

Fey Folio

The Unseelie Court

A 4th Edition Monster Supplement



*Written by
Matthew Cicci*

*Illustrated by
Vasilis Likos*

ALP-FFP01:

Fey Folio

The Unseelie Court



Roleplaying Game Supplement

A monster supplement for use with the 4TH EDITION DUNGEONS & DRAGONS[®] Game

Written by Matthew Cicci

Credits

Author	Editors
Matthew Cicci	Paul Klein
	Emily Kubisz
Interior Illustrator	Stephanie D. Kubisz
Vasilis Zikos	Rules Consultant
	Michael Lenahan
Cover Artists	Layout & Design
Emily Kubisz	Tim Adams
Vasilis Zikos	

Special Thanks to:
Ofelia J. Kubisz
Jim Clunie
Team Draconis

Fey Folio © 2010 Matthew Cicci & Alluria Pushing. All rights reserved.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

VISIT OUR WEBSITE AT WWW.ALLURIAUBLISHING.COM



Contents

The Unseelie Court: Introduction	4
Section 1— A Gallery of Fey	5
Dullahan	5
Erlking	7
Fachen	8
Jack-in-Irons	10
Kapre	12
Nightshade	13
Rarog	14
Sidhe	16
Spriggan	18
Spring-Heel Jack	20
Sylph	21
Vodnik	22
Yallery	23
Section 2— GM's Reference	24
Section 3— Magic Items	26

Fey by Level

Level	Name	Type	Elite	Leader	Minion	Solo	Page
2	Sylph	Controller					21
3	Vodnik, Gremlin	Lurker					22
4	Erlking	Lurker					7
5	Nightshade, Jumper	Skirmisher					13
5	Vodnik, Bog Troll	Brute					22
6	Nightshade, Archer	Artillery					14
6	Spriggan, Runt	Soldier			X		18
7	Spriggan, Savage	Brute					18
7	Yallery	Controller				X	23
8	Spriggan, Storm Rager	Artillery					18
9	Kapre	Lurker					12
9	Spring-Heel Jack	Skirmisher	X				20
10	Sidhe, Lean	Controller	X				16
13	Dullahan, Darkmare	Brute					5
13	Dullahan, Dreadlash	Controller					5
14	Fauchen, Razorchin	Soldier					8
15	Dullahan, Fearnknight	Soldier		X			6
15	Fauchen, Stone Shaman	Artillery		X			8
16	Sidhe, Bean	Artillery	X				16
23	Rarog	Skirmisher	X				14
32	Jack-in-Irons	Soldier				X	10

THE UNSEELE COURT

More than just stories . . .

Dragons roar, scour their enemies with elemental blasts, and crush bones beneath their muscled, reptilian heels. The undead drain the very life from the living, either by touch, by bite, or by arcane means. Goblins constantly harass the good folks of the world; they spring forth from caves and dark forests, their poorly kept and rusted weapons thirsting for chaos, blood, and war. Aberrant beings, alien in shape and thought, inspire madness with their mere presence. Giants stalk the land in defiance of the gods and angels that look down upon it.

And yet for all the rage and horror of these monstrosities there is an equally ominous, yet infinitely more subtle, threat to mankind – the fey. Creatures of story and legend, fey monsters are meant to terrorize children into eating their beets and going to sleep, but every village elder, every elf, every druid, and huntsman knows the truth. These stories, tales of vicious spriggans and alluring sidhes, spring from a well of truth.

Fey are embodiments of emotion, and wicked fey are cruelty, lust, anger, and mischief given form. From the frightening dullahan dreadknights to the malicious vodnik bog troll, these pages offer forth the most dangerous the fey realm has to offer – not the mindless beasts or wild spirits, but the cunning and cruel twisted fey, the members of the Unseelie Court.



SECTION 1 - A GALLERY OF FEY

*Referenced creatures that are not found in this Fey Folio are detailed in the D&D 4E MONSTER MANUAL.

Dullahan

Dark armor and cruel weapons, a leering face etched into a thick shield, a tall, imposing figure with no head galloping madly forward on a mare as black as pitch -- this frightful combination is the dullahan. Dullahan are fearsome knights of the fey realm who, through twisted rituals, have placed their souls in their armor and weapons. They are warmongering, aggressive, and take particular delight in terrorizing mortals.

These bloodthirsty fey have inspired many tales of headless horsemen and undying knights. One glimpse at their midnight black armor and the sneering visage of their shield, and it is easy to see why.

Dark Mare	Level 13 Brute
Large fey magical beast	XP 800
Initiative +9	Senses Perception +7; darkvision
HP 158; Bloodied 79	
AC 25; Fortitude 26; Reflex 26; Will 23	
Immune fear	
Speed 8	
⊕ Kick (standard; at-will)	
+16 vs. AC; 3d6 + 6 damage and the target is pushed 1 square.	
⊕ Trample (standard; at-will)	
The dark mare can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the dark mare must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack; +14 vs. Reflex; 1d10 + 8 damage, and the target is knocked prone	
⊕ Twilight Charge (standard; encounter) ⊕ Teleportation	
The dark mare teleports at least 4 squares and up to 8 squares and makes the following attack: +14 vs. Fortitude; 4d8 + 6 damage and the target is pushed 3 and knocked prone.	
Fearsome Beast (when mounted by a friendly rider of 13th level or higher) ⊕ Mount	
Any time the rider scores a critical hit, the dark mare may make a kick attack as a free action against the same target.	
Alignment Evil	Languages —
Skills Athletics +16, Endurance +15	
Str 21 (+11)	Dex 16 (+9) Wis 12 (+7)
Con 18 (+10)	Int 5 (+3) Cha 15 (+8)

TACTICS

Dark mares are loyal pets to their dullahan riders and their tactics vary according to their master's whim.

Where they excel is in charging headlong into combat. Dark mares attempt to enter combat with *twilight charge*. *Trample* allows them mobility to sprint over the battlefield inflicting damage where their rider commands.

Dullahan Dreadlash	Level 13 Controller
Medium fey humanoid	XP 800
Initiative +11	Senses Perception +9; darkvision
HP 127; Bloodied 63	
AC 27; Fortitude 24; Reflex 27; Will 25	
Immune fear	
Speed 6	
⊕ Bone-barbed Whip (standard; at-will) ⊕ Weapon	
Reach 3; +17 vs. Reflex; 1d10 + 6 damage and the target is grabbed. This attack is not useable while an enemy is grabbed.	
⊕ Nightmare Lash (standard; at-will) ⊕ Fear, Psychic, Weapon	
Target must be grabbed by the dreadlash; +17 vs. Fortitude; and Will (one roll against both defenses); 2d8 + 6 psychic damage and the target is weakened until the end of its next turn if the attack hits the target's Will; the target is pulled 2 squares if the attack hits the target's fortitude.	
⊕ Horrifying Bite (minor; recharge ☹☹☹☹) ⊕ Fear, Weapon	
The face on the shield bites out viciously. +18 vs. AC; 1d10 + 6 damage and ongoing 5 damage (save ends). Any ally that starts its turn next to this target before it has saved is weakened (save ends).	
⊕ Frenzied Lashing (standard; encounter) ⊕ Weapon	
Close burst 3; +17 vs. Reflex; 2d8 + 6 damage and the target is knocked prone.	
Threatening Reach	
The dreadlash can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Evil	Languages Elven
Skills Stealth +16	
Str 13 (+7)	Dex 20 (+11) Wis 16 (+9)
Con 15 (+8)	Int 15 (+8) Cha 14 (+8)
Equipment hide armor	

TACTICS

The dullahan dreadlash's *bone-barbed whip* makes it deadly. It prefers yanking back row enemies into the fore, or using *threatening reach* to haul in more mobile opponents. Once a foe is caught by a dreadlash it follows up in quick succession *nightmare lash* and *horrifying bite*. *Frenzied lashing* is kept in check until the dreadlash is surrounded by enemies.

Dullahan Fearknight	Level 15 Soldier (Leader)
Medium fey humanoid	XP 1,200
Initiative +13	Senses Perception +9; darkvision
Dauntless Commander aura 10; all allies within the aura are immune to fear effects and gain a +2 bonus to saving throws when bloodied.	
HP 148; Bloodied 74	
AC 31; Fortitude 27; Reflex 26; Will 27	
Immune fear	
Speed 5	
Ⓢ Jagged Sword (standard; at-will) ♦ Weapon	
+22 vs. AC; 2d8 + 6 and the target is marked.	
⚡ Bonechilling Swipes (standard; encounter) ♦ Fear, Weapon	
The dullahan fearknight makes two jagged sword attacks against a single target. If both hit the target is pushed 2 squares and cannot shift (save ends).	
⚡ Charge the Craven (standard; recharge ☞☞☞) ♦ Weapon	
The fearknight makes a charge attack: +22 vs. AC; 4d8 + 8 damage and the target is knocked prone. If the target is suffering an effect from a power with the fear keyword, an attack roll of 18, 19, or 20 deals damage as a critical hit.	
⚡ Howling Shield (minor; recharge when first bloodied) ♦ Fear	
Close blast 3; +20 vs. Will; the target is pushed 3 squares and weakened (save ends).	
Alignment Evil	Languages Elven
Skills Athletics +17, Intimidate +17	
Str 20 (+12)	Dex 18 (+11) Wis 15 (+9)
Con 20 (+12)	Int 15 (+9) Cha 20 (+12)
Equipment hide armor, longsword, heavy shield	

TACTICS

Fearknights fight tactically, always attempting to maximize *charge the craven*. *Howling shield* and *bonechilling swipes* are used early in order to set this up. Dreadknights also serve as leaders in many battles due to their *dauntless commander* aura which nullifies some enemy effects.

