

Legendary Adventures



Faerie Bargains



by David N. Ross





Faerie Bargains

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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and [5eSRD](#). If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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What You Will Find Inside Faerie Bargains (5e)

The magic and mystery of the fey is on display in ***Faerie Bargains!*** From Rumpelstiltskin to Rapunzel, fairy tales, myths, and legends all over the world are replete with tales of bargains struck with the sublime and sometimes sinister magical creatures from the realms beyond. Long life, wealth beyond imagining, true love, or whatever your heart's desire all wrapped up in a promise and a price that seems but a trifle, until the bargain comes due and the fair folk come to collect. ***Faerie Bargains*** provides you a richly detailed system for using this classic fantasy trope in your **5th Edition** campaign. You can design your own faerie bargains or use one of the over **40** sample bargains provided, from *bounty of the wilds* and *unseen assistants* to *woven wealth*, *silent metamorphosis*, *fey queen's ransom*, and *one with the land*! Each bargain grants a benefit once payment is made, of course, but you'll also find rules for hidden conditions, escape clauses, tokens, and more, along with how to research and negotiate bargains with different kinds of fey and unique magical items you might obtain in a faerie bargain or make with fey assistance, like the *cauldron of autumnal bounty* and *sword of vernal light*. Whether your heroes want to trade their dreams for the *charm of magic*, a gift of blood for *accursed mercy*, or their sanity itself for *inspired perfection*, you'll find an amazing array of mystical covenants that bring fantastic new flavor to the fey in your game!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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Introduction

Fey creatures live and breathe magic. The realms where they dwell and the lands they visit are touched by this magic, and they scatter it in their wakes wherever they go. Clever fey learn that mortals do not come so easily by magic. Mortals can be easily thrilled or tempted by offers of access to the magic fey often spread without a second thought. The most inventive of these fey have devised elaborate ways for their innate magic to empower and influence mortals.

Mortals, for their part, spread tales far and wide about the magic gifts fey offer to those that please or trick them. Perhaps a leprechaun must give gold to mortals who catch them at dusk.

Faerie Creatures. While fey are the most common makers of faerie bargains, other creatures can use this magic as well. Other creatures who can make these bargains include those closely allied with the magic of nature or native to the fey realms, including certain dragons, unicorns, will-o'-wisps, and others at the GM's discretion. These creatures, both fey and related non-fey creatures, are collectively referred to as "faerie creatures" in these rules.

Faerie Bargains

Faerie bargains are given magical force by an alteration of the fey creature's own innate magic, binding that fey unavoidably to the bargain's poetic terms. Often, a fey creature uses a bargain to magically reward a mortal who has served or otherwise pleased it. Other times, a bargain might be forced upon a fey creature by a curse or the magical coercion of a cunning enemy. A faerie creature's tempestuous emotions might lead it to enter a bargain thoughtlessly to indulge an intense fit of passion or vindictiveness.

Record. A faerie bargain usually takes the form of an elaborate poem in Sylvan that uses rhyme, meter, musical accompaniment, and other mnemonic devices to ensure its exact wording is memorable, no matter how opaque its meaning might be. A few fey fond of mortal crafts, such as leprechauns and brownies, might record the words in text form as a book or scroll, but the magic is not bound into its physical representation but into the fey's own person.

Otherworldly Bargainers. Any fey can enter into faerie bargains linked closely to the bond they have with the natural world and the magic they wield most easily. A few skilled faerie creatures can make a wider variety of bargains.

Because a faerie bargain puts a strain on the mortal's soul and the faerie creature's innate magic, there are limits on the number of bargains each can maintain at once. A mortal can have at most three faerie bargains. A faerie creature can maintain more, but is still generally choosy because there is always a limit.

Payment. Any willing mortal can enter into a faerie bargain by accepting the faerie creature's token and making the required payment. If the payment gives the mortal a condition (such as reduced ability scores), that condition can be removed normally without affecting the bargain (unless the bargain specifies otherwise).

Attunement. Like magic items, faerie bargains can require attunement. Unlike items, however, attunement to a bargain is not easily undone. Like a cursed item, the attunement is stuck until broken with a spell. If it is broken, the benefit of the bargain is lost until attunement is restored.

Faerie Bargain Benefits and Limitations

A faerie bargain's terms must be spoken or sung to the mortal in a language the mortal understands, but the mortal need not understand its full ramifications. The bargain has no effect if the target is directly magically manipulated into agreeing. Many faerie bargains stipulate a term, after which time the bargain ends, but the length is often so long as to be irrelevant to most campaigns. The very shortest last for a cycle of the moon, but most last at least a year and a day, seven solar years, or a generation (a length of time equal to the age of adulthood for the mortal's species).

A faerie bargain causes the token to radiate magic as it was under a spell. The bargain's effects can be identified as if it was a spell. Faerie bargains can be suppressed much like magic items with *dispel magic* and similar spells, but only unique circumstances described in the bargain can terminate it prematurely.

Every faerie bargain has an escape clause. If the fey patron dies, the bargain is undone, but if the fey is revived the bargain resumes in full force. Most fey slain in the fey realms reincarnate or otherwise return to life within a matter of days, weeks, or months. The escape clause usually clarifies whether part or all of the payment is refunded. Bargains that end after a certain period of time use the same rules for refunding (or not refunding) the payment as the escape clause.

Unless stated otherwise, activating a bargain's benefit is an action. If its effect resembles a spell, use the spell's casting time instead.

New Feat

Faerie Friend

You gain a common or uncommon faerie bargain without paying for it. It doesn't count toward your limit of attuned items and faerie bargains. You add your proficiency bonus on Charisma, Intelligence, and Wisdom ability checks made to interact with fey and other faerie creatures.

Elements of a Faerie Bargain

Faerie bargains are presented in the following format.

Faerie Bargain Name: The faerie bargain's name is presented first.

Rarity: This line indicates how rare the faerie bargain is and whether it requires attunement. In addition, some bargains can only be made if you use the rules from the *Kingdoms* supplement. These supplements have the kingdom tag.

Payment: This line describes price paid by the mortal.

Faerie Creature: This line lists what faerie creatures typically sponsor the bargain and any token the faerie creature offers to seal it. A faerie creature must generally make a gift of a piece of its body or clothing to seal its bargain. Traditionally, this is a hair or bit of jewelry, but some gift scales, claws, flowers, a tuft of fur, or even a vial of blood.

Benefit: The third paragraph details the faerie bargain's exact effects on the mortal.

