

ALLIES AND ADVERSARIES SERVANTS OF THE WINTER COURT



THE ALLIES AND ADVERSARIES SERIES provides GMs with NPCs that can be quickly and easily inserted into any adventure or ongoing campaign. Each NPC receives a detailed treatment of character traits, ideals, bonds, and flaws, as well as game statistics, physical description, backstory, and tips on how this NPC may be used in play.

The dead of winter has passed, as have the twinkling fairy lights of the holidays. Though the land is chill and dun, the passing of the winter solstice has opened a door for the fey folk to once more cross over into our world. This time, it is not the cheer and merry trickery of the Summer Court that has seeped across the veil of worlds. Past Midwinter, the Queen

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of Air and Darkness reigns. Her rule is devoid of love, and her every action seeds the world with misfortune. Most PCs, however, will never confront this Unseelie monarch themselves. Instead, they see her malice enacted by servants, some who are certainly enemies, and others who may be interested in a mutually beneficial arrangement.

GRIMILLO THE VOICE-THIEF

You try to speak, but the words catch in your throat. Or rather, the words flew right out of your mouth before your breath could reach them. Wordless air wheezes pitifully out of your mouth, and all you are left with is silence and a vague sense of unease.

STATISTICS

Traits: I cannot be seen, I cannot be heard. I travel on the wind and steal it from your lungs. What am I? I'm the cat that's got your tongue, ya big mousey.

Ideal: Let's! Cause! Some! Chaos! (But with a bit of style, of course.)

Bond: My voiceless mother. I would do anything for her, and she's a great excuse to steal!

Flaw: Deep down, I feel guilty about the sadness my theft causes. I try not to dwell on it.

Small humanoid (unseelie gnome), chaotic evil

Str 9 (–1) **Dex** 14 (+2) **Con** 11 (+0)

Int 17 (+3) **Wis** 12 (+1) **Cha** 11 (+0)

Notes: Grimillo the Voice-Thief is an unseelie gnome* **mage** (AC 16, 40 hit points). His art of voice-stealing gives him the following additional traits; these traits do not affect his challenge rating:

Purloin Words. As a reaction after a creature within 30 feet says a word or phrase aloud, Grimillo can steal the phrase, preventing the target from saying anything using those words until the target completes a long rest. If the purloined phrase is the verbal component to a spell, the spell cannot be cast again until the target completes a long rest, and Grimillo cannot use this feature again until he completes a long rest.

Snap Silence. As a reaction when a creature within 30 feet is about to speak or otherwise make vocal noise, Grimillo may force it to make a DC 14



Charisma saving throw. On a failure, the creature cannot speak until the end of its next turn (or for 6 seconds, if the target is not in combat). If this trait is used to prevent a spellcaster from performing a verbal component, the spell fails, consuming a spell slot, and Grimillo cannot use this feature again until he completes a short or long rest.

Possessions: Grimillo wears *elven chain* and wields a simple dagger. He carries a magic key that can unlock any lock, but disintegrates after one use, and has 100 gold pieces on his person.

PHYSICAL DESCRIPTION

Grimillo is short, only about 3 feet tall, and his features have are soft and androgynous. His skin is the color and temperature of ice, his golden eyes are constantly in motion, and his hair is long and silvery. A keen smile usually plays around his lips—but his scowl is terrifying to behold.

BACKGROUND

The Voice-Thief is a mercenary with few morals and a love for spreading misfortune. If he cares

* Brandes Stoddard, "The Fey Kindred," *EN World ENsider*, <https://www.patreon.com/posts/fey-kindred-6587945>

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about anyone in this world, it is his ailing mother, whose own voice was stolen by agents of the Summer Court. When Grimillo first developed his unusual art, he did so for the noble purpose of stealing words to return to his mother, and for years he did so, giving words back to her one-by-one. Grimillo's work allowed her to speak again, even if her vocabulary was sparse, and the many voices with which she spoke unsettled most who listened to her.

But for all his altruism, the thief loves the journey as much as the destination. Grimillo's voice-theft is a tool for chaos, for the misery of others, but most importantly, "just for a good frecklin' larf."