DULLAHAN LORE

Nature DC 25: Dullahan are mercenary in the extreme. They will sell their services to the highest bidder without fail, and often times different clans of dullahan will line up on opposite sides of any given battle. More often than not, however, over the centuries the fomorian have retained their services.

Nature DC 30: Despite being among the stronger races of the fey, dullahan do have a deep-seated fear . . . Jack-in-Irons. They once served the Chained King, but sold out to the fomorians when the time came

to usurp him. When a battle raged between the fomorians and the fachen, the dullahans turned on the fachen brutally, cruelly, and twisted the dark rituals that formed them about the fachen. The fachen have devolved as a result, and the fomorians banished Jack-in-Irons. Still, all dullahan fear the rumbling that will one day precede the return of the First Fey.

ENCOUNTER GROUPS

Dullahan most often accompany fomorians as agents, bodyguards, and soldiers.

Level 17 Encounter (XP 8,200)

- 2 dark mares (level 13 brutes)
- 2 dullahan fearknights (level 15 soldiers)
- 1 fomorian warrior (level 17 elite soldier, MM)
- 1 cyclops impaler (level 14 artillery, MM)



Erlking

Mother's issue soft whispers of warning to their children . . . *eat your vegetables, go to sleep, feed the sheep, or else the erlkings will haul you off in the dead of night.* How true these warnings are.

These shadowy fey with large black eyes, hooked noses, and ash grey skin prowl the night with malice burning bright in their fey hearts. They slip like mist through the forests on the edge of town and patiently watch for the last candle to dim. In the darkness that follows they strike, attempting to abscond with a bratty child they can mold into one of their own.



Erlking	Level 4 Lurker
Medium fey humanoid	XP 175
Initiative +13	Senses Perception +3; darkvision
HP 43; Bloodied 21	
AC 18; Fortitude 16; Reflex 17; Will 15	
Vulnerable 5 radiant and the erlking suffers a -2 penalty to attacks until the end of its next turn.	
Speed 6	
⊕ Jagged Nails (standard; at-will)	
+9 vs. AC; 1d6 + 4 damage.	
⊖ Lunging Darkness (standard; at-will)	
Erlking must have concealment; +9 vs. AC; 2d6 + 4 and ongoing 5 damage (save ends).	
⊖ Kidnapper's Clutch (standard; at-will)	
+7 vs. Reflex; the target is grabbed. The erlking may carry a grabbed target with a move action, though without assistance that move may not exceed 3 squares and retain the grabbed target.	
Helping Shadows	
Each additional erlking that has grabbed the target after the initial erlking increases the speed of that erlking by 1.	
Shrouded Steps ◆ Shadow	
An erlking who moves at least 3 squares during his turn gains concealment.	
Alignment Evil	Languages Elven
Skills Stealth +14	
Str 15 (+4)	Dex 24 (+9) Wis 13 (+3)
Con 13 (+3)	Int 11 (+2) Cha 9 (+1)

ERLKING TACTICS

Erlkings attack a single target en masse with *kidnapper's clutch*. As each erlking gets a filthy hand on their potential victim they use *helping shadows* to pull the unlucky captive from the battlefield and back into the shadows of the fey realm. If this tactic proves futile, erlkings sneak about the battlefield with *shrouded steps* and assault their enemies with *lunging darkness*.

ERLKING LORE

Nature DC 15:

Erlkings are shadowy fey kidnappers. Cowardly, erlkings prefer to prey on children and lone travelers. Once an unfortunate soul is caught, it is hauled off through dark portals into the erlking's dim dwellings within the fey realm.

Nature DC 20: Erlkings rely on mortals as a means to reproduce their race. Mortals who are caught by these sinister fey are subjected to dark magics that slowly twist the mind and rend the body. The end result is another ash-skinned, hollow-hearted erlking.

Encounter Groups

Erlkings usually stick to their own kind. Kidnapping is easier when everyone is as stealthy as they are. Still they occasionally tame fey beasts to serve as fodder in case a raid goes poorly.

Level 4 Encounter (XP 875)

- 3 erlkings (level 4 lurkers)
- 2 fey panthers (level 4 skirmishers, MM)

Fachen

Fachen once stood tall and proud, a race of strong, handsome fey crafted by their liege, Jack-in-Irons. Until they, and their master, were betrayed by the dullahan. With magic swift and dark, the dullahan cleft the fachen's forms leaving them twisted remnants of their former glory.

Muscular and thick, fachen are simply half-beings now. Legs connect to a torso with a single strong arm jutting forward from it. A grotesque face with beady eyes and a mouth occupy not a head, but the upper portion of the torso. A thick mane of black raven feathers serve as unkempt hair.

Razorchain Fachen	Level 14 Soldier
Medium fey humanoid	XP 1,000
Initiative +12	Senses Perception +10
HP 140; Bloodied 70	
AC 30; Fortitude 27; Reflex 24; Will 26	
Vulnerable when flanked fachen grant an additional +2 bonus to flanker's damage rolls.	
Speed 5	
⊕ Slashing Chain (standard; at-will) ♦ Weapon	
Reach 2; +21 vs. AC; 1d10 + 6 damage and the target takes ongoing 5 damage (save ends). The target is also marked until the end of the fachen's next turn.	
† One-Armed Choke (standard; at-will)	
+19 vs. Reflex; 2d8 + 6 damage and the target is grabbed and weakened (until escape).	
† Ravenous Maw (minor; at-will)	
Target must be grabbed by the fachen; +19 vs. Fortitude; 1d8 + 3 damage and the target suffers a -2 penalty to escape checks (save ends).	
† Sharp Seizing (standard; encounter) ♦ Weapon	
The razorchain fachen makes two slashing chain attacks at two different targets. In addition to normal damage each target is grabbed (escape ends). Each failed escape check deals 10 damage to the target. If the razor chain fachen has two targets grabbed by this power, it may not use slashing chain until one of them is free.	
Alignment Unaligned	Languages Primordial
Skills Athletics +17, Endurance +17	
Str 20 (+12)	Dex 16 (+10) Wis 17 (+10)
Con 20 (+12)	Int 6 (+5) Cha 11 (+7)

RAZORCHAIN FACHEN TACTICS

Sharp seizing is used as soon as it can grab two enemies. Fachen then prefer to get close to enemies so they may use *one-armed choke* and *ravenous maw* in quick succession. Once a target is grabbed, the razorchain fachen keeps its new found captive's friends at bay with *slashing chain*

Fachen Stone Shaman	Level 15 Artillery (Leader)
Medium fey humanoid	XP 1,200
Initiative +10	Senses Perception +12
Rugged Earth aura 2; enemies treat the squares within this aura as difficult terrain	
HP 113; Bloodied 56	
AC 27; Fortitude 28; Reflex 26; Will 28	
Vulnerable when flanked fachen grant an additional +2 bonus to flanker's damage rolls.	
Speed 6	
⊕ Stone Axe (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d10 + 6 damage.	
† Snapping Jaw (immediate reaction; when an enemy moves adjacent to the fachen stone shaman; at-will)	
+20 vs. AC; 2d4 + 6 damage and ongoing 5 damage (save ends).	
← Split Earth Strike (standard; at-will) ♦ Thunder	
<i>The fachen slams its axe into the earth causing a ragged crack in the ground to snake forward...</i>	
Close wall 10; the final square of the wall must contain a creature; the primary attack targets each creature who shares a square with the wall; +20 vs. Fortitude; the target is knocked prone. Make a secondary attack.	
Secondary Attack: Targets the creature in the final square of the wall; +20 vs. Reflex; 2d8 + 6 thunder damage.	
✖ Rocky Upheaval (standard; recharge ☹ ☹ ☹)	
Area burst 1 within 10; +20 vs. Reflex; 4d8 + 6 damage and the target is slid 2 squares and knocked prone.	
← Skin of Stone (standard; encounter) ♦ Polymorph	
Close burst 5; allies within the burst gain resist 5 to all damage. This effect lasts until the stone shaman is bloodied.	
Alignment Unaligned	Languages Elven, Primordial
Skills Nature +17	
Str 14 (+9)	Dex 16 (+10) Wis 20 (+12)
Con 17 (+10)	Int 12 (+8) Cha 15 (+9)

FACHEN STONE SHAMAN TACTICS

Stone shamans use *skin of stone* to bolster their front-line allies. These deformed fey then hang back, using *rocky upheaval* to break up groups of enemies, and *split earth strike* to single out dangerous ranged enemies.

