion*, *zone of truth*  
3/day: *calm emotions*, *compulsion*

1/day: *geas*, *mass suggestion*, *modify memory*

**Legendary Resistance (3/Day).** If Etiquette fails a saving throw, they can choose to succeed instead.

**Draining Presence.** Each creature charmed by Etiquette takes 9 (2d8) psychic damage at the beginning of each of its turns, and Etiquette regains hit points equal to half the amount of psychic damage taken. This damage doesn't provoke new saving throws against the charmed condition.

## ACTIONS

**Multiattack.** Etiquette makes three attacks with Flourish on their turn. They can replace any one of these attacks with their Vicious Mockery action.

**Flourish (Rapier).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage plus 10 (3d6) psychic damage.

**Vicious Mockery (Cantrip).** One creature that Etiquette can see that is within 60 feet of them and can hear them must succeed on a DC 21 Wisdom saving throw or take 10 (4d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

## LEGENDARY ACTIONS

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

**Constant Companion.** Etiquette teleports to an unoccupied space within 30 feet of a creature charmed by them.

**Scathing Words.** Etiquette casts vicious mockery on a creature within range.

**Stern Instruction.** One creature charmed by Etiquette that they can see must use its reaction to move up to its speed as Etiquette directs.





## MIRAGE DRAGON

The mirage dragon is a long, winged serpent said to be descended from green dragons that settled in the Feywilds. They are much smaller than most of their dragon kin, with long bodies, sparse wings, and colorful feathered frills behind their heads that shimmer and catch the light.

**Courtless Creatures.** Like the eladrin, mirage dragons refuse to join the bitter rivalry of the courts, choosing independence and a life in the untamed wilds of the Plane of Faerie. A mirage dragon doesn't concern itself with questions of good, evil, law, and chaos: it uses fey etiquette when the rules are advantageous, then discards them when it feels restricted.

However, there are a few exceptions to this rule of independence. An ancient mirage dragon called Marcheleon is said to make deals with the Unseelie Court, trading its formidable illusion magic for riches and lost magic items from the Material Plane.

**Trickster Nature.** Mirage dragons are tricksters at heart, counting illusions and manipulation among their strongest tools. Benevolent mirage dragons entertain themselves by playing tricks on travelers and noble fey, revealing themselves when they've elicited a laugh. Their sadistic kin, on the other hand, lure their prey into dangerous corners of the wood and hunt them for days on end, delighting in the fear of their victims.

**Scavenger's Hoard.** While mirage dragons have a fondness for any shiny object, they reserve a special place in their hoards for lost things. A mirage dragon takes special care to collect any objects lost by the prey of its pranks, adding them to its hoard as trophies to remind it of its own delicious wit. For malevolent mirage dragons, this practice involves picking shiny objects off the mangled bodies of their victims.

## A MIRAGE DRAGON'S LAIR

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Mirage dragons use their small and nimble bodies to build lairs in the most secluded, hard-to-reach places in the Feywilds, like isolated caves, overgrown forests, and the bottom of narrow ravines. To reinforce this isolation, mirage dragons use their natural talent for illusion magic to hide the entrance to their lairs from sight.

The only other creatures that frequent a mirage dragon's lair are faerie dragons. The two bloodlines have a lively companionship, often living together and constantly competing to outdo each other's tricks.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- Dazzling lights flash in mind-bending patterns in a 20-foot radius centered on a point the dragon can see within 120 feet of it. Each creature in this area must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage and be blinded until the end of its next turn.
- Illusions in the dragon's lair suddenly become ghoulish and frightening. Each creature that can see an illusion must succeed on a DC 15 Wisdom saving throw or be frightened of the illusion until the end of its next turn. A creature frightened in this way can't discern that the illusion is false until it is no longer frightened.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.





## REGIONAL EFFECTS

The region containing a legendary mirage dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The wilds within 5 miles of the dragon's lair are filled with dancing lights of wondrous colors, as if created by the dancing lights spell. These lights attempt to lead travelers off the path and deeper into the wilds.
- Creatures within 1 mile of the dragon's lair feel as if they've entered a dream and have difficulty discerning falsehoods from reality. Checks made to discern whether illusions in this area are false are made with disadvantage.
- Beasts within 1 mile of the dragon's lair have an unusually developed sense of humor. If the mirage dragon is benevolent, the beasts move and act with oddly comedic timing, eager to delight travelers. If the mirage dragon is cruel, the beasts play mean tricks on travelers, stealing their belongings and purposely leading them into danger.





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## MIRAGE DRAGON WYRMLING

*Small dragon, neutral*

**Armor Class** 15 (*natural armor*)

**Hit Points** 39 (7d6 + 14)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

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STR	DEX	CON	INT	WIS	CHA
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11 (+0)	16 (+3)	14 (+2)	15 (+2)	12 (+1)	17 (+3)
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**Saving Throws** Dex +5, Int +4, Wis +3, Cha +5

**Skills** Perception +5, Stealth +5

**Damage Immunities** psychic

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 15

**Languages** Draconic, Sylvan, telepathy 30 ft.

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 13). It can cast the following spells innately, requiring no components:

At will: *minor illusion*

1/day: *color spray*, *invisibility*, *silent image*

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## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) psychic damage.

**Confounding Breath (Recharge 5-6).** The dragon exhales mind-altering fumes in a 15-foot cone. Each creature in the area must succeed on a DC 13 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

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## YOUNG MIRAGE DRAGON

*Medium dragon, neutral*

**Armor Class** 17 (*natural armor*)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft., climb 30 ft., fly 60 ft.

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STR	DEX	CON	INT	WIS	CHA
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11 (+0)	18 (+4)	15 (+2)	14 (+2)	16 (+3)	19 (+4)
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**Saving Throws** Dex +7, Int +5, Wis +6, Cha +7

**Skills** Deception +7, Perception +9, Stealth +7

**Damage Immunities** psychic

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic, Sylvan, telepathy 60 ft.

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 15). It can cast the following spells innately, requiring no components:

At will: *color spray*, *invisibility*, *minor illusion*

1/day: *major image*, *hallucinatory terrain*

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## ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) psychic damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Confounding Breath (Recharge 5-6).** The dragon exhales mind-altering fumes in a 30-foot cone. Each creature in the area must succeed on a DC 15 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

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## ADULT MIRAGE DRAGON

*Large dragon, neutral*

**Armor Class** 18 (*natural armor*)

**Hit Points** 161 (19d10 + 57)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	16 (+3)	17 (+3)	20 (+5)	25 (+7)

**Saving Throws** Dex +12, Int +8, Wis +10, Cha +12

**Skills** Deception +12, Insight +10, Perception +15, Stealth +12

**Damage Immunities** psychic

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 25

**Languages** Common, Draconic, Sylvan, telepathy 120 ft.

**Challenge** 14 (11,500 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 20). It can cast the following spells innately, requiring no components:

At will: *color spray*, *invisibility*, *minor illusion*

3/day: *major image*, *hallucinatory terrain*

1/day: *mislead*, *programmed illusion*

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) psychic damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail Spike.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Confounding Breath (Recharge 5-6).** The dragon exhales mind-altering fumes in a 60-foot cone. Each creature in the area must succeed on a DC 20 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Spike.** The dragon makes a Tail Spike attack.

**Cast a Spell (Costs 2 Actions).** The dragon casts a spell with a casting time of 1 action or less.



## ANCIENT MIRAGE DRAGON

*Huge dragon, neutral*

**Armor Class** 20 (*natural armor*)

**Hit Points** 287 (25d12 + 100)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)	29 (+9)

**Saving Throws** Dex +15, Int +10, Wis +12, Cha +16

**Skills** Deception +16, Insight +12, Perception +19, Stealth +15

**Damage Immunities** psychic

**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 29

**Languages** Common, Draconic, Sylvan, telepathy 120 ft.

**Challenge** 22 (41,000 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 24). It can cast the following spells innately, requiring no components:

At will: *invisibility*, *major image*

3/day: *mirage arcane*, *mislead*

1/day: *greater invisibility*, *prismatic spray*, *project image*

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 14 (4d6) psychic damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail Spike.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Confounding Breath (Recharge 5-6).** The dragon exhales mind-altering fumes in a 90-foot cone. Each creature in the area must succeed on a DC 24 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Spike.** The dragon makes a Tail Spike attack.

**Cast a Spell (Costs 2 Actions).** The dragon casts a spell with a casting time of 1 action or less.





## MOTHER OF WITCHES

In the depths of the gnarled, thorny heart of the Feywild, a mistress of hexes, curses, and wyrd magic schemes from the shadows. Her interests lie beyond the squabbling of good and evil, Seelie and Unseelie; there's a dreary world beyond the Feywilds, and its miserable hearts are ripe for the picking.

**Hag Supreme.** Hags are cunning and varied creatures, each with their own interests, but their society as a whole is carefully structured. The Mother of Witches sits at the very head of this society. By an ancient pact between the first hags, every hag cedes to the judgement of the Mother and the Mother is compelled to answer the pleas of her hag daughters. The burden of the Mother is both envied and feared for this reason: her power among hags is unilateral, but she has no choice but to aid a coven that follows the rules of hag society, even if she personally dislikes their goals.