Check: This line indicates any ability check and the DC required to learn about or obtain the bargain (see Learning About Faerie Bargains, below).

Hidden Condition and Escape Clause: Every bargain has hidden nuances that can only be discovered by consulting with knowledgeable faerie creatures and succeeding at the described ability checks to figure out the details. Typically, one is a loophole that the faerie creature can use to gain some secret advantage from the deal and another is a way to permanently end the bargain before its term ends.

Creating a Faerie Bargain

To make a faerie bargain like the examples below, first

evaluate its abilities like a magic item to determine a rarity. Then, determine a payment appropriate for this and the faerie creature's interests. Typically, this is a specific magic item of the same rarity or rarer. It might also be a condition or penalty that costs at least this much to counteract (see the bargains included here for examples). The ability checks to learn about a faerie bargain should generally require at least DC 11 + half faerie creature's challenge rating.

Learning About Faerie Bargains

A mortal interested in obtaining a faerie bargain can learn its effects and payment as well as the faerie creatures who offer it by gathering information among faerie creatures or researching rare libraries of fey ballads and related texts. In either case, the checks are the same as using Charisma (Persuasion) to gather information, although potential hazards for failed skill checks should reflect the situation. Faerie creatures might take umbrage at the attempt to weasel out of a bargain in principle and harass, trick, curse, or even attack the mortal on a failed skill check. Due to subtle backlash from meddling with the threads of fate that make a bargain function as well as the campaigns of fey who consider inquisitive mortal to be upstarts in need of humbling, each ability check to learn about faerie bargains (successful or not) might attract dangerous encounters or at least distracting fey.

Negotiating a Bargain: Since a faerie creature can't make unlimited bargains, a potential sponsor generally requires one successful ability check to improve its attitude to friendly and another to convince it to make the bargain. If made helpful, a faerie creature might be willing to consider a different form of payment that is interesting to the faerie creatures and equally valuable.

Research a Bargain: Interpreting all the obscure references and metaphors of the bargain's language to learn how it works and the full range of its terms and conditions requires multiple ability checks. Even a helpful fey generally cannot simply explain these to mortals—in many cases, the magic of the bargain will simply fail if the bargainer explains these aspects frankly to the mortal.

Faerie Bargains as Rewards

When a faerie creature is pleased, it might offer a faerie bargain at a discount as a reward. This essentially puts the cost upon the faerie creature, so the faerie creature does not bestow such a gift unless that faerie creature considers



rewarding the mortal proportionately worthwhile. In general, a bargain should only be offered in reward for a service commensurate with the rarity of the bargain. Other times, fey might offer a faerie bargain with minimal payment as ransom for its life after it is defeated, in hopes of keeping its life and any treasure the party has not yet found. The magic of the bargain cannot take effect for no cost at all, but when the faerie creature is willing to sacrifice some of its own power, it can accept insubstantial or token payments such as a single hair, a shiny bauble, a lovely flower, a new song, or allowing it to escape from a hostile mortal bargainer. See Table 2: Faerie Bargains as Rewards for the rarity of each bargain.

Sample Faerie Bargains

Some of the faerie creatures listed below as granting faerie bargains can be found in the 5E System Reference Document (SRD), as denoted by the ^{SRD} superscript. Monsters from other sources are noted with a superscript reference as follows:

^{BB} = [Beasts of Legend: Boreal Bestiary](#) from Legendary Games

^{CC} = [Beasts of Legend: Coldwood Codex](#) from Legendary Games

^{FTC} = [Beasts of Legend: Fairy Tale Creatures](#) from Legendary Games

^{FKCC} = [Forest Kingdom Campaign Compendium](#) from Legendary Games

Accursed Mercy

Faerie bargain, very rare

Payment 50,000 gp of stolen treasure or 40 hit points (your maximum is reduced by 40 and can't be restored until the bargain ends)

Faerie Creature *amadan*^{CC}

Benefit You and your kingdom's citizens suffer no effects of curses or of spells that manipulate plants, weather, terrain, or beasts, although they can still be subject to such spells and the effects resume if this bargain ends first.

Check Charisma (Persuasion), Intelligence (Arcana), or Wisdom (Insight) DC 18

Hidden Condition As an action, the faerie creature can cast *bestow curse* as a 7th-level spell (save DC 19) on you or any subject of your kingdom at any range once without using a spell slot whenever the target takes any action that harms, inconveniences, or disrespects any fey.

Escape Clause The bargain ends if you fall victim to a new curse. Your hit point maximum returns to normal but your current hit points do not change and any other payment is not returned.

Attendant's Vision

Faerie bargain, very rare

Payment a vow of service (the fey can summon you as if

Table 1: Faerie Bargains as Rewards

Faerie Bargain	Rarity
Vermin scent	Common
Spell tutelage (1st-level spell)	Common
Blood vitality	Uncommon
Bounty of the wilds	Uncommon
Charm of recovery	Uncommon
Hunter's charm	Uncommon
Illusion Tutelage	Uncommon
Masterful Joke	Uncommon
Unseen assistant	Uncommon
Spell tutelage (2nd-level spell)	Uncommon
Spell tutelage (3rd-level spell)	Uncommon
Charm of Flight	Rare
Frozen heart	Rare
Mad strength	Rare
Greater charm of magic	Rare
Silent metamorphosis	Rare
Soul graft	Rare
Spell tutelage (4th-level spell)	Rare
Spell tutelage (5th-level spell)	Rare
Woven Wealth	Rare
Accursed mercy	Very Rare
Attendant's Vision	Very Rare
Boon of the carrion crow	Very Rare
Curse of spilled blood	Very Rare
Double-walker	Very Rare
Land of youth	Very Rare
Mountain's charm	Very Rare
One with the land	Very Rare
Greater Inspiration	Very Rare
Rhymer's truth	Very Rare
Riverman's bargain	Very Rare
Spell tutelage (6th-level spell)	Very Rare
Spell tutelage (7th-level spell)	Very Rare
Spell tutelage (8th-level spell)	Very Rare
Stolen might	Very Rare
Bundled fate	Legendary
Earth's mercy	Legendary
Fey queen's ransom	Legendary
Fleeting Presence	Legendary
Hallows of rulership	Legendary

Faerie Bargain	Rarity
Grand sequestration	Legendary
Monarch's Call	Legendary
Shapechanger's insight	Legendary
Spell tutelage (9th-level)	Legendary

with *conjure fey* once per day; there is a 10% chance you are called away for 1d4 rounds during any encounter or activity, but can't be called again in the same day)

Faerie Creature chernabog^{CC}

Benefit You gain truesight to a range of 40 feet.

