

Journey into the Feywild

A Supplement on the Fey and the Land of Faerie



Journeyman

Journey into the Feywild



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Disclaimer: The author is not responsible for being lost, captured, seduced, bewitched, enchanted, or spirited away while adventuring in the Feywild. Make sure to bring your pixie repellent.

ON THE COVER

An unsuspecting adventurer has decided to take a rest for the evening until a group of faeries arrive and offer to dance. The enchanted adventurer doesn't see the hidden dangers that lurk within the vast wilderness of the Feywild. But are these hidden folk friend or foe? In the Feywild, yes.

This book draws from many sources of D&D fey lore as well as additional lore from traditional folklore and various works of fiction with depictions and interpretations of the fair folk. These works include:

Manual of the Planes 3rd Edition by Wizards of the Coast

Manual of the Planes 4th Edition by Wizards of the Coast

Changeling the Dreaming by Onyx Path Publishing

Changeling the Lost by Onyx Path Publishing

Heroes of the Feywild by Wizards of the Coast

Various fey related articles in Dragon #420

Fey articles in Dragon #406 written by Claudio Pozas & Rodney Thompson

Court of Stars: Prince of Frost in Dragon #374 by Keith Baker

A Midsummer's Night Dream by William Shakespeare

Grimm's Fairy Tales by the Brothers Grimm

The Once and Future King by T.H. White

The Dresden Files series by Jim Butcher

The October Daye series by Seanan McGuire

The Iron Fey series by Julie Kagawa

The Lost Girl television series

The Book of Yokai: Mysterious Creatures of Japanese Folklore by Michael Dylan Foster

Irish Fairy and Folk Tales by William Butler Yeats

This book grew out of my blog: [Death By Mage](#)

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INTRODUCTION

When I had started writing my blog two years ago, I never thought my content would reach so many readers and influence so many others. I wrote a couple of articles on roleplaying fey creatures, drawing inspiration from literature and pop-culture along with my interpretations of the fair folk. The articles were written and released into the wild blue yonder of the Internet.

Surprisingly, the Internet received my ideas well, and the articles obtained consistent views on a weekly and monthly basis. It seemed worthwhile to delve more into the Fey and incorporate the cultural knowledge of fey creatures and materials written in fantasy roleplaying games such as *Dungeons and Dragons*. One of the crowning achievements, at least to me, from D&D 4th Edition, was the idea of the Feywild. Where once the Plane of Faerie was this strange and far removed satellite realm of existence, the game's lore incorporate the mysterious domain of fairies into the new cosmology.

The fey were finally given a proper home and a front row seat to the adventures that players would have for years to come. I enjoyed playing in the Feywild during my short time with 4th Edition, though the influence of that mysterious plane left its mark on many of my future roleplaying. My hiatus from D&D led to White Wolf Publishing's *Changeling* series. It was from there that I truly immersed myself into the characters of the fair folk.

Media from pop-culture and books continued to influence my interpretations of the fey, namely Jim Butcher's *Dresden Files* series, which affected my views of the fey courts and their interactions with the material plane. T.H. White's *Once and Future King* carried similar weight but did not manifest until I reread in my adulthood. Television series such as *Lost Girls* and *Supernatural* continued to

invoke and inspire ideas on the connection between mortals and the mythical realm. Reading stories and media on eastern equivalents to the fey, in this case, the Japanese yokai, broadened my definition from the traditional European constructs.

I love the cultural narrative of the fey, or at least, the concept of them. Most fey are spirits of some variety or another. Often they are spirits of nature but also ones of emotions, times, moments, and even animals. Once you realize that the term, "fey," fits into a broad spectrum of classifications for creatures from folklore, the adhesiveness of all cultures around the world becomes apparent. It's beautiful.

I write this guide to showcase ways to incorporate some of these ideas and the ideas I've developed over my years as a player and game master. I hope you enjoy this labor of love and all the fun-filled adventures that await you.



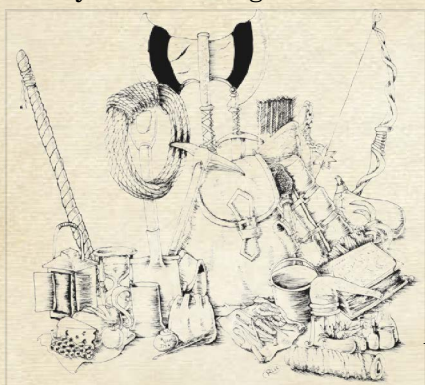


CHAPTER 1: WELCOME TO THE FEYWILD

TWILIGHT DREAMS OF THE NATURAL WORLD

Ancient scholars and theorists believe that the Feywild was born from the manifested dreams of the natural world. A dream bore endless paradise and splendid nightmares. Many wayward visages took the fantasy of the land and bent to their wills, creating domains and courts that would influence the reality of mortals. Cast in eternal twilight, the plane is filled with magic and reins supreme. Art, song, and words hold sway to the “laws” of the Plane of Faerie, an echo to the creation of the multiverse from the Words of Creation. Nearly indistinguishable from the natural world, it is a realm of extremes magnified by dangerous beauty.

From enchanted forests, awe inspiring mountains, rolling plains of splendor, resplendent frozen lands, and steadfast seas, the fey denizens made their homes. The fair folk safeguard their bountiful land, sometimes warring with one another, but eventually broker deals that resemble the mortal concept of oaths, duties, and promises. The fey evolved across the eons to be well versed in their words that many mortals feel beguiled versus the ways of faerie tongue.



Artwork by Deven Rue

A LAND OF EXTREMES

The Feywild is a realm of unlimited possibilities, defying the machinations of the mortal world with its morality, sciences, and logic. Almost everything is encapsulated or defined by magical energies. Archfey within their dominions are venerable gods, able to fulfill whatever rationale befits their reality. There are fey who do not acknowledge the existence of the world beyond their own, hermits within a pocket dimension of the faerie plane. Fae of more significant influence impact the natural world through the vibrant ripples they create, but the effect is reciprocal. A forest burnt in a fire can often result in a conflagration of the land. The death of a dryad can lead to a tree or a group of trees to wither and die in the Material Plane.

Natives of the plane are also prone to emotional extremes, which can range from an everlasting joy to an infinite sorrow. Various fey adopt and identify with these emotions, integrating them to their essence. For example, fey of the Spring court often emphasize or embody desire and seek the beauty in things. Such as the beauty of a well-crafted murder, or the beauty of a rose, the beauty of unrequited love and so forth. These emotional extremes can cause animosity between other fey and mortals can be perceived as a curiosity. Mortals can vary in their emotional ranges and even find moderation in their expressions, which bewilders some fey and lead others to believe them to be dull

A LAND OF DANGERS

The unpredictable natures of the fey often leave both natives and visitors at a pause, like a sudden storm, their arrival shakes the foundations of sensibility, and their strange and sometimes antediluvian logic baffles all in their wake. Remember, the Feywild is a reflection of nature, but the fey are personifications of both nature and the different possibilities that rest within utopias and horrors. Nothing perceived in this plane are as they appear, many of the creatures and entities here have improved their skills of protecting themselves and hunting prey. Even the most friendly and beautiful beings know how to defend themselves and survive in this nearly lawless land.

Other denizens make the Feywild their home like goblins, ogres, trolls, and lycanthropes along with ancient creatures from the crucible of creation. Their sense of morality does not fit within the typical conventions of mortals, the concept of time has no pretense to fey, and the rule of survival holds sway. Many powerful fey can be as villainous as a demon lord or archdevil, in their pocket domains they are god-like and similar in their powers. For one to defeat such powerful entities, sword and spells will not be enough, often requiring some quest to fulfill a prophecy or an artifact is necessary.

...AND THEY WERE NEVER HEARD FROM AGAIN

Legends and tales speak of fey, their precarious nature, and mortals unfortunate enough to be caught in their politics. There are legends of powerful fey that can command, charm, or beguile mortals foolish enough to accept gifts or favors from them. A mortal bound to a fey is as powerful as knowing a being's true name, a never-ending tether that can only be severed mutually from both parties. There are plenty of ways for the fey to bind a mortal: whether it's a true name or even an oath can be dangerous. Hospitality is an ancient edict that the fey uphold, offering food and drink along with a place to rest. These acts of kindness, in fact, can bind an unsuspecting mortal to the fey, for it creates a link between them that can be exploited by the fair folk.

The most frightening pacts are Fey who offer promises or oaths of their own. The phrase: "no good deed goes unpunished" is a testament to such pledges or deeds provided by these creatures. A fey willing to offer aid is one seeking a soul to claim in the land of endless dreams and nightmares. Because time flows at odds against

the order of the Material World, those spirited away by the fey may even return older, younger, or in different time periods from when they last left. Due to the chaos and the madness experienced from the magic of the Feywild, most non-natives seemingly forget their experiences or pass them off as awakening from a long nightmare.





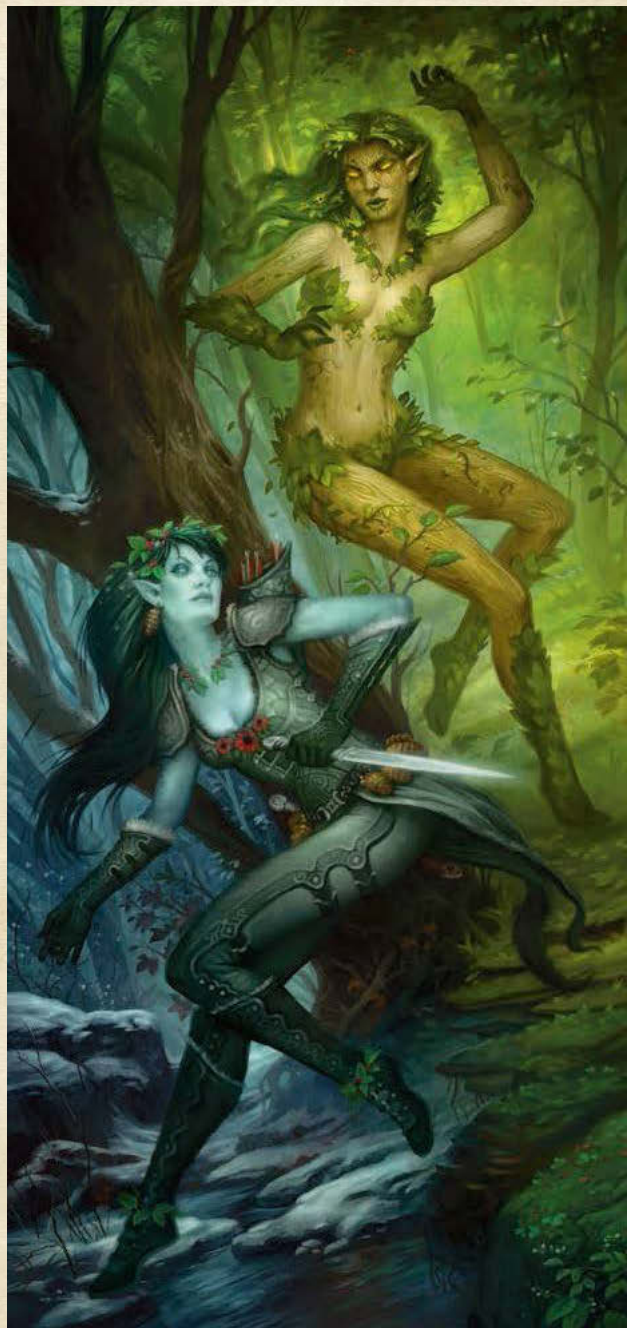
CROSSING TO THE LAND OF FAERIES

THE VEIL BETWEEN

The realm of the mystical and weird is separated by a thin veil between the material world and the realms beyond. The Feywild and Shadowfell exist parallel to the mundane world, acting as an alternate dimension that occupies the same space. Various parts of the world are mirrored within the Feywild but in more exaggerated forms. On occasion, individuals may venture to the mystical land of faerie through portals or fey crossings.

Fey crossings act as points in space where the two realities are closest and touching. There are even situations where one overlaps into the other. Iconic portals include fairy rings which are a ring or an arc of mushrooms; such entrances are often found in forested areas or even grasslands and marshes. Entering into these circles or zones does not automatically transport an individual across dimensions but a hint of magic and incantation, it becomes a venerable doorway for the bold and adventurous. Other crossings may manifest in pools of water, lakes, a grove, arches formed by trees or tree branches. Some gateways may only open under specific conditions, perhaps during a solstice or equinox or even under the light of the harvest moon.

Stories of pixies, sprites, and other fey creatures luring away children into these crossing, often never seen again but for the few fortunate to return, they are forever changed. Most entities refer such individuals as “changelings” or “fey-touched.” Certain types of elves master magics that allow them to transport themselves and their cities between the two parallel worlds whether through similar principles as the crossings or their planar crafts.



THE FEYWILD & THE OTHER PLANES

THE MATERIAL PLANE & SHADOWFELL

The Feywild and the Shadowfell run parallel to the Material World, the Feywild or land of faerie is a vibrant, majestic portrayal of nature, magic, and death. The Shadowfell focuses more on the aspects of death, decay, and shadows while a strong focus on the darker energies that thrive within it. Most cosmologies will illustrate the Material Plane as the central connection between the two distinct dimensions as all three occupy the same space. While the Material Plane is often the center and nexus, there can be connections between the Feywild and the Shadowfell. Sometimes, the dark shadows of the Feywild may connect to the desolate and dreary landscapes of the Land of Shadow but one aspect that often binds both realms together would be the manifestation known as the Feydark. The Feydark is the Feywild's equivalent to the Underdark but more. In the lands of Autumn and Winter, the touch of the Shadowfell can be felt even through the most sinister of shadows.

CONNECTIONS TO OTHER PLANES

Beyond the Material Plane with the coupled Feywild and Shadowfell are the Inner Planes represented by the four elements. Beyond them are the planes of existence that contain fantastical and mythical creatures of renown along with physics and laws that would baffle even the most studied wizard. The faerie realm can have crossings within it tied to other planar domains such as the Wilderness of the Beastlands, the Fields of Elysium, or even the Glades of Arboreas. Even in places where life and nature are rampant, just as there are as many portals available in the Material Plane, there are plenty of gateways to these other planes of existence though some may be more difficult to connect than others.

Mythical creatures roam between these connections, though true fey natives will most often remain in the Feywild. Guests and entities of different affiliations, creeds, and natures can travel the lush dimension whenever a bridge is created. Elemental planes can easily be connected to the Feywild as such manifestations are extremes of an aspect of nature. For example, the Elemental Plane of Fire is often full of volcanoes, rivers of lava, tornadoes made of fire, and the landscape is usually dry.





REALMS OF THE FEY

When describing the Faerie realm, remember this: it is a land of contradictions. Most familiar depictions of the Feywild describe triumphant vistas with endless lush valleys, crystal clear lakes, and tall mountains underneath a twilight sky. Some representations have the world entering through the phases of night and day with its eerie sun and moon. Other observations have shown Archfey and Faerie rulers influencing their dominions, casting either eternal sunlight or darkness.