**The Grand Coven.** Though hags rarely gather in numbers more than three, the Mother of Witches has such control and respect among hags that her own coven can grow to as large as thirteen hags without descending into bickering and backstabbing. The size of this coven varies with the power of the Mother within the Feywilds, but usually sits around seven. As is hag tradition, the coven never has an even number of hags.

**Mothers of the Past.** The mantle of Mother of Witches has been passed many times throughout history, even to non-hags on a few historic occasions. Notable Mothers of history include Hecate, Cegilune, and Baba Yaga.

**Immortal Nature.** Despite her apparent old age, the Mother of Witches doesn't age and can't be aged magically.

### THE MOTHER'S LAIR

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The Mother of Witches and her Grand Coven perform their dark work from the Cauldra, a massive laboratory made of sentient brambles and thorns in the heart of the misty Lake of

Wyrd. The exact size of the lake is unclear, as it has a tendency to turn boats and swimmers away from the Cauldra.

The Cauldra is always occupied by the current members of the Grand Coven, as well as any hags visiting to plead for assistance from the Mother of Witches. Other lesser fey and sentient plants roam the Cauldra as servants and guardians to her wyrd will.


### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Mother takes a lair action to cause one of the following effects:

- Brambles burst from the ground and ensnare up to three creatures the Mother can see within 60 feet of her. Each creature must succeed on a DC 15 Strength saving throw or be restrained for 1 minute or until the Mother takes a different lair action. Instead of ensnaring new creatures, the Mother can take this action again to squeeze each creature that is already restrained, dealing 13 (3d8) piercing damage to each.
- Nearby shelves and cupboards burst open, causing magic potions to tumble to the ground and burst. Any creature within 10 feet of a wall or cabinet must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) acid, fire, or poison damage (the Mother's choice).
- The Mother causes the bramble that makes up the Cauldra to shift in a place that she can see. She can create or destroy a 10-foot barricade of three-quarters cover, open or seal a doorway, create or cover a 10-foot pit in the ground, or conjure some similar construction. The brambles have 12 AC, 20 (6d6) hit points, vulnerability to fire damage, and immunity to poison and psychic damage.

### REGIONAL EFFECTS

The region containing the Cauldra is warped by the Mother's magic, which creates one or more of the following effects:

- Any tree that grows within 1 mile of the Lake of Wyrd is an awakened tree that can speak and understand Sylvan. The trees serve the
- 



Mother of Witches. The tree's bark bears a twisted face, which the Mother can see, hear, and speak through at will as if she were in the tree's space.

- The forests within 5 miles of the lair are full of scavenger birds, like crows and vultures. When travelers experience misfortune or pain, the birds caw in a manner unnervingly close to laughter.
- When any creature within 5 miles of the lair casts a spell of 3rd-level or higher, the Mother of Witches becomes aware of their location.

## MOTHER OF WITCHES

*Large fey, chaotic neutral*

**Armor Class** 18 (*natural armor*)

**Hit Points** 238 (28d10 + 84)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	14 (+2)	19 (+4)	22 (+6)

**Saving Throws** Str +12, Wis +11, Cha +13

**Skills** Arcana +9, Deception +13, Insight +11, Perception +11, Stealth +8

**Damage Immunities** poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 21

**Languages** Abyssal, Common, Elvish, Infernal, Primordial, Sylvan

**Challenge** 21 (33,000 XP)

**Innate Spellcasting (Wyrd).** The Mother's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She can cast the following spells innately using the wyrd objects on her person, requiring no components: At will: *detect magic*, *eldritch blast* (see Actions), *invisibility*, *minor illusion*, *screaming*  
3/day: *major image*, *plant growth*, *shatter* (5th-level), *tree stride*  
1/day: *insect plague*, *modify memory*, *programmed illusion*, *finger of death*

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

**Mimicry.** The Mother can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 21 Wisdom (Insight) check.

## ACTIONS

**Multiattack.** The Mother makes three attacks with her Claws on her turn.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage plus 13 (3d8) necrotic damage.

**Eldritch Blast (Cantrip).** *Ranged Spell Attack:* +13 to hit, range 120 ft., up to four targets. *Hit:* 11 (1d10 + 6) force damage per beam.

**Change Shape.** The Mother magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (the Mother's choice). In a new form, the Mother retains her alignment, hit points, hit dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

## LEGENDARY ACTIONS

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

**Lunging Claw.** The Mother makes one Claw attack with a reach of 10 feet.

**Wyrd Magic (Costs 2 Actions).** The Mother casts a spell with a casting time of 1 action or less.

**Call of the Coven (Costs 3 Actions).** The Mother conjures up to three **night hag** members of her Grand Coven to her side. Roll initiative for the night hags, which act as a group and follow the Mother's verbal commands. The hags remain until they are reduced to 0 hit points or the Mother dies, at which point they scatter. The Mother can't use this action again if hags from a previous use remain, or if the Grand Coven has no more members to call.



## GRANDFATHER OGRE

*"He slumbers 'neath the dewing glenn  
Come night he steals the hogs right from the pen  
His breath so foul it petrifies  
Although his countenance foul, he tells no lies"*  
- Excerpt from the popular children's fey tale,  
"He's Grandfather Ogre"

Grandfather Ogre is a unique fey spirit that belongs to the wild fey. He can often be seen sleeping beneath grassy hills or fields, with only his great bearded chin poking out of the ground. Grandfather Ogre is generally an amenable fey spirit, but his anger is quickly roused by telling lies or fibbing in his presence. Then he attacks with his greatclub and foul paralyzing breath.

## THE CRUCIFIED

*"They come slinking into town at night.  
Creeping in on their long toes and fingers.  
We tried to scare them away with holy symbols  
and religious iconography and it worked. At first,  
They seemed to love the pain and anguish it  
caused them, and in turn they redoubled their  
efforts to invade."*  
- Balgruzz the Dreaded, Hobgoblin Warlord.

The Crucified are perhaps the strangest of the fey spirits. Rumored to have been created when the corpse of a dead god crashed into the feywild, the rotting slab of divine energy fused with the landscape, and from its flesh the Crucified emerged.

The Crucified are one of the rarest types of fey spirits, and one of the few to actually leave the feywild. They seek out places of concentrated religious belief to siphon out divine energy from. They are mostly harmless, if you're a believer. They will simply pay due respects to your god or goddess before taking a spare holy symbol (they aren't rude enough to take yours) or failing that some sort of religious paraphernalia and fuse it with their long and spindly bodies. Although this causes tremendous pain to the Crucified, they still continue to seek holy symbols out. It is rumored that they even enjoy this process, some

## GRANDFATHER OGRE

*Huge fey, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 165 (14d10 + 70)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

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**Skills** Nature +3, Arcana +3

**Senses** passive perception 12, darkvision 60 ft

**Languages** Sidhe, Sylvan, Common

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 13). It can cast the following spells innately, requiring no components:

At will: *minor illusion*

1/day: *color spray, invisibility, silent image*

**Brute.** Grandfather Ogre deals an extra dice of damage (included in his actions).

## ACTIONS

**Greatclub.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 4) bludgeoning damage.

**Breath of Stone (1/day).** Grandfather Ogre breathes out magical essence in a 80 ft cone in front of him. Each creature must make a Constitution saving throw (DC 15) or be paralyzed for the next minute. Creatures may repeat the saving throw on subsequent turns ending the effect on a success.

sort of deleterious reverie in the divine energy it gives off.

Woe be to you if you are not a believer. The Crucified will attack with their divine magic and flagellate chains, seeking to bind or incapacitate you. Upon doing so, you will be abducted to the House of Flagellation in the feydark, to serve some unspecified but certainly nefarious purpose.



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## THE CRUCIFIED

*Large fey, lawful evil*

**Armor Class** 18 (*natural armor*)

**Hit Points** 115 (7d10 + 28)

**Speed** 45 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	8 (-1)	17 (+3)

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**Saving Throws** Cha +7

**Skills** Religion +5, Stealth +7

**Damage Resistances** bludgeoning, slashing, and piercing from non-magical weapons

**Damage Immunities** radiant

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Sidhe, Sylvan, Telepathy (120 ft.)

**Challenge** 11 (7,200 exp)

**Turn Resistance.** The crucified has advantage on saving throw against effects that turn fey.

**Pack Tactics.** The crucified has advantage on an attack roll against a creature if at least one of the crucified's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spellcasting.** The crucified is a 13th-level spellcaster. Their spellcasting ability is Charisma (Spell save DC 15; +7 to hit with spell). They have the following Class spells prepared:

Cantrips (at will): *chill touch, sacred flame, toll the dead*

1st level (4 slots): *guiding bolt, thundering smite, cure wounds*

2nd level (3 slots): *gentle repose, spiritual weapon*

3rd level (3 slots): *daylight, blinding smite*

4th level (3 slots): *banishment, guardian of faith*

5th level (3 slots): *flame strike, hallow*

6th level (2 slots): *bones of the earth, heal*

7th level (1 slots): *divine word*

**Potent Spellcasting.** The Crucified adds its Charisma modifier to the damage roll of cantrips.

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## ACTIONS

**Multiattack.** The crucified makes three barbed chain attacks.

**Barbed Chains.** *Melee weapon attack:* +7 to hit, reach 20 ft., one target. *Hit:* 15 (4d6 + 3) slashing damage and the creature is grappled (escape DC 15).