FACHEN LORE

Nature DC 25: Fachen are savage and twisted mockeries of formerly beautiful fey. Though not inherently evil, they are possessed of a savage streak born of their deformities; they actively seek to crush anything more whole than they are. It is a long list indeed.

Nature DC 30: When fachen were whole and complete, they loyally worshipped Jack-in-Irons. However, the duplicitous actions of the dullahan left their god chained to the center of the fey realm and forgotten. The fachen's loyalty to the fallen First Fey was repaid with dark dullahan magic that twisted them into their aberrant form.

In the millennia since, they've grown savage and bestial. However, as of late the shamans amongst them have heard loud and clear the rumblings that cause the ground to tremor and they hold out hope their master has returned to guide his children to glory.

ENCOUNTER GROUPS

Fachen rarely work with other races of fey as they are shunned by most inhabitants of the fey realm. That said they do attempt to work with other earthen creatures and beasts, and will work with anyone in the name of their king, Jack-in-Irons.

Encounter Level 15 (XP 6,400)

- 2 razorchain fachen (level 14 soldier)
- 1 fachen stone shaman (level 15 artillery)
- 4 hill giants (level 13 brutes, MM)



Jack-in-Irons

Jack-in-Irons claims to be the First Fey; it was his blood that gave rise to spriggans, dullahans, gnomes, and all fey. The world warps around his feet like a loyal pet awaiting his word. His eyes are as blue as weather, his skin as sturdy as the mountain from which it was born, and his voice is the wind that sweeps across the fey realm. Or so the epic tales of the past paint the now fallen First Fey.

Jack-in-Irons, the Chained King, is, while still imposing, stooped. His arms, thick as great steelwood trees, are bound by chains of cold iron. A jagged crown embedded into his forehead is made of similar material, and his eyes now rage a roiling grey, like a storm waiting to be unleashed. The ground beneath him still shakes and trembles but not with the control, the grace, it once did.

And so Jack-in-Irons, a god amongst fey, wanders the fey realm bound in shackles, rarely seen and rarely thought of. But rumors persist that the chains that hold him are weakening, that his cloudy eyes dance with flashes of lightning, and that the old king now walks with a purpose, his back straighter, his stride driven. . .

Jack-in-Irons	Level 32 Solo Soldier
Huge fey humanoid	XP 135,000
Initiative +25 Senses Perception +24; low-light vision, tremorsense	
King's Court aura 10; enemies in this aura treat the terrain as difficult.	
HP 1,172; Bloodied 586	
AC 48; Fortitude 45; Reflex 43; Will 43	
Immune see cold iron crown; Resist 15 cold, 15 fire, 15 lightning, 15 thunder	
Saving Throws +5	
Speed 8	
Action Points 2	
⚔ Iron-Studded Club (standard; at-will) ♦ Weapon	
Reach 4; +39 vs. AC; 3d8 + 10 damage and the target is knocked prone. If the target is already prone the attack deals maximum damage.	
⚡ Stomp (immediate reaction; when a target moves or shifts adjacent to jack-in-irons; at-will)	
+39 vs. AC; 2d6 + 10 damage and the target is knocked prone.	
⚡ Fury of the Scorned King (standard action; useable only when bloodied; at-will) ♦ Weapon	
Jack-in-Irons makes 3 melee basic attacks. No more than one attack can be made against a single target.	

⚡ Chain Toss (standard; recharge ☞ ☞ ☞) ♦ Weapon	
Range 15; +37 vs. Reflex; 4d10 + 9 damage and Jack-in-Irons makes a secondary attack	
Secondary Attack: +37 vs. Fortitude; 3d10 + 9 damage and the target is slid 10 squares and knocked prone.	
⚡ Storm of Shackles (minor; recharge after a successful chain toss attack; encounter) ♦ Lightning, Weapon	
Close burst 10; +39 vs. AC; 3d10 + 9 damage and ongoing 10 lightning damage (save ends). The target is pulled 2 squares.	
Cold Iron Crown	
Jack-in-Irons automatically succeeds on any saving throws against effects with the charm, fear, illusion, or psychic keyword. If he is targeted by a power with one of these keywords and it misses, the effect is reflected back at its source of origin. The target rolls normally then compares the result against their defenses to determine the success of the attack.	
King's Blood, King's Land (free action; when first bloodied; encounter)	
All enemies within the King's Court aura suffer ongoing 10 damage and are slowed (save ends both).	
Alignment Unaligned	Languages Elven, Giant, Primordial
Skills Athletics +33, Endurance +30, Nature +29	
Str 35 (+28)	Dex 24 (+23) Wis 26 (+24)
Con 29 (+25)	Int 23 (+22) Cha 31 (+26)

JACK-IN-IRONS TACTICS

Jack-in-Irons is a force of nature. When battle is engaged he seeks to unleash his fury as soon as possible. He burns through his most devastating attacks, like *storm of shackles* and *chain toss* early and often. He will use *iron-studded club* and *stomp* to keep melee combatants down at his feet. *King's court* helps the fey primordial maintain control of the battlefield, and often allows him to be the most mobile combatant involved. Lastly, Jack-in-Irons attempts to keep one action point for when he is bloodied; this allows him to unleash *Fury of the Scorned King* twice in a round.

JACK-IN-IRONS LORE

Nature DC 30: To most, Jack-in-Irons' name has been lost to the ages. This is not true with the fey. The Chained King still demands a measure of respect and fear with all fey.

Nature DC 35: The rumors are partially true in regards to Jack-in-Irons' freedom. He has broken the shackles that bound him, and he wanders the realm with a purpose. Small forts occupied by dullahan have been found crushed and smoldering devoid of any survivors. Many believe this destruction has been wrought by the Chained King.

Still, Jack-in-Irons is not ready to tackle all the forces that bound him and stripped him of his rule. He seeks to gain the fey realm's trust and strength once more. But when he is ready to make his move, all will know, as the primal rage of a being like Jack-in-Irons is unlikely to be contained within one plane.

ENCOUNTER GROUPS

Jack-in-Irons is often seen with 4 enormous beasts of living earth and plant that he has crafted from the fey realm himself.

Encounter Level 35 (XP 239,000)

- Jack-in-Irons (level 32 solo soldier)
- 4 earthrage battlebriars (level 28 brutes, MM)



Kapre

When trekking through the woods of the fey realm, a traveler must not only be wary of the beasts and sprites, but the trees themselves. Kapre are malicious nature spirits that inhabit the trees and use their oaken strength to harass any they see.

Kapres have thick green mossy beards and skin of scraggly bark. However, more often than not they seek haven in the trees that densely populate their home, meaning most travelers never know they've entered the gruff spirit's domain.

Kapre	Level 9 Lurker
Medium fey humanoid	XP 400
Initiative +10	Senses Perception +7; tremorsense
HP 78; Bloodied 39	
AC 23; Fortitude 22; Reflex 19; Will 21	
Immune poison; Vulnerable 5 fire	
Speed 4	
⊕ Slam (standard; at-will) ⊕ Acid	
+14 vs. AC; 2d6 + 5 damage.	
⊖ Forest Stride Strike (standard; at-will)	
Must be dwelling in tree; the kapre shifts 2 squares and makes an attack; +16 vs. AC; 2d8 + 5 damage.	
Tree Dwell (move; at-will)	
The kapre takes residence in a tree. It occupies the same space as the tree. While dwelling within, the kapre gains resist 20 to all damage except fire and regeneration 5. If it is not seen slipping into the tree it is considered to have stealth. While in this form it may take no actions aside from stepping out of the tree (as a move action) or using <i>forest stride strike</i> .	
Alignment Unaligned	Languages Elven
Skills Endurance +13, Stealth +11	
Str 12 (+5)	Dex 15 (+6) Wis 16 (+7)
Con 18 (+8)	Int 10 (+4) Cha 13 (+5)

KAPRE TACTICS

Kapre maintain *tree dwell* as often possible. In combat they *forest stride strike* from the surrounding trees, and often attempts to move back into them immediately.

KAPRE LORE

Nature DC 20: Kapre are trickster fey in the extreme. When confronted with mortal races, they rush from tree to tree in attempt to scare and bewilder their victims. Kapre do have a serious side though; they revere nature, sentient plants, and the wilderness as holy. Some explorers report kapre gathering at dawn to soak in the first rays of sun in some form of religious ritual.

ENCOUNTER GROUPS

Kapre work best with sentient plants and often lair near them.