Check Intelligence (Investigation) DC 19

Hidden Condition The faerie creature can capture your soul as if with *soul bind* at any range when you die. It knows whenever you die. While it has your soul, it can perform a week-long ritual to forcibly *reincarnate* the soul into a fey creature loyal to it. If this happens, you can be restored only by *wish*, and this new fey creature can resist with a successful Wisdom saving throw against the *wish*'s DC while it lives.

Escape Clause The faerie creature must be summoned to another plane of existence and you must be subject to *remove curse* while it has you summoned.

Blood Vitality

Faerie bargain, uncommon

Payment half your hit dice (your current and maximum number of hit dice are each reduced by half your maximum number of hit dice)

Faerie Creature bokereyder^{CC}, [will-o'-wisp](#)^{SRD}

Benefit Once per day, when you deal hit point damage to a creature that is surprised or has the frightened condition, you can spend one hit die as a bonus action to gain temporary hit points equal to the die roll plus your Constitution modifier. The temporary hit points last 3 hours.

Check Charisma (Intimidate) DC 15

Hidden Condition The faerie creature can cast *teleport* without expending a spell slot to arrive within 60 feet of you as long as you have the frightened condition. It always counts as having an associated object for this teleportation. It is aware of any time you say, write, read, or hear its name as well as any time you gain the frightened condition.

Escape Clause The bargain ends if you become immune to the frightened condition for 1 day.

Bounty of the Wilds

Faerie bargain, uncommon (kingdom)

Payment one bean from a *bag of beans* and you agree not to build in a chosen hex nor overuse its resources

Faerie Creature [dryad](#)^{SRD}

Benefit The land grows bountiful for those who pick and hunt food there and its beauty inspires your citizens. Your kingdom's Consumption decreases by 1 BP and it gains +1 Loyalty as long as it borders or contains the hex. You must hide a drop of the faerie creature's blood in a vial within the hex.

Check Charisma with a wind instrument, Intelligence (Nature), or Wisdom (Survival) DC 14

Hidden Condition The faerie creature can cast *suggestion* (save DC 12) on you once without expending a spell slot. The spell cannot be detected or dispelled.

Escape Clause If you trick the fey into asking you to build anything—no matter how small—on the land (requiring at least two successful DC 15 Charisma [Deception] checks) and you do so, the magic of the bargain is reversed and the payment is returned to you.

Bundled Fate

Faerie bargain, legendary (requires attunement)

Payment you and the other beneficiary each age 4d10 years; only a *wish* can undo this effect

Faerie Creature chernabog^{CC}, mythic manitou^{FKCC}

Benefit You and another willing creature are bound in fate together. Whenever one fails a saving throw, the other can attempt the saving throw using its own modifier as a reaction. If this new saving throw fails, both are affected by the consequences of a failed save. If the new saving throw succeeds, both are affected by the consequences of a successful save. Once per day, when one dies and the other has at least 1 hit point, the survivor can drop to 0 hit points as a reaction to restore the dead creature to life with 1 hit point, provided the dead creature did not die of old age and is not missing any vital body parts.

Check Charisma (Persuasion) or Intelligence (Investigation or Nature) DC 20

Hidden Condition Once per day when the faerie creature fails a saving throw, it can force you or the other recipient to make a saving throw using this bargain's benefit to protect the faerie creature as if it were the other recipient. No action is required.

Escape Clause The bargain ends when an affected creature inflicts a just curse upon the faerie creature. The payment is not refunded.

Charm of Flight

Faerie bargain, rare

Payment a skill proficiency (you don't apply your proficiency bonus on ability checks with that skill)

Faerie Creature pixie princess^{FTC}, [sprite](#)^{SRD}

Benefit You can cast *fly* without expending a spell slot. The spell's fly speed is lost while you have the frightened condition or are under a spell or effect that doesn't work against creatures immune to the frightened condition. Once you use this bargain's benefit, you can't do so again until you finish a long rest.

Check Charisma (Performance) or Intelligence (Arcana or Investigation) DC 15

Hidden Condition The faerie creature can cast *screaming* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. The payment is refunded.

Charm of Magic

Faerie bargain, uncommon (requires attunement)

Payment A tool proficiency (you lose your proficiency bonus with that tool)

Faerie Creature [dryad](#)^{SRD}, [sprite](#)^{SRD}, stromkarl^{FKCC}, totemoq^{CC}

Benefit Choose four cantrips or two 1st-level spells or one 2nd-level spell from the druid or warlock spell list. You can cast the chosen spell or spells without expending a spell slot while holding a given token (traditionally a leaf) in hand. If the spell level is cantrip or 1st, you can cast it at will. If the spell level is 2nd, once you cast it, you can't cast it again until you finish a long rest. You always cast the spell at minimum level. If the spell has a material component costing more than 1 gp, you must provide it.

Check Charisma (Performance) or Intelligence (Investigation) DC 14

Hidden Condition The faerie creature can cast *screaming* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. The payment is refunded.

Charm of Recovery

Faerie bargain, uncommon (requires attunement)

Payment 4 hit points (your current and maximum hit points are reduced by 4 and can't be restored while the bargain lasts)

Faerie Creature [unicorn](#)^{SRD}

Benefit You recover twice as many hit points when you spend hit dice.

Check Charisma (Performance), Intelligence (Nature), or Wisdom (Survival) DC 14

Hidden Condition The faerie creature can sense whenever you take an evil action and punish you by forcing you to make a Constitution saving throw. If you fail, you get the frightened condition for 24 hours.

Escape Clause The bargain ends if you knowingly kill a rare plant in full bloom or a non-evil creature you do not need to eat. Your hit point maximum returns to normal but not your current hit point total.

Curse of Spilled Blood

Faerie bargain, very rare

Payment a very rare or rarer magic gemstone, armor, or shield

Faerie Creature [amadan](#)^{CC}

Benefit Whenever you are reduced to 13 or fewer hit points for the first time in an hour or an army under your command is routed, the attacker has disadvantage on all attack rolls and saving throws (for a creature) or Offense checks (for an army) until the end of the attacker's next turn. Whenever you die or an army under your command is defeated, the killing creature or victorious army is cursed, as the spell *bestow curse* (7th-level version, save DC 17). An army cursed this way takes 1 extra damage each time it takes damage. Although multiple creatures can be cursed this way, the curse can be removed as a group with a single *remove curse* spell.