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## GREATER REDCAP

A greater redcap is simply an elder redcap, one that has absorbed so much violence and blood that it has grown into a form that is much more suited to walk among the mortal races. They possess the same deadly inclinations of normal redcaps, but with a fierce tactical knowledge to aid in the process.

### GREATER REDCAP

*Medium fey, chaotic evil*

**Armor Class** 17 (*unarmored defense*)

**Hit Points** 275 (26d8 + 157)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	22 (+6)	10 (+0)	12 (+1)	9 (-1)

**Saving Throws** Str +11, Dex +7, Wis +7

**Skills** Athletics +17

**Damage Resistances** bludgeoning, slashing, and piercing from non-magical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 11

**Languages** Sidhe, Sylvan

**Challenge** 17 (18,800 XP)

**Unarmored Defense.** The greater redcap's AC includes its constitution modifier.

**Red Rage (3/day).** As a bonus action, the greater redcap is consumed with rage. For 1 minute, it gains immunity to bludgeoning, slashing, and piercing from non-magical weapons and it deals an extra 4 damage on all weapon attacks (included in the attack).

**Regeneration (Only while raging).** The greater redcap regains 10 hit points at the end of his turn as long as it has more than 0 hit points remaining. If the greater redcap takes fire or radiant damage this trait ceases to function until the end of his next turn.

**Outsize Strength.** While grappling, the greater redcap is considered to be Huge. Additionally, the greater redcap can wield a two handed weapon in one hand.

### ACTIONS

**Multiattack.** The greater redcap makes two attacks, choosing from his Greataxe or Throwing Axe.

**Greataxe.** *Melee weapon attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage or 16 (1d12 + 9) slashing damage if raging.

**Throwing Axe.** *Ranged weapon attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage or 12 (1d6 + 9) slashing damage if raging.

**Stamp Out (only while raging).** The greater redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 19 Dexterity saving throw or take 39 (6d10 + 9) bludgeoning damage and be knocked prone. The greater redcap can then make one greataxe attack against them.

### LEGENDARY ACTIONS

The greater redcap 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. The greater redcap regains spent legendary actions at the start of its turn.

**Attack.** The greater redcap makes one greataxe attack.

**Clonk Around.** The greater redcap moves up to its speed without provoking opportunity attacks.

**Stamp Out (costs 2 actions).** The greater redcap uses its Stamp Out action.





# The Atavist

*A magician that records and keeps the stories of the Feywild*

The wizened old dragonborn plants her staff in the cracked, dry earth. If she held any trepidation of the hulking Glabrezu before her, it didn't show. With a mighty roar, the demon leaped towards her, claws poised to kill. With a flick of her finger, a mighty warrior clad in steel armor springs into existence before her. A challenge echoes from the knight's lips as the two beings clashed in a titanic struggle.

The cultists, both initiates and elders, gather around the arcane summoning circle. It's taken years of planning and scheming, but finally the stars align correctly in the sky. The cultists intend to summon an Archfey of the Seelie Court and bind them to their power. The head cultist throws back their hood and slits the palm of their hand, dripping blood on the summoning circle. The circle explodes with a hiss of released energy and the pop of a failed summoning, hurling the cultists across the room. As the elder lies bleeding on the stone floor, he sees one of the initiates doff the scarlet cloak of their order. The initiate smiles wryly as the elder dies, closes a dusty tome, and sets the room ablaze.

The Prince of Thorns smiles at the diminutive tortle. Who would be so bold as to challenge the archfey? And in their own demesne of all places! The Archfey flares his mind altering aura, intending to twist the tortle's mind and force him into servitude. The wave of malice and power washes over the mortal, but to no avail. With a whispered word of power, the tortle turns the Archfey's own power against him. The air fills with the helpless screams of the Prince of Thorns.

As wise as they are crafty, Atavists keep the stories and legends of the Feywild alive through their actions and words while protecting both fey and mortal alike from the machinations of each other.

## THIRST FOR THE WONDROUS

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An Atavist's origins almost inevitably begin with a thirst for the wondrous and fantastical. Most likely starting life as an academic, an Atavist seeks the exciting firsthand study and accounts of the Feywild. Many Atavists find themselves living among the fey in a sort of anthropological study of their ways and customs. The immense amount of respect the Atavists afford the fey affords them unprecedented access. They are well regarded in the Feywild by all courts and even most wild fey.

## STORIES, COME TO LIFE

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By keeping the stories of a people that are nothing but representations of stories, legends, and concepts, the Atavist gains the ability to summon facsimiles of these stories to aid them in battle. Additionally, their adherence to the rules of storytelling in the Feywild has allowed them to tap into the inherent fey magic suffusing the plane in order to achieve a novel form of spellcasting.

## CREATING AN ATAVIST

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In creating an Atavist, the first thing that you need to figure out is "what is the driving force behind my character's interest in the Feywild?" Were they spirited away by a fey spirit for a time in their childhood, and seek to come to understand what exactly happened? Did they have a chance encounter with an Archfey on the material plane?

Next, ask yourself "what kind of story is my Atavist most drawn to?" As the feywild is an infinite plane, there are almost an infinite amount of stories to tell. Focusing the storytelling of your Atavist defines more than their allies, it shapes the literal image of their world.

## QUICK BUILD

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You can make an Atavist quickly by following the following steps. Make Intelligence your highest ability score, followed by Wisdom. Finally, choose the Hermit or Sage Background.





LEVEL	PROFICIENCY	CLASS FEATURES	CANTRIPS	SPELLS KNOWN	SPELL SLOTS	SPELL LEVEL
1	+2	Wild Walker, Tall Tale	2	2	1	1st
2	+2	Storybook, Genre Choice	2	3	2	2nd
3	+2	Fruitful Observer	2	4	2	2nd
4	+2	ASI	3	5	2	3rd
5	+3	Synchronized Attack	3	6	2	3rd
6	+3	Genre Feature	3	7	2	4th
7	+3	Lasting Bond	3	8	2	4th
8	+3	ASI	3	9	2	5th
9	+4	Inspiring Stories	3	10	2	5th
10	+4	Genre Feature	4	10	2	5th
11	+4	Forgotten Secrets	4	11	3	6th
12	+4	ASI	4	11	3	6th
13	+5	Fey Mask	4	12	3	6th
14	+5	Genre Feature	4	12	3	7th
15	+5	Kowtow	4	13	3	7th
16	+5	ASI	4	13	3	7th
17	+6	Basic Magic Mastery	4	14	4	8th
18	+6	Genre Feature	4	14	4	8th
19	+6	ASI	4	15	4	8th
20	+6	Gift of the Archfey	4	15	4	9th

## The Atavist Features

### HIT POINTS

**Hit Dice:** 1d8 per Atavist level

**Hit Points at 1st level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per [class name] level after 1st

### PROFICIENCIES

**Armor:** light armor

**Weapons:** simple weapons, scimitars, hand crossbows

**Tools:** choose one from leather workers or woodcutter's tools

**Saving Throws:** wisdom and intelligence

**Skills:** choose three from History, nature, religion, persuasion, insight, stealth, sleight of hand, perception, or survival.

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- leather armor
- (a) a quarterstaff or (b) or two scimitars
- two daggers
- scholar's pack
- storybook

### WILD WALKER

Also starting at 1st level, your travels in the Feywild has led you to pick up a fair measure of useful skills. Choose one of the following benefits:

**Covert.** You gain proficiency in Dexterity (Stealth) and Charisma (Deception) checks. Your proficiency bonus is doubled for any ability check you make that uses either of these skills.

**Travelled.** You gain two standard languages of your choice and one exotic language of your choice. Additionally you automatically pass any Constitution saving throws made to prevent exhaustion from a Forced March.



## TALL TALES

Your research into the Feywild has allowed you to tap into the inherent arcane energy of the plane, allowing you a measure of spellcasting ability.

### CANTRIPS

You know two cantrips of your choice from either the Druid or Wizard spell list. You learn additional atavist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the atavist table.

### SPELL SLOTS

The atavist table shows how many spell slots you have. All spell slots are at the same level, as indicated on the table, and all spells are cast at that level. To cast one of your atavist spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell charm person, you must spend one of those slots, and you cast it as a 3rd-level spell.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the atavist spell list.