Encounter Level 5 (XP 2,200)

- 2 kapre (level 9 lurkers)
- 2 shambling mounds (level 9 brutes, MM)
- 2 vine horror spellfiends (level 7 artillery, MM)



Nightshades

The fey realm is a reflection of the natural world. Therefore, for every city raised, every forest cleared, every animal hunted down, there is an equal reaction in the fey realm, hence the nightshade. Nightshades serve as nature's vengeance-seekers. These cold, efficient beings are single-minded in their assault on those they deem as defilers.

Nightshades spring from the nightshade plant and it shows in their appearance. Tall, lithe, and graceful, nightshades are also adorned by the dark leaves that sprout from the plant for which they are named. With their perfectly crafted oak weapons and their armor of interwoven leaves, nightshades are clearly warriors of nature.

Nightshade Jumper	Level 5 Skirmisher
Medium fey humanoid	XP 200
Initiative +8	Senses Perception +8; low-light vision
Toxic Bloom aura 1; any enemy that starts their turn within the aura takes 5 poison damage.	
HP 60; Bloodied 30	
AC 19; Fortitude 17; Reflex 19; Will 16	
Immune poison	
Speed 8	
⊕ Spear (standard; at-will) ⊕ Poison, Weapon	
+10 vs. AC; 1d6 + 4 damage and ongoing 5 poison damage (save ends).	
⊕ Fade and Charge (standard; encounter) ⊕ Poison, Teleportation, Weapon	
The nightshade jumper teleports up to 8 squares and makes an attack; +11 vs. AC; 2d6 + 4 damage and the target is pushed 1 square and takes ongoing 5 poison damage (save ends).	
⊕ Stabbing Jumps (standard; encounter) ⊕ Poison, Teleportation, Weapon	
The nightshade jumper teleports up to 8 squares. It may stop at 2 points along this path and make spear attacks.	
Fey Fade (immediate reaction; when first bloodied; encounter)	
⊕ Teleportation	
The nightshade jumper teleports 3 squares.	
Alignment Unaligned	Languages —
Skills Acrobatics +11, Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6)
Con 12 (+3)	Int 10 (+2)
	Wis 13 (+3)
	Cha 11 (+2)
Equipment spear	

NIGHTSHADE JUMPER TACTICS

Nightshade jumpers are infuriating foes; they teleport about the battlefield with reckless abandon, making even the most remote spellcaster or archer nervous. Jumpers prefer to open battle with *fade and charge* as it allows them a sudden and vicious attack. If they can get into position to attack multiple foes they will unleash *stabbing jumps*.



Nightshade Archer		Level 6 Artillery
Medium fey humanoid		XP 250
Initiative +7	Senses Perception +10; low-light vision	
Toxic Bloom aura 1; any enemy that starts its turn within the aura suffers 5 poison damage.		
HP 56; Bloodied 28		
AC 18; Fortitude 16; Reflex 19; Will 17		
Immune poison		
Speed 8		
⊕ Dagger (standard; at-will) ♦ Weapon		
+10 vs. AC; 2d4 + 4 damage.		
⊗ Longbow (standard; at-will) ♦ Poison, Weapon		
Ranged 20/40; +13 vs. AC; 1d8 + 4 damage and the target takes ongoing 5 poison damage (save ends).		
✱ Rapid Barrage (standard; recharge ☒ ☒) ♦ Poison, Weapon		
Area burst 2 within 20; +11 vs. Reflex; 2d8 + 4 damage and ongoing 5 poison damage (save ends).		
Fey Fade (immediate reaction; when first bloodied; encounter) ♦ Teleportation		
The nightshade archer teleports 3 squares.		
Alignment Unaligned	Languages —	
Skills Nature +10, Stealth +12		
Str 13 (+4)	Dex 19 (+7)	Wis 14 (+5)
Con 14 (+5)	Int 11 (+3)	Cha 13 (+4)
Equipment longbow, dagger, quiver w/ 20 arrows		

NIGHTSHADE ARCHER TACTICS

Nightshade archers often work in support with nightshade jumpers. They use *rapid barrage* to inflict ongoing poison damage against multiple opponents. *Fey fade* allows them to escape dangerous situations and reset from a range.

NIGHTSHADE LORE

Nature DC 15: Nightshades are horribly calculating foes. They do not surrender, nor do they seem to comprehend the notion of mercy. Lumberjacks, hunters, and miners often share hushed stories of sudden, savage nightshade raids around the campfire.

Nature DC 25: Nightshades are genderless, with all member appearing androgynous. They are, in truth, sentient forms of the poisonous nightshade plant. Sages conjecture that these beings must operate at the whim of some higher power, for it is not known how they assign targets or plan attacks.

ENCOUNTER GROUPS

Nightshades rarely work with others. They simply seek retribution according to some unknown schedule.

Encounter Level 6 (XP 1,250)

- 5 nightshade jumpers (level 5 skirmishers)
- 1 nightshade archer (level 6 artillery)

Rarog

From afar, a rarog appears like a smoldering comet arcing its way across the sky. Trails of smoke and fire plume outwards in a brilliant explosion of colored heat. Up close the rarog is no less impressive.

Thickly muscled and tan, rarogs look like a shaved dwarf sitting in the center of a fiery tornado. Rarogs rarely speak and instead race across the skies, enjoying the constant, exhilarating rush. Those that would dare hinder their travels are likely to find the rarog's fiery might turned against them.

Rarog		Level 23 Elite Skirmisher
Large elemental humanoid		XP 10,200
Initiative +21	Senses Perception +15; low-light vision	
Burning Breeze aura 3; each creature that ends its turn within the aura takes 10 fire damage and is pushed 1 square.		
HP 434; Bloodied 217		
AC 37; Fortitude 37; Reflex 36; Will 34		
Immune fire; Vulnerable 15 cold and the rarog is slowed until the end of its next turn.		
Saving Throws +2		
Speed 6, Fly 10 (hover)		
Action Points 1		
⊕ Fiery Fist (standard; at-will) ♦ Fire		
Reach 2; +28 vs. AC; 3d6 + 8 fire damage.		
⊕ Blazing Dervish (standard; recharge when the rarog makes an inferno spin attack) ♦ Fire		
The rarog may shift up to six squares and make a fiery fist attack against each adjacent target once.		
⊖ Inferno Spin (standard; recharge ☒ ☒) ♦ Fire		
Close burst 5; +26 vs. Reflex; 4d12 + 8 fire damage and the target takes ongoing 10 fire damage. The rarog suffers a -2 penalty to AC until the end of its next turn..		
Scorched Earth		
Any square a rarog leaves when bloodied is lit aflame. Any creature that moves through this space, or starts its turn within it, takes 10 fire damage. These squares last until the end of the encounter or extinguished (a standard action).		
Alignment Unaligned	Languages Primordial	
Skills Athletics +23, Endurance +23		
Str 25 (+18)	Dex 26 (+19)	Wis 18 (+15)
Con 25 (+18)	Int 14 (+13)	Cha 20 (+16)

RAROG TACTICS

Rarogs are very mobile in combat and *blazing dervish* is their most frequently used attack. *Inferno spin* is used often as possible, despite the dizzying penalty, in order to keep *blazing dervish* at the ready.

Rarogs are particularly aggressive once bloodied; their immunity to fire coupled with *scorched earth* makes finishing off a rarog a deadly task.

RAROG LORE

Nature DC 30: Rarogs are primordial in nature. However, they've only one desire: To feel the rush of exhilaration from constant flight and travel. Their war-ravaged and violent elemental planes were too fraught with danger to fully partake of their joys. Millennia ago most rarogs immigrated to the fey realm through old portals. This realization has many fey races on end; do portals to the combustible elemental planes still exist? Rarogs never slow down long enough to answer these questions, and the fey are left worrying about the possible threat.

ENCOUNTER GROUPS

Rarogs are often found in mated pairs, or occasionally in the company of other fiery, flying creatures.

Encounter Level 23 (XP 19,800)

- 1 rarog (level 23 elite skirmisher)
- 2 phoenix (level 19 elite brutes, MM)



Sidhe

Sidhe are as capricious and cruel as they are graceful and enchanting. Their spellbinding voices are angelic, as are their features; sharp fine bones, long luxurious hair, and pale, nearly translucent skin paint sidhes as a vivacious and alluring portrait.

