

ARMAMENT OF THE COURTS

IT IS NO SECRET THE FEY SEEK TO influence the hearts and minds of mortals. Both Oberon the Green Lord (of the Summer Court) and the Prince of Frost seek followers who value strength of arm and physical prowess, hoping both to crush the other ... and to protect their realms from the evil of the Shadowfell. To reward their followers, these mighty Archfey bestow artifacts of wondrous power upon their worthiest servants. These items gain in strength as the legend of the bearer grows, and can ascend to further heights if the bearer bends knee to their liege when it is requested.

LEGENDARY DEED

When you believe you have performed a deed worthy of immortalization in bardic song, you may focus upon your artifact and tell your tale to the Archfey within your dreams during a long rest. Should your great deed be accepted, the magic item gains the powers listed in the Legendary Deed section of each item description. If your deed is not accepted, you gain the penalties listed in the Legendary Deed section. *Remove curse*, *greater restoration*, or *wish* remove this penalty.



WRITING COLIN McLAUGHLIN
COLOR ART PHIL STONE
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

Regardless of the success or failure of your petition, you may not petition your liege again for a period of one month and one day. A successful petition activates the great deeds feature for every item you are attuned to that possesses it.

Alternatively, you may spend any inspiration (not including Bardic Inspiration) you currently possess to activate the abilities granted by great deeds until your next long rest. Bearers of these items are expected to perform greater and greater deeds as they ascend the ranks. Long-standing servants are held to higher standards of great deeds than recent recruits.

ROYAL WILL

Once every one month and one day, during a long rest, you may opt to become receptive to the will of your liege. One of the items you possess with this section in its description casts the *geas* spell upon you. You automatically fail your saving throw against this effect, even if you are otherwise immune to the charmed condition. This *geas* relates to the nature of the item, and must be completed within one month and one day, or you become afflicted with a penalty specified by the item. *Remove curse*, *greater restoration*, or *wish* remove this penalty.

Completing the objective of the *geas* of the item activates all items with this feature for a period of one month and one day. You cannot accept another Royal Will while under the effects of a completed or failed one.



Open Game Content

The game rule information in this article is designated Open Game Content. All of the other material in this article, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text, character and place names, trade dress, “EN Publishing,” “EN World,” “EN5ider,” EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.

THE REGALIA OF SUMMER

MASK OF THE WHITE STAG

Wondrous item, rare (requires attunement)

This white leather mask is shaped into the visage of a stag with golden horns. While wearing the mask, you gain darkvision to a range of 60 feet. If you already have darkvision, the range of your darkvision increases by 30 feet.

The mask grants you additional powers while you are on the hunt. You have advantage on all Wisdom (Animal Handling), Wisdom (Nature), and Wisdom (Survival) checks while you are actively tracking or hunting.

LEGENDARY DEED

You gain advantage on Dexterity checks to determine initiative.

Additionally, you may attempt to establish dominance over your prey. As an action, you may force a creature you can see within 60 feet to make a DC 14 Wisdom saving throw. On a failure, the creature is frightened. Frightened creatures may make another saving throw with disadvantage at the end of each of their turns. Once you use this ability 3 times, you may not do so again until the following dawn.

Should Oberon not accept your tale, you gain vulnerability to radiant damage and cold iron weapons.

ROYAL WILL

When activated, you are tasked with hunting a fabled creature.

If you succeed on your hunt, you gain the ability to cast hunter’s mark. Once you have used this ability 3 times, you may not do so again until the following dawn.





If you fail in your hunt, ranged attacks against you have advantage, and you make Strength (Athletics) and Dexterity (Acrobatics) checks with disadvantage.

CLOAK OF LEAVES

Wondrous item, very rare (requires attunement)

This cloak is comprised of supple brown leather and stitched green leaves. While wearing this cloak during a short rest in a non-urban environment, it shifts to match the color and patterns of the terrain. You gain advantage on Dexterity (Stealth) checks while this cloak matches the current terrain, and your armor no longer imposes disadvantage on Dexterity (Stealth) checks.

Additionally, the cloak improves your ability to benefit from taking cover. Whenever you take damage while behind half cover or greater, you may spend your reaction to halve the damage you receive from the attack. Once you use this

ability 3 times, you may not use it again until the following dawn.

LEGENDARY DEED

You may perform the Dash action as a bonus action. If you are already able to do so, your speed increases by 10 feet while using the Dash action.

Additionally, you may attempt to use your stealth to gain an advantage over your foes. As a bonus action, you may choose to gain the strength of Oberon's huntsmen. When a creature cannot see you at the beginning of your turn, you may choose to reroll any or all damage dice when you roll damage against this creature. You must use the new result. Once activated, this ability remains until you are no longer threatened in combat. You may not activate this ability again until the following dawn.

Should Oberon not accept your tale, your speed decreases by 10 feet and you may not use the Dash, Disengage, or Dodge actions.

ROYAL WILL

When activated, you are tasked with the retrieval of an artifact or personage of interest to Oberon.

If you succeed on your retrieval, you gain the ability to cast stonewall. This stonewall does not require concentration, and fades immediately after you are no longer threatened in combat. Once you use this ability, you may not do so again until the following dawn.

Should you fail, all bludgeoning, piercing, and slashing attacks against you deal an additional weapon die of damage to you, and you have disadvantage on all Dexterity (Stealth) checks.

GAUNTLETS OF SUMMER

Wondrous item, legendary

These gauntlets are finely crafted white leather bracers, with gold embossing, shaped to mimic the hooves of a stag. While worn, your weapon attacks count as both silver and magical for the purpose of overcoming resistance and immunity to attacks and damage.

REGALIA OF THE SUMMER KING (REQUIRES ATTUNEMENT)

You must be wearing and attuned to a *mask of the white stag* and a *cloak of leaves* in order to attune these gauntlets. The attunement ends if you remove or are no longer attuned to either of those items. While attuned to these gauntlets, all successful attacks deal an additional 1d6 bludgeoning damage. When you roll a 20 on an attack roll against a beast while wearing these gauntlets, the beast must succeed on a DC 17 Constitution saving throw or die.

The gauntlets also possess 5 charges. While attuned to them, you can expend 1 charge to hurl a bolt of radiant light at a target. You make a ranged attack against the target. On a hit, the creature takes 3d8 radiant damage, and the target and all hostile creatures within 30 feet of it must succeed on a DC 17 Constitution saving throw or become blinded until the end of your next turn. The gauntlets regain 1d4 + 1 expended charges daily at high noon.

LEGENDARY DEED

You gain advantage on Wisdom (Medicine) checks.

Additionally, the radiant gift of Oberon may be used to tend to your allies. You can expend 1 charge to restore 3d8 + 5 hit points to a creature of your choice within 30 feet.

Should Oberon not accept your tale, you may not expend hit dice to regain hit points during a short rest.

ROYAL WILL

When activated, you are tasked with the protection of an artifact, person, or location valuable to Oberon.

If you succeed in protecting the , you gain the ability to cast *find steed*, summoning a spirit that takes the shape of a winged unicorn. Unlike other steeds summoned by this spell, your mount possesses a land speed and fly speed of 60 feet. Once you have used this ability, you may not do so again until the following dawn.

If you fail in your protection, your speed is halved, and you make death saving throws with disadvantage.