The Spells Known column of the atavist table shows when you learn more atavist spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new atavist spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the atavist spells you know and replace it with another spell from the atavist spell list, which also must be of a level for which you have spell slots. When you choose your Atavist spells, you can pick from either the Druid or Wizard spell list.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your atavist spells, so you use your Intelligence

whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an atavist spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your bonus + your Intelligence modifier

### Spellcasting Focus

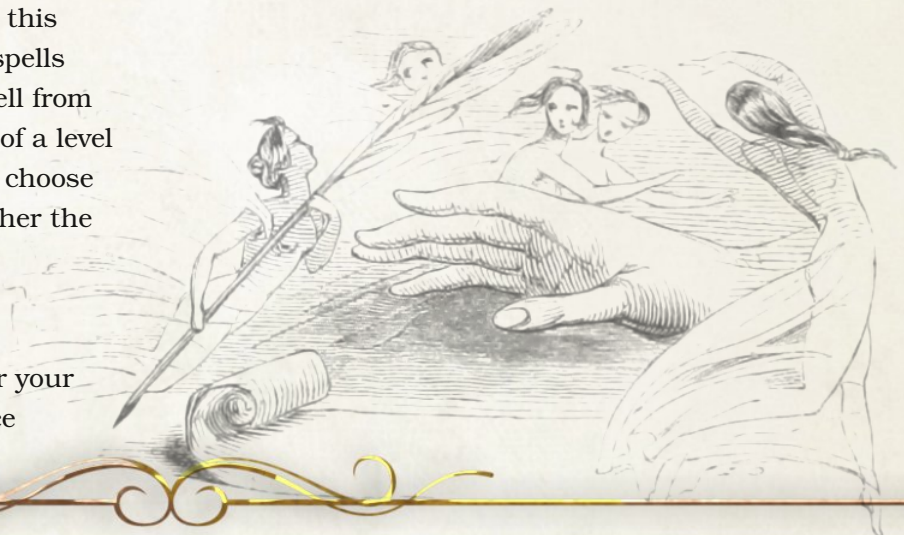
You use your storybook as your spellcasting focus.

## STORYBOOK

Starting at 2nd level, you learn to breathe life into the stories of the Feywild, bringing them to life to aid and defend you in battle. As an action, you bring forth your story character, who takes their form and statistics from your Genre Choice. You telepathically command this character (no action required) on your turns so long as it is within 120 feet of you. If no commands are given then this story character defends itself. This character persists until you dismiss it as an action, or until it is reduced to 0 hit points. You must finish a long rest before using this ability again.

## GENRE CHOICE

Also starting at 2nd level, you choose a genre of storytelling to emulate. This choice grants you abilities at 2nd level, and again at 6th, 10th, 14th, and 18th level. These choices are: Shining Knight, Big Bad Wolf, and Melodic Monarch.







## FRUITFUL OBSERVER

Starting at 3rd level, you gain the ability to learn from the fey to boost your own magical potency. If you spend 10 minutes in careful observation of a fey creature, you can choose one of the following benefits:

- You gain advantage on saving throws against being charmed or frightened
- The casting time of a conjuration or evocation cantrip of your choice that you know is changed to a bonus action.
- You can use a bonus action to teleport up to half your speed to an empty spot you can see.

Regardless of your choice, this benefit lasts until you finish a short or long rest.

## SYNCHRONIZED ATTACK

Starting at 5th level, whenever you take the attack action or cast a spell that takes a full action or longer to cast, your storybook character can use its reaction to make one attack.

## LASTING BOND

Starting at 7th level, you learn to forge a lasting bond with your storybook character. When you have your character summoned and cast a spell, you can use your reaction to cause the spell to originate from your storybook character if the character is within 60 feet of you. If the spell requires an attack roll, use your modifier for the roll.

## INSPIRING STORIES

The stories you record breathe life and purpose into you, and you into them. Starting at 9th level, you are immune to the frightened condition; you cannot be frightened by any means.

## FORGOTTEN SECRETS

Starting at 11th level, you learn a secret that has been long forgotten to the Material Plane, but held under lock and key in the Feywild. At the end of a long rest, choose from one of the following features:

**Fey Blade.** As an action, you can call forth a blade forged of fey iron. This blade deals 1d8 damage, has the finesse and light properties, and is considered a +1 weapon. Additionally, whoever is wielding this weapon cannot be disarmed of it, unless they choose to release it. This blade persists for one hour or until you dismiss it as a bonus action. If a creature is proficient with shortswords, rapiers, longswords, or greatswords, then it is proficient with the Fey Blade. You must finish a long rest before summoning this blade again.


**Powerword Key.** As an action, you whisper a word of power and touch a door or passageway, locking or unlocking it for 1 minute. If the object you lock is a door, the door becomes supernaturally hard and impossible to break through with physical attacks. Anyone who wishes to pass must dispel this ability with dispel magic (DC 17) or wish. If the object you designate is a passageway, an invisible and impenetrable wall of energy springs up, blocking access until dispelled by the same means. You must finish a long rest before using this ability again.

**Empowered Spells.** Whenever you roll damage for a spell or cantrip attack, you add your Intelligence modifier to the damage roll.

This effect lasts until the end of your next long rest.

## FEY MASK

Starting at 13th level, when you summon your Storybook character, you can expend a Tall Tales spell slot to mask them from detection. For the duration of this summon, any effects that affect or target fey creatures have no effect on your Storybook character.







## KOWTOW

Starting at 15th level, you can use an action to attempt to bring the various creatures of the Feywild to heel. Choose any number of fey creatures within 60 ft of you that have a combined total CR of no more than half your atavist level. These creatures must make a Wisdom saving throw or be charmed by you for 1 minute. This affect ignores any immunity to the charmed condition. You must finish a long rest before using this ability again.

## BASIC MAGIC MASTERY

Starting at 17th level, your time with the fey has led you to master the most basic magical spells. Choose three 1st level spells that have a casting time of one action, you can now cast these spells at their lowest level without expending a spell slot.

## GIFT OF THE ARCHFEY

Starting at 20th level, as a reward for your dutiful recording of the history of the Feywild, the Archfey have given you the choice of a gift. Choose one of the following options:

**Bane of Outsiders.** The Eldest Gruff has taught you the secret of destroying outsiders using Seelie magic. Once per long rest as an action, choose one fiend, undead, or aberration within 30 feet of you that has a CR of no more than half your atavist level. This creature must make a Wisdom saving throw or be instantly destroyed. Nothing short of a wish spell can revive a creature destroyed in this way.

**Altered Form.** The Many-Faced Man has taught you how to alter your form. You can cast the following spells at will on yourself: disguise self, alter self, and polymorph.

**Justice Sense.** The Crow King has taught you how to pierce the very soul of your enemies with your gaze. You gain truesight out to a range of 60 feet. While in the range of this truesight, creatures of evil alignment can't take the Hide action.

## STORYTELLING GENRES

### BIG BAD WOLF

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Frightening tales of beasts that blow down houses, swallow adults whole, and hide under the bed fill the storybook of atavists favoring the Big Bad Wolf. More than just beasts, these monsters are the living incarnation of fear, punishment, and fate itself. Big Bad Wolves prowl the battlefield, terrorizing the atavist's foes, ripping flesh from bone, and leaving only pain behind.

### I'M ON THE HUNT

When you choose this genre at 3rd level, you gain the ability to summon a Big Bad Wolf eager to devour your foes. The Big Bad Wolf's proficiency increases with your own, as do its hit points as seen on the Big Bad Wolf statblock at the end of this chapter.

The Big Bad Wolf covers itself in a 30 foot radius of shadow, creating a lightly obscured area, and takes on the appearance of any medium beast non-flying of your choice.

At levels 6, 10, and 14, the Big Bad Wolf adds 1d8 of psychic damage to its melee attacks, regaining hit points equal to the amount of psychic damage dealt. At level 18, you may choose to heal anyone within 10 feet of the Big Bad Wolf by this amount instead.


### HOWL AND WHINE

Upon taking the field, the Big Bad Wolf exudes an aura of menace. Choose one creature that you can see within 30 feet of the Big Bad Wolf. If the creature can see or hear the wolf, it must succeed on a Wisdom saving throw against your spell save DC or be frightened of Big Bad Wolf for one minute. A frightened creature can repeat the save on each of their turns.

Beginning at level 10, this effect applies to one additional creature of your choice. At level 16, it affects all creatures of your choice within 30 feet of the Big Bad Wolf.







This effect ends if the affected creature ends its turn out of line of sight, is deafened, or is more than 60 feet away from the Big Bad Wolf.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

### CATCHING MY BREATH

Beginning at 6th level, the Big Bad Wolf is a menace to townsfolk everywhere. Its Huff and Puff attack now deals double damage to objects and structures.

In addition, thanks to the comfort of your furry friend, you may regain 2 (1d4) spell slots on a short rest.

### SCENT AND A SOUND

At 10th level, the bond between you and the Big Bad Wolf awakens new possibilities in the darkness. You gain the Keen Senses of your furry companion and you both gain Truesight up to 120 feet.