Lean Sidhe	Level 10 Elite Controller
Medium fey humanoid	XP 1,000
Initiative +7	Senses Perception +8; low-light vision
Fey Beauty aura 5; creatures that end their turn within the aura suffer a -2 penalty to Will defense.	
HP 141; Bloodied 70	
AC 24; Fortitude 21; Reflex 22; Will 24	
Resist insubstantial	
Saving Throws +2	
Speed 6, Fly 6	
Action Points 1	
⊕ Inspiring Touch (standard; at-will) ◆ Charm, Psychic +14 vs. Reflex; 2d6 + 5 psychic damage and dazed until the end of its next turn. The target also suffers a -2 penalty to attacks (save ends).	
↻ Luring Lyrics (minor 1/round; at-will) ◆ Charm, Psychic Ranged 5; +14 vs. Will; The target is slid 3 squares. The target cannot attack the lean sidhe, also when the target is adjacent to the sidhe and the sidhe is targeted by a melee or ranged attack, as an immediate reaction the target becomes the target of the incoming attack instead (save ends both).	
↻ Muse's Whim (standard; recharge ☒ ☒) ◆ Charm Ranged 10; +14 vs. Will; the target is dominated until the end of the sidhe's next turn. Deafened creatures are immune.	
⚡ Shrieking Cacophony (immediate reaction; when first bloodied; encounter) ◆ Thunder Close burst 10; +14 vs. Fortitude; 4d8 + 5 thunder damage and the target is pushed 2 and knocked prone. Effect: Until the end of the encounter targets of inspiring touch and luring lyrics suffer a -2 penalty to saving throws.	
Alignment Unaligned	Languages Elven
Skills Bluff +17, Diplomacy +17	
Str 8 (+4)	Dex 15 (+7)
Con 13 (+6)	Int 14 (+7)
	Wis 17 (+8)
	Cha 25 (+12)

LEAN SIDHE TACTICS

When combat is thrust upon them, lean sidhe prefer to let their allies deal damage. This allows the sidhe to rely on their beguiling powers to sow chaos amongst the enemy. *Luring lyrics* provides the lean sidhe a steady supply of potential shields and *muse's whim* is used as often as possible to turn heavy-hitters back against their allies.

Bean Sidhe	Level 16 Elite Artillery
Medium fey humanoid	XP 2,800
Initiative +12	Senses Perception +14; darkvision
Hymn of Mourning aura 5; any creature that starts its turn within the aura takes 5 necrotic damage.	
HP 166; Bloodied 83	
AC 28; Fortitude 27; Reflex 28; Will 30	
Immune necrotic; Resist insubstantial	
Saving Throws +2	
Speed 6, Fly 6, Phasing 6	
Action Points 1	
⊕ Widow's Grip (standard; at-will) ◆ Necrotic +20 vs. AC; 1d10+7 necrotic damage and the target is weakened until the end of the bean sidhe's next turn.	
⊕ Grieving Song (standard; at-will) ◆ Necrotic Target up to 3 creatures. The first target must be within 10 squares of the sidhe, the second target within 10 squares of the first target, and the third target within 10 squares of the second target; +21 vs. Will; 1d10 + 7 necrotic damage and the target is slowed until the end of the dirgesong sidhe's next turn.	
⚡ Keening Note (minor; recharge ☒ ☒ ☒) Close burst 10; only targets creatures slowed by grieving song; +21 vs. Fortitude; 3d6 + 6 damage and ongoing 10 (save ends).	
Tempo of Death (immediate reaction; when an enemy drops to 0 hp or lower; useable only when bloodied; at-will) ◆ Necrotic The bean sidhe gains an additional action point and may spend it immediately as a free action. This use does not count towards the 1 action round per limit.	
Alignment Evil	Languages Elven
Skills Arcana +15, Stealth +17	
Str 11 (+8)	Dex 19 (+12)
Con 16 (+11)	Int 15 (+10)
	Wis 23 (+14)
	Cha 23 (+14)

BEAN SIDHE TACTICS

These dark, alluring fey hang towards the edge of melee. From afar they use their dangerous voices to batter enemies with *grieving song*. *Keening note* is used when it is available, and the bean sidhe will try to focus multiple uses of it against a single foe so she may capitalize on *death's allure*.

SIDHE LORE

Nature DC 20: Sidhe are predatory fey spirits that drain mortal men of their soul and energy. They embody cathartic moments. Lean sidhe feast on creative energy, and often serve as muses to artists and bards before driving them to frailty and poor health. Their dark sisters, bean sidhe, are born of intense grief and despair; their misery seeks constant company.

ENCOUNTER GROUPS

Lean sidhe prefer to dwell in areas of great beauty and surround themselves with other fey creatures. Bean sidhe are quite the opposite and often share dark haunting spots with other intelligent undead.

Level 12 Encounter (XP 3,600)

- 1 lean sidhe (level 10 elite controller)
- 2 feygrove chokers (level 12 lurkers, MM)
- 3 quickling runners (level 9 skirmishers, MM)

Level 17 Encounter (XP 9,200)

- 1 bean sidhe (level 16 elite artillery)
- 1 death knight human fighter (level 17 elite soldier, MM)
- 2 sword wraiths (level 17 lurker, MM)



Spriggans

Spriggans are amongst the nastiest, most brutish of all fey. They reek of earth and grime, they speak in a wild, slaving cadence, and they attack most anything that is not a spriggan, including most other fey. Truth be told, some of the spriggans' greatest enemies are fey; gnomes and faeries chief amongst those.

Spriggans themselves believe they are descended from ancient giants and they revere Jack-in-Irons as a god. Spriggans' ability to grow in size when enraged lends a large degree of credence to the theory giant blood courses in their veins.

Spriggans are short (when not enraged), knobby humanoids. They have long straggly hair that covers their faces in an unkempt mask. Their skin is cracked and rough, as if it was hewn from the earth a millennia ago. Spriggans favor simple attire. They often wear rags or bits of hide as clothing and rarely carry any more than a gnarled cudgel at their side. Despite their unsophisticated ways, nearly all fey are wary of spriggans' unbridled and relentless anger.

Spriggan Runt	Level 6 Minion Soldier
Small fey humanoid	XP 63
Initiative +7 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 19; Reflex 17; Will 17	
Speed 5	
⊕ Cudgel (standard; at-will) ⊕ Weapon	
+13 vs. AC; 5 damage and the target is marked.	
⚡ Sudden Swing (immediate reaction; when a target marked by the runt moves or shifts out of an adjacent square; at-will)	
⊕ Weapon	
The spriggan runt makes a melee basic attack.	
Alignment Chaotic Evil	Languages Giant
Skills Athletics +11, Endurance +10	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 14 (+5)	Int 8 (+2) Cha 10 (+3)

SPRIGGAN RUNT TACTICS

Spriggan runts are cursed; they lack the ability to grow in size. Constant belittlement at the hands of other spriggans and a desire to atone for their weak blood drives them to fight with reckless abandon. They make good frontline types as their *sudden swing* can assure enemies will only ignore them once.



Spriggan Savage	Level 7 Brute
Small fey humanoid	XP 300
Initiative +4 Senses Perception +4; low-light vision	
HP 99; Bloodied 49	
AC 19; Fortitude 20; Reflex 17; Will 19	
Resist 5 lightning	
Speed 5	
⊕ Cudgel (standard; at-will) ⊕ Weapon	
+10 vs. AC; 2d6 + 7 damage.	
⊕ Bone-Breaking Blow (standard; recharge ☞ ☞) ⊕ Weapon	
+10 vs. AC; 4d6 + 7 damage. If this attack bloodies the target the creature is weakened until the end of the spriggan's next turn.	
⚡ Giant Blood Rage (immediate reaction; when first bloodied; encounter) ⊕ Polymorph	
Close burst 2; +8 vs. Reflex; 1d12 + 7 damage and the target is pushed 2 and knocked prone. The spriggan is now large size (4 squares) until the end of the encounter. Its attacks have a Reach 2 and deal an extra 5 damage.	
Alignment Chaotic Evil	Languages Giant
Skills Athletics +12, Endurance +12	
Str 19 (+7)	Dex 12 (+4) Wis 13 (+4)
Con 19 (+7)	Int 8 (+2) Cha 10 (+3)
Equipment club, hide armor	

SPRIGGAN SAVAGE TACTICS

Spriggan savages know only one method of combat: full-out. Without any sense of self-preservation, spriggan savages wade into combat with their stout cudgels. They aim for vital spots and fight dirty throughout; they will use *bone-breaking blow* as the opportunity arises. Once their *giant blood rage* kicks in they truly become terrors, often punctuating each swing of their cudgel with a maniacal and bloodthirsty laugh.

Spriggan Stormrager	Level 8 Artillery (Leader)
Small fey humanoid	XP 350
Initiative +6 Senses Perception +7; low-light vision	
Storm's Strength aura 5; all allies within the aura deal an additional 3 lightning damage on a successful attack.	
HP 69; Bloodied 34	
AC 20; Fortitude 19; Reflex 19; Will 22	
Immune lightning	
Speed 5	
⊕ Cudgel (standard; at-will) ⊕ Weapon	
+12 vs. AC; 1d8 + 5 damage.	
⚡ Storm Shock (standard; at-will) ⊕ Lightning	
Area burst 1 within 10 squares; +13 vs. Reflex; 1d10 + 5 lightning damage.	
⚡ Lightning Strike (standard; recharge when <i>storm blood rage</i> triggers) ⊕ Lightning	
Ranged 20; +13 vs. Reflex; 3d10 + 5 lightning damage.	
Secondary Attack: all enemies within 5 squares of the original target; +13 vs. Fortitude; 1d10 + 5 lightning damage and the target is slowed until the end of the spriggan's next turn.	