Check Charisma (Intimidate) or Intelligence (Nature) DC 17



Hidden Condition The faerie creature has advantage on attack rolls, ability checks, or saving throws (its choice when the bargain is formed) against you.

Escape Clause The bargain ends if you take back the payment and you are subject to *remove curse*.

Double-Walker

Faerie bargain, very rare

Payment an exquisite sculpture of rare wood worth 10,000 gp and a set of *ivory goats* (*figurines of wondrous power*)

Faerie Creature polevik^{BB}

Benefit You can cut yourself with a piercing weapon and anoint a log of rare wood worth at least 1,500 gp (weighing at least 5 pounds) to transform it into a *simulacrum* of yourself as the spell. When you do, your maximum hit points are reduced by 10 (this can be undone with *greater restoration* normally). You can't create another until the first is destroyed or its duration ends. You and it can communicate simple emotions to each other as long as you and it are on the same plane of existence.

Check Charisma (Deception), Intelligence (Arcana), or woodcarver's tools DC 18

Hidden Condition The faerie creature can cast *dominate person* to control your double-walker without expending a spell slot once per day, although the double-walker gets a Wisdom saving throw to resist (save DC 16).

Escape Clause The bargain ends if you give the faerie creature a child of your species to adopt. The paid sculpture is returned to you in the child's place. An existing double-walker is not destroyed by the end of the bargain.

Earth's Mercy

Faerie bargain, legendary (requires attunement)

Payment a vow of nonviolence (you can't kill living foes) and a *ring of earth elemental command*

Faerie Creature mythic hamadryad^{FKCC}, mythic manitou^{FKCC}, mythic forest dragon^{FKCC}

Benefit You have advantage on saving throws against spells for as long as you are in contact with an earth or stone surface. You have a burrow speed of 30 feet that you can use to pass through earth and stone as seamlessly as a fish in water. At the start of each of your turns, you heal 5 points of damage.

Check Charisma (Persuasion) or Wisdom (Survival) DC 21

Hidden Condition The faerie creature can cast *earthquake* (save DC 20) without expending a spell slot or concentrating once per day as a bonus action.

Escape Clause The bargain ends when you destroy the paid ring.

Fey Queen's Ransom

Faerie bargain, legendary

Payment 20 hexes of a kingdom you rule invested with at least 200 BP total (the hexes vanish into the fey realm along with all settlements within, replaced by featureless wasteland; mortals brought along are treated to all the delights and dangers of that realm but each can't leave until *remove curse* is cast upon it) or any artifact

Faerie Creature fey ruler of at least challenge rating 20

Benefit You gain inspiration whenever you finish a short or long rest.

Check Charisma (Persuasion), Intelligence (Nature), or Wisdom (Insight) DC 20

Hidden Condition The faerie creature becomes legendary if it wasn't already. If it was, it gains an extra legendary action each round.

Escape Clause If you kill the faerie creature in the fey realm, the bargain ends and either the taken hexes return to their original locations or the artifact is returned to you.

Fleeting Presence

Faerie bargain, legendary (requires attunement)

Payment a bit of your soul (reduce your highest ability score and its maximum by 3; this reduction can't be removed until the bargain ends)

Faerie Creature polevik^{BB}

Benefit You can cast *invisibility* at will without expending a spell slot. You gain a polevik fetish.

Check Charisma (Persuasion) or Intelligence (Arcana or Investigation) DC 20

Hidden Condition As an action, the faerie creature can cast the minimus containment version of *imprisonment* at any range without expending a spell slot when you die (save DC 20). It knows when you die.

Escape Clause The bargain ends if you destroy a legendary evil magic item or evil artifact, immerse the remains in holy water, then drink the holy water. The payment penalty ends.

Frozen Heart

Faerie bargain, rare (requires attunement)

Payment your warm emotions (you can't benefit from bard abilities or beneficial enchantment spells) and



your Dexterity is reduced by 2 (it can't be restored until the bargain ends)

Faerie Creature orruol^{BB}

Benefit The orruol gives you a kiss, granting you resistance to cold damage.

Check Charisma (Deception or Performance) or Intelligence (Nature) DC 16

Hidden Condition The faerie creature gets a +1 bonus to attack rolls, saving throws, and skill checks while you touch a loved one or are under a beneficial enchantment spell. If the faerie creature kisses you again (an action if you are incapacitated, willing, or grappled), you must make a DC 16 Constitution saving throw. Your Constitution score is permanently reduced by 2d4 on a failed save, or by half that on a successful one.

Escape Clause The bargain ends when you spend 24 hours in physical contact with loved ones while under beneficial enchantment spells of at least 5th level. Your warm emotions return and your Dexterity reduction can thereafter be undone with *greater restoration* normally.

Grand Sequestration

Faerie bargain, legendary

Payment a mirror of opposition or a deck of many things

Faerie Creature chernabog^{CC}

Benefit All humanoids with 10 or fewer hit dice within 12 miles of the faerie creature are imprisoned in a fugue in the fey realm or suspended in time beneath the earth. A creature with Charisma 13 or higher can negate this imprisonment with a successful DC 20 Charisma saving throw. Time does not pass for them and they need not eat, sleep, or breathe. They return to exactly where they left (or the nearest safe place to it, if the old location would be innately dangerous) as if no time had passed when the bargain ends. An individual creature can be returned early by successfully dispelling the effect at the point it vanished; each such point radiates a lingering aura of magic visible to *detect magic*.

Check Charisma (Deception) or Wisdom (Insight) DC 20

Hidden Condition The faerie creature can cast *conjure fey*

(9th-level version) three times per day without expending a spell slot to summon any sequestered creature as if it was a fey creature.

Escape Clause The bargain ends when the faerie creature expresses regret for doing it, even accidentally or insincerely, but not if directly forced to by magic. The payment is not refunded.

Greater Charm of Magic

Faerie bargain, rare

Payment a tool proficiency (you don't add your proficiency bonus on ability checks with that tool)

Faerie Creature a coven of [hags](#)^{SRD}

Benefit Choose a 2nd- or 3rd-level spell from the druid or warlock spell list. You are given a flower. As long as you own it, you can cast that spell at its lowest level without expending a spell slot. If its spell level is 2nd, once you cast it three times this way, you can't cast it this way again until you finish a long rest. If its spell level is 3rd, once you cast it twice this way, you can't cast it this way again until you finish a long rest.

Check Charisma (Performance or Persuasion) or Intelligence (Investigation) DC 15

Hidden Condition The faerie creature can cast *scrying* on you at will without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you reveal its origin to anyone not party to the bargain. You regain the proficiency.