When traveling through the Feywild, area, and distance are subjective and exaggerated compared to the Material Plane. There are areas ruled by powerful fey that fit within the personal realities exhibited by these entities. These pocket dimensions are far more terrifying and dangerous than the wilds of the fairy plane itself. Travelers should journey with caution for their hope of escape is at the mercy of their Fey hosts

THE FAERIE KINGDOMS

The more powerful Archfey and Faerie rulers are symbols and embodiments of their stations. As a result, many fey gather and surround them both out of respect, fear, and community. Such entities can create pocket dimensions within the Feywild that fit the paradigms of their natures. The most iconic fairy courts are to the Summer and Winter court, each ruled by powerful Fey such as Titania, the Summer Queen, and Mab, Queen of Air and Darkness. Other courts are seldom seen but persist within the plane such as the Spring and Autumn courts, or even smaller ones such as the Iron Court. The court of Summer and Winter often are war with one another, chartering allies and vanquishing rivals.

Legends foretell that the very cycle of the seasons was defined by the laws crafted by these powerful Fey, some as powerful as primordials and if in their domains, as equally dangerous as a divine being. Whether two dominant courts or more, the cycle of nature persists whether by some grand design or treaty between the lords and ladies of the Fey. The world of the Fey are endless with possibilities that are full of variety and splendor. Some scholars believe that the Feywild manifests in a manner that a traveler may interpret. This theory, therefore, suggests that the magic of the plane creates its paradigms that reflect a view of the natural world instead of being a direct reflection of it. Of course, such conjecture has not been proven by any arcane scholar, but that does not diminish the value of the theory.

THE UNKNOWN WILDS

Beyond the fey kingdoms are settlements of other denizens ruled by non-Fey natives such as gnomes or the Eladrin. Additionally, beyond the seasonal courts are other dominions ruled by powerful Fey that embody different aspects of nature such as the oceans and seas, or the deserts and wastes. Remember, the Feywild is a reflection of nature itself, a perspective if you will. Additionally, there are fey that do not possess any real home and instead wander endlessly through the borderlands. The mountains of the Feywild may contain caverns of priceless crystals and gems, or mazes of dastardly design, hidden magma rivers or volcanic dugouts.

The sea in the Feywild are rumored to be endless, though may reshape itself accordingly depending on the natural state of the world. Even a world where the surface is dry and arid may hide water beneath, and when traveling through this plane, it becomes an underground sea full of unknown wonders. The barren wastelands may contain hidden perils along with entities of earth and air elements, mirages, and other natural hazards make traversing through such places dangerous even if well prepared. Parts of the wasteland maybe exceedingly hot or cold depending on the time of day or which side of the twilight sky an explorer may find themselves.

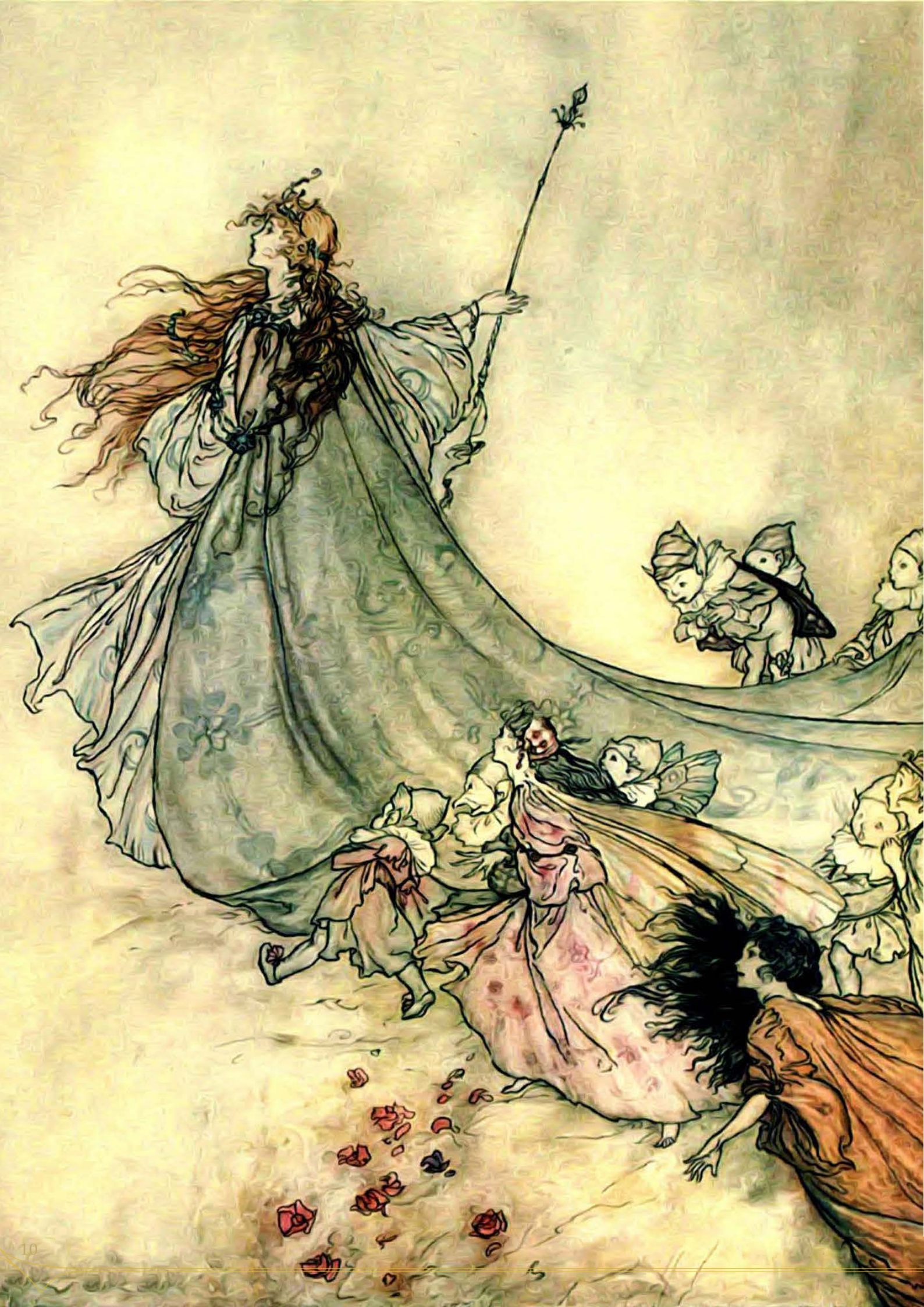
Wild creatures roam and stalk these untamed and unruled regions: packs of centaurs may migrate from area to area to goblin war tribes performing raids, large hulking. Some of the plant life in the Feywild may be sentient beings. Therefore it is always courteous to ask for a branch for a torch or before eating any fruits.

THE FEYDARK

The natural world has the Underdark, and it would surprise no one that the Faerie plane has their reflection of the dangerous subterranean world. A vast world of twisting and winding cavern tunnels and caves, full of deadly creatures. Creatures that do not enjoy the light will often make their home here, there are legends of drow outposts here, using underground fairy rings to transport between the two worlds. Ancient terrors have made the Feydark their roost and slumbered the centuries away, biding their time until their eventual hunger or recovered ambitions.

Magic in the Feydark, like the surface of the Feywild, is teeming with an abundance of magic that far exceeds even the Underdark in the Material Plane. You will find Fomorian cities, myconid kingdoms, deep gnomes, and even a few dragons that reside underneath. Many devious and malevolent fey will stalk the shadows, pass through the cavern walls, or lurk beneath the sunken pools of water.





CHAPTER 2: DREAMS OF THE FEY

LEXICON OF THE FAERIES

The term, fey, is a generic term that encapsulates a variety of beings and entities that are native to the Feywild with some exclusions. While gnomes, elves, and eladrin have strongholds and kingdoms within the majestic lands and wield the planar magic like the air they breathe, they are not in fact, true Fey. True Fey, or the Fair Folk, are entities with strong ties to nature. The etymology derives from the idea of “enchantment” or wisdom with nature, sometimes referred as the invisible folk, or spirits in other cultures. Most connotations with the fey include roguery, knavery, and even certain types of wizardry. Most fey embody the principles of cunning, mischief, and magic along with their unusual grace. The typical Fey would be considered peasants or commoners, but there are few who are part of the gentry and are often referred to as an Archfey.

An Archfey, or Greater Fey, are fey of great power and renown. Some are part of the gentry of fairy courts but others are independent individuals who have claimed a portion of the Feywild for themselves. Archfey in their domains may suffer from object permanence, knowing nothing beyond themselves or their areas of control. Many Archfey care little for the events that happen in a mortal's lifetime, but occasionally, something might peak their interest enough to warrant interference of some variety. Such entities may feel drawn to an individual for any reason, from their fate to their beauty, taking them like a plaything for a while before releasing them. Many Archfey make pacts with mortals, granting them a measure of their power in the hopes of influencing the Material Plane in some manner. Some have sinister agendas while others simply want to revel in the chaos sowed. In any case, such empowered beings can channel the unnatural grace of their Fey patrons to dazzling effects and be great manipulators.

Fey sovereigns are as powerful as deities, generally as symbols and leaders of their kind or station. Such beings can warp and reshape the reality of the Feywild at their leisure, some do not possess any domain but rather their own existence acts as their mantle of governance. For example, the Wild Hunt are a procession of spiritual hunters and warriors destined to roam the various lands of the multiverse in search of their next great hunt. The entity known to rule the Wild Hunt does not possess any land or area like most traditional rulers or Archfey but instead the divine mantle of hunting belongs as its providence. Just as there are deities with their portfolios, there are fey with their own, and sometimes a successor may be named. The line to succession can be dangerous and full

of political intrigue, which for the fey, is par for the course. A promise or oath by such a being is as dangerous as an ancient dragon, as well as their curses.

LANGUAGE OF SONG & RIDDLES

Stories say that the words of creation and destruction were first uttered during the crucible of the cosmos itself. Legends speak of a sacred song that used these words of power that binds all matter and drives the forward march of time. Whether such a tale is true or not, any bard can interject their opinions on the magic of music. The fey have a natural affinity to music, perhaps it relates to their harmonic displacement from the Material Plane, or it harkens back to some sublime chord at the beginning of the universe. Beyond the mystical and theological implications of music, may fey just find the sounds to be pleasant and enjoyable.

The occasional bard may catch the eye of an Archfey and be spirited away for an undisclosed amount of time to play in a lavish ball where all the attendants dance the night away. Some unfortunate bards might be held captive indefinitely as a long-term pet. But bards have some uses such as being storytellers and keepers of lore, which entices some fey to seek out them. There are some fey that learn to harness the arcane powers of song. The fey language, Sylvan, is often described as a soft low-tone song being spoken or words with a melodic tune and meter. Most common folk would assume that elvish and Sylvan are the same language due to their melodic natures, but Sylvan uses a more subtle pitch that often goes unnoticed.

Most fey admire beauty and the arts, so it never hurts to have some measure of talent as a bargaining chip during faerie negotiations. Though good looks and a sweet voice can only get an adventurer so far, cleverness and wits are also the language of the fair folk. Any good predator must remove their intent, while fey do not lie, they can omit or twist facts where it suits them. Most mortals are not capable of discerning a fey's intentions or wordplay before it's too late, some fey employ riddles to befuddle their hapless victims while others may offer promises.

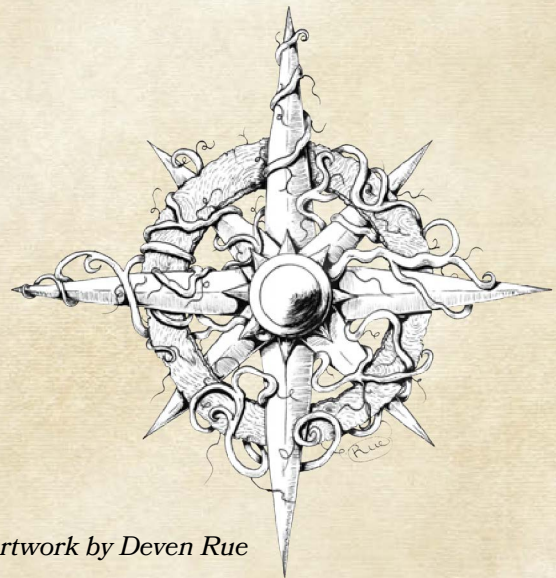
BUILDING YOUR LORE & LEGENDS

When using this guide, understand that every Feywild or Faerie plane varies based on the universe it accompanies, Fey sovereigns may even be different. There might be four courts, or two courts, or even one or none. It is essential that adventurers document the differences and nuances of their fey encounters. As to the reason why such planes possess such variation, one theory from a mage scholar hypothesized that the Feywild is, in fact, different in each iteration as a cognitive mediation. The adventurers' minds cannot fully perceive or comprehend the chaos and madness of the realm. Therefore, their perceptions adjust for the world to reflect their paradigms.

Other theorists believe that the Feywild is an endless natural world filled with different permutations of nature and that anyone who visits the realm, only explores a portion of it. Due to this reality misperception, many adventurers of non-Fey origin typically suffer memory loss of some kind. Such temporal lapses can be lifted through higher tiers of restorative magic but even a written journal of their expeditions can provide a wealth of insight and revelations.

Names hold considerable power for the Fey, whether it be an entity's title or even a region of the plane itself. A name suggests importance, identity, and possibly a story or legend that garners renown. A fey possessing a being's name creates an unbreakable bond, similar to knowing another's true name but without the complete power of dominance. You may never know when that fey might appear or summon you, so always be cautious when introducing yourself. Be polite, but still be wary.

From a gamemastering perspective, the Feywild can appear in any manner that fits within your lore. You are free to make changes to the lore presented, in addition to any lore from any settings you utilize for your games. It's important to keep in mind that a general basis of the laws of your Feywild are consistent and given some thought beforehand. Aspects such as fey courts, their rulers, their relationships, and even the very orientation of the realm itself should be heavily considered before any adventures.



Artwork by Deven Rue

TWO COURTS - DUAL FORCES OF NATURE

Most iconic lore of the Fey depicts two opposing forces or courts combating against the other, some representing a side of warmth and light while the other aligns with the cold and dark. In other depictions, there are fey who aid or support mortals, often naming themselves the fey of the Seelie court while other logically would be titled the Unseelie court for their desire to terrorize and dominate others. This metaphor of good versus evil is a lie or illusion concluded by individuals who never understood the depths of the horror of the fair folk. The morality of the fey only fits within their perspectives, therefore to apply such constructs or codes and assume such entities possess them is foolhardy and should be met with considerable skepticism.

In most of these sort of settings, rarely do fey have the luxury of remaining neutral against the two factions. Even if given a breadth of neutrality, most fey will have sworn allegiances, and join their respective associations in periods of conflict or wars. Some may view this sort of existence as crude or hopeless, but in truth, it cycle of nature personified. Light versus darkness, life, and death, these are the facets that govern the natural world. Denying one aspect is to contradict the other, for many fey, there are only the two sides and moments between known just like peace.

There are other interpretations, wherein the mortal morality personifies within the fey. Those who seek to protect mortals and the natural world, and those who seek to destroy mortals or at the very least torment them. Both regard the sanctity of nature with high regard, but ultimately, the differing qualities and philosophies create the commonly viewed Seelie and Unseelie courts. Ignorant mortals would define both courts as fey of good and evil intent when philosophically, good and evil are two parts of the same principle.