### MOUTH IS ALIVE

By 14th level, the Big Bad Wolf gobbles up prey. For 1 minute, the wolf magically increases in size, along with anything it is wearing or carrying. While enlarged, the Big Bad Wolf is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage.

While Enlarged, it gains the ability to swallow any prone creature whole. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the Big Bad Wolf, and takes 10 (3d6) acid damage at the start of each of your turns. The Big Bad Wolf's hunger is unending and can hold an infinite number of creatures at once. If the Big Bad Wolf takes 20 damage or more on a single turn from a creature inside it, the Big Bad Wolf must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the Big Bad Wolf. If you or the Big Bad Wolf dies

or the Big Bad Wolf is dispelled, a swallowed creature is no longer restrained by it, beginning their next turn prone.

### HUNGRY

The Big Bad Wolf's hunger is unending, but at 18th level, you are immune to such weaknesses. You no longer need to eat or drink, for the wolf's hunger sustains you. In addition, you are immune to the Frightened condition.

When a creature within 30 feet of you takes damage, you may use your reaction to reduce that damage by half and have the Big Bad Wolf make an immediate bite attack on the attacker, even if the Big Bad Wolf was not in melee range.

### MELODIC MONARCH

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It's hard to resist a happy ending. Tales of rags to riches, animal companions, and (most importantly) romance fill the storybooks of atavists favoring the Melodic Monarch. Often imperiled but never without recourse, the Melodic Monarch has a knack for turning foes to friends, finding a home in the strangest circumstances, and always securing a happily ever after.

### THERE WAS A PRINCESS

When you choose this genre at 3rd level, you gain the ability to summon a Melodic Monarch to enchant your friends and foes alike. Its proficiency increases with your own, as do its hit points as seen on the Melodic Monarch statblock at the end of this chapter.

The Melodic Monarch takes on the appearance of any medium humanoid of your choice. Flowers, vines, or thorns grow in a 30 foot radius around them, making the area difficult terrain, which can be ignored by anyone of your choice.

At levels 6, 10, and 14, the Melodic Monarch adds 1d8 of poison damage to its melee attacks, regaining hit points equal to the amount of poison damage dealt. At level 18, you may choose to heal anyone within 10 feet of the Melodic Monarch by this amount instead.





### COULD NOT RESIST

The Melodic Monarch is as beautiful as they are enthralling. Choose one creature that you can see within 30 feet of the Melodic Monarch. If the creature can see or hear the monarch, it must succeed on a Wisdom saving throw against your spell save DC or be charmed by the Melodic Monarch for one minute. A charmed creature can repeat the saving throw if they are harmed by you or your allies or if it is given a suicidal command.

Beginning at level 10, this effect additionally applies to one additional creature of your choice. At level 16, it affects all creatures of your choice in a 30 foot radius. This effect ends if the affected creature ends its turn out of line of sight, is deafened, or is more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

### BIRDS WILL SING

Beginning at 6th level, the Melodic Monarch summons 2 (1d4) tiny beast companions loyal to you. They must be suitable for the terrain and are maximum CR 1. You and the Melodic Monarch can connect to these creatures as if through beast sense. You cannot compel them to attack, but they can serve as spies and helpers.

### SPRING IS HERE

At 10th level, you are as comfortable in strange places as your royal companion. You can always find an abandoned cottage, cozy cave, hollow tree, or similar in which to spend the night while traveling in unfamiliar terrain.

In addition, the plants now growing at the Melodic Monarch's feet can be harvested for poisons or potions by anyone succeeding on a DC 15 Intelligence (Herbalism Kit), Intelligence (Nature), Intelligence (Poisoner's Kit) check. The monarch's plants produce a number of poisons or potions equal to your proficiency level per day and the monarch is able to carry up to their avatist level in potions or poisons.

**Sample poisons:** Assassin's Blood, Drow Poison, Midnight Tears, Poison of Torpor

**Sample potions:** Potion of Healing, Potion of Greater Healing, Potion of Poison, Potion of Vitality

Potions available determined by the DM. Use thematically appropriate results, based on the environment and circumstances surrounding the characters.

### AWAY TO A CASTLE

By 14th level, the Melodic Monarch grants you the ability to flee to safety. You gain the ability to cast dimension door and far step without using a spell slot. The Melodic Monarch may also cast it on your behalf, taking a creature of your choice along with it.

### DREAMS COME TRUE

At 18th level, you understand the trials of the Melodic Monarch. You have developed a resistance to poison and are immune to both the charmed and the poisoned condition. The Melodic Monarch grants anyone of your choice advantage on saving throws against poison.

If you are paralyzed or petrified, you heal the equivalent of one hit die per round until your condition is ended.

You have advantage on death saving throws and on a success, recover with 4 (1d8) health instead of being merely stabilized.







## SHINING KNIGHT

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Tales of chivalry, noble causes, and solemn vows fill the storybooks of atavists favoring the Shining Knight. These heroes hailing from days long gone are paragons of physical combat and moral fortitude. A Shining Knight rushes into battle on the atavist's behalf, healing their friends and making quick work of their foes.

### I Hear Your Call

When you choose this genre at 3rd level, you gain the ability to summon a Shining Knight devoted to you and all you stand for. The Shining Knight's proficiency increases with your own, as do its hit points as seen on the Shining Knight statblock at the end of this chapter.

The Shining Knight illuminates a 30 foot radius around itself with dim light and takes the appearance of any medium heavily armored humanoid of your choice.

At levels 6, 10, and 14, the Shining Knight adds 1d8 of radiant damage to its melee attacks, regaining hit points equal to the amount of radiant damage dealt. At level 18, you may choose to heal anyone within 10 feet of the Shining Knight by this amount instead.

### EXCEPTIONALLY BRAVE

Eager to defend you, the Shining Knight forces those on the field to do battle with it instead of you. The Shining Knight issues a challenge that compels other creatures to do battle with it. Each creature of your choice that the Shining Knight can see within 30 feet of it must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from the Shining Knight. This effect ends on the creature if you or the Shining Knight are incapacitated or die or if the creature is more than 30 feet away from the Shining Knight.

### A MIRACLE OR TWO

Your passionate belief in devotion to a higher cause empowers the Shining Knight's own abilities. Beginning at 6th level, it now has the

ability to cast *cure wounds* at first level up to a number of times equal to your Intelligence modifier per long rest. You may exchange a number of casts in order to have the Shining Knight cast it at a higher level in equal exchange, as per spell slots.

### SO ADMIRABLY FIT

By 10th level, the Shining Knight's dedication to battle has rubbed off on you. You gain proficiency in Athletics if you did not already have it, and gain advantage on saving throws to avoid being grappled, restrained, or prone.

Additionally, when a creature within 5 feet of the Shining Knight takes damage, you can use your reaction to magically substitute the Shining Knight's health for that of the target creature, causing that creature not to take the damage. Instead, the Shining Knight takes the damage. This damage to the Shining Knight can't be reduced or prevented in any way.

### VIRTUE TO SPARE

At 14th level, your courage strengthens the knight as the knight strengthens you. The Shining Knight is now immune to bludgeoning, piercing, and slashing damage from non-magical attacks.

As long as the Shining Knight is not dispelled or killed, you and anyone within 10 feet of you is under the *protection from evil and good* spell.

### SOUL OF A KNIGHT

At 18th level, the light around the Shining Knight is infused with the power of your bond, striking fear against creatures of the dark. For 1 minute, the 30 feet of dim light around the Shining Knight becomes bright sunlight, with dim light for 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you and the Shining Knight have advantage on saving throws against spells cast by Fiends or Undead.





advantage on death saving throws while within 30 feet of the Shining Knight. These effects end if you or the Shining Knight die or if the Shining Knight is dispelled.

## GENRE STATBLOCKS

### BIG BAD WOLF

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (*natural armor*)

**Hit Points** 3 + your Atavist level + 10 times your spellcasting modifier

**Speed** 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	9 (-1)	16 (+3)	10 (+0)

**Damage Resistances** psychic

**Condition Resistances** frightened

**Senses** darkvision 60 ft. passive perception 13

**Languages** any languages you speak

**Bloodthirsty Frenzy.** The Big Bad Wolf has advantage on attack rolls against Frightened creatures.

**Keen Hearing and Smell.** The Big Bad Wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The Big Bad Wolf has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The Big Bad Wolf makes two melee attacks.

**Bite.** *Melee weapon attack:* +4 + your proficiency to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) slashing damage. Additionally, any creature must succeed on a DC 14 + your proficiency bonus Strength saving throw or be knocked prone.

**Huff and Puff (Recharge 5-6).** The Big Bad Wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area of your choice must make a Dexterity saving throw against your spell save DC taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

### MELODIC MONARCH

*Medium humanoid, neutral good*

**Armor Class** 14 (*magical raiment*)

**Hit Points** 1 + your Atavist level + 10 times your spellcasting modifier

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	18 (+4)

**Damage Resistances** poison

**Condition Resistances** charmed, poisoned

**Senses** passive perception 11

**Languages** any languages you speak

**Avoidance.** If the Melodic Monarch is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Majesty.** The first time a creature attacks the Melodic Monarch, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you or the Melodic Monarch on this turn, and it must choose a new target for the attack or the attack is wasted.