Hallows of Rulership

Faerie bargain, legendary

Payment standing stones worth 200 BP standing alone in a kingdom hex (or a crown of affirmation and a frumious frock from [Treasury of the Kingdom](#) (5E) by Legendary Games, if you aren't using the kingdom building rules) and some of your potential (you lose a feat and can't replace it; if your game doesn't use feats, instead reduce one of your ability scores by 1 and this reduction can't be undone until the bargain ends)

Faerie Creature mythic hamadryad^{FKCC}

Benefit You gain a magic item from among those described on page 18, tied to your rulership of a kingdom. You may choose the *sword of vernal light*, the *staff of summer's might*, the *stone of wintry charm*, or the *cauldron of autumnal bounty*. Any attempt to harm you with the item automatically fails unless it is cursed as described in the hidden condition.

Check Charisma (Persuasion) or Intelligence (Investigation) DC 20

Hidden Condition The faerie creature can demand a favor of you to be named later. If you refuse this favor, the bonuses from the item become penalties and the item becomes cursed such that you cannot be rid of it or use any substitute for it. Casting *remove curse* on the item allows you to discard it but does not restore its function unless you have performed the favor.

Escape Clause The bargain ends when you die after having returned the weapon to the faerie creature. The payment is refunded, but you remain dead.

Hunter's Charm

Faerie bargain, uncommon (requires attunement)

Payment a kiss and a bit of each night's rest (reduce the number hit dice you recover from a long rest by half)

Faerie Creature mythic centaur^{FKCC}

Benefit You gain a +1 bonus on Wisdom (Survival) checks and to damage rolls against opponents who haven't acted yet in the current encounter.

Check Charisma with a wind instrument, Intelligence (Nature), or Wisdom (Survival) DC 14

Hidden Condition The faerie creature's maximum hit points increase by 5. The bargain's bonuses become penalties against the faerie creature.

Escape Clause If you incapacitate the faerie creature by surprise, the bargain and payment both end.

Illusion Tutelage

Faerie bargain, uncommon

Payment one uncommon spell scroll and a musical instrument

Faerie Creature [sprite](#)^{SRD}

Benefit You can cast *disguise self* or *invisibility* on yourself only a total of three times without expending a spell slot. Once you do, the bargain ends.

Check Charisma (Performance) or Intelligence (Nature) DC 13

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature. Casting either spell from the bargain wreathes you in *faerie fire* that only faerie creatures can see for the effect's duration.

Escape Clause The bargain ends if you reveal its origin to any creature who wasn't party to the bargain. The faerie creature then returns the paid musical instrument.



Inspire Perfection

Faerie bargain, very rare (requires attunement)

Payment your sanity (your Wisdom score is reduced by 4 and can't be restored while the bargain lasts)

Faerie Creature mythic manitou^{FKCC}

Benefit Your voice can achieve such perfect tones that your vocal magic is more potent. When you cast a spell with verbal components, determine its effects as if you had used a spell slot one level higher than you actually did. You get a +1 bonus on ability checks that rely on your voice or speech such as Charisma (Deception, Performance, or Persuasion).

Check Charisma (Performance) or Wisdom (Insight or Perception) DC 19

Hidden Condition The faerie creature can absorb your

sanity three times per day, permanently reducing your Wisdom by 1d4 as a bonus action as long as you are both on the same plane of existence, to heal itself of 40 points of damage. Unlike the payment, this reduction can be undone with *greater restoration* and similar magic.

Escape Clause The bargain ends when you personally defy the faerie creature after receiving a *remove curse* spell. The Wisdom penalty ends.

Land of Youth

Faerie bargain, very rare (kingdom)

Payment your shadow (you cast no shadow nor any reflections and gain 1 level of exhaustion that cannot be removed until you regain your shadow)

Faerie Creature mythic hamadryad^{FKCC}



Benefit Your kingdom becomes rife with vibrant life. Colors are brighter and sounds are crisper. Emotions swing strongly. Creatures who regain hit points in the kingdom from spending hit dice or from magical healing recover half-again as many hit points. Creature in the kingdom have disadvantage on saving throws against effects that give the charm condition. Living creatures feel strangely energized and youthful, as if they were a bit younger than they are. Double the bonuses from holiday edicts, promotion edicts, Academies, Arenas, Bardic Colleges, Barracks, Bordellos, Dance Halls, Gambling Dens, Magical Academies, Military Academies, and Universities. When using recruitment edicts, you treat your kingdom's manpower as if your kingdom's militarism were one step more militaristic. Each settled hex in the kingdom grants +1 Productivity and +1 Stability. Settlements gain +1 Crime and +1 Society.

Check Charisma (Performance) or Intelligence (Investigation or Nature) DC 18

Hidden Condition The faerie creature can take on your physical shape (as if casting the spell *alter self* without expending a spell slot) by wearing your shadow at will. While wearing your shadow, the faerie creature can

use *disguise self* and *mislead* once per day each without expending a spell slot.

Escape Clause The bargain ends if you retrieve your shadow by touching the faerie creature while it is willing or helpless and stitch it back on while you are in your natural form. All the inhabitants of your kingdom feel suddenly older and gain 1 level of exhaustion.

Masterful Joke

Faerie bargain, uncommon (requires attunement)

Payment gems worth at least 350 gp and delicious sweets created with a successful DC 13 Wisdom check with cook's utensils

Faerie Creature [sprite](#)^{SRD}

Benefit You are given a bottle or bag of the faerie creature's breath and can cast *hideous laughter* (save DC 10) twice per day while holding the token in hand.

Check Charisma (Performance) or Intelligence (Arcana) DC 13

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature. The faerie creature can cast *hideous laughter* (save DC 10) only targeting you once per day without expending a spell slot.

Escape Clause The bargain ends if the faerie creature eats a delicious sweet you created laced with a potion or poison that embarrasses it. The faerie creature must then return the paid gems.

Monarch's Call

Faerie bargain, legendary

Payment a vow of service (the fey can summon you as if with *conjure fey* once per day without expending a spell slot; there is a 10% chance you are called away for 1d4 rounds during any encounter or activity, but can't be called again in the same day)

Faerie Creature chernabog^{CC}, mythic hamadryad^{FKCC}

Benefit As an action, you can cast *conjure fey* as 9th-level spell without expending a spell slot. Once you use this ability, you can't use it again until you finish a long rest.