THE FOUR SEASONAL COURTS

Another iconic and traditional permutation of the Feywild consists of the four seasonal courts, separated by the entities that rule and embody Spring, Summer, Autumn, and Winter. Typically, four fey sovereigns oversee various assortments of fairies that corral into their courts and banners out of ideologies, obligations, fear, or respect. This arrangement mirrors the changing of seasons in the natural world, often serving as a point of order and inscriber of the passage of time. Usually, the four courts are held in check by mutual preservation, a treatise between the rulers, or by a benevolent entity that perhaps acts as the lawbringer or overlord. In such depictions, the mighty Oberon, King of the Faeries often is seen as a likely candidate that governs the other sovereigns through other entities such as the Father of Time or the Great Tree are also expected bastions of the natural order.

Faerie politics often see all four courts as separate entities with marginal alliances by extreme prejudices against their polar counterparts. Fey from the Summer and Winter courts, for example, possess different viewpoints and ideologically incompatible with each other which results in antinomy between the two courts. The same often holds true for the Spring and Autumn courts. Peripheral courts often share similar natures and may on occasional join forces with the other. For example, fey from the Spring and the Autumn courts may align with Winter fey from time to time, depending on their purposes and circumstances. These temporary allegiances form a natural and ideological standpoint. Using the previous example, fey from the Autumn court appreciate the encroaching cold and darkness for it can bring newfound fear while Spring fey regard Winter as the necessary instrument of Spring's rebirth as the ice melts into the dew that shall bring life to the endless fields of flowers and trees.

While many fey can swear fealty to these courts, many may choose not to join, such entities are often left in the middle of occasional skirmishes or wars between fey rulers. The fey sovereigns often seek to maintain balance of the natural world, yet continue to press their own ideals and agenda, which can lead to various layers of subterfuge and ruses both between the courts and within them. Time is a concept that is outside the logic of fey, as it is like morality, a perception. Fey rulers are master manipulators and devious plotters with centuries of cultivated skill even among the fey kind.

ONE COURT OR NONE AT ALL

There are reports and notes taken that suggest the Feywild is in fact, one unified world under a single banner and ruled by a separate entity. In some occurrences, there are no direct rulers but instead a council of fey which coincidentally refer to themselves as the Court of Stars. A title that perhaps has more significant implications regardless of whether fey, in general, are ruled at all. If one were to assume that the fey are ungoverned and roam the wilds untamed, it would fulfill the initial conception that the plane of the fairies is another dimension of unbound nature. Should this Court of Stars serve as a fey parliament wherein various representatives across the Feywild gather to discuss policy and management of this vast domain, it would be logical to assume this government seeks some modicum of peace. Though it bears no surprise if there were rogue elements, the fey that do not support such an establishment are considered a great enemy of this fairy state. These rogue elements often are labeled as Unseelie Fey, mortals who cross with such beings are genuinely never seen again.

In a courtless Feywild, it can be dangerous for any being, not just adventurers or travelers to the realm but even for its residents. It would be assumed that Archfey would govern their courts or dominions, it's the remainder that could warrant caution and concern. Fey of various sizes and creeds will fluctuate their presence between the wilds and the Material Plane, whether to avoid dangers or press their agendas. Often this creates a dilemma with the local populaces of towns and villages. Though in some cases, even mighty kingdoms have contended with an army or two sent by Fey lords and ladies. Fey of a common cause can be deadly and be entirely avoided, though the same discretion should be given to any Fey encountered outside their realm.





OTHER COURTS & THE COURTLESS

Due to the countless nature of the Fey, to catalog them would take multiple lifetimes and often be met with opposing entries. Between the contradictory reports and observations, there are bound to various types of Archfey that govern parts of the Feywild outside the influence of any significant authority. Such fey might oversee an aspect of nature or a species of fey creatures. The Wild Hunt is an example of such a fey, often depicted roaming through the many wildernesses of the Feywild in search of mighty beasts or worthy challenges. Such an Archfey would not be influenced by the fey political arena, as their nature just ignores them. There are fey that govern the seas and the deserts, far from the woodland realms of the archetypical Fey sovereigns. Stories of kingdoms nestled on top of clouds that drift effortlessly across the ever-changing expanse, and even fey that govern the dark underground world.

Such courts may work either with the notable courts of lore or independently from the rest of the Feywild. Whether or not these various Archfey have any nobility is a matter of principles and acknowledgment of their stations. In some reports and observations, these courts are not recognized as sovereign states which have led to previous animosities between these factions of Fey. An Archfey will always deem themselves of great personal importance over their subjects, whether or not another Archfey of similar caliber recognizes them is another matter. This issue with permanence has led to conflicting reports and often does not go resolved for decades or centuries as debates continue between scholars on the presence of such powerful entities.

THE FEYDARK AND THE WORLD BELOW

Deep below the surface, just like in the Material Plane, another world exists. This subterranean world runs very similarly to the Underdark, wherein creatures and fauna best suited to survive in such environments thrive. The Feydark is vast and in some portions, full of the most profound darkness. Beings devoid of eyes rely on touch, hearing, and smell to navigate. Deep gnomes and drow elves have been known to make residence in this magically empowered world. Myths and legends state that the deepest parts of the Underdark, in fact, connect to the Feydark through its portals and crossings. Some ancient terrors reside in the Feydark, dreaming of centuries-long schemes and plots before returning to the Material world to execute their ambitions.

THE WAR OF SEASONS

Multitudes of legends and stories placate the origin of the War of Seasons between the Fey courts to ancient grudges that cannot be forgiven, though such melodrama between nearly immortal beings tends to be only a surface implication. Reports and field notes suggest that a higher paradigm orchestrates the flow of seasons which in turn led to many of the courts' animosity towards each other. These primordial entities may have been around since the creation of the realm, but the positions of sovereignty have reportedly changed hands across the history of the fair folk. There are no particular details about the lines of succession or whether there are any organized methods. While the hierarchy exists, it does not determine what being succeeds the other.

Various thinkers and scholars have inferred that such beings instead possess a mantle of power to represent their stations. Should a successor be determined, it shall be bestowed to one of worthy candidacy. The qualifications are also unknown, which has left the general caution of interfering in Fae politics at all costs. The various courts are in a constant stalemate or tension between each other. These affiliations can be disastrous if ignored. A sudden new pawn can shift the balance and potentially lead to a proverbial arms race, which has been known to occur on occasion.

Individuals with partial fey lineage, also known as changelings or half-fey, are mortal anchors powerful Archfey. Such agents may serve and pledge loyalty to a court, not necessarily a seasonal court, though their faerie master may be affiliated with one. Mortal agents are a superb commodity of fairy nobles, passing their influence and agenda through the Material Plane. These servants can vary in their alignments, moralities, and capabilities; but ultimately, the Fey will usually find a cunning use for their "tools." Many would constitute such individuals cursed or condemned to an inescapable fate, but truthfully, they are more potent than their fey masters would lead them to believe. The power of free will undermines all the magic and plots of the Fey, but these would be manipulators would do their best to distract and divert such realizations away.

CHAPTER 3: COURT OF THE FEY

RULERS AND THRONES OF THE FEY

THE SPRING COURT - SOWERS OF DESIRES

THE MEANING OF SPRING

Spring represents new beginnings as winter's frost melts to become the dew that shall feed the seedlings, a rebirth even. Spring is a season of fertility, innocence, and youthfulness. Of course, when dealing with fey, innocent is an alien term. The season is often depicted as a sensual one, wherein desires run rampant, and inhibition or restraint is considered an insult. It can also be found a season of excess, crops, and fruits are plentiful and wild game frolic under the gentle dawnlight.

THE FIELDS OF SPRING

The realm of the Spring Court is often showcased as a place of nearly endless grasslands of tall grass and flowers with patches of woodlands, crystal blue rivers, along with rolling hills and vast lakes. The grassy meadows tend to be taller than most humanoids, which poses as both a hazard and excellent means to hide away. The tranquil vistas and greenery invoke a brightness upon the Feywild while deadly creatures stalk the tall grasses.

Many planar portals connect to the Upper Planes of the Beastlands, Ysgard, and Arborea. Typical fairy rings that lead to the Fields of Spring tend to be circular impressions upon grassy fields or circles of bright red mushrooms. Conjurers and travelers have been known to weave large bramble rings with brightly colored flowers to create their portals, but they can be unstable and transport untrained adventurers into hostile territories.

Far within the endless meadows and underneath a giant red mushroom, a court made of vines and bright emerald leaves are shaped into a throne. The Spring Court is the court of desires, encouraging their residents and other fey to embrace their emotions, remark and cherish beauty. Fey of this court traditionally are known for their parties, gatherings, and celebration. Revels are encouraged by the Spring fairies, but most importantly, the hosts of these galas are charged with the sacred task of ensuring that all their guests and attendants have their desires met. Many mortals spirited by a Spring fairy tend to indulge too much and become one of the stolen, or as some might refer to them as changelings.

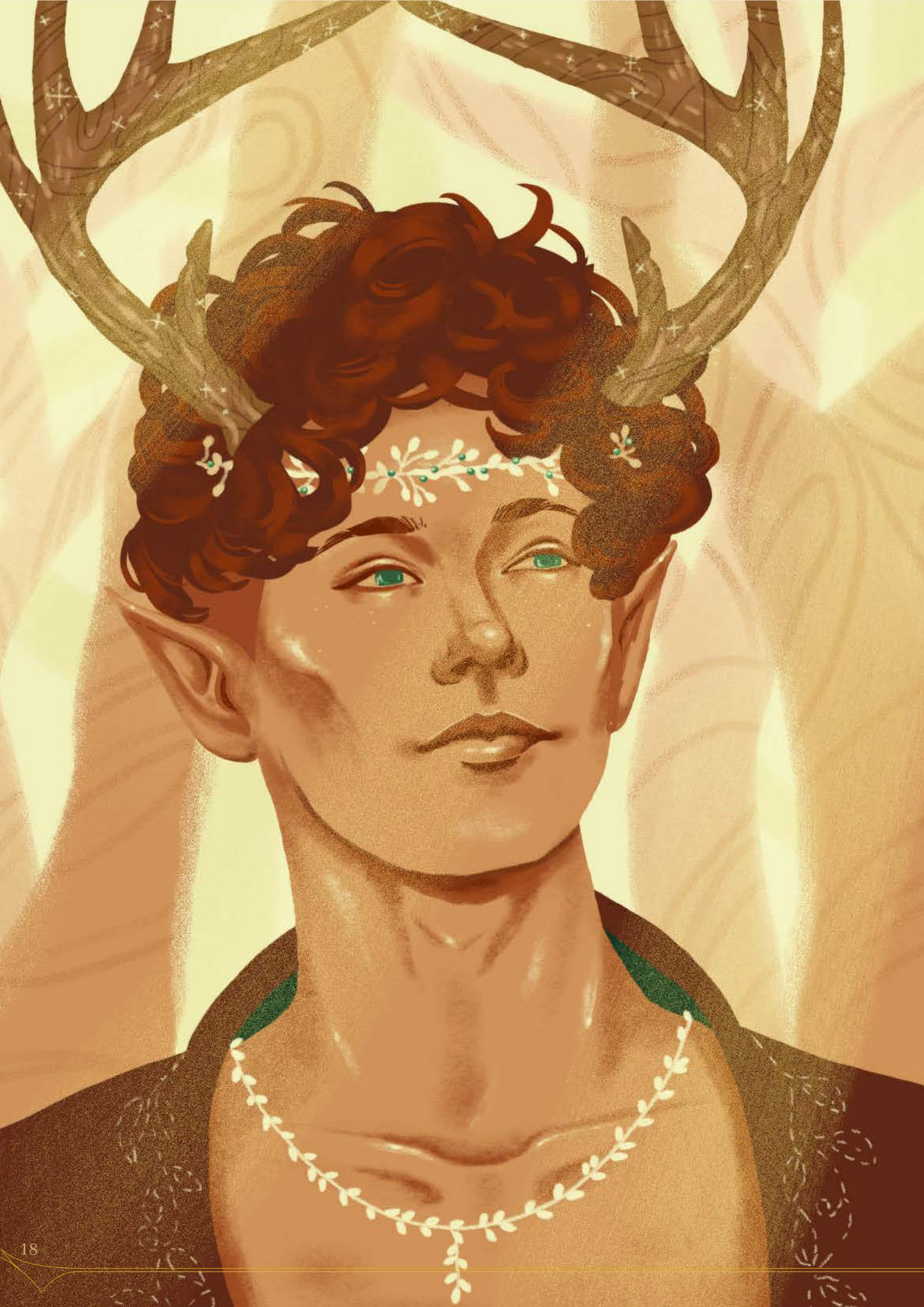
NOBILITY OF SPRING

Our research and field notes suggest there are various Archfey that reside within the realm of Spring. These archons of desire, youth, and the evergreen should be met with caution as they are the most seductive of all fey.

Pan, the lord of all satyrs, music, mountain ranges, and patron to shepherds and their flock. You have the **Lord of the Leprechauns** with their pots of gold stashed behind the many rainbow bridges beyond. **Hyrsam, the Prince of Fools** is a renowned prankster and frequent troublemaker within the Spring court. **Ostara of the Dawn** is a female fey that encompasses the dawn and new beginnings; she is often associated with festivals during the Spring Equinox. The infamous Archfey would be **Oberon, the King of Faeries**. Oberon is sometimes rumored to be unaffiliated with the fey courts, but on occasion, a charismatic youth known as the **Spring Prince** is often confused with the might Fairy King. In truth, the Spring Prince is just another guise for Oberon to wear when he wishes to indulge in his desires or but often he is the greeter of the new year and the start of the new cycle.







KING OBERON

THE SPRING PRINCE & KING OF FAERIES

A young and charismatic young man with luscious locks of curly hair bathed in sunshine and hay. Eyes of emerald with deer antlers adorn his crown made of white flowers. His lower half resembles goat legs, and occasionally an appropriate tail is seen. A long silver blade rests on his hip, decorated with gold and emeralds.

Princely King of Fairies. Oberon typically is referred to as the King of All Faeries but in some instances, he embodies the lustful passions of the Spring Court with the mantle as the Spring Prince. Fey of various sizes and stature generally accept Oberon as a suitable leader on matters regarding all fair folk. Oberon's appearance and demeanor are tied to his charismatic charms, physical beauty, and ability to captivate anyone into fits of joy to fulfill the desires of himself and his prey.

Depending on your depictions, Oberon may be the ruler and leader of all fey with many consorts or perhaps he is merely a figurehead under the grace his lover, Queen Titania, the ruler of the Summer Court. Oberon is seldom seen in his court underneath the red mushroom in the Spring Grove, instead, the fairy king seeks out his many subjects and addresses any of their concerns, as any good attentive king ought to do.