← **Storm Blood Rage** (immediate reaction; when first bloodied; encounter) ♦ **Thunder**

Close burst 3; +13 vs. Fortitude; 3d10 + 5 thunder damage and the target is pushed 2 squares and dazed until the end of the spriggan's next turn. The spriggan stormrager is now Large size (4 squares) for the rest of the encounter. It has a Reach 2 and all of its attacks gain the lightning keyword.

Alignment Chaotic Evil **Languages** Giant

Skills Nature +12

Str 13 (+5)

Dex 15 (+6)

Wis 17 (+7)

Con 15 (+6)

Int 14 (+6)

Cha 18 (+8)

Equipment club, hide armor

SPRIGGAN STORMRAGER TACTICS

Spriggan stormragers often serve as the chiefs of spriggan clans. They fill this role in battle as well, often hanging back and attempting to somewhat direct their kin's bloodlust. Stormragers attempt to maintain

a fine balance between hanging back and peppering foes with *storm shock* and keeping close enough to their allies to impart *storm's strength*.

Once the biggest enemy threat is detected, these spriggan call down the power of *lightning strike* upon them.

SPRIGGAN LORE

Nature DC 15: Spriggans are volatile and ugly fey that gain strength as their rage rises. Most spriggans possess the ability to grow in size and power.

Nature DC 20: Spriggans are devout followers of Jack-in-Irons. They worship him, pray to him, and seek any means by which to free him from his prison. They firmly believe their entire race was birthed from his blood. Buying into such dogma, spriggans are savage foes of all other fey, whom they see as betrayers. Even the fachen are subject to this enmity, as each races believes themselves to be the First Fey's true children.

Encounter Groups

Spriggans only ally with creatures capable of matching their ferocity. This often leaves their only allies as beasts.

Encounter Level 8 (XP 1,650)

- 1 spriggan stormrager (level 8 artillery)
- 2 spriggan savages (level 7 brutes)
- 1 owlbear (level 8 elite brute, MM)



Spring-Heel Jack

Spring-Heel Jack	Level 9 Elite Skirmisher	
Medium fey humanoid	XP 800	
Initiative +11	Senses Perception +4; low-light vision	
HP 190; Bloodied 95		
AC 23; Fortitude 20; Reflex 24; Will 21		
Immune fear		
Saving Throws +2		
Speed 8, Climb 6 (spider climb)		
Action Points 1		
⊕ Rapier (standard; at-will) ♦ Weapon		
+14 vs. AC; 2d6 + 5 damage.		
† Skilled Swordplay (move; at-will) ♦ Weapon		
Only usable if the spring-heel jack hit with a rapier or lunging leap attack with the action immediately before this one; the spring-heel jack may shift 2 squares before or after the attack; +12 vs. Reflex; 2d6 + 5 damage.		
† Lunging Leap (standard; encounter) ♦ Weapon		
The spring-heel jack leaps at the target, shifting up to 8 squares through occupied and difficult terrain if needed, and makes an attack; +14 vs. AC; 3d6 + 5 damage and ongoing 5 damage (save ends).		
⚡ Breath of Blue Flame (standard; encounter) ♦ Radiant		
Useable only when bloodied; close blast 3; +12 vs. Fortitude; 3d6 + 5 radiant damage and the target is blinded (save ends).		
⚡ Bounding Stride (move; recharge ☒ ☒)		
The spring-heel jack leaps away, shifting up to 8 squares through occupied and difficult terrain squares if needed.		
Alignment Evil	Languages Common, Elven	
Skills Acrobatics +14, Bluff +13, Diplomacy +13, Stealth +14		
Str 14 (+6)	Dex 21 (+9)	Wis 11 (+4)
Con 15 (+6)	Int 14 (+6)	Cha 19 (+8)
Equipment leather armor, rapier		

Handsome and lithe, spring-heel jacks are odd amongst the fey. They prefer the hustle and anonymity of urban settings as opposed to the fey realm, they care little for carousing or emotive outbursts, and they feel no allegiance to other fey. Truthfully, the only thing that these scoundrels seem to care for is their preening vanity. They love to cut a roguish figure. Spring-heel jacks prefer to wear striking outfits with a rakish flair. They often fight with rapiers or other interesting weapons, and they are universally condescending

SPRING-HEEL JACK TACTICS

These conceited fey rakes take every opportunity to gloat and showoff during combat. *Lunging leap* and *bounding stride* both allow them to cover a lot of ground with flair and *skilled swordplay* also emphasizes their skill and daring-do. However, spring-heel jacks are not stupid; *breath of blue flame* is not only a potent weapon, but also a means for the wounded fey rogue to escape.



SPRING-HEEL JACK LORE

Nature DC 20: Spring-heel jacks are amongst the most charismatic of the fey; no small feat. They are clever, handsome, and capable of inspiring loyalty within their followers. However, they are clearly aware of their charm and are also susceptible to flattery, the graces of a beautiful woman, gold and fine clothes, alcohol and gambling, and so on. Some suggest that spring-heel jacks are in truth nature's embodiment of mortals' wanton appetites.

ENCOUNTER GROUPS

Spring-heel jacks are often found leading many unsavory types in guilds, mercenary outfits, and thieves' dens across the cities of the mortal realm.

Encounter Level 9 (XP 2,000)

- 1 spring-heel jack (level 9 elite skirmisher)
- 2 tiefling heretics (level 6 artillery, 250 MM)
- 2 werewolves (level 8 brutes, 180 MM)

Sylph

Beautiful women with translucent, shimmering wings, sylphs seek nothing more than to enjoy nature's beauty. Still, they do possess the mischievous streak that seems inherent to all fey. Using their charms and magiks, these sprites take great pleasure in frustrating, annoying, and teasing mortals.

Sylph	Level 2 Controller
Small fey humanoid	XP 125
Initiative +4	Senses Perception +2; low-light vision
Glitterwings aura 1; enemies that start their turn within the aura suffer a -2 penalty to attacks.	
HP 34; Bloodied 17	
AC 16; Fortitude 13; Reflex 15; Will 14	
Speed 5, Fly 6	
⊕ Pixie Blade (standard; at-will) ⊕ Poison, Weapon	
+7 vs. AC; 2d4 + 3 damage.	
Secondary Attack: +6 vs. Fortitude; The target is slowed (save ends). First Failed Save: The target is dazed and slowed (save ends both).	
✧ Sprite's Curse (standard; recharge ⓂⓂⓂ) ⊕ Charm, Illusion	
Range 10; +6 vs. Will; 3d4 + 3 psychic damage and the target treats all terrain as difficult terrain (save ends).	
✧ Summon Breeze (standard; encounter)	
Area burst 1 within 10; targets enemies only; the sylph may shift 2 squares; +6 vs. Fortitude; 3d4 + 3 damage and the target is pushed 2 squares and knocked prone.	
Alignment Unaligned	Languages Elven
Skills Arcana +6, Bluff +9, Nature +7	
Str 9 (+0)	Dex 16 (+4) Wis 12 (+2)
Con 10 (+1)	Int 10 (+1) Cha 17 (+4)

SYLPH TACTICS

Sylphs avoid combat as much as they can, but when forced to engage they rely on a variety of befuddling tricks. *Sprite's curse* keeps dangerous melee types at bay and *summon breeze* is used to clear the battlefield of foes.

SYLPH LORE

Nature DC 15: Sylph's belong to a large family of fey humanoids: pixies, sprites, leprechauns, and brownies. In truth very little distinguishes these creatures apart. Sylphs are the most visible, however; they are quickly enamored with handsome mortals, and often show their interest through oft-times dangerous tricks and pranks.

ENCOUNTER GROUPS

Sylphs and gnomes are very close and it is often difficult to tell where one community ends and the other begins.



Encounter Level 2 (XP 625)

- 2 sylph (level 2 controller)
- 3 gnome skulls (level 2 lurkers, MM)

Vodnik

Vodniks, or water gremlins, are scrawny green-blue deformed fey. Bulbous eyes and skin pockmarked with moles make these slimy creatures one of the ugliest races to be found in the fey realm. Accordingly, vodniks do their best to avoid direct contact with most races, only venturing forth from their swampy homes to kidnap slaves and food.