ROLEPLAYING GRIMILLO

Grimillo is likely to surprise PCs by stealing their words or spells where it counts the most. He is an unassuming gnome, despite his unusual appearance, and can easily blend into a crowd—at least until he strikes. After he purloins a few choice words, Grimillo tries to flee, but he can hardly keep from cackling as he sprints between the legs of nearby bystanders. When cornered, Grimillo is a constant joker, cracking as many lewd and nonsensical jokes as he can. Meanwhile, he is coolly calculating his escape angle.



MISSUS SILVERBEAK

First is the rushing of wind. You look—and see nothing. The air is still. Then it lands with a thud, right behind you. A massive owl looms over you, nearly twenty feet tall, with golden eyes that illuminate you like spotlights. It straightens, turns its head slightly, and in a deep, resonant voice asks: "Would you care for a glass of sweet tea? I couldn't possibly finish it all by myself."

STATISTICS

Traits: I am a giant talking fairy owl. I imagine for most mortals, that alone would be enough?

Ideal: People deserve to be happy. I don't give a hoot if they're safe. Or healthy. Or mentally stable. Just point me towards the unhappy people and I will take care of the rest!

Bond: You, my little owlet! I care about you most of all. (But don't let any of the others know.)

Flaw: Hoo hoo, I don't have any flaws! Except maybe the compulsive lying. Hoo! No! Not a single flaw!

Large beast (fey), lawful evil

Str 13 (+1)	Dex 15 (+2)	Con 12 (+1)
Int 8 (−1)	Wis 13 (+1)	Cha 10 (+0)

Notes: Missus Silverbeak is a fey-touched **giant owl** (AC 12, 19 hit points), with the following additional traits; these traits increase her challenge rating to 2 (450 XP):

Concealing Blizzard. As an action, Missus Silverbeak may call a blizzard to surround her for 1 minute. This blizzard counts as three-quarters cover and deals 2d6 cold damage to any creature within 10 feet of her. This damage is dealt when a creature begins its turn within the blizzard or enters it for the first time on their turn.

Hypnotic Gaze. Missus Silverbeak may cast *hypnotic pattern* 3/day.

Plane Shift. Missus Silverbeak may travel between the Material Plane and the Feywild as an action. She must choose a location in her destination plane that she is "very familiar" with (as the *teleport* spell).

Possessions: The owl matron carries a *feather of invisibility* that, when snapped, turns the user invisible (as the *invisibility* spell). She also carries a small coin purse containing 50 gp and 20 sweet peppermints.

PHYSICAL DESCRIPTION

Missus Silverbeak is a massive horned owl with a shining silver beak and lamp-like golden eyes. Her feathers are a plain brown-and-white pattern. Silverbeak often gesticulates with her wings and talons in a strange facsimile of human behavior.

BACKGROUND

Many legends surround the origin of the great Missus Silverbeak. She is known far and wide throughout the Feywild as a bringer of great joy and comfort to Unseelie fey, and a deathly charming corruptor of the Seelie. Some say she was once a normal owl that found its way from the Material Plane to the Feywild. Others believe that she is a malign spirit from the Shadowfell that has assumed the form of a giant owl, and is merely biding her time until she unleashes destruction upon the realm of fairies. Few denizens of the Feywild know that she is actually an independent agent of the Queen of Air and Darkness. The Queen of Winter often calls upon Silverbeak's talents to lure mortals into indolence, either for her own amusement or as the prelude to conquest.

Silverbeak now spends most of her time in the Material Plane. She truly believes that she is helping mortals by making them happy, no matter the cost. She is keenly aware that she leads them to their doom, but she doesn't quite have a grasp on how long a normal human being's lifespan is; it's all just an instant compared to her immortal life, anyway.

ROLEPLAYING MISSUS SILVERBEAK

Missus Silverbeak has a voice like poisoned honey, but she need not be the PCs' enemies. In fact, she can be a valuable ally if the PCs are able to convince her that their own enemies are a group of miserable wretches who need a bit more wintry cheer in their lives.