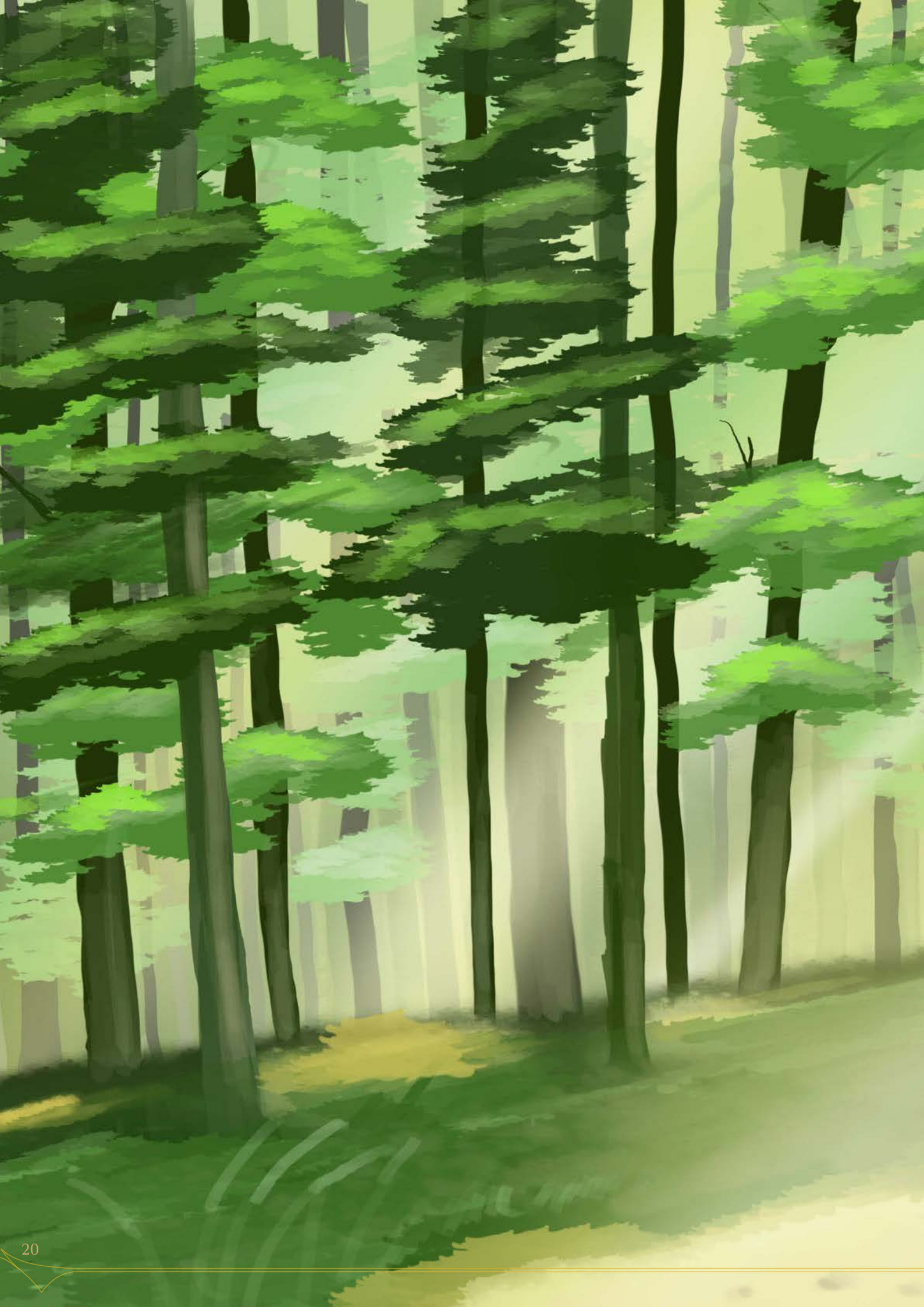
Oberon loves the sunshine and early mornings, but when he wishes to enjoy a party or festival, the realm will traditionally shift into a soft dusk or a dark moonlit night. Granted, many Archfey have this capability but as the sovereign of the Spring court, Oberon has direct control over the expressions of the realm. The Fairy King is always seen with a cheerful demeanor, a grin or smile while frolicking through the tall grasses and woods in the Fields of Spring.

Antler Crown. Oberon is known for this deer antlers that act as a crown of his station which are adorned with flowers such as daisies and posies. Additionally, Oberon possesses a legendary rapier called King's Grace, rumored to bestow a deadly curse upon anyone cut by it. Though very few have ever witnessed the fairy king use this deadly weapon, nevertheless, its legend leaves few willing to openly oppose Oberon.

As part of his duties, Oberon frequently visits his subjects within the realm of Spring and to all who revere him, even in other courts. The Horned Lord, a name given on occasion by mortals, takes this sacred charge very seriously yet remains jovial and playful. Many attribute this behavior to the Fairy King's youthful demeanor, a byproduct of being an embodiment of Spring.

Relationships. The Spring Court is directly opposed to the Autumn Court, though unlike Titania's rivalry with Queen Mab, Oberon is rather lax with the Autumn Court. The Autumn Court has no true ruler and instead hosts whatever Archfey is willing to uphold the throne for a short time. Idealistically, the two courts are similar in philosophies and general demeanor with their boastful hospitalities. While Spring and its denizens often enjoy the revel and simply acts on their lustful desires, Autumn is more dogmatic with their celebrations.

Spring enjoys the comforts and warmth of Summer but respects the darkness and cold of Winter prior. Spring typically aligns with Summer to form the Seelie fey though there are elements of darkness even with the bright smiles of Spring. Events wherein Spring and Winter join hands often are to celebrate of the end of Winter and the new cycle again. Spring admires the melted frost that replenishes the fields with water for growth to start again. Because Oberon works in hand with both Faerie Queens of renown, he is often depicted as a great patriarch amongst the fair folk. Though truth be told, he simply aims to appease both sides and merely wishes to enjoy the festivities. Oberon is playful and enjoys a good trick every so often, so long as he has the opportunity to display his grandeur.



THE SUMMER COURT - FAERIES OF WRATH

THE MEANING OF SUMMER

Summer is the epitome of warmth and often is symbolized with the elemental nature of fire. Summer is the highlight of maximized exposure of sunlight for crops, where the seeds of Spring bloom into vegetables and fruits in Summer. The solstice marks the longest day of sunlight which is the peak of the Summer Court's reach and display of their might. Because of this maximized period, Summer is often associated with potentials, renewals, and opportunities. Summer delves into the indulgence of passions and even desires though such displays can be both pleasant and terrifying to behold.

THE EMERALD FOREST OF SUMMER

The realm of the Summer Court is an endless forest covered with thick canopies, tranquil groves, secluded springs and glens of deep blue. Streaks of sunlight illuminate the forest, providing ample shadows for predators and prey to conceal themselves. Because of the various twists and turns, some scholars believe that the Emerald Forest actually has the highest density of fey and potentially even Archfey. A plethora of deadly predators stalk the woods of the Emerald Forest, powerful and ancient creatures that have survived countless centuries against equally fatal prey. The tall and wide trees serve as excellent homes to establish communities such as for the elves and gnomes.

Various planar portals may connect to the summery woods such as Ysgard or even to Arborea. Fairy rings that link to the realm of Summer are typically near glens or lakes, but often are rings of daisies or sunflowers. It's encouraged for travelers to use these rings at the brightest and highest point of the day to achieve ideal results. There are stories of portals that start at the entrance of a forest in the material plane, though such accesses are considered to be gateways to fey kingdoms and should be crossed with caution.

Deep within the verdant leaves and sturdy oaks, a large central tree called the Mother Tree sits at the epicenter of the Summer realm. A throne etched from the base of the broad trunk rests, decorated with daisies, honeysuckles, and sunflowers. The floor of this court is adorned with evergreen grass, and the tree canopies let streaks of light to pass through to create the illusion of a cathedral. At the height of the Mother Tree, deep within its tallest branches lies the Summer Fire, an eternal flame that burns at the heart of Summer

itself. This fire is rumored to bring the warmth and light throughout the realm of Summer and even spreads to its adjacent domains of Spring and Autumn. Legends also tell that should the Fire of Summer be removed, that the very balance could be shattered and have dire consequences on the natural world.

NOBILITY OF SUMMER

The Emerald Forest is host to many Archfey, and some have created their courts. You have entities such as **Eachthighern, Lord of Unicorns** and other hoofed creatures such as pegasi and horses. There is also the **Lord of Centaurs** and **Emma, the Lord of Treants** and trees who have made the Summer Court of the Feywild their home. Emma is renowned for stories that remarked him as the spreader of trees and sage wisdom. The wizened sage is known for his ancient magics, crooked staff, and long beard - naming him Old Treebeard. Stories mention an Archfey that protects Old Treebeard, often referred to as the **Emerald Knight**, though not to be confused with Queen Titania's Summer Knight. Various **fairy godmothers** are often fey nobles of considerable power and lure mortals into their services often through the promise of youth or gifts. Some are less benevolent and like all fey, extremely dangerous. During the Summer Solstice, various fey nobles pay homage to the Summer Queen with offerings and gifts for a prosperous season.



QUEEN TITANIA

THE SUMMER QUEEN OF FAERIES

A radiant female beauty of soft bronze skin, hair of golden sunlight, adorned in a dress made of white silk and green leaves that match her fierce eyes. Iridescent and transparent wings flutter with every step, wielding a crystal scepter with a blue diamond on its head.

Queen of the Faeries. Titania holds the title as Fairy Queen of the Summer Court. She is sometimes also dubbed the undisputed Queen of Fairies. She is also often depicted as the leader of the Seelie Court of Faeries, which is a congregation of often good-aligned Fey. But like any Archfey, Titania's demeanor is a terrifying facade of beauty and vengeful wrath.

The Summer Queen often enjoys the verdant groves and woods of the Emerald Forest, home to the towering trees, clear springs, and ever-present sunlight. Within the Emerald Forest of the Summer Court, it is perpetually afternoon or late morning, perfect time for Titania to frolic along the green woods. She often enjoys a good prank or so, seemingly kind-hearted and playful. She will sometimes sing with the songbirds, or prance alongside deer or elks, talk with the mushroom and gnomes that make the tree trunks their home.

But should a creature have the misfortune of angering the mighty Summer fey, a terrible vengeance befalls the unfortunate soul. Titania is known to hold terrible grudges, striking with fiery orbs, summoned woodland allies, to conjuring powerful storms that rain fire and doom. Entities that she cannot destroy whether due to an oath or promise or is nearly as powerful as she; the faerie queen despises and loathes. Often, Titania shall swear an oath of enmity, promising doom and misfortune upon those who wronged her or the Summer Court.

Wielder of Summer's Fire. Titania holds a mighty crystal scepter with a blue diamond adorned on its head. Legends claim that the object contains the radiance of pure sunlight and its life energy, bestowing its wielder the stewardship of sun's pure light. The light causes plants to grow suddenly, alter its light to craft convincing illusions, and even summon deadly orbs of fire.

As a symbol of Summer Court, Titania wields it and can command hosts of faeries to arrive at her side at a moment's notice. During the early wars between the Seelie and Unseelie Fey, this legendary item has led the charge against the darkness of Winter.

Relationships. The Summer Court is in direct opposition to the Winter Court, as such, Titania is in direct opposition to the Winter Court and its ruler, the Queen of Air and Darkness, Mab. In settings and lores with other seasonal courts, Titania has a cordial relationship with the Spring and Autumn courts. Titania revels with Spring and their sense of joy and wonder, yet equally, shares Autumn's propensity for magic and hospitality. Titania is typically well-mannered and keeps a smiling face when dealing with many fey or faeries of different dominions like those of the sea or the skies. Titania enjoys the company of mortals, viewing their short lifespans (even elves) as thrilling experiences, sometimes taking on a male consort or three. Titania, in most lore, is seen as the consort of Oberon, the King of Faeries; depending on your setting, Oberon could be another Archfey that rules over either the Spring or Summer Court. Though Titania will ensure others are aware that she is the rightful ruler of the Summer Court.

Artwork by Deven Rue



TITANIA, THE SUMMER QUEEN

Large fey, chaotic good

Armor Class 24 (natural)

Hit Points 435 (30d12 + 240)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	26 (+8)	26 (+8)	26 (+8)	24 (+7)	30 (+10)

Saving Throws Dex +16, Wis +15, Cha +18

Skills Animal Handling +15, Arcana +16, Deception +26, Insight +23, Nature +16, Perception +23, Persuasion +18

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances fire, lightning

Condition Immunities charmed, frightened

Senses darkvision 120 ft., truesight 60 ft., passive Perception 33

Languages all, telepathy 120 ft.

Challenge 26 (90000 XP)

Fury Of The Summer Court. Titania, the Summer Queen's weapon attacks are magical. When Titania hits with any weapon, the weapon deals an extra 3d8 fire damage and 3d8 radiant damage (included in the attack).

Legendary Resistance (3/Day). If the Titania, the Summer Queen fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Titania, the Summer Queen has advantage on saving throws against spells and other magical effects.

Queen Of The Seelie Fey. Titania, the Summer Queen is the ruler and leader of all Seelie fey creatures. Whenever Titania would make a Charisma check while interacting with another Fey creature or one with the Fey Ancestry feature, she has advantage on the check.

Titania automatically rolls a 20 against Good-aligned fey creatures or ones with the Fey Ancestry feature.

Speak With Beasts And Plants. The Titania, the Summer Queen can communicate with beasts and plants as if they shared a language.

Wrath Of Summer. When Titania casts a spell that deals fire or radiant damage, she ignores resistances to those damage types and deals maximum damage instead. Additionally, whenever she casts *daylight*, creatures in the area of bright light takes 10 radiant damage at the start of each of their turns. Undead take double this damage.

Scepter Of Summer. The Scepter has 10 charges, and any of its properties that require a saving throw have a save DC of 20. While holding it, Titania can use an action to cast *control weather*, *grasping vine*, *plant growth*, *spike growth*. Alternatively, she can expend 1 or more of the scepter's charges to cast one of the following spells from it: *geas* (1 charge), *seeming* (1 charge), *regenerate* (2 charges), *meteor swarm* (4 charges). The scepter regains 1d6 + 4 charges daily at dawn.

While holding the scepter, Titania can use an action to conjure fey creatures whose combined average hit points don't exceed 600. These fey creatures magically arrive in unoccupied spaces within 300 feet of Titania and obey her commands until they are destroyed or until she dismisses them as an action. Once this property of the scepter is used, the property can't be used again until the next dawn.

Innate Spellcasting. Titania, the Summer Queen's spellcasting ability is Charisma (spell save DC 26). Titania, the Summer Queen* can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *commune with nature*, *greater restoration*, *pass without trace*, *produce flame* (17th level), *water breathing*, *water walk*

3/day each: *awaken*, *call lightning*, *conjure minor elementals*, *conjure woodland beings*, *daylight*, *fireball*, *flame strike*

1/day each: *dispel evil and good*, *feeblemind*, *fire storm*, *heroes' feast*, *mass suggestion*, *storm of vengeance*, *sunburst*

ACTIONS

Multiattack. Titania, the Summer Queen makes three *Scepter Of Summer* attacks.

Scepter Of Summer. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8+9) bludgeoning damage plus 13 (3d8) fire and 13 (3d8) radiant damage.

Summer's Radiance (Recharge 5-6). A corona of fire and light emits from Titania that lasts for 1 minute or until dismissed by using another action. Bright light is emitted in a 60-foot radius and dim light 60 feet beyond that. Enemies that enter the bright light area or starts its turn there, must make a DC 24 Constitution saving throw. On a failed save, a creature takes 36 (8d8) radiant damage and is blinded until her next turn. On a successful save, a creature takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw.