Vodnik Gremlin	Level 3 Lurker	
Small fey humanoid	XP 150	
Initiative +8	Senses Perception +8; low-light vision	
HP 37; Bloodied 18		
AC 17; Fortitude 15; Reflex 16; Will 14		
Speed 6 (swamp walk), Swim 8		
Ⓢ Claw (standard; at-will)		
+8 vs. AC; 1d8 + 3 damage. 2d8+6 damage if the target is blinded.		
⚡ Drowning Touch (standard; encounter) ⚡ Reliable		
+6 vs. Reflex; 1d8 + 3 damage and the target is dazed and weakened (save ends). Each failed save deals 5 damage.		
🐉 Filthy Spittle (minor; recharge ☹ ☹ ☹)		
Ranged 10; +6 vs. Reflex; the target is blinded until the end of the vodnik's next turn.		
Alignment Evil	Languages Elven	
Skills Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 9 (+0)	Cha 7 (-1)

VODNIK GREMLIN TACTICS

Vodnik prefer to fight dirty. *Filthy spittle* is used to blind their foes before closing in. *Drowning touch* is kept in check to kill the most dangerous enemy in a particular combat; many times these ugly fey will all use *drowning touch* against one foe in succession.

Vodnik Bog Troll	Level 5 Brute	
Medium fey humanoid	XP 200	
Initiative +3	Senses Perception +2; low-light vision	
HP 78; Bloodied 39		
Regeneration 5		
AC 17; Fortitude 19; Reflex 16; Will 15		
Vulnerable acid or fire (if the bog troll takes damage from either, it loses its regeneration until the end of its next turn).		
Speed 6 (swamp walk)		
Ⓢ Clawed Slam (standard; at-will)		
+8 vs. AC; 2d8 + 4 damage.		
⚡ Drowning Touch (standard; encounter) ⚡ Reliable		
+6 vs. Reflex; 2d8 + 4 damage and the target is dazed and weakened (save ends). Each failed save deals 5 damage.		
⚡ Violent Fear (immediate reaction; when hit by an attack with the acid or fire keyword; recharge ☹ ☹ ☹)		
+8 vs. AC; attacks a random adjacent creature; 3d8 + 4 damage and the target is knocked prone.		
Alignment Chaotic Evil	Languages Elven	
Skills Athletics +11, Endurance +11		
Str 18 (+6)	Dex 13 (+3)	Wis 11 (+2)
Con 18 (+6)	Int 6 (+0)	Cha 7 (+0)



VODNIK BOG TROLL TACTICS

Bog trolls wade into combat swinging. Unlike vodnik gremlins, bog trolls unleash *drowning touch* as soon as possible so that they may tear that foe to shreds. Stupid but not unwise, bog trolls possess a *violent fear* of that which can harm them.

VODNIK LORE

Nature DC 15: Vodniks are disgusting fey gremlins that make their homes in swamps and bogs. Legend has it that vodniks are dark-hearted gnomes whose sins and corruptions slowly altered their form.

Nature DC 20: At high moon, vodniks are able to shift between the mortal and fey realm so long as they are gathered with others of their kind at the bottom of the swamp

ENCOUNTER GROUP

Vodniks often ally with other swamp dwelling creatures and races.

Encounter Level 5 (XP 1,000)

- 2 vodnik gremlins (level 3 lurkers)
- 1 vodnik bog troll (level 5 brute)
- 2 spitting drakes (level 3 artillery)
- 1 vine horror (level 5 controller)



Yallery

Yallery	Level 7 Solo Controller	
Small fey humanoid	XP 1,500	
Initiative +6	Senses Perception +11; low-light vision	
Beggar's Idle aura 5; creatures that start their turn within the aura are slowed		
HP 324; Bloodied 162		
AC 21; Fortitude 19; Reflex 19; Will 21		
Saving Throws +5		
Speed 6		
Action Points 2		
Ⓢ Panhandler's Grasp (standard; at-will) ✦ Charm, Psychic		
+11 vs. Reflex; 2d6 + 4 psychic damage and the target is weakened until the end of its next turn.		
⚔ Drunken Weave (standard; recharge when the yallery causes someone to fall unconscious)		
The Yallery shifts up to six squares and can make 3 panhandler's grasp attacks against different targets along the way.		
✦ Lethargic Glare (minor; at-will) ✦ Charm, Psychic		
Ranged 5; target must be affected by yallery's aura; +11 vs. Will; 1d6+4 psychic damage and the target is immobilized until the end of its next turn.		
✦ Rest Your Bones (standard; recharge ☞☞☞) ✦ Charm, Sleep		
Area burst 1 within 10; +11 vs. Will; the target is slowed and dazed (save ends both). First Failed Save: the target falls unconscious (save ends).		
⚔ Drunkard's Reeking Escape (standard; encounter)		
✦ Poison, Teleportation		
Close burst 2; +11 vs. Fortitude; 3d10 + 5 poison damage and the target is dazed until the end of the yallery's next turn. The yallery teleports up to 5 squares.		
Bloody Toil (immediate reaction; when first bloodied; encounter)		
With the exception of this power, all of the yallery's powers recharge. All powers that were standard actions are now minor actions.		
Alignment Evil	Languages Common, Elven	
Skills Bluff +13, Endurance +11, Streetwise +13		
Str 12 (+4)	Dex 17 (+6)	Wis 16 (+6)
Con 17 (+6)	Int 14 (+5)	Cha 20 (+8)

Yallery are similar to spring-heel jacks in that they settle in mortal cities. However, that is the only parallel.

Ruddy, wrinkled orange skin and long, natty hair give yallery the appearance of beggars. Only their diminutive size and bright blue eyes reveal their fey heritage.

Yallerys' slothful appearance fits them well; they embody laziness and often seek to 'inspire' lethargy in mortals. Lecherous and drunk, yallery fancy themselves as beggar kings. Their fey charisma and magic often ensures this as truth.

YALLERY TACTICS

Despite their lethargy, yallery are quite active during combat. Yallery depend on their aura and *lethargic glare* to keep opponents off of them. When it comes to dealing damage these filthy street urchin fey *drunken weave* through their foes and then *cast rest your bones* to keep the ability recharged. *Drunkard's reeking escape* is a vile, but effective, escape route.

YALLERY LORE

Nature DC 20: Yallery were long ago exiled from the fey realm. Their sloth and apathy was too much for any of their cousin races. In the mortal realms they found many more of like minds. Yallery prefer urban settings where they can set themselves up as beggar kings and revel in the indolence they've inspired.

Nature DC 25: Yallery are terrified of dwarves. In many ways they are mirror opposites: Dwarves represent toil, yallery represent laziness. However, their physical appearances are not too different. It is believed by some scholars that yallery are yet another fey representation, twisted and perverted, of the mortal realm.

SECTION 2 - GM'S REFERENCE

KEYS TO PLAYING THE FEY:

When using fey as villains in your home game, keep these three guidelines in mind. They should help you establish a fun, memorable encounter.

1. Fey are mischievous. Fey mischief is not akin to an adolescent human's mischief. Even the light-hearted sylph takes pleasure from the pain that she inflicts on others. This should come out in roleplaying. Sylphs titter at the characters' expense, sidhes lure them close, and vodnik gremlins make faces as they spit filthy swamp water into the hero's eyes. Even the more spiteful fey, like the dullahan, have a mischievous streak – it just exerts itself as more outright cruelty.
2. Fey are clever. Traps, hazards, and infuriating negotiations should all be part of your immediate repertoire when controlling the fey. The members of the unseelie court have spent lifetimes enjoying their status as smarter than the mortals; their schemes should be appropriately clever. The same goes for their homes. Spriggans and fachen are going to use rudimentary traps, but the spring-heel jack who resides in the clock tower is going to have some devilish fun in store for unexpected visitors.
3. Despite 1 & 2, not all fey are evil. Many of the fey listed in this supplement are actually unaligned. While most of these races have reasons (grounded or not) to despise and assault mortals, this does not mean all of them will. A lot of rich gaming can be mined from interactions with the feyvoice sidhe who cannot help but to drain the world of its greatest artists – she can be a sympathetic villain. The rarg who only longs for the freedom of travel may become destructive if his way is barred – perhaps there is another method than violence to solve that problem. And so on. If you are going to run a fey-heavy campaign, take the time to figure out the more diplomatic approaches some of these fey may take. Fey NPCs can be some of the livelier and entertaining rogues your players may encounter if you give them the chance to be more than mere stat blocks.

GAMEMASTER HOOKS:

In addition to injecting something a little otherworldly into an encounter, a fey-centric campaign can be a lot of fun as well. With a little work many themes (horror, high adventure, whimsy, etc) can be shaped into fey antagonists. Below is a loose campaign arc covering heroic, paragon, and epic tier:

Heroic Tier – Troublesome Rumbings

This campaign is pre-dated a few weeks by a sudden and vicious earthquake. The tremors didn't damage the cities and villages too badly, but they've apparently upset the ecosystem of the nearby forests. Lumberjacks, fishermen, hunters, and the like have all reported nasty encounters in the surrounding lands.

Enter your players.

The players will spend the heroic tier dealing with these travesties to make a name for themselves. Initially, the adventures may be fairly mundane: The earthquake has forced kobolds out of their caves and into raiding, for example. However, many of these exploits will have a more natural bent to them. For the first half of the heroic tier this should be done somewhat subtly: gnomes harassing the lumberjacks, rumors of erlkings kidnapping children from a school, or a pack of fey panthers suddenly prowling the city streets. As the PCs begin to progress, drop some hints. Perhaps the gnomes are being forced into violence by a gang of vodniks who themselves are prodded on by a trio of spriggan, perhaps the erlkings are offering the children up in a sacrifice to a hastily made idol of a brutish chained figure. . .