**Nimble Escape.** The Melodic Monarch can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** The Melodic Monarch makes two melee attacks.

**Dagger.** *Melee or ranged weapon attack:* +2 + your proficiency to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 +1) piercing damage.

**Save Me (5-6).** The Melodic Monarch compels a charmed creature to make an immediate melee or ranged attack on a creature of your choice.



## SHINING KNIGHT

*Medium humanoid, lawful neutral*

**Armor Class** 19 (*plate*)

**Hit Points** 3 + your Atavist level + 10 times your spellcasting modifier

**Speed** 35 ft

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STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	11 (+0)	14 (+2)	14 (+2)

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**Damage Resistances** radiant

**Condition Resistances** frightened

**Senses** passive perception 12

**Languages** any languages you speak

**Charge.** If the Shining Knight moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 6 (2d6) slashing damage. If the target is a creature, it must succeed on DC 13 + your proficiency bonus Strength saving throw or be knocked prone.

## ACTIONS

**Multiattack.** The Shining Knight makes two melee attacks.

**Greatsword.** *Melee weapon attack:* +3 + your proficiency to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

**Leadership (1/day).** For 1 minute, the Shining Knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add 1d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if you or the Shining Knight are incapacitated.

## REACTIONS

**Parry.** The Shining Knight adds your proficiency bonus to its AC against one melee attack that would hit it. To do so, either you or the Shining Knight must see the attacker and the knight must be wielding a melee weapon.

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# BLOODLINE, BLOOD DIVINE

**A**n archfey of the Gloaming Court once traded one of her children for a mortal baby to let her child learn about the Material Plane. Years later, she comes to miss her child, and asks the characters to escort the traded mortal back home and swap the two children to their proper places. She promises handsome rewards if they succeed.

The group is given a charm to locate the portal that will take them where they need to go, but it has a time limit. If they fail to return to the archfey in the allotted time, she will send servants to drag them back for a punishment befitting their crime. Complicating the matter are the feelings of the children involved. The characters will have to navigate the Feywild and a series of emotions to find a path that's best for everyone.

This adventure is designed for a party of 4-5 characters at 4th level.

## DRAMATIS PERSONAE

**Nerium (archfey, she/her):** an archfey of the Gloaming Court who has birthed many star children. Years ago, Nerium traded one of her stars for a mortal baby, so her star child could learn about life on the Material Plane. She misses her child, and wants them back.

**Mensa (human, he/him):** Nerium's mortal servant, stolen from the Material Plane as a baby. Mensa has little control over his own willpower

and is manipulated by Nerium to do her bidding as a servant.

**Sion (fey, he/him):** Nerium's birth child, whom she gave to a mortal family to take their child's place. Sion bonded with his mortal family and doesn't wish to leave.

**Hetum (human, he/him):** A single parent who raised Sion after his wife passed away. He loves his child more than the world.

## CHAPTER 1 SECTION 1: LAKE OF STARS

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Between the Feywild courts of the seasons and the powers of light and dark, one court nests under twilight skies and the benevolent hand of the Court of Stars. In the Gloaming Court, dreams are more powerful than reality, and wishes bind its denizens together. From their peaceful demiplane the stars keep watchful eyes over dreamers while Gloaming fey whisper in their vulnerable minds.

While in this realm of bejeweled rest, the characters come upon a lake that reflects the endless stars above. In the center of the waters is a single throne. A figure of dark skin and feminine shape smiles across the lake, tended to by two elven servants (**commoners**). The figure beckons them to the water's edge, introducing herself as **Nerium**, an **archfey** of dreams. She is in need of assistance.





## NERIUM

*(Archfey of the Gloaming Court, she/her)*

**Appearance:** inhumanly tall, thick build, dark skin, black hair like clouds

**Wants:** Her birth child to return home to her

**Secret:** Puts her enemies into eternal slumber

When Nerium notices the characters, she calls them to her. There is no way to cross the starlit lake, but her voice travels across it as clearly as if she were standing next to them.

Nerium requests their help as described in the Synopsis. She can't do the task herself. As a Gloaming archfey, she must watch the dreamers in her realm or risk losing them to other fey who prey upon her power. She acts like many fey, with mischievous intent. She doesn't lie to them directly, but carefully crafts each word.

Characters can make a DC 15 **Wisdom (Insight) check** to know she is being honest about the situation.

Nerium's elven servants are silent and never respond to questions. Nerium asks the characters not to bother them. Any reluctance is met with frustration. If the characters refuse her request, Nerium threatens to put them into a permanent sleep.

If the characters continuously refuse Nerium, she summons four **quicklings** to attack the characters for their impudence. In the middle of combat, a young child appears from behind Nerium's throne and helps the characters escape. When they're away from the lake, the child-named Mensa-asks for help finding their birth family. Continue the adventure as described, without the element of Nerium's request. Mensa has the gem as described below.

If the adventurers agree to her task, Nerium promises to reward them with a magic item. She introduces them to Mensa, the child she kidnapped. Mensa is in an enchanted trance and unable to speak for himself. He's a human boy (commoner), about 12 years old, with brown skin

and dark hair.

Nerium gives them a *gem of blood seeking*, a magic gem tied to Mensa. The gem locates a portal that will take the characters to Mensa's birth family and then guide them back to Nerium. Its powers fade after one week. If they fail to return in a timely manner, Nerium promises to hunt the characters down for failing her (Mensa gives these details to the characters if they refused Nerium's request). Equipped with a gem and their charge, the characters are free to begin their journey.

## GEM OF BLOOD SEEKING

*Wonderous Item (rare, requires attunement)*

It's said this gem was originally made by a wizard who sought a child that was kidnapped by a being from another dimension. This enchanted gem helps its user find their blood relatives on other planes.

Once attuned, it glows faintly, and turns brighter when the wielder is close to a portal to another plane. Its color changes depending on whether the user has blood relatives on the plane. If there are no blood relatives on that plane, it glows white. If they do, it glows bright red.

The gem is active for 7 days, after which time it goes dormant and requires either time or magic to recharge. The gem recharges after 30 days, or if the user expends 3 spells slots of level 3 or higher to power it.







## SECTION 2: YOUNG WARD

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After being instructed by Nerium, Mensa follows the characters wherever they go. His willpower is suppressed by one of Nerium's enchantments, noticeable with detect magic or similar divination, or recognizable with a successful DC 14 Intelligence (Arcana) check. He reacts to his surroundings with very little emotion. Mensa wears the gem of blood seeking around his neck so it's visible to the group.

Mensa allows anyone in the adventuring party to take the gem; it remains attuned to Mensa as long as it is within 30 feet of him. If the group leaves the gem out in the open, roll periodic **Wisdom (Perception) checks** to determine if nearby fey to notice the gem. Whether or not they recognize the gem's true power, fey covet magic items and may try to steal it.

As they travel, characters can watch the gem to determine which direction to go. When they travel the right direction, it glows subtly pinker. Track Passive perception against enemy Deception for the characters to notice any fey watching them (for example, flocks of **pixies**, **quicklings**, or **blink dogs**).

**DC 14 Wisdom (Insight):** the fey are spying on Mensa and his gem. For a minor encounter, the fey attack Mensa to get the item. If the party is attacked, Mensa briefly awakens and reacts outside the control of the enchantment. His fear takes over, and he flees any enemies. The enchantment takes hold again when he calms down.

## SECTION 3: HUNTED

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Time is difficult to judge in the Feywild, so the adventurers travel until they're tired. At the end of a day of travel, Mensa's gem glows a faint pink, signalling they are going in the right direction, but not yet close.

During the night, a **yeth hound** attempts to sneak up on the camp. Characters keeping watch or otherwise alert must succeed on a **DC 14**

**Wisdom (Perception) check** to notice it. If everyone is sleeping or they fail Perception, the characters instead hear Mensa scream as the yeth hound drags him away from camp.

Tracking the kidnapped Mensa requires a successful **DC 12 Wisdom (Perception) check** to listen for Mensa, or **DC 12 Wisdom (Survival) check** to track the yeth hound through the surrounding area. On a success the characters find Mensa while he's still in the yeth hound's clutches. Mensa awakens from his enchantment due to fear and struggles to break free. If characters attack the yeth hound, a group of 3 **sprites** appear to defend it.

If none of the characters find him at first, the yeth hound takes Mensa to a tree where several sprites are nesting. They reward their guard dog and take Mensa up the tree. Characters still attempting to track Mensa can discover clues leading to the tree with a successful **DC 14 Intelligence (Investigation) or Wisdom (Survival) check**.

The sprites don't understand the value of Mensa's gem; they only want something shiny. Characters may bargain with them for Mensa's freedom or intimidate them into letting him go. Any item worth 100 gold or more satisfies the sprites, and they relinquish Mensa and the gem.