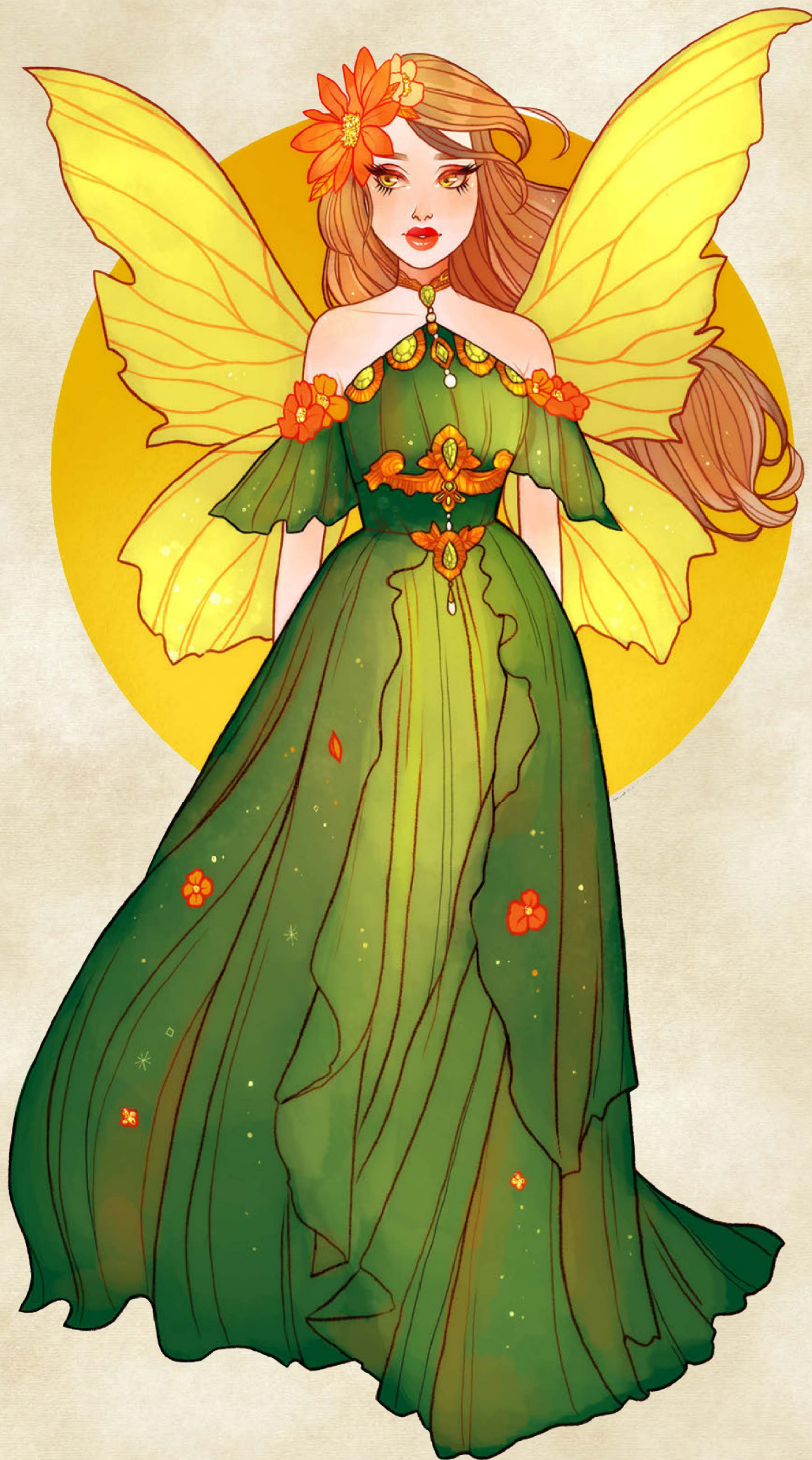
LEGENDARY ACTIONS

Titania, the Summer Queen 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. Titania, the Summer Queen regains spent legendary actions at the start of its turn.

Fiery Step. Titania teleports up to 30 feet to an unoccupied space that she can see. Creatures adjacent to Titania in her new location takes 16 (3d10) fire damage.

Summer's Wrath. Titania casts *produce flame* (17th level).

Summer's Grace (2 Actions). Titania produces a seductive aura that extends in a 30-foot radius around her. Creatures in his aura must make a DC 26 Charisma saving throw. On a failed save, creatures are awe-struck by Titania's beauty and are considered charmed and stunned until the start of Titania's next turn.





THE AUTUMN COURT - SMILING TERRORS

THE MEANING OF AUTUMN

Autumn is an odd and paradoxical fairy court, from its mixed display of communal festivals to wicked and cruel acts. Autumn is the last breath of nature before it slumbers into winter. It's a season of changes, much like Spring but instead of embracing beginnings, Autumn welcomes endings. As the nights and darkness creep into the day and light, the shifting shadows cause all sorts of terrors to rise. Denizens of the Autumn Court seek to invoke fear in their victims and prey, harnessing the psychic energies of the trauma and despair. Autumn is the season often associated with harvests, especially the final harvests before the onset of winter. Death is a common theme in Autumn, as things wither and die as winter approaches, often leaving the gateways between planes exposed or often overlapped with the natural world. .

THE PASTURES OF AUTUMN

You will often find yourself in a field or pasture filled with red-orange leaves on trees across rolling hills. There are a plethora of fruits and vegetables ripe for harvest with a slight nip in the air while cast underneath nearly endless dusk. Surprisingly, you can find homes and cottages littered across these tilled fields with hearths aflame and the smell of stews and pies afar. Settlements are broken up by open areas and pockets of forests with dusk-colored leaves.

You will always find fruits and nuts aplenty and available here. While there are no songbirds typically in the Pastures, migratory birds such as ducks and geese can be seen or heard. The hospitality of the Autumn fey almost pale second to none other than the fey from the Spring court. Like their opposites, many of these fey are welcoming and make great hosts, but while their Spring counterparts seek to fulfill desires and bring joy, Autumn fey are far more sinister and attempt to bring fear.

Portals that connect to these regions do not bridge to the Upper Planes, perhaps other than the Beastlands, but instead link to planes such as Gehenna, Hades, the Halls of Pandemonium, and even to the Nine Hells (Baator) and the Infinite Layers of the Abyss. It's rumored that through these dark affiliations, that the Autumn fey are much more gifted and prevalent to ways arcane magics than even the typical fey. Such fairies specialize in curses and hexes, using powerful tricks and illusions whenever possible. The Autumn fey are not known for confrontations

like Summer or Winter but instead favor subtle solutions. Never trust what you see in the Pastures of Autumn.

NOBILITY OF AUTUMN

Unlike the other fairy courts, the Autumn court is an empty throne ruled by none. No fey foolish enough to take such a mantle would last long, especially against the schemes and machinations of other Archfey. From time to time, an opportunity will arise for a leader to helm the court, but afterward, the mantle is relinquished, and the throne left empty again. The throne, consisting of dried brambles and branches with skulls and bones, sits on top of a dead and withered hill, rock columns with runes etched into them form a ring around it.

The Autumn Court hosts a variety of fey of opposing natures, these fairy nobles hold considerable influence and even have their minor courts. The most famous and commonly seen sovereign is the **Pumpkin King**, sometimes known as the lord mischief and fear with his large pumpkin head and lanky limbs. **Viridios** is often depicted as a deity of agriculture and rebirth. He defends the harvest is a champion against the forces of decay. **The Blighted One** is a corrupted treant filled with malice and seeks to spread disease and decay. **The Lady of Ashes** embodies autumn pyres and the hearths of homes, wrapped in a red cloak. She is a softly spoken fey that when angered, becomes a howling beast. **The Shadow** is an archfey that roams and stalks through the hidden ways of the Feywild, many of the Archfey in Autumn are always wary of the shadows that move, for it could a sign of this deadly entity.

THE PUMPKIN KING

KING OF THE PUMPKIN PATCH

A towering figure with limbs made of branches and loose straw wrapped in a dark cloak, at the top, a giant pumpkin etched with a sinister face with flames burning within. The limbs twist and turn with each move yet not a sound can be heard as it creeps closer, a grin turning wider with glee as fear sets into your soul. The flaming eyes and mouth bellow a vile laugh as it weaves its fingers into arcane patterns, conjuring profane visages and animates the shadows around it. In a flash of fire, the entity is gone from sight, but his laughter continues to haunt your every moment.

King of the Pumpkin Patch. The Pumpkin King is a powerful and legendary Archfey of the Autumn court. While not the real ruler of this realm, the Lord of Tricks loves to bring a scare to the unsuspecting and the gullible. There are no direct affiliations with any of the other seasonal courts, but the Pumpkin King has been noted to enjoy the company of bards and various other tricksters, including other fey from different courts. The Pumpkin King has sat on the Autumn throne several times across the centuries, but often only for a short moment during the Autumn Equinox before relinquishing the position. It is an entity that seeks to go wherever the mischief leads and therefore does not like to be held down by mantles or responsibilities. Its domain is often a pasture filled with pumpkins and similar squashes along with rows of scarecrows all scattered across the field.

Legends and tales tell of a time when the King of the Pumpkin Patch had a string of vengeful years, for he lost his head in a battle centuries ago and donned a pumpkin as his new head and crown. He would stalk the highroads of Autumn and claim would be travelers foolish enough to enter his domain, many of his victims were equally headless or worse. During those headless years, he was sometimes referred to as the Dullahan, but after years of vengeance and reaping, the Archfey settled and became the lord of mischief instead.

The Lord of Mischief and Scarecrows. The Pumpkin King is an expert trickster, wielding magic that grants him the illusion of looking like an ordinary scarecrow or a pile of pumpkins. Though such parlor tricks are simple and the Lord of Mischief likes to be creative with its scares and fear inflicted. As the Lord of Scarecrows, the Pumpkin King possesses an endless army of these straw filled creatures at its beck and call. Anyone foolish enough to try and assassinate this fey will talk into a forest of straw and be surrounded by

deadly foes with their true master lurking amongst them.

Wielder of Baelfire. The Pumpkin King's many years as a reaper of souls led it to the domains of Baator and realm of Hades often. Over time, the mighty king harnessed and stole a bit of hellfire and fashioned it as his own, which he coined as baelfire. While not quite as potent as the unholy flames, baelfire possess both hot and cold properties, harnessed by psychic energy generated from fear and sometimes from the essences of souls.

Relationships. The Pumpkin King, like many of the Archfey of the Autumn court, rely on their schemes and misdirections. In some instances, the other fey of the Autumn court view their positions with a sense of rivalry though most of them have their own goals and agendas in mind. The Pumpkin King has worked with Titania to keep the peace between the two courts on occasion though it has served with Queen Mab when the need suits it.

The Pumpkin King has no direct opposition with Spring but feels that their direction and approach are vastly different from their own. Autumn fey revel like Spring but find a sense of "joy" through fear and tricks rather than its fulfillment. The King of the Pumpkin Patch remains very cordial with Oberon, the King of Fairies despite the relations with the two courts though legends mention a time when a vengeful Oberon needed an executioner, that there was a headless creature shrouded in black on top a nightmare.



THE WINTER COURT - FEY OF ENDLESS LAMENT

THE MEANING OF WINTER

As Autumn fades into Winter, the nights grow longer, and the air becomes frigid. Winter embodies the end when the darkness reigns and life sleeps underneath an icy embrace. The season is a reminder of death, sorrow, and endings, but also of perseverance with a sprinkle of hope. Just like their environment, Winter fey are often expressionless and cold in their demeanor, and their forms are frozen or withered as per the nature of the domain. While sorrow governs much of the interpretation of Winter, some entities view it differently than their brethren. Some view sorrow as the door to an even higher hope, the hope of life renewed in the Spring to come while others commemorate the loss of Autumn. In either case, like Summer, the Winter fey are ones of strength and determination but view the world from a land of eternal night. .

THE WASTES OF WINTER

A desolate land of endless snow and icy winds, there are virtually little to no vegetation. Small bundles of forest clutter together to brace against the chilling gales. Food is scarce, and predators stalk the shadows. Tall, towering mountains loom beyond the horizon. The sky is diluted with dark clouds and the occasional starry night. Blizzards and sudden snow flurries are frequent, creatures not adequately prepared suffer a frozen death that has been known to house several tombs.

There are tales of crystal palaces deep within the mountains, while others tell of deadly fey that call the nearby fens their home. There are even stories and myths of places where travelers can hear good cheer and singing. The Frozen Wastes is continuously harsh and seemingly empty, an illusion crafted by the many predators and prey that prefer to remain hidden. Many fey are also nomadic due to the scarcity of resources and need to stay out of reach of danger. Suffering is a rite of passage for denizens here, through pain do they gain strength, and the same applies to sorrow.

Bartering for strength or goods is another rite for Winter Fey. Many Winter fey understand, philosophically, the pretense for power and strength. Not all will be capable of wielding it. Therefore, it's wise to barter and bargain for such services and pacts. During the Winter Solstice, many fey will participate in festivals where items can be exchanged or bought. Winter fey regard gifts as sacred hospitality, one they do not dare take lightly or unwillingly. But like all fey, a gift can still be dangerous in both intent and purpose.

The Wastes of Winter is known to possess portals to the Para-Elemental Plane of Ice that borders the Elemental Plane of Water and Air. Snowy portions of the Beastlands and Ysgard connection frequently to the land of Winter.

NOBILITY OF WINTER

Various entities reign over the frozen lands of Winter, though **Mab, Queen of Air and Darkness** reigns supreme in most parts. The infamous Unseelie fey is the sower of despair and grief, a polar opposite to the Summer Queen, Titania. The Winter Queen has strong ties with the Fairy King Oberon and several relations with other Autumn nobles. The **Prince of Frost** was a fey of mischief and tricks, he fell in love with a mortal and gave his heart out. Unfortunately, the mortal rejected the Archfey of Ice and he became a cold, emotionless soul. **The North Wind** is a powerful spirit that governs the cold northerly winds, heralding the coming of Winter on many occasions. **Chione** is a renowned snow maiden of immense beauty though she is known to be shallow and fickle, summoning flurries and blizzards on a whim. **Father Winter** is sometimes called Kringle, is a jolly fey that resides in a village deep in the harsh lands of Winter to make gifts and trinkets to be given out during the solstice. Autumn are always wary of the shadows that move, for it could a sign of this deadly entity.





QUEEN MAB

QUEEN OF AIR AND DARKNESS

A shimmer of light and a tall woman emerges from the dark, nearly a dozen feet all of pristine beauty with pale blue skin, black lips, and raven black hair. Obsidian eyes that seem to possess all of the stars of night, a low trembling voice that carves deep within your spirit. Soft mists of ice and snowfall with each step she takes in her black armor with a frosted blue skirt that seemingly floats above the ground. In her hand, a large shard of obsidian adorned as a blade that brings chills to your spine even from a glance..

Queen of Winter and Sorrows. When discussing Queen Mab, very few entities recite her name, mostly as a form of taboo for a prior slight against much other fey (namely the Seelie). The few individuals that often interact with or stand within the Winter Court call her by her title: the Queen of Air and Darkness. Many times, Mab is perceived to be in a state of eternal mourning, keeping her face concealed with a black veil though on the battlefield, she leads the Unseelie fey with her obsidian blade extracted from the darkest caves within the Frozen Wastes of Winter.

The details of Mab's past transgressions are lost to legend and myth, her opposition to Summer is legendary and against the Seelie fey. In variations of lore, Mab is a twin sister of Titania, and both govern two sides of nature, with Mab ruling over darkness and death. In other tales, Mab was once a fellow Summer fey like Titania but betrayed her kind and was exiled as punishment. Lastly, in another myth, Mab suffered a significant loss and ultimately sought the comforts of winter to exact her revenge and mourn. The commonality between all these stories consists of Mab's cruelty, cold demeanor, ability to blend with the shadows, tragedy, and possess the harshest of tongues.