Check Charisma (Performance) or Wisdom (Survival) DC 20

Hidden Condition The faerie creature can reincarnate you as a chernabog, or other appropriate fey the next time you die at any range unless you succeed at a DC 19 Charisma saving throw. You retain little of your original personality or memories and serve the faerie creature. Only a *wish* can restore your original form, and if your new form still lives it attempts to resist the spell with a

Charisma saving throw.

Escape Clause The bargain ends when you incapacitate the faerie creature while summoned by it.

Mountain's Charm

Faerie bargain, very rare

Payment 100 yellow diamond *elemental gems*

Faerie Creature orruol^{BB}

Benefit You and any creatures within 120 feet of you ignore the effects of high altitude and stone-related difficult terrain. An army you travel with is not impeded by hill or mountain travel.

Check Charisma (Persuasion) or Intelligence (Investigation or Nature) DC 18

Hidden Condition The faerie creature automatically knows whenever you disturb earth or stone and can force you to make a DC 16 Constitution saving throw as an action once per day at any range when you do so. Your Dexterity is reduced by 2d4 on a failed saving throw, or half as many on a successful one.

Escape Clause The bargain ends if you cause a landslide above or below the faerie creature's home. The payment is not returned.

One with the Land

Faerie bargain, very rare (kingdom)

Payment a sacred relic, artifact, or important magic item of at least very rare rarity

Faerie Creature mythic hamadryad^{FKCC}

Benefit As long as you are healthy, your kingdom is fruitful. Double the benefits of Farms and Fisheries and double your crop yields. When you are upset, the weather grows foul. When you despair or are permanently injured, the land falls barren; instead halve the benefits of Farms and Fisheries and halve your crop yields. In addition, you can intentionally invoke clear weather and storms as if with *control weather* without expending a spell slot as long as it does not contradict your mood. Once you have done so twice, you can't again until you finish a long rest. This can create battlefield conditions for armies you are near (fog, rain, sandstorm, snow, or wind as appropriate for the climate and season).

Check Charisma (Performance or Persuasion) or Intelligence (Nature) DC 18

Hidden Condition The faerie creature can cast *suggestion* once to request a favor of you at any later time without expending a spell slot (save DC 17). The save is made with disadvantage if the faerie creature makes the request verbally from within 30 feet.



Escape Clause The bargain ends if you take back the offering and give it to a church that opposes the faerie creature's interests.

Rhymer's Truth

Faerie bargain, very rare

Payment your ability to lie (you can't knowingly communicate untruths, even under magical compulsion, although you can still allow others to draw incorrect inferences or refuse to answer a question) and either a dream of action (you gain 1 level of exhaustion whenever you finish a long rest) or a dream of magic (you must have spell slots of 5th level or higher to choose this option; you lose a spell slot of 5th level or higher whenever you finish a long rest)

Faerie Creature mythic hamadryad^{FKCC}

Benefit You can only knowingly speak the truth. As an

action, you can attempt to apply this restriction to a speculation to learn something you did not know before. You attempt to speak a factual statement that you do not know to be true or not and there is a 75% chance that you cannot complete the statement if it is false. If the statement is true you can automatically complete the statement. For every time you have used this bargain since you last finished a long rest, the chance is reduced by 25 to a minimum of 0% (after which it is useless until you finish a long rest). The GM should roll in secret in either case and secretly ignore the roll if the statement is true.

Check Charisma (Persuasion) or Intelligence (Investigation) DC 17

Hidden Condition By concentrating for 1 minute, the faerie creature can summon you for 1 minute to answer one question using the bargain's benefit once per day.

Escape Clause The bargain ends when you deceive the faerie creature despite being unable to lie. You recover your ability to lie and the dream you paid.

Riverman's Bargain

Faerie bargain, very rare

Payment accept one *geas* at any time within a year and a day at any range with no saving throw

Faerie Creature vodenjak^{BB}

Benefit You can cast a limited *wish* once. This wish is limited to duplicating the effects of a spell 6th level or lower, undoing or modifying an effect that can be affected by a *wish*, forcing a future die roll to be re-rolled, or effects of a similar scope. You may choose for the wish to free you from the next condition that only it or a stronger spell could remove, provided that condition takes effect within a year and a day. The wish is not strenuous.

Check Charisma (Persuasion), Intelligence (Investigation), or Wisdom (Insight) DC 15

Hidden Condition If the *geas* is removed, the limited *wish* is reversed (if that's impossible, it is replaced with a 9th-level *bestow curse*). If you die before completing the *lesser geas*, the faerie creature claims your soul by drawing it forth as a liquid and storing it in an open container, such as a goblet, chalice, or teacup. You get no saving throw to resist. Casting *raise dead*, *speak with the dead*, and the like on you after your soul is taken requires a successful DC 14 Wisdom check or the spell is wasted. Destroying the container removes this difficulty.

Escape Clause The bargain ends if the *geas* is removed from you (although the hidden condition applies).

Shapechanger's Insight

Faerie bargain, legendary (requires attunement)

Payment three sovereign staves (a scepter of forgotten time and a staff of the fey queen from [Treasury of the Kingdom \(5E\)](#) by Legendary Games, as well as a staff of power)

Faerie Creature mythic forest dragon^{FKCC}

Benefit You can cast *polymorph* on yourself without expending a spell slot. It does not require concentration. The change lasts until you dismiss it as a bonus action or assume a new form. You can always assume your natural form as a bonus action on your turn, even if you are petrified. Once you use this bargain's benefit, you can't use it again until you finish a short or long rest.

Check Charisma (Deception), Intelligence (Nature), or Wisdom (Insight) DC 20

Hidden Condition The faerie creature always recognizes you no matter your form and can take on your physical shape (as if using *alter self*) at will. While the faerie creature is in your form, it has advantage on Charisma (Deception) checks.

Escape Clause The bargain ends with a *wish* if you and the faerie creature can see each other and are both in your natural forms. Two random staves you paid are returned to you.

Silent Metamorphosis

Faerie bargain, rare (requires attunement)

Payment your voice (you become mute, unable to speak, provide verbal components, or use vocal bard abilities); you must be able to cast 1st-level spells with verbal components or use bardic inspiration

Faerie Creature mythic swan maiden^{FKCC}

Benefit You are given a cloak by the faerie creature. You can don it as an action to can cast *alter self* without using a spell slot to assume a specific form defined by the bargain. This form can be anything that shares its size and at least half its shape with your natural form; it can even change your number of limbs. Its duration is permanent until you dismiss it by removing the cloak. While you are transformed, the cloak can be disguised as any clothing or jewelry worn about the shoulders or upper arms.

Check Intelligence (Investigation or Nature) DC 16

Hidden Condition The faerie creature can use your voice and any vocal bard abilities you had.