For a challenge, the sprites may release Mensa but try to keep the gem of blood seeking. They either need to be paid off, talked down with a DC 15 Charisma ability check, or scared into giving it back.

When Mensa is returned, the enchantment on him resumes. Characters can attempt a DC 14 Wisdom (Insight) or Intelligence (Arcana) to learn that extreme emotions overpower the enchantment. With a success of 18 or above, they infer this is by design, so Nerium knows if Mensa is ever in danger.

With the Sprites and/or Yeth Hound dealt with, the adventures can resume their rest without further interruptions.





## DEVELOPMENT

The characters are asked to help Nerium, an archfey of the Gloaming Court. She traded one of her children for a mortal servant, but now wishes them back. She gives the characters a charm to find a portal that will guide them to the mortal's family, and are given care of the child. If they fail the task, the archfey will send them to a land of dreams as punishment.

## IMPORTANT INFORMATION

- Mensa is enchanted to be obedient.
- Nerium's charm indicates when they're near a useful portal, but other fey may want it.
- Mensa is effectively defenseless unless something attacks him directly.

## CHAPTER 2 SECTION 1: THEY OF BARK

When the characters awaken after their first rest, they find themselves in the middle of a massive forest that was not there before. As they look around, the trees bend and flex in response, their leaves rustling like whispers.

For a shorter adventure, this chapter can be skipped and DMs can move on to Chapter 3.

### LOCATION:

This forest is *They of Bark*.  
Details can be found on page 14  
of this collection.

The forest has no end in sight. The characters have no choice but to walk through it. The glow from Mensa's charm indicates which direction they should travel. Mensa is undisturbed by the behavior of the trees. Characters can make a **DC 16 Intelligence (Arcana or History) check** to know this as an entity known as **They of Bark**, a magic forest with a single consciousness. If they don't disturb the trees within the forest, they should be fine.

The whispers of the trees may be heard with a successful **DC 12 Wisdom (Perception) check** or Passive perception of 12 or higher. The trees entice the characters to climb up their trunks

and to take fruit or nuts. DMs can impose a **DC 14 Wisdom saving throw** against a charm effect to obey these suggestions. Mensa rolls with disadvantage because of the subjugation spell. On a failure, the character obeys the suggestions and begins climbing the trees to steal fruit or nuts from their boughs.

If everyone succeeds, they continue as if nothing happened, and proceed with the encounter detailed in Section 2, below. Alternatively, They of Bark notices Mensa's gem and 2 **awakened trees** attack Mensa in an attempt to steal it. DMs can add several awakened shrubs for more chaos.

Anyone who takes something from the trees is attacked by the branches which use the same stats as an awakened tree's slam attack. If characters subdue one of the trees, the entire forest sheds its leaves around the characters, obscuring all vision in the area for one round. If this happens, the characters hear a voice in their minds, screaming to run or face the forest's wrath. Continue to Section 3.

## SECTION 2: LUMBER LABOR

If characters didn't anger the forest, they find a **satyr** in the woods while traveling. DMs can include this encounter without They of Bark by modifying it slightly.

The satyr is below a tree, trying to fetch a scarf that was blown into the branches by the wind. They notice the characters and beg for help getting their scarf back. Their goat-shaped legs aren't suited to climbing tree trunks.

If no one else volunteers, Mensa agrees to help. Characters can use grapple mechanics to stop him, but Mensa doesn't listen to arguments of logic. They're enchanted only to obey commands and not cease until a command is fulfilled.

If this tree is within They of Bark, characters must succeed on a **DC 14 Strength ability check** for the care the characters use while climbing. On a failure they break a branch, and combat with the forest initiates as detailed in Section 1.



If the tree is not within the living forest, it's a normal tree, but a wood woad is roosting at the top. When it sees one of the characters on the tree, it's outraged and tries to knock the character from the tree. On a hit, the character must succeed at a DC 12 Dexterity saving throw to avoid falling out of the tree.

Characters can attack the wood woad or climb down from the tree. For attacks, use combat rules. For climbing, the character can descend the tree in one full round, but this provokes an attack from the wood woad.

Once back on the ground, the wood woad screams at the characters to leave their tree or else. If they stay, the wood woad attacks the whole group. Whether within They of Bark or not, the satyr laughs at the group's troubles. They threw their scarf into the branches hoping to lure someone into helping them, knowing they'd be attacked if they did. The satyr runs away if any characters attack or chase them.

### SECTION 3: NATURE'S VENGEANCE

When **They of Bark** is angered, they chase the characters down. The collective of the forest moves at a speed of 50ft per round. Mensa doesn't dash unless commanded, and can be easily carried by a character with a Strength score higher than 13.

Every three rounds, characters must succeed on a **DC 14 Dexterity saving throw** to avoid being whipped by They of Bark's long branches. The branches have a reach of 30 feet and inflict 3d8 damage on a failed save, or half as much on a successful one.

Once characters are more than 60 feet away from the forest, it stops pursuing them. When all characters stop watching it, They of Bark vanishes as quickly as they arrived, leaving the ground upturned by its moving roots.

### SECTION 4: CLARITY

After one of the encounters in this chapter, Mensa breaks through his enchantment long enough to ask if everyone is okay. He acts concerned for a short time before slipping back into subjugation.

The characters can attempt a **DC 15 Intelligence (Arcana) check** to determine that the enchantment is weakening the farther Mensa gets from Nerium. Any attempt to break the enchantment, like *dispel magic*, must succeed on a **DC 20 Intelligence (Arcana) check** when casting the spell.

Mensa's enchantment returns faster if the characters question him about Nerium or his feelings about how he was raised.

Once through their challenges, the gem of blood seeking glows brighter and turns from pink to red. The characters are getting closer to their goal. The charm continues to shine brightly as the group moves. DMs can insert other minor encounters during this chapter as they see fit.

#### DEVELOPMENT

The characters are challenged by beings of the Feywild, and Mensa briefly breaks through his enchantment.

#### IMPORTANT INFORMATION

- Mensa can break through the enchantment with enough willpower or help from the characters.
- Other fey beings continue to prey on the adventurers and enjoy their misery.





## CHAPTER 3

For a time, the adventurers travel without interruption. The land around them is calm and peaceful, and the wild colors of the Feywild are not as bright as before. Mensa goes quiet and keeps an earnest eye on his gem.

### SECTION 1: GOOD DOG

As the characters travel, they come upon an area where the light of the Feywild doesn't seem to reach as strongly. Mensa's charm glows ever brighter, and is now nearly red in color.

Characters can attempt a **DC 16 Intelligence (Arcana) check** to determine how far the portal is. On a success, they learn that it is a day's travel away.

During their travels, the characters meet a blink dog trying to investigate an animal burrow. Characters can help it by opening up the burrow or trying to see inside it. The burrow is very dark. By attempting a **DC 13 Intelligence (Investigation) check** to inspect it (at disadvantage if they don't have darkvision or a light source). On a success, they see two humanoid eyes staring out at them.

If they open up the burrow, they must succeed on a **DC 14 Wisdom (Perception) check** to notice a flash of a small humanoid scurrying deeper underground.

The creature buries underground, vanishing before the dog can catch it. The blink dog whines for its loss. Characters can feed it or soothe it with a **DC 12 Wisdom (Animal Handling) check**. These actions cheer up the dog and it blinks away, now content.

### SECTION 2: SHADOWS

As they move through this area, they must succeed on a **DC 15 Wisdom (Perception) check** to notice the shadows of the area growing longer and flickering oddly regardless of the current light levels.

Anyone who notices this can attempt a **DC 16 Intelligence (History) check** to recall that the

Queen of Air and Darkness controls shadows and dark places in the Feywild.

Characters can leave the area with a successful **DC 15 Wisdom (Survival) check** to determine where the shadows seem less dangerous. As they're leaving, or if they fail to notice the shadows, one of the Queen's servants tries to take Mensa.

Characters notice the attempted kidnapping with a **DC 10 Wisdom (Perception) check**. If the characters attack the shadows, two **redcaps** materialize and demand they give up the gem, or they'll harm Mensa.

Characters can negotiate with the redcaps, but they won't leave without something of high value. They will accept trades of magic items of uncommon or lesser rarity on a **DC 17 Charisma (Persuasion) check**. This drops to a **DC 14** if the item offered is rare or higher.

Without negotiations or on a failed Persuasion attempt, the redcaps attack.

Throughout combat, the Queen's shadows try to steal Mensa away. Mensa makes **DC 15 Dexterity saving throws** to escape, at advantage if one of the characters helps. If he escapes, Mensa can hide on the edge of the battlefield. Any characters grappled by the shadows, including Mensa, take 1d4 psychic damage per round of being held.


Details on The Queen of Air and Darkness can be found on page 19 of this collection.

### SECTION 3: HESITATION

After the battle ends, Mensa comes fully to his senses. Whether this was by the influence of the Queen of Air and Darkness, or his own willpower and distance from Nerium, is unclear.

Characters who succeed on a **DC 16 Intelligence (Arcana or History) check** recall that the Unseelie Court is often at odds with other Feywild domains. Their magic may have interfered and weakened Mensa's enchantment.