The Winter Queen often is perceived as some great evil or at least of wicked intentions, but like many fey, she possesses an agenda of her own. Even under that cold and emotionless frame, she can occasionally harbor a sliver of mercy though at the cost of favor. Mab is practical and methodical, unlike her emotionally driven sister, Titania. But like her fey sibling, an enraged Mab can send deadly snowstorms and blizzards to pummel her quarry to submission.

Voice of Winter. In her invisible and nearly formless self, the only sign of her presence is the icy storms and freezing winds that travel across the Frozen Wastes of Winter. There are those who hear a voice in the howling gales, imparting either a final prayer for a doomed creature or a

commandment of great importance. Legends mention a tremendous mystical power with the Faerie Queen of Winter's voice, possibly due to her approximation to death that she perhaps learned words of power. Such deadly lexicons can shatter matter, vaporize souls, and turn reality on its heels. Those who perish in winter's grasp often feel a gentle kiss from the Queen before they pass on, a memento into the afterlife. Though many perceive the rumor with skepticism, denouncing the seemingly weak demeanor of such an act.

Winter's Touch. Just like Titania, Mab harnessed the essence of winter and piece of cold obsidian found deep in the frozen caves of Winter. The shard was made into a sword, cold to the touch, granting its ruler with a plethora of power and abilities. The air chills and shards of ice form with each blade swing, stories tell of a soft cry that emanates from it, a reminder of the sorrows of Winter.

Relationships. The Winter Court has a neutral stance on the Spring and Autumn courts. Spring takes Winter's sorrow and turning it into warm joys though always in reverence while Autumn encapsulates fear and bitter truths that Winter is all too well aware. In direct opposition to the Summer Court and its ruler, Titania, many winter fey showcase their cold pragmatism as subtle spite. Mab continues in her eternal mourning while Summer seemingly cannot forgive Winter's transgressions. When dealing with the nobility of the other courts, Mab seldom appears, and only her voice echoes her will unless it's in the presence of her sibling Titania. The Queen of Air and Darkness turns a blind eye to mortals foolish enough to brave Winter's harsh lands unprepared, while aware of their presence, she will not interact with them but merely observe them. The denizens of the Frozen Wastes are more than enough for most entities. Mab will not make an open appearance unless it threatens her domain or disrupts the natural order. No creature in Winter ever disputes Mab as the ruler of the Winter Court, mostly out of fear and respect for her power and might.

MAB, QUEEN OF AIR AND DARKNESS

Large fey, neutral evil

Armor Class 30 (natural)
Hit Points 620 (40d12 + 360)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	28 (+9)	28 (+9)	32 (+11)	30 (+10)	34 (+12)

Saving Throws Dex +18, Con +18, Int +20, Wis +19, Cha +21

Skills Arcana +20, Deception +21, Insight +19, Intimidation +21, Nature +20, Perception +19, Stealth +18

Damage Immunities cold, lightning, necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances psychic, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, restrained, stunned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 29

Languages all, telepathy 120 ft.

Challenge 30 (155000 XP)

Cloak Of Darkness. The Mab, Queen of Air and Darkness is invisible, she can use a bonus action to dismiss it and another one to reactive it.

Grace Of The Snow. Mab, Queen of Air and Darkness is considered to have *freedom of movement* while on frozen, icy, or snow-covered terrain. She cannot be impeded by high winds or similar effects such as *gust of wind* or *windwall*.

Lament Of Winter Court. Mab, Queen of Air and Darkness' weapon attacks are magical. When Mab hits with any weapon, the weapon deals an extra 3d8 cold and 3d8 necrotic damage (included in the attack).

Legendary Resistance (3/Day). If the Mab, Queen of Air and Darkness fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Mab, Queen of Air and Darkness has advantage on saving throws against spells and other magical effects.

Queen Of The Unseelie Fey. Mab, Queen of Air and Darkness is the ruler and leader of all Unseelie fey creatures. Whenever Mab would make a Charisma check while interacting with another Fey creature or one with the Fey Ancestry feature, she has advantage on the check.

Mab automatically rolls a 20 against Evil-aligned fey creatures or ones with the Fey Ancestry feature.

Speak With Beasts And Plants. The Mab, Queen of Air and Darkness can communicate with beasts and plants as if they shared a language.

Winter's Breath. At the start of each of the Mab's

turns, each creature within 30 feet of it takes 27 (6d8) cold damage, and liquids in the aura that aren't being worn or carried freeze. The area of the aura is considered difficult terrain. A creature that touches the Mab, Queen of Air and Darkness or hits it with a melee attack while within 5 feet of it takes 27 (6d8) fire damage.

Winter's Sorrow. When Mab casts a spell that deals cold, lightning, or thunder damage; she ignores resistance to those damage types. Additionally, whenever she casts *darkness*, creatures in the area take 12 cold damage at the start of each of their turns. Plant creatures take double the damage.

Winter's Touch. This large obsidian blade adds a +3 bonus to attack and damage rolls (included in the attack) with this weapon, which deals cold or necrotic (Mab's choice) instead of slashing damage. When struck against a Plant creature, it takes an additional 1d8 cold or necrotic damage.

The blade has 10 charges, and any of its properties that require a saving throw have a save DC of 24. While holding it, Mab can use an action to cast *control weather*, *fog cloud*, *slow*, *passwall* (includes icy surfaces). Alternatively, she can expend 1 or more of the blade's charges to cast one of the following spells from it: *banishment* (1 charge), *fear* (1 charge), *geas* (1 charge), *eye bite* (2 charges), *feeblemind* (3 charges), *imprisonment* (4 charges). The blade regains 1d6 + 4 charges daily at dusk.

While holding the blade, Mab can use an action to conjure and rally fey creatures whose combined average hit points don't exceed 500. These fey creatures magically arrive as if under the *bleed* spell in unoccupied spaces within 300 feet of Mab and obey her commands until they are destroyed or until she dismisses them as an action. Once this property of the blade is used, the property can't be used again until the next dusk.

Innate Spellcasting. Mab, Queen of Air and Darkness's spellcasting ability is Charisma (spell save DC 29). Mab, Queen of Air and Darkness* can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *blindness/deafness*, *chill touch* (17th level), *commune with nature*, *darkness*, *message*, *sleet storm*, *vicious mockery* (17th level), *water breathing*, *water walk*

3/day each: *wall of ice*, *bane* (5th level), *blight*, *cloudkill*, *cone of cold*, *destructive wave*, *dissonant whispers* (5th level), *finger of death*, *ice storm*, *phantasmal killer*, *shatter*

1/day each: *dispel evil and good*, *divine word* (fey creatures have disadvantage on saving throw), *mass suggestion*, *otiluke's freezing sphere*, *power word kill*, *power word stun*, *storm of vengeance*

ACTIONS

Multiattack. The Mab, Queen of Air and Darkness makes three *Winter's Touch* attacks or three *Storm Bolt* attacks.

Storm Bolt. Ranged Spell Attack: +20 to hit, range 120 ft., one target. Hit: 51 (6d12+12) lightning damage.

Winter's Touch. Melee Weapon Attack: +21 to hit, reach 10 ft., one creature. Hit: 25 (3d8+12) damage, of either cold or necrotic (Mab's choice) plus 13 (3d8) cold damage and 13 (3d8) necrotic damage.

Voice Of Winter's Tempest (Recharge 6). Mab channels winter's might through her commanding voice. All creatures within 60 feet of Mab must make a DC 27 Wisdom saving throw. On a failed save, a creature takes 45 (10d8) psychic damage and 45 (10d8) thunder damage and is either frightened or charmed (Mab's choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and is not frightened or charmed. Creatures do not gain immunity to Mab's Voice of Winter's Tempest on a successful saving throw or if the effect ends.

LEGENDARY ACTIONS

Mab, Queen of Air and Darkness can take 4 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. Mab, Queen of Air and Darkness regains spent legendary actions at the start of its turn.

Ice Stride. Mab teleports up to 30 feet to an unoccupied space that she can see. Creatures adjacent to Mab in her new location take 16 (3d10) cold damage.

Winter's Kiss. Mab casts *chilling touch* (17th level).

Voice Of Winter's Tempest (2 Actions). Mab recharges her Voice of Winter's Tempest and uses it.

Winter's Curse (2 Actions). Mab targets one creature she can see within 30 feet of her. The target must succeed a DC 27 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. Whenever the cursed target takes cold or thunder damage from a source, it deals maximum damage. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Frozen Fate (3 Actions). Mab targets one creature with her icy gaze, causing the creature to slowly become frozen and encased in ice. The creature must make a DC 26 Constitution saving throw. On a failed save, it is restrained. On a successful save, the creature isn't affected. A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails the saves three times, it's covered in solid, indestructible ice and subjected to the petrified condition.





THE IRON COURT- FEY OF IRON

THE RISE OF IRON

Tales and research denote the close connection between the Feywild and the natural world within the Material Plane, which has led to the hypothesis of new varieties of fey to emerge to reflect the effect of mortals on nature. While most fey are inherently weak to iron, there are fey that embody all of the best and worst of mortal technological progress. They are creatures of cold, calculating demeanor. Iron carries the spirit of domination, growth, physical prowess, and protection; it embodies confidence, courage, strength, and resilience. In essence, fey of the Iron Court are those forged from not from nature but from one of the hearts of mortals as their cries ripple through the natural world. Some believe that Iron represents the culmination of elemental forces and that Iron fey are in fact, the next evolutionary path for all fairy creatures. .

THE IRON KINGDOM

The land of the Iron Court is a smog-covered, polluted land filled with tall iron walls, towering skyscrapers, cathedrals of obsidian, and a massive castle made of stone, metal, and glass. Lightning storms and acid rain fall upon the desolate land, though pockets remain untouched and prosper with bits of fauna and grass. Rivers of molten lava can be found here both above and below ground, there are great deserts filled with lost and forgotten things. In truth, the realm reflects the heart of mortals, fluctuating as hope dwindles and swells. As the world progresses, the Iron Kingdom shifts accordingly as more spires and arches rise.

Various portals connect to this particular court, from the Shadowfell to the Elemental Planes of Air, Fire, and Earth. There are even occasionally connections to the Para-Elemental Planes of Smoke and Magma or the Quasi-Elemental Planes of Salt, Steam, Dust, and Ash. The mechanized design echoes into the plane of Mechanus and even other dimensions such as Hades from time to time. Unlike other fey courts, the Iron Kingdom is practically in its own demiplane within the faerie realm, isolated from the others like a cyst or a boil.

NOBILITY OF AUTUMN

There is very few information regarding this mysterious court, but intelligence suggests an entity known as the Iron Lord rules over the domain with an iron fist, pun intended. Beside this malevolent ruler is the Cinder Queen, a patron of coal and soot. His mighty right hand is the fabled Iron Knight and rumored to be able to change its size to a tower siege engine of a behemoth. Any other possibly fey nobles within this court are little known and requires extensive study.



THE COURTLESS - ALLEGIANCES TO NONE

The Courtless are a collection of fey and Archfey that have chosen to remain unaligned with the more popular seasonal courts, hoping to stay neutral in the War of Seasons and any other political attractions. Such fey only associate and acknowledge the existence of other fey deemed worthy. On occasion, these courtless fey can be summoned by other fairy courts as mercenaries in times of conflicts and wars. Many eladrin and gnome communities often are classified as courtless denizens though some may affiliate with a fairy court to curry protection.

Many archfey are considered courtless until they establish their own or join with another. Entities in other courts that preside over other aspects of nature may not align themselves with the four seasonal courts or even the mysterious Iron Court. Instead, they only care about their environments and domains. The acknowledgment of fey is part of the reason why every Spring, Oberon travels across the realm to meet his would-be subjects and invites them the Spring Equinox festival. The discovery of more courtless fey and archfey expands the lore of fairies and the awareness of others. A recognition that can sometimes be considered unwanted by some and desired by others.

greedy and possessive. No true ruler dominates the desert realms, which leaves many to refer to it as the Empty Throne jokingly.

Cloud Court. High in palaces made from clouds, various giants, avians, sylphs, and air elementals make their home here, looking down at the world below. There are a plethora of archfey that rule over various types of clouds, storms, and winds. Storm and cloud giants make their residence often in the cloud castles, serving as emissaries and soldiers. The fey that rule the winds regularly meet and debate over their next turn to stir the winds, often such events cause storms of terrifying power to emerge.

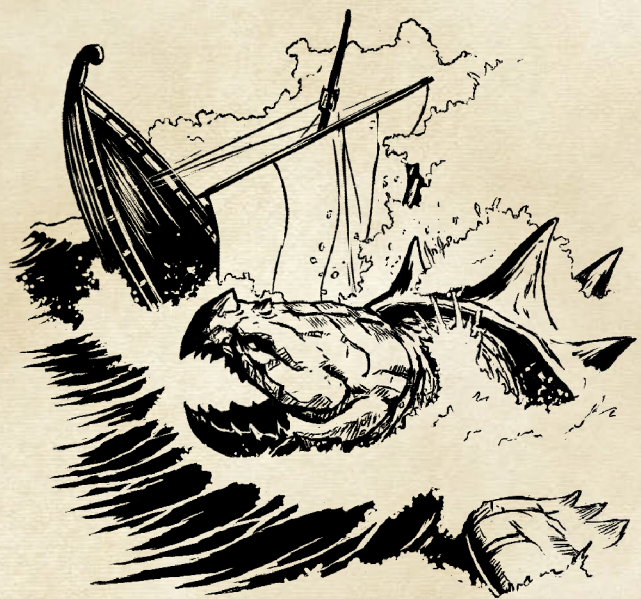
Such entities and factions from these courts have shown significant influence across the Feywild though information has been scarce and require further investigation.

THE OTHER COURTS - BEYOND THE SEASONS

Beyond the established and iconic seasonal courts, other courts rule other aspects of nature. There are fae that preside over the seas, the desert wastes, and the vast skies above the Feywild. Such entities like the Coral Court rule over the dominion of the seas, the Crystal Court rules over the lands of wild deserts, and the Court of Clouds prevail over its kingdoms that float high above.

Coral Court. In regards to the seas beyond the Feywild, some have speculated a hidden portal connection to the Elemental Plane of Water. Some iconic fey that roam these waters include undines, merfolk, marids, and a variety of large leviathans.