Escape Clause The bargain ends if you are subject to a permanent or instantaneous spell or effect that transforms you into something else. You regain your voice but your Charisma score is reduced by 1d4.

Soul Graft

Faerie bargain, rare (requires attunement)

Payment a rare or rarer magic ring

Faerie Creature orruol^{BB}

Benefit Your soul is divided between you and the faerie creature as long as you wear one of its hairs tied around your finger. Any attempt to raise you from the dead has a 50% chance of failure unless it includes twice the required material component. You have disadvantage on saving throws against possession, domination, and any effect that targets your soul. Any time you or the faerie creature are individually targeted by a spell or ability that allows a Wisdom or Charisma saving throw, the target has advantage on that saving throw. If the saving throw fails, you are both affected by the failed condition. If the result succeeds but has a partial effect, you both take the partial effect. If you are both targeted, you gain no advantage from this bargain.

Check Charisma (Persuasion), Intelligence (Nature), or Wisdom (Insight) DC 16

Hidden Condition The faerie creature always counts as having a lock of hair for *scrying* and similar purposes. It can perceive through your senses for 1 round by concentrating as an action.

Escape Clause The bargain ends if either of you becomes undead or has your soul captured by magic that does not allow a saving throw. The payment is not returned.

Spell Tutelage

Faerie bargain, rare (requires attunement by a spellcaster)

Spell Level Gained	Rarity	Check DC
1st	Common	12
2nd	Uncommon	13
3rd	Uncommon	14
4th	Rare	15
5th	Rare	16
6th	Very rare	17
7th	Very rare	18
8th	Very rare	19
9th	Legendary	20

Payment a dream of magic (you must be able to cast spells to make this bargain; whenever you regain spell slots from a long rest, you immediately lose one of the same level as the spell chosen with this bargain)

Faerie Creature green hag^{SRD}, harionna^{FKCC}, mythic faun^{FKCC}, mythic manitou^{FKCC}; it must be able to cast a spell of the chosen level or lower

Benefit Choose a spell from the druid or warlock spell list. If it isn't on your spell list, add it to your class spell list at the next higher spell level. If you have a limited number of spells known, you add the spell to your spells known.

Check Charisma (Performance), Intelligence (Arcana or Investigation), or Wisdom (Insight) DC varies

Hidden Condition The faerie creature can use one of its spells of the chosen spell's level or lower an additional time per day.

Escape Clause The bargain ends when you counter or dispel the faerie creature's spell gained from the hidden condition. Your dream is returned.

Stolen Might

Faerie bargain, very rare (requires attunement)

Payment demon armor or evil artifact

Faerie Creature polevik^{BB}

Benefit The ability score of your choice increases by 2, to a maximum of 20. You gain a polevik fetish.

Check Charisma (Persuasion) or Intelligence (Arcana or Investigation) DC 17

Hidden Condition As an action, the faerie creature can summon a fiend of challenge rating 10 or lower within 30 feet of you once per month. It must be able to see the location where the fiend will appear. The fiend remains until it is reduced to 0 hit points or until the faerie creature ceases to concentrate (maximum 1 hour). The fiend attacks you unless the faerie creature verbally orders it to take other actions (no action required). The fiend refuses to violate its alignment.

Escape Clause The bargain ends if you touch the victim from whom the soul fragment was taken to fuel your bargain and the victim is the target of *greater restoration*. This restores that victim's ability scores. The payment is not refunded.

Tempestuous Strength

Faerie bargain, rare (requires attunement)

Payment your sanity (you have disadvantage on saving throws against *confusion* and other spells or effects that would restrict what actions you choose)

Faerie Creature vodenjak^{BB}

Benefit You can enter a rage like a 1st-level barbarian, but only after you have taken damage. This takes your



reaction. If you already had the rage ability, instead increase the times you can use it between long rests by 1. While you are raging, you cannot discern friend from foe. You count as all creatures' foes (allowing your enemies with pack tactics or sneak attack to benefit from your presence), you must always attempt opportunity attacks even when provoked by allies, and you must always attack the closest creature to you (if multiple creatures are tied for closest, you can choose between them). You can only voluntarily end a rage while you are under the effects of *calm emotions* or when you end your turn with no visible creatures within a distance equal to twice your speed.

Check Charisma (Performance or Persuasion) or Intelligence (Nature) DC 16

Hidden Condition The faerie creature can make you enter a rage at any range (even across planar boundaries) once per day. It automatically senses when you are under a *calm emotions* effect.

Escape Clause The bargain ends if you spend at least 10 minutes each day for 3 consecutive days under *calm emotions* or a similar effect. Your sanity returns.

Unseen Assistant

Faerie bargain, uncommon (requires attunement by a spellcaster)

Payment two 1st-level spell slots (each spell slot is unavailable as if cast permanently); you must make another offering of milk, cheese, or bread every night or the bargain's benefit is lost until you make an offering of rare spiced wine worth 100 gp

Faerie Creature mythic leprechaun^{FTC}

Benefit Choose one kind of artisan's tools when you make this bargain. You can cast *unseen servant* at will without expending a spell slot (maximum of one servant at a time) while you wear a cap gifted to you by the faerie creature. The *unseen servant* can make ability checks with the chosen kind of artisan's tools with your proficiency bonus and ability modifier (even if you aren't proficient with that tool).

Check artisan's tools, Intelligence (Arcana or Investigation) DC 14

Hidden Condition The faerie creature can cast *scrying* on you without expending a spell slot despite any intervening abjurations whenever you say, write, read, or hear its name. It is automatically aware of any time you say, write, read, or hear its name.

Escape Clause The bargain ends if you give the faerie creature a mortal-made piece of clothing after you have gained a level since making the bargain.

Vermin Scent

Faerie bargain, common (requires attunement)

Payment a chunk of flesh (reduce your Strength score by 1 until it is healed by magic)

Faerie Creature gruen^{BB}, [sprite](#)^{SRD}

Benefit Insect and arachnid beasts never attack you if you approach non-threateningly. You can only influence one vermin at a time. If you interact with a second, the previous one forgets you and reverts to its usual behavior.

Check Charisma (Intimidate), Intelligence (Nature), or Wisdom (Survival) DC 12

Hidden Condition You have disadvantage on Wisdom (Insight and Perception) checks against the faerie creature and on saving throws against the abilities of vermin.

Escape Clause The bargain ends if you feed a tamed vermin to a giant eagle or other good-aligned creature. Your Strength score returns to normal.