Regardless of how you get the message across, things should come to head. The fey should begin organizing aggressive raids on the mortal lands. All clues will point to these normally more reclusive creatures being spurred on by some dark master . . . let the idol, terrified tales of surrendered gnomes, and crude erlking drawings all point to some huge and chained giant.

This tier should culminate with the PCs realizing that the forest earthquake instigated some upheaval. Upon investigating the fault line, they see a spriggan clan guarding a rift to the fey realm.

Paragon Tier – Into the Wild

After defeating the spriggans, the PCs run into a variety of friendlier fey within the rift's confines. They have tales of armies of misshapen fey striding across their beautiful world in the name of a being known as Jack-in-Irons. They plead, bargain, and ultimately warn the PCs that if the First Fey were to fully rouse, no planar boundaries could contain his ire.

Properly motivated the PCs make their way into the fey realm. After a few experiences to get their bearings in this fantastical world, the evidence of pending doom should weigh heavy. Fachen clans wage war in wide swathes, destroying gnome, eladrin, and faerie communities in their wake. Capitalizing on this chaos, the fomorian, cyclops, and dullahan hordes are pouring forth from the crystal caverns beneath the realm. They are taking over the ruined fey cities left in the rampaging fachen's path. The mix of evil fey and fachen should provide quite a bit of physical fodder for your PCs, whereas the intrigue and politicking between the good races as they attempt to quell this violence should also prove fertile grounds for roleplay.

Research and legend eventually provides the PCs with some clues. Three times in the past the fachen have been frenzied, and each rampage was triggered by an earthquake. Each tremor is thought to be the reverberations of Jack-in-Irons breaking one of his bonds. If this is true, this last earthquake, the fourth, would have been the last.

The PCs are forced to get aid from those who put down the First Fey all those millennia ago. Through negotiations or force the PCs must get the material from the three fomorian princes necessary to cast the binding ritual again.

This process should take up the higher stages of the paragon tier and should be balanced between the fact the PCs may have to fight their way into dark fey strongholds and possibly negotiate and cut deals with these sinister fey to acquire the proper arcane reagents needed to chain Jack-in-Irons again.

Epic Tier – Jack in the Box

The epic tier should start with a bang. Namely some firsthand account of what the woken Jack-in-Irons can do. Have him level the city of fomorian, his most hated enemy, in a matter of seconds. If you want, the PCs can tangle with him for a few rounds before he brushes them aside and bounds off into the distance ready to wreak more havoc.

By now the PCs should have the materials to bind Jack-in-Irons again . . . or at least most of them. Epic level is a great place to throw in some additional side quests to really get the scope it entails. To deal

with Jack-in-Irons, the PCs must convince the rarogs to stop travelling for a week and instead turn their great fires towards the creation of hardened steel links. Next, the PCs must climb the fey realm's Mountain of Ice so that the steel can be hardened against the breath of the enormous white dragon that lives there. Lastly, shackles must be carved from the steelwood trees that lay in the fey realm's dark jungles, a place so wild and savage, even the fey know not what resides there.

Once the PCs are done with all the side quests, they are ready for an epic battle against the Chained King, Jack-in-Irons.

If you are looking for a way to emulate how the heroes can bond Jack-in-Irons during that final battle, look no further than this skill challenge:

Jack-in-Irons Binding Skill Challenge	Level 30 XP 76,000
---	------------------------------

The bloodied giant stands before you defiant. Your allies and you begin the words of binding, the strongest of you swirling the steelwood shackle from its length of chain. It is time to bind a god.

Now that Jack-in-Irons is bloodied, the PCs are able to bind him once more. Success will not be easy, as the Chained King will fight on during the entire ritual and failure in the binding process can harm the party. All actions for this skill challenge are standard actions.

Complexity 4 (requires 10 successes before 3 failures).

Primary Skills Arcana, Athletics, Religion.

Arcana DC 34 (1 success, 3 maximum): The character begins mumbling the arcane words of binding. With each punctuated syllable magic sigils appear in air and twine about the fey primordial's arms. Failure on this check costs the character a healing surge for attempting to harness such power.

Athletics DC 33 (1 success, 4 maximum): The character is able to lift and toss one of the shackles about one of Jack-in-Irons's limbs. Failure on this check means that the character's accuracy was off. An Athletics check DC 28 must be completed to haul the shackle back before attempting this try again.

Religion DC 34 (1 success, 3 maximum): Calling upon the power of the gods, this character speaks words of divine might to help bolster the binding ritual. A failure on this check immobilizes the character until the end of its next turn representing the player getting lost in the holy power coursing through him.

Secondary Skills Acrobatics, Perception

Acrobatics DC 33 (0 successes, but the character provides a +2 bonus to all the other PCs defenses): The PC darts, dives, flips, and rolls gracefully about the battlefield when he moves. The constant motion catches Jack-in-Irons's eye. A failure on this check lowers the failing character's own defenses by 2 until the end of the character's next turn.

Perception DC 30 (0 successes, but the character provides a +2 bonus on the next Athletics check): This character keeps a constant vigil. When the giant fey dips his shoulder, raises a leg, or lowers an arm, it is this character that signals the moment to throw the chain.

Success The PCs bind Jack-in-Irons back into the earth. His rampage ends.

Failure The PCs cannot contain the primordial fey's power. He must be reduced to 0 hit points and the binding must be attempted anew.

SECTION 3 - MAGIC ITEMS

The fey realm is a world steeped in magic. Aside from the fantastic landscape and its inhabitants, this fey magic can be used to empower a wide range of magical items. A few such examples are below:

Boots of the Fiery Dervish Level 23

These crimson leather boots attempt to capture the flaming speed of the wild rorog.

Level 23 425,000 gp

Item Slot: Feet

Power (Daily): Standard Action. You may shift up to your speed. Each creature you move adjacent to during this movement takes ongoing 10 fire damage (save ends).

Dullahan Hide Level 12+

This dark, well-woven armor blesses you the strength of mind to ignore your fears, and insight enough to realize your foe's.

Level 12 +3 13,000 gp Level 22 +5 325,000 gp

Level 17 +4 65,000 gp Level 27 +6 1,625,000 gp

Armor: Hide

Enhancement: AC

Property: Gains a bonus to defenses and saving throws against attacks with the fear keyword equal to the enhancement bonus of the armor.

Power (Daily * Fear): Free Action. Use this power when you hit a target with a melee attack. The target takes a -2 penalty to attack you (save ends).

Pixie Blade Level 3+

This thin silver-hilted blade is imbued with one of the feys' oldest tricks - a sleep spell.

Level 3 +1 680 gp Level 18 +4 85,000 gp

Level 8 +2 3,400 gp Level 23 +5 425,000 gp

Level 13 +3 17,000 gp Level 28 +6 2,125,000 gp

Weapon: Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily * Sleep): Free Action. Use this power when you score a critical hit against a target with this weapon. The target is slowed (save ends).

First Failed Save: The target is unconscious (save ends).

Sidhe's Locket Level 12+

A thin strand of golden blond hair hangs from this silver necklace; it sparkles as brightly as any gem.

Level 12 +3 13,000 gp Level 22 +5 325,000 gp

Level 17 +4 65,000 gp Level 27 +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Diplomacy checks equal to the locket's enhancement bonus.

Power (Daily): Immediate Interrupt. Use this power when your Will defense is targeted. Make a Charisma + locket's enhancement bonus against the target's Will. If you hit the target's power has no effect and it is dazed until the end of your next turn.

Spriggnablood Cudgel Level 4+

Your foe's smug smile is wiped from his face, as your suddenly expanded mace connects with his jaw.

Level 4 +1 840 gp Level 19 +4 105,000 gp

Level 9 +2 4,200 gp Level 24 +5 525,000 gp

Level 14 +3 21,000 gp Level 29 +6 2,625,000 gp

Weapon: Maces

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 damage per plus, or +1d12 damage per plus against a target hit by weapon's daily power.

Power (Daily): Minor Action; your weapon has Reach 2 until the end of your next turn.



For use with the 4th Edition

DUNGEONS DRAGONS

ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault—core rulebooks, available from Wizards of the Coast, LLC

More than just stories . . .

Fey are embodiments of emotion, and wicked fey are cruelty, lust, anger, and mischief given form. From the frightening dallahan dreadknights to the malicious vodnik bog troll, these pages offer forth the most dangerous the fey realm has to offer — not the mindless beasts or wild spirits, but the cunning and cruel twisted fey, the members of the Unseelie Court.

Look for more great products
from Alluria Publishing:

On our website at

www.alluriapublishing.com

Or at

RPGNOW
THE LEADING SOURCE FOR INDIE RPGS