Crystal Court. In the wastelands and deserts of the Feywild, it is the home of oversized reptiles, serpents, and insectoids. It connects to various places such as the Iron Kingdom and other elemental planes. Mirages in the natural world have been known to connect to the Feywild through here. Things tend to get lost in the desert of the fey, and as a result, many fairies tend to be





Journeyman

THE FEYDARK - THE TRUE UNSEELIE FEY

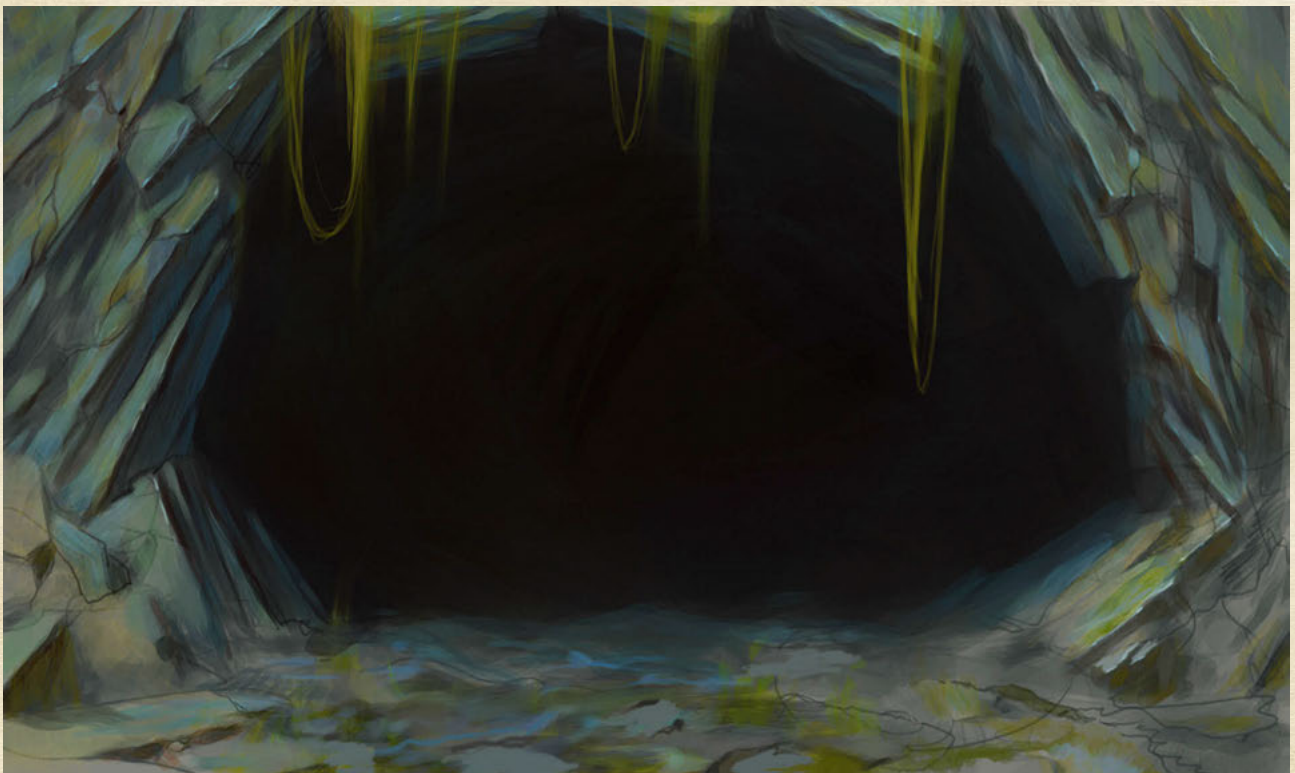
Deep below the Feywild lies a subterranean world no different than the iconic Underdark from the natural world. Just like the surface with fey crossings, there are similar portals that connect in the Underdark but instead, all such paths lead straight into the Feydark. Fomorians roam these twisted caverns, which has described as labyrinthian and hosts an endless variety of terrors that lurk in the dark.

Many dwellers of the dark find their home in the Feydark, especially predators and creatures that do not aid in the natural process. Entities of entropy, chaos, and destruction are known to spread their influence here, with planar connections to the Infinite Layers of the Abyss, Hades, and the Nine Hells of Baator. Areas of the Feydark are suspected to connect with the realm of Pandemonium or the Tarterian Depths of Carceri. Some fey believe that the Feydark serves more as a prison for the vilest and nefarious of the fey. A true Unseelie fey is a vessel for the destruction of mortals and even at times, nature itself. Scholars believe that this force is a reflection of life and creation, one that shares an equal devotion to chaos and ruin. While many fey can be selfish or cruel, those severe personality flaws pale in comparison to the machinations of these deadly entities that roam the dark below.

Though formidably depressing, the Feydark contains lofty treasures such as gemstones and various metals. Many dwarves have been taken their greed beyond the Underdark and willingly find crossings into the fabled

feydark. The drow also traverse often into the Feydark, setting up outposts and even colonies. Deep dragons lurk and stalk the various caverns and tunnels, searching for prey but also stealing treasure from other races. The Svirfneblin (Deep Gnomes) have used their magic to create secluded and hidden communities in the Feydark, far away from enemies and wandering predators. Myncoids and similar fungal creatures have established immense empires filled with thousands of under their allegiance.

Stories tell of a powerful **Deep One** that stalks and lurks deep beneath the surface, waiting and biding its time. Creatures that go astray are never found again, some devoured by the Deep One's hunger, and some are rumored to become its servants and spies. On occasion, the creature enters into long cycles of sleep, dreaming of conquests and a world devoured. Many denizens of the Feydark do not speak its name, while others merely mind their own business and continue their lives.





Top: A vast underground world, filled with treasures and hidden dangers.

Bottom: The endless subterranean world of the Feydark.

Opposite Bottom: A cave entrance to the Feydark.

CHAPTER 4: LORE OF THE FEY

TIPS FOR ROLEPLAYING THE FEY

This portion of the guide assists both game masters and players when dealing with fey entities and characters. The etymology of faerie or fae derives from idea of “enchantment” or wisdom with nature, sometimes referred to as the invisible folk. When consulting about the fair folk, they can be varied in their permutations and expressions. Look to nature and you will always find a fey

Typical Fey Personality Traits:

- Mischievous
- Cunning
- Kleptomania
- Thieving
- Protective
- Honorable
- Elusive
- Well-mannered
- Respectful
- Loving
- Spiteful
- Charming
- Aggressive
- Eccentric
- Feral/Animalist
- Cruel
- Merciless
- Cold
- Paranoid

Things To Remember:

- Favors are a powerful bargain tool of the Fey
- Never accept offerings or gifts from the Fey, unless you wish to be indebted to them
- Not all Fey care about favors, use your best judgment about a Fey’s instinct and nature
- Fey are true to their very nature, the best way to remain true is to have 3-4 key characteristics or words that embody them, like “fiery, ice personified, as firm as an oak tree”
- Hospitality and rules of etiquette are important mainstays in fey culture
- Fey can hold grudges for any length of time
- Fey do not comprehend or acknowledge the concept of time in the conventional mortal sense
- Names hold power, even for the fey, be wary with giving out entire names. Titles are safer.



SOURCES OF INSPIRATION

There are many forms of media including books, television series, movies, and games (such as video games or tabletop roleplaying games) that provide avenues of drawing inspiration when playing fey creatures in your campaigns. These are recommended sources and offer rich narrative details to help develop your versions of the Feywild with their own rules and interactions with the material plane. Two or three primary sources should give adequate paradigms and setting to establish a view of the Feywild from an outsider's point of view. Keep in mind that the Feywild can frequently change which provides ample narrative flexibility along with character development. This is not an exhaustive list, there are plenty of genres to help inspire your campaigns and adventures into the mystical lands of faerie folk.

Books & Literature:

- *Grimm's Fairy Tales* by the Brothers Grimm
- *Irish Fairy and Folktales* by W.B. Yeats
- *The Once and Future King* by T.H. White
- *The Dresden Files* series by Jim Butcher
- *The October Daye* series by Seanan McGuire
- *The Iron Fey* series by Julie Kagawa
- *Beowulf*
- *Alice's Adventures in Wonderland* by Lewis Carroll
- *The Lord of the Rings* by J.R.R. Tolkien
- *The Chronicles of Narnia* by C.S. Lewis
- *The Legend of Sleepy Hollow* by Washington Irving
- *Monster Hunter* series by Larry Correia
- *The American Faerie Tale* series by Bishop O'Connell
- *Coraline* by Neil Gaiman
- *American Gods* by Neil Gaiman
- *Anansi Boys* by Neil Gaiman
- *Neverwhere* by Neil Gaiman
- *The Spiderwick Chronicles* by Holly Black
- *Jonathan Strange and Mr. Norrell* by Susanna Clarke
- *Discworld* series by Terry Pratchett
- *The Book of Yokai: Mysterious Creatures of Japanese Folklore* by Michael Dylan Foster

Roleplaying Games:

- *Changeling the Dreaming* by White Wolf Publishing & Onyx Path Publishing
- *Changeling the Lost* by White Wolf Publishing & Onyx Path Publishing
- *Heroes of the Feywild* by Wizards of the Coast
- *Manual of the Planes* (3rd Ed.) by Wizards of the Coast
- *Manual of the Planes* (4th Ed) by Wizards of the Coast
- *Grimm: Core Rulebook* by Fantasy Flight Games

Video Games:

- *Child of Light* (2014)
- *Ni no Kuni: Wrath of the White Witch* (2011)
- *The Legend of Zelda: the Wind Waker* (2002)
- *Dragon Age: Origins* (2009)
- *Alice: Madness Returns* (2011)

Movies:

- *Walt Disney's Alice in Wonderland* (1951)
- *The Dark Crystal* (1982)
- *Gremlins* (1984)
- *The Neverending Story* (1984)
- *Legend* (1985)
- *Labyrinth* (1986)
- *My Neighbor Totoro* (1988)
- *Willow* (1988)
- *Hook* (1991)
- *FernGully: the Last Rainforest* (1992)
- *Leprechaun* (1993)
- *Thumbelina* (1994)
- *The Magical Legend of the Leprechauns* (1999)
- *William Shakespeare's A Midsummer Night's Dream* (1999)
- *Spirited Away* (2001)
- *Nanny McPhee* (2005))
- *Pan's Labyrinth* (2006)
- *Stardust* (2007)
- *The Spiderwick Chronicles* (2008)
- *The Secret of Kells* (2009)
- *The Secret World of Arrietty* (2010)
- *Brave* (2012)
- *Rise of the Guardians* (2012)
- *Epic* (2013)
- *Maleficent* (2014)
- *Fantastic Beasts and Where to Find Them* (2016)

Television Shows:

- *David the Gnome* (1985)
- *Merlin* mini-series (1998)
- *Merlin* (2008 - 2012)
- *Lost Girl* (2010 - 2016)
- *Grimm* (2011 - 2017)
- *Jonathan Strange and Mr. Norell* (2015 -)
- *Once Upon a Time* (2011 -)
- *Supernatural* (2005 -)

DRYADS

Guardians of the Forest. A single tree, especially in the Feywild, will often possess a minor spirit which eventually is either turned or evolves into a dryad. The dryad is bound their tree, while they can travel freely from the tree and to the lands around it, the tree is still their home and where they are rooted in the world. While the tree is healthy and safe, the dryad remains young and beautiful. Dryads safeguard their home tree but also the surrounding lands, making them suitable wardens and guardians for a grove or forest. Dryads are often shy and reclusive, stalking and watching any intruders that enter their woods. But sometimes they spy something beautiful or appealing and will often investigate for themselves.

Ecology in Different Courts. A dryad in a spring woodland would behave similarly as their autumn counterpart but may exhibit lush green foliage compared to the amber and golden leaves of autumn. A winter dryad may seem more jagged or twisted. Often they are creatures of lament or madness. Dryads from the summer court are plentiful and often form small communities or nests.

Fey Magic. A dryad can speak with plants and animals. They can teleport between trees to avoid attacks and to lure intruders away from their home. If necessary, a dryad can cast an enchantment upon a target to charm them. Sometimes lovely a group of animals to aid the dryad, and other times to charm a foe to fight for them.



SATYRS

Horned Hedonists. Satyrs are somewhat mischievous fey that makes their home in forests and grasslands, commonly marked for their resemblance to male humans with furry goat-like lower leg and horns on their heads. Satyrs enjoy the pleasures of life and indulge at every opportunity, possessing a curiosity just as great. They will do anything to satisfy their desires, often going to great lengths and misadventures to achieve it. Typical debacles include kidnapping handsome or beautiful individuals to lay with, eating the most exquisite foods, or drinking themselves into inebriated oblivion. A satyr finds any opportunity to partake in a celebration, festival, or party.

The Pipers' Pipes. Many satyrs are fabled to carry panpipes that can be played to create magical effects. These various songs are either composed by the satyr themselves, but sometimes they learn songs from minstrels and other talented folks. Bards are frequent curiosities and persons of interest for satyrs for the indulgence of their curiosity. Additionally, bards can sometimes impart new songs for satyrs to learn or vice versa. A satyr's panpipes have lured wandering travelers, wooed their would-be lovers, and inspired hordes of creatures.



NYMPHS

Protectors of the Fey Crossings. While dryads are the protectors of woods and forests, nymphs typically act as guardians for also forests but namely streams, waterfalls, and coves. Many of these watery bodies serve as portals and crossings into the Feywild. Most nymphs are immortal by design, untethered to their wards like dryads, which grants them remarkable reign and freedom. Nymphs can even procreate to half-nymphs or even other immortals if their partner is another immortal creature. Nymphs are typically defined and revered for their flawless beauty as young maidens who love to sing and dance. Nymphs can also be a part of a fey noble's entourage if so desired.

Nature Spirits. While dryads are often charged with their wards, nymphs are born into their natures and manifest as guardians, some serve more celestial entities from the Upper Planes, while others may serve lakes and river spirits, many can be found in mountain ranges or even an Archfey from a seasonal court. There are also stories of nymphs that dwell in the underground kingdoms as well. Many consider nymphs to be the best examples of nature with their innocence, charm, and unspoiled appearances. Some believe that nymphs are attuned to their locations similar to *genus loci* or any other earthbound entity.

Glimpse of Perfect Beauty. Stories and legends remark about the nymphs magnanimous beauty and grace, all accounts mentioned by their non-fey victims who willingly or unwillingly gazed upon their bare flesh. Many victims turn permanently blinded, as a curse for many, but the sight slew the few unfortunate or weak in constitution. Any attempts to replicate the splendor of a nymph, whether through drawings or paintings pale in comparison to the reality.

SPRITELINGS

The Invisible Folk. Spritelings are roughly a foot tall and resemble miniature sized elves with dragonfly or butterfly wings. Pixies are curious pranksters that love to spy on other creatures and are easily excitable. Whenever travelers wander through a protected glade, they will often see none of these creatures and either hears whispers, giggles, or warcries.

When seen, pixies adorn themselves like princes and princesses of the fey with elaborate dresses and doublets made of leaves, nuts, and animal pelts. The more warrior-like sprites wear leathers and tree barks as their armor and shields; sometimes using bones and predator's teeth as makeshift swords with bows made of soft twig branches.

Pixie Tricksters. When pixies spot a new arrival, their shyness prevents them from revealing themselves, but they do spy for a time to determine a creature's temperament or perform harmless tricks on them to gauge a reaction. If a creature proves to be hostile or dangerous, the pixies provide a wide berth, but if a good-natured individual is found, they may slowly reveal themselves and offer assistance or offer a party for them. Pixies abstain from violence, preferring to flee than rising arms against any creature.

Sprite Protectors. Unlike their fun-loving and well-mannered cousins, sprites are the complete opposite and instead lack much in offering hospitality or care to others outside of their glens and groves. Sprites have the uncanny ability to see into the heart of a creature, determining whether or not they are evil or good. Such entities may be frightened off or put to sleep with poisoned arrows should they prove to be a threat to their verdant homes. They serve as protectors, warriors, and judges with their ability to see into hearts, which often leads them to oppose evil at every turn.