SNOWBLIND, KNIGHT OF THE WINTER WASTES

You feel the temperature drop as a tall man appears before you. He is clad in frost-rimed armor and two weathered antlers grow from his brow. His eyes are cloudy, and he does not meet your gaze. He instead looks with steely focus at a point in the distance. But when he speaks, you know he is speaking directly to you.

STATISTICS

Traits: Though my old eyes cannot see, I can feel the heat of all things around me.

Ideal: I must return to my queen. How have I been away from her side for so long?

Bond: I care for the safety of the winter realm over all things. Any who threaten my queen, her homeland, or the lands she has conquered, will be eviscerated by my blade.

Flaw: I remember something ... barely. The memories of my old life torment me, and when I see things that remind me of it, I cannot control my anger.

Medium humanoid (fey), lawful neutral

Str 16 (+3) **Dex** 11 (+0) **Con** 14 (+2)

Int 11 (+0) **Wis** 11 (+0) **Cha** 15 (+2)

Notes: Snowblind is a fey-blessed human knight (AC20, 52 hit points). The double-edged blessing of the Unseelie fey gives him the following additional traits; these traits and his possessions increase his challenge rating to 5 (1,800 XP).

Blind. Snowblind cannot see. If he is ever deprived of his Wintersight feature, he gains the blinded condition until his Wintersight is restored.

Wintersight. Though his eyes are frozen and sightless, Snowblind can sense heat. This infravision allows him to see through invisibility effects, and allows him to otherwise "see" as if he were not blind. Casting *remove curse* or *greater restoration* on Snowblind suppresses this effect for 1d4 rounds. This effect is also suppressed while Snowblind is within areas of extreme heat (over 110 degrees Fahrenheit) or while within an *antimagic field*.



Possessions: Snowblind wears a suit of +1 *plate armor*, and wields a *frost brand* and a +1 *shield*. He also carries a *wand of enemy detection* with 3 charges remaining. In addition to his magical gear, Snowblind carries a ridged stone that he rubs when he is trying to remember home, his signet ring, and an amulet containing a lock of the Queen of Air and Darkness's hair.

PHYSICAL DESCRIPTION

This imposing knight of the Winter Court returns to his humanoid form while in the Material Plane. The many-pronged antlers that sprout from his brow are a reminder of his fey curse, and a warning to all humans that Snowblind is not one of them. He has spent decades trapped in the mortal world, searching for a way to return to his queen's side, and his weathered face and ice-flecked beard show his age.

Snowblind's armor is scarred and pitted from countless battles across the wastes, and his blade is almost always coated in blood, be it dry or fresh.

BACKGROUND

He was human, once. A knight of some kingdom—with a name even he can't remember. He thinks he had a family. A husband. Two daughters with fire in their hearts. But they're gone now. The winter claimed them, and when he offered himself to the winter's terrible queen in exchange for their lives, his service eventually claimed him, too. He traded his sight for them. He traded his name for them. He traded his humanity for them. Yet she would not reward him with the lives he wished to save.

He is called Snowblind now. He is the eternal watcher of the winter wastes, and the few memories he still has of his old life are distant and strange, like a melody heard in a dream. Snowblind's devotion to the Queen of Air and Darkness is all that drives him, and even the Unseelie Queen herself is unsure what would happen if his memory were restored.

ROLEPLAYING SNOWBLIND

Snowblind speaks plainly, though he never looks directly at anyone he speaks to. Every action he takes is in the service of the Winter Queen or is intended to help him find a way back to her side, even if he cannot fully recall why he was stranded on the Material Plane in the first place. He will readily join forces with anyone whose goals he believes align with those of his queen, or if something about them stirs a distant memory.

Though he is quick to make alliances, Snowblind is also quick to break them. His demeanor is unpredictable as a winter storm, and any suggestion of an ally's duplicity or allegiance to the Summer Court triggers his bloodlust. If Snowblind is provoked, reminding him of the ridged stone he carries with him or trying to stir memories of his old life is enough to give him pause and allow him to be dissuaded from further violence. 