Woven Wealth

Faerie bargain, rare

Payment your heritage (you lose all your racial traits aside from ability score modifiers; you appear physically drained and your blood turns transparent)

Faerie Creature mythic leprechaun^{FTC}

Benefit The faerie creature spins straw into gold and platinum, turns a pot of wood chips into gold and platinum coins, or otherwise manufactures 25 pounds of gold (worth 1,500 gp) and 12 pounds of platinum (worth 6,000 gp) for you.

Check Charisma (Performance) or Intelligence (Investigation) DC 15

Hidden Condition The faerie creature is allowed by the agreement to replace your firstborn child with a fey impersonator and raise the child as its own. The faerie gold returns to its true form if you reveal its origin.

Escape Clause The bargain ends if you command the faerie creature by its secret name to release you, although you can never gain this bargain again. Your heritage is restored but the gold is not lost if you did not reveal its origin.

Boon of the Carrion Crow

Faerie bargain, very rare (kingdom, requires attunement)

Payment slay a challenge rating 13 or higher rival of the faerie creature, prevent it returning, and deliver its treasures to the faerie creature



Faerie Creature amadan^{CC}

Benefit The tides of battle favor your kingdom, perhaps due to fey cursing your enemies or blessing your most pivotal soldiers. You can reroll any one die roll for an army you lead personally. In normal combat, you can cause one rolled die of an ally you can see within 60 feet to be rolled again as a reaction action. In both cases, the new roll applies even if it is worse. Once you have used one of these two abilities, you can't use that one again until you finish a long rest.

Check Intelligence (History), Charisma (Performance), or Wisdom (Insight) DC 18

Hidden Condition No magic or physical barrier can bar the faerie creature from traveling freely anywhere in your kingdom. Your troops cannot even perceive the faerie creature. Once per day as a reaction, the faerie creature can give you disadvantage before you roll on an attack roll, saving throw, or any roll for an army.

Escape Clause The bargain ends if you revive the slain rival. The hidden condition continues to apply until the faerie creature uses it one final time.

Faerie Treasures

Faerie treasures often come with strings attached (such as the *hallows of rulership* bargain described above). The price paid for one of these treasures can be recouped by convincing the faerie creature to take it back. If a character receives a faerie treasure in part of a bargain and is directly involved in killing the faerie creature, the item gains a curse and the character is unable to use any substitute for it. Some items have additional benefits for the rulers of kingdoms using the rules from the *Kingdoms* supplement.

Cauldron of Autumnal Bounty

Wondrous item, legendary (requires attunement by a spellcaster)

This copper cauldron is large enough to hold a human-sized creature. You can glimpse any ally that is injured or killed by watching the surface of clear water in the cauldron and can target that creature with healing spells by targeting the water. The ally must have consumed food or drink prepared in the cauldron since last finishing a long rest. You can use an action to speak the command word once while the cauldron is empty to cause the cauldron to produce a stew with the effects of *heroes' feast*. That command word doesn't work again until you finish a long rest.

Symbol of Office. As long as the cauldron is used to

prepare a meal for at least one ruler each day and no state dinner is held without including food from the cauldron, that kingdom gains +2 Loyalty that month.

Green Girdle of Invulnerability

Wondrous item, very rare (requires attunement)

This silky green garment is worn under all other clothing. Attacks that would cause you to lose hit points on rounds after initially hitting (such as a bearded devil's glaive attack) fail to do so. In addition, you take no penalties from injuries aside from inability to use severed extremities while they remain severed. Any extremity severed while the girdle is worn can be reattached by holding it to the stump for 10 minutes. Beheading and dismemberment do not automatically kill you as long as you wear the girdle (unless the damage is sufficient to fatally reduce your hit points). Unlike other severed extremities, your severed head can still perceive, speak, and otherwise function, although if separated from your body, you move and attack as if you had the blind and deafened conditions. In addition, you automatically stabilize whenever you are dying at the start of your turn.

Staff of Summer's Might

Staff, legendary

(requires attunement by a sorcerer, warlock, or wizard)

This is made of gleaming red-orange crystal. When you attack a creature with this staff or with a spell that requires an attack roll and roll a 20 on the attack roll, you can curse the creature as a bonus action at any range. This otherwise functions as casting the spell *bestow curse* from the staff.

The staff has 20 charges and regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, it regains 1d6 charges.

Symbol of Office. As long as you carry the staff in public, at state events, and into battle, your kingdom gains +2 Stability and all the kingdom's armies gain a +1 bonus to Defense Value. This bonus is doubled for an army you lead personally.

Spells. While holding this staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *bestow curse* (5th-level version, 5 charges), *disintegrate* (6 charges), *enhance ability* (4th-level version, 4 charges), *scorching ray* (3rd-level version, 3 charges), or *sunburst* (8 charges).

Stone of Wintry Charm

Wondrous Item, legendary (requires attunement)

While wearing this heavy stone pendant, you gain cleverness of speech and a refined appearance. You can speak and understand all languages. You can lie despite magical compulsions otherwise and appear to be telling the truth according to any divination. The caster of a bypassed spell can notice this effect with a successful DC 18 Intelligence (Arcana) skill check.

You also find remarkable mental clarity and can see multiple ways to approach every problem. You have advantage on all Dexterity, Intelligence, and Charisma ability checks.

Symbol of Office. Every month that you wear the stone and rule a kingdom, your kingdom gains +2 Loyalty.

Stone Throne of Destiny

Wondrous item, rare

Built by the strange giants of the fey realms, this carved stone throne changes size to suit the ruler of whatever



land it is located in. It grants any of a kingdom's rulers a +1 bonus on ability checks made while within 100 feet of the throne. While a ruler is seated, only that ruler gets the bonus.

Kiss of Destiny. You can kiss the throne to gain a bit of luck. Once before you finish a long rest, you can choose to spend the luck to add 1d4 either to your AC against one attack or to a saving throw. You must use it before learning if the attack would hit or if your saving throw would succeed otherwise. The throne loses its powers for 1 day when kissed.

Sword of Vernal Light

Sword (any), legendary (requires attunement)

This shining silvered sword sheds light as a torch. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

As an action, you can use an action to speak the command word to make it shine like *daylight*. Allied creatures add 1d4 to their attack rolls while in the area of the light. The command word doesn't function again until you finish a long rest.

Symbol of Office. As you carry the sword in public, at state events, and into battle, your kingdom gains +2 Stability, your armies gain a +1 bonus to Offense Modifier, and the bonus is doubled for an army you lead personally.



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