HAGS



Crones and Dark Sisters. Hags represent the corruption of ideals and beliefs but personified with their ugly and hideous physical appearances. They loathe and sometimes abhor anything beautiful. In general, hags are dangerous and unpredictable entities, sometimes aiding others and other times snatching children to be devoured. A hag will often ally with two other hags to form a coven often under the pursuit of a similar goal or cause. Hag covens are purveyors of secret and forbidden knowledge, which cause many to strike bargains and deals with them. Such transactions often result in an unusual or ironic twist, as devised by the hideous blasphemers. Hags are nearly immortal, and some have lived beyond the age of dragons or elves; such entities are often called “grandmothers” and even their highest, Baba Yaga, has lurked around since nearly the beginning of creation.

Schemers and Plotters. With their long lives, hags can plot nefarious schemes whether to merely to corrupt an entity, further an existing ploy, or exact revenge on another. Even with their solitude, they are very social creatures and often interact with a myriad of outsiders from fiends, undead, other fey, and plenty of mortals. Even with their wanton moments of madness, its unwise to anger or underestimate a hag for their twisted fey nature are as wild as ferocious beasts that can cast spells instead.

Hag Magic. Hags draw their magical prowess from the importance of superstitions, chants, charmed trinkets, and deals. The number three plays a vital role in all of their magic, much like the rationale of three coven members. Though three chants, three rhymes, three objects of power are also worth consideration. But hags also believe in the power of other numbers, which brings upon the magical theory of Numerological Ascension, wherein the weight of numbers and their significance empowers magic and their relevant output. Hags are known to be collectors of trinkets and charms, small objects that possess small magical effects that are infused with their magic. Often given to mortals through their desperate pleas but also used for themselves to diversify their magical capabilities.

Volo's Guide to Monsters provides further roleplaying ideas, more hag types, lair options, and coven magic.



Above: Artwork by Journeyman

NIXIES & UNDINES

Water Spirits. Nixies are traditionally water spirits that resemble merfolk, possessing fins and scaly skin with a humanoid upper body. Nixies can have legs and others have fish tails depending on the form they shapeshift. Most nixies find their home in rivers and lakes, unlike undine which often resides in the broader seas and oceans. Undines are also water fey but originate from mixing mortal and bloodlines. These watery guardians tend to keep to themselves and are often shy around travelers or adventurers.

Watery Grave. Nixies may be shy, but once they find new prey, they will lure them and seek to drown them. Though not all nixies tend to drown all their victims, instead they merely wish to play their songs in front of a captive audience. Nixies possess shapeshifting abilities and will often take on a form that's most alluring. Undines are known to cause choppy waters in the sea, using their ability to manipulate water to cause ships to sink or even pull creatures through rip currents.





GOBLINOIDS

Legion of Races. Goblinkind is not a singular race but a collection of different races serving a singular banner and deity. Goblins were made brave, bugbears rose from their laziness, and hobgoblins were given purpose under the Conquering God. Each race is uniquely different from the other, yet the joined hands of cooperation under the banner of the Conquering God removes ego and instead replaces with higher motivation. The vast legions of goblinoids roam freely through the surface invading the enclaves of dwarves, halflings, and elves. In the Feywild, goblinoids are especially free and nomadic though tales and myths tell of a great kingdom deep within the mountains where their patron resides.

You can learn more about goblins, bugbears, and hobgoblins in *Volo's Guide to Monsters*.

Redcaps and Bloodthirst. The fabled redcaps are trained assassins and murderers of deadly caliber compared to their goblinoid cousins. While most goblins will kill, they have a desire and purpose that motivates their slaughter. In the case of redcaps, however, the bloodshed is a pure instinct born from their macabre creation. Many scholars theorize that a redcap's thirst for blood originates more from their desire to survive due to their existence tied to their recognizable caps and to keep it the color of crimson. Redcaps seldom operate in groups or with others, but on occasion, when an entity can conjure them, they seek payment in victims. The Conquering Gods see these goblinoid offshoots as part of a grand scheme, knowing that many must perish to make way for higher unity.



CHAPTER 5: WEAVE OF THE FEY

ADVENTURE HOOKS & PLAYER OPTIONS

This chapter serves as inspiration material for campaigns, one-shots, and other stories to include the Feywild. Additionally, there are several player options include new playable races and class options. You can certainly reference any or all of the inspirational materials found in Chapter 4 to serve as an underlying theme for your upcoming campaign.

Fey Pacts & Glamours. Warlock characters that made their pacts with a powerful Archfey are able to possess a measure of fairy grace and can beguile their victims while unleashing their eldritch might. Bards who have traveled into the Feywild whether unintentionally or by design, can develop their songs and abilities by channeling the natural forces of the Feywild. These agents of the Fey serve as anchors for their patrons and masters, establishing a link or bridge into the Material Plane.

Guardians and Wardens. While others may form pacts with the fey, others embrace the natural energy from the world. Druids are generally the most attuned out of any individual, followed by Rangers and Paladins who took their oaths to the Ancient ways. Many rangers walk the line between nature and civilization, though there are some that eventually choose between the two. Paladins who follow the Ancient customs will often protect a region from plights, serving as excellent guardians.

Fey Blood. One that possesses the bloodline of a fairy tends to possess a measure of their graces, magical aptitude, and in some stances sprout butterfly wings. All elves and half-elves carry strong ties to the fey, granting resistances against their charms. Fairy blood and body parts serve as excellent catalysts for alchemical ingredients which has led to the poaching of fair folk on odd occasions.

GM Advice: There are several campaign and story hooks that are written based on a theme and expanded to give a rough synopsis along with possible story threads that you can use to jumpstart your own game. You do not have to abide by any of the material presented, they are merely examples to provide avenues of thought. Have fun with the Fey and you are always welcome to change things to facilitate your campaign and settings.



DOWN THE RABBIT HOLE

INSPIRED BY ALICE IN WONDERLAND

Take notes from the iconic novel and movie adaptations, having adventurers falling through the proverbial rabbit hole serves as an excellent entry through a fey crossing. Various characters such as Cheshire and the Mad Hatter are excellent examples of fey denizens, with the Queen of Hearts as the fey sovereign of Wonderland. Adventures in such a fantastical setting will often carry witty undertones and contradictory experiences. The idea is that the further down you go, the escalation of madness or darkness intensifies. In the case of Alice's Adventures in Wonderland and the video game: Alice: Madness Returns, adventurers learn that realm of the fey can be wondrous and beautiful but possess twisted darkness beneath. In such a world, the fey are wild and unpredictable, maintaining a logic that confounds the conventions of mortals and outsiders.

Potential Notable Figures:

Red Queen of Hearts. Ruler of the Wonderland, cruel and fickle. Surrounded by her entourage of soldiers that resemble playing cards.

White Queen of Diamonds. Younger and wiser sister to the Red Queen. Gracious and tranquil with a dress made of crystals that sparkle like diamonds.

White Rabbit. A precarious fey that is always on the move with a large pocket watch that insist he's always running late.

Mad Hatter. A chaotic fey that has a magical hat. A tea-drinking fool that possesses a plethora of skills and knowledge. Getting a straight answer out of him is more challenging after almost losing his head.

Cheshire Cat. A mischievous cat that wanders across the realm whenever and wherever it wants. It just enjoys toying with travelers but will easily leave when bored.

The Jabberwocky. A flying large fey beast that is terrifying to behold. It is considered immortal except against a legendary sword and a prophesied wielder.

The Time Keeper. A fey that monitors and maintains the passage of time.

A Tale of Escape. After chasing the White Rabbit, you find yourselves in a mysterious world filled with abundant nature by curious oddities. At first, you explore and are greeted by the various residents, tumbling through danger and troubles along the way. Several of the denizens warn you that the longer you remain, the less likely they will wish to return home and become trapped forever like the rest. The Queen of Hearts roams her dominion, seeking to claim your hearts and heads. Should she acquire one or both, you are bound to this dimension forever. The White Queen of Diamonds believes she can free you from the realm but needs assistance and the acquire the Mantle of Rule to fulfill the party's wish. The Red Queen has a powerful creature named The Jabberwocky at her side, a legendary fey beast that can only be defeated with a fabled sword by one chosen by prophecy.

A Change of Heart. The Red Queen of Hearts has ruled the land with fear and terror. Her subjects inform you that she was once a benevolent ruler that cared for her people but a marred past made her heartless. At the behest of the White Rabbit and the White Queen of Diamonds, the party is charged with venturing into the past using an ancient artifact of Time. But to use it, the group must steal the item from the Time Keeper, ruler and master of time in his clockwork tower far at the edge of the realm. Should the party succeed, it will be a wild adventure of time travel and mystery. Along with the Time Keeper chasing the party once he realizes that the relic stolen.

AN UPSIDE DOWN

INSPIRED BY CORALINE & STRANGER THINGS

Some like to view the darker side of the Feywild, specifically the Feydark but even portions where the light is weakest, and things lurk in the shadows. You will delve into this darker dimension often, which may lead to the frequent passing of portals or “ways.” Many entities are either bound by special conditions that prevent them from crossing dimensions, but there are others that can freely traverse between the other side and the material plane. Creatures here prefer the dark or stalk their prey before striking, travelers and adventurers should be cautious or risk being devoured or worse.

A great source of inspiration maybe the *Neverending Story*, the *Stranger Things* series on Netflix, and *Coraline*.

Potential Notable Figures:

The “Other” Mother. A dangerous and vile fey that enjoys luring their prey and surrendering themselves to it before devouring their souls.

The Slender Ones. A group of faceless horrors that stalk the dark woods, they chase their prey before cornering them to have their faces stolen.

A Dark Invitation. The “Other” Mother was invited one of the members of your party as a guest, promising the comforts of home. You can also adjust this to the “Other” Lover, as a version of a party member’s significant other. In any case, the “Other” has chosen their next victim, hoping to entice and draw their hapless prey into their lair to be drained of their soul. The “Other” controls their pocket dimension within the darkest part of the Feywild or even within the Feydark. Escape is rather difficult as it requires breaking the dimensional boundaries or defeating the “Other” Mother.

The Dark Hunt. The party enters a dark, secluded forest which connects to the pocket dimension of the Slender Ones. The creatures do not make themselves known unless desired. The party will realize that the space within the forest is curved and bends back onto itself. To escape, the party will need to fend off their predators either by slaying all the Slender Ones or forcing them to release them. Victims killed recently by the Slender Ones are raised as faceless undead at their masters’ beck and call.





CHAPTER 6: RACES OF THE FEY

RACE AND CLASS OPTIONS OF THE FEY

SPRITELINGS

You are a tiny pixie or sprite protector with tiny butterfly wings. You love playing tricks of larger races yet enjoy the ability to explore the world beyond.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Most spritelings reach puberty within 4 years and full adulthood by 8 to be leaders and chiefs. The typical spriteling can live for nearly 100 years.

Size. Most spritelings are around one foot tall and weigh under 10 pounds. Your size is Tiny.

Darkvision. Accustomed to dark and covered forests and the night, you have superior vision in the dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fey Resistance. You have advantage on saving throws against the charmed condition.

Keen Senses. You have proficiency with the Perception skill.

Invisible Folk. You have proficiency with the Stealth skill and can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Two main subraces of spritelings exist within the Feywild: Pixies and Sprites. Choose one of these subraces.

PIXIES

As a pixie, you possess a knack for magic and tend to be shy around strangers. Additionally, you abhor violence and will do anything to turn a hostile situation around. You love playing pranks.

Ability Score. Your Charisma score increases by 1.

Fey Magic. You know the mage hand cantrip. Once you reach 3rd level, you can cast the *faerie fire* spell once per day as a 1st-level spell. Once you reach 5th level, you can also cast *Tasha's hideous laughter* once per day. Charisma is your spellcasting ability modifier for these spells.

SPRITES

As the warrior-like sprites, you tend to be cold and merciless. You can read the hearts of others to determine if they pose a threat to you and your home. You are also expert poison brewers, using a special poison to put your victims to sleep.

Ability Score. Your Wisdom score increases by 1.

Warrior Training. You gain proficiency with short swords and shortbows.

Heart Seer. You gain proficiency in the Insight skill. Additionally, you can determine a creature's alignment with a special Wisdom (Insight) check against their passive Deception.

Poison Maker. You add double your proficiency bonus to Dexterity and Wisdom checks to craft poisons. You can craft a unique sleeping poison arrow that requires 7 days to manufacture and 10 gp worth of materials. A creature hit by these special arrows must make a Constitution saving throw against a DC of 8 + your Proficiency bonus + your Wisdom modifier or be poisoned for 1 minute. A creature that fails their save by 5 or greater falls unconscious instead.

SATYR

You are the hedonistic fey with the upper body of a human and a lower half of a goat. You possess exceptional charm and grace while you seek to satisfy your desires and indulge in all the world has to offer.

Ability Score Increase. Your Charisma increases by 2, and your Constitution score increases by 1.

Age. Most satyr reaches full maturity by age 12 and can live to be around 200 years old.

Size. Satyr are short and stout, standing roughly a little over 5 feet not including their horns and averaging around 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fey Resistance. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Insatiable Curiosity. You have advantage on Intelligence checks to learn and understand new concepts, songs.

Satyr's Fortitude. You have advantage on saving throws against poison.

Pied Piper. You have proficiency with panpipes.

Ram. You can ram your horns into another creature as a melee attack. Your horns deal 2d4 bludgeoning damage plus your Strength modifier.

Languages. You can speak, read, and write Common and Sylvan.

SORCEREROUS ORIGINS: FEY ANCESTRY

The wild arcane magics of the Feywild enrich your sorcerous power. This power is born of whimsical extremes that sway like the verdant forests of the enchanted plane. Such individuals often believe themselves blessed, but other times it becomes a curse, mainly if the lineage is from a powerful Archfey. You may be a native of the faerie plane, such as the mysterious eladrin or mischievous gnome. Your fey ancestry grants an unearthly charisma when interacting with non-fey, you also can peer through fey trickery and utilize some of them for yourself.

Gifts of the Fair Folk. Your fey blood grants you anotherworldly grace that often leaves other humanoidsbewildered. Starting at 1st level, you learn the friendscantrip and the charm person spell, which both do not count against your number of cantrips or sorcerer spells known. You can speak, read, and write Sylvan.

Additionally, whenever you make a Charisma check when interacting with fey creatures, your proficiency bonus is doubled if it applies to the check.

Eyes Through the Veil. Starting at 1st level, you learn to see the truth and bypass the various illusions and phantasms of fey creatures. Whenever you must make a saving throw against a charmed or frightened condition, you may as a reaction, having advantage on that saving throw.

Once you use this feature, you cannot use this feature again until you finish a short or long rest.

Mystifying Arcana. Starting at 6th level, you gain the ability mimic the playful powers of the fey. As a bonus action, you can spend 2 sorcery points to become invisible (as the *invisibility* spell) until beginning of your next turn.

Fey Step. Starting at 14th level, you gain the ability to temporary teleport from the material plane to the Feywild and back to traverse short distances. As a bonus action, you can spend 3 sorcery points to be surrounded by silver mist and teleport up to 60 feet to an unoccupied space that you can see.



Dream Weaver. At 18th level, your fey blood grants you mastery over charms and illusions. Whenever you successfully save against a charmed effect, it is immediately targeted back at the source.

Additionally, whenever you cast a spell that is either from the illusion school or causes a creature to be charmed, the creature has disadvantage on its saving throws. Once you use this feature, you can't use it again until you finish a long rest.



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