Now free, Mensa is unnerved by their mission and hesitant to go back to his birth family. Characters can reassure him with a successful DC 13 Charisma (Persuasion) check.

The *gem of blood seeking* glows bright; Mab's presence flows through the local magic and the portal they seek is very close.

Mensa eventually agrees to continue with the characters through the portal to meet his birth family.

#### DEVELOPMENT

Mab's servants find the characters and try to take Mensa or his seeker gem.

#### IMPORTANT INFORMATION

- Mab's magic interferes with Mensa's enchantment, breaking it for good.
- After a rough encounter, the characters finally find the portal they seek.

## CHAPTER 4

A portal awaits the characters. Mensa worries that his birth family won't like him, but is determined not to be under Nerium's thumb any longer. The portal can be any kind of barrier in the natural world. A typical example would be a ring of mushrooms or a hollow in a tree. Change it to any thematically appropriate idea for the scene.

If the characters began the adventure by refusing Nerium and rescuing Mensa, her threats remain a factor. Mensa informs them that Nerium will seek revenge for taking Mensa without agreeing to her deal. On these conditions, Nerium's time limit isn't imposed, but Mensa and Sion wish to return to the Feywild to confront Nerium.

### SECTION 1: MATERIAL PLANE

Stepping through the portal feels like falling. Magic unravels around the characters as they pass between the Feywild and the Material Plane. The only thing visible between planes is the vicious red glow of Mensa's enchanted gem.

The characters drop into a quiet wood that lacks the bright colors and wondrous sounds of the Feywild. Not far off they spot a small cottage in the woods and a village beyond it. In front of the house is a young child about Mensa's age. Recognizing they're no longer in the Feywild can be accomplished with a successful **DC 10 Intelligence (Arcana) check**.

Mensa's gem goes from red to white and ceases glowing. The portal they used is no longer active.

Depending how long it took the characters to arrive, they will have a limited number of days (2-4) to return to Nerium with her birth child. Leaving the mission is an option, but if they do so Nerium will hunt them down for their betrayal.

The child by the house looks similar to Mensa, with slight differences that are difficult to describe. The child turns to look at the characters as they approach. Any character who succeeds on a **DC 17 Intelligence (Arcana) check** notices that the boy is of fey origins, and so is unable to look fully identical to Mensa.

When the child notices Mensa, he flees inside the house. Characters can stop him and ask his identity with a **DC 14 Charisma check**. On a success, the child introduces himself as Sion, son of Hetum.

#### SION


*(Fey of the Gloaming Court, he/him)*

**Appearance:** Young, slight build, same brown skin and dark hair as Mensa


**Wants:** Continue living with Hetum in the Material Plane

**Secret:** Yearns for a sibling

A few minutes later an older man steps out to ask the characters what they want. It requires a **DC 13 Charisma (Persuasion) check** to convince the man of the truth. On a failure he insists they leave. Characters can offer gold or plead for his time. A convincing argument wins him over.







Alternatively, if Mensa makes himself known and calls the man “father” then the old man will be stunned enough to agree to talk.

## SECTION 2: REUNION

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The man’s name is Hetum, and his son is Sion. Hetum is confused by the presence of Mensa and spends most of the interaction staring at him. Sion avoids looking at Mensa and fidgets uncomfortably as they talk.

Hetum doesn’t know about a fey plot or Nerium. His child’s mother died shortly after the baby was born and Hetum cares for him alone. As far as he knows, Sion has always been his true child. Hetum can’t refute that Mensa looks like him, more so than Sion. If characters show him the gem that led them to a portal, they can attempt another **DC 13 Persuasion check** to convince Hetum.

If their arguments fail, Hetum asks them to leave his family alone. Characters may opt to kidnap Sion and leave Mensa behind. Sion resists; Sion loves Hetum and doesn’t wish to leave him. Mensa tries to persuade Sion by talking about how much Nerium misses her child. Sion doesn’t care. He’s spent years with Hetum and wants to stay with him.

If they convince Hetum of the truth, he still won’t want to give up Sion. Despite Mensa’s connection to his wife, he can’t abandon the child he’s raised for years.

The characters can leave and try to talk to Hetum after some time passes to win him over. Lower the DC on any subsequent persuasion checks because Hetum wants to believe that Mensa is his child.

Mensa reminds the characters of the consequences of failure: Nerium will find them and put them in eternal sleep. He’s unsure what to do. He didn’t expect Sion to refuse their request. Characters can discuss a solution, either amongst themselves or with Hetum if they won him over.

Nerium exchanged her child because she wanted to learn about mortals. If the characters’ discussion doesn’t go anywhere, Mensa suggests they find some sample of mortality to return to Nerium in Sion’s stead.

If they won over Hetum and Sion, Sion can also help provide solutions. His memories of Nerium are fuzzy after so long in the Material Plane, but he used to know her well. The more Hetum interacts with Mensa, the more attached he becomes.

### SUGGESTION:

Archfey are powerful creatures that live many years. Nerium doesn’t understand the weakness of mortal creatures. Artifacts from history, the remains of a unique monster, or a delicacy of food, could all appease her need for information.

NPCs can provide these suggestions or the DM can place hints throughout the adventure. Alternatively, Sion and Mensa can both return and confront Nerium themselves about how her exchange of children hurt them.


Depending on the route the characters choose, they may undertake a side quest to obtain an object to appease Nerium. For a shorter adventure, Hetum gives up the urn of his wife’s ashes. It will teach Nerium of mortal bodies and the sentiment of funerary rights. Hetum gives up the ashes to protect both of his children.

The *gem of blood seeking* has a time limit before its power fades (page 54). After this it needs to recharge, meaning the characters will have to wait or find a higher level spell caster to charge it. Characters who choose to take more time risk angering Nerium with their absence.


## SECTION 3: APPEASEMENT

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Characters have their offering for Nerium and can use the gem to return to her if it’s charged. If Sion goes with them to confront his mother, he uses the stats of a satyr, without the ram attack. Sion protects Mensa while in the Feywild.







The gem can find a portal that goes directly to Nerium or, for a longer adventure, the characters arrive some distance away.

For an encounter on the way back, the characters may find a camp of ogres tormenting a darkling. The darkling begs for their help. The three ogres think the characters would make a good addition to their meal, and attack. The darkling will aid in combat then flee as soon as the ogres are dispatched.

Sion and Mensa bond by describing their lives to each other as they travel. The pair soon gets along as well as any other siblings. Eventually the characters arrive back at Nerium's lake. She's delighted to see them, and confused when she sees Mensa still with them.

The news of Sion's betrayal infuriates her. She claims the characters tricked her child somehow. A **DC 15 Charisma (Persuasion) check** is required to calm her down. If this check fails, Nerium sends the water from the lake (**water elemental**) to attack them. For an additional challenge, Nerium's two elf servants reveal themselves to be **doppelgangers** and also attack. Once the creatures are subdued or defeated, Nerium fumes and demands they repay her for her sorrow.

Nerium is wounded by the betrayal of her children and seeks repayment. Characters can give Nerium any offering they obtained prior to this. The offering soothes her wounds, though she is still upset. If Sion is present, she begs him to return to her. Sion confronts her of the hurt he experienced to be traded to a mortal family, and refuses to return. Mensa agrees with Sion and/or stands up for himself.

Characters can offer support or help to calm Nerium down with additional Persuasion checks, starting at DC 15 and decreasing by one for each convincing argument from NPCs or the characters. It requires a total of three successes to calm Nerium.

They may also use spells to calm her, at risk of her knowing she's being enchanted. If Nerium succeeds on any saving throws and/or realizes

she was bespelled, she attacks with five **quickklings**, regardless of previous successes to calm her.

If Nerium is successfully persuaded, she agrees to let Sion and Mensa go. She is hurt by her child's words, but she understands their pain. If her servants are defeated but Nerium is not persuaded, she insists on one of the children returning to her control. Characters can try to oppose her. Nerium is a powerful archfey who will likely best them in direct combat. In these conditions, Mensa agrees to return to Nerium's power to protect the characters and their new brother Sion.

Once Nerium is dealt with, she and her retinue return to her throne on the lake. If the characters succeeded in bringing her an offering, she rewards them as promised. If not, she warns them not to return to the lake.

## CONCLUSION

In the chaos, Nerium forgets to take back the *gem of blood seeking*, and the characters can keep it without consequence.

If Sion and Mensa are released or escape on their own, they both return to Hetum. Sion assures the characters they can protect themselves, and departs with Mensa. If Mensa left, Sion departs alone to deliver the news of Mensa to their father.

To continue the adventure, have Hetum pursue Nerium for the return of Mensa, or seek repercussions for the initial kidnapping of his child. Hunting an archfey isn't easy, and could lead to a much longer campaign. Otherwise, the characters can move on to their next adventure.

### REWARDS

- *gem of blood seeking*
- One *chime of opening* (If Nerium is pleased with the outcome)
- 100 gold (Hetum, for the return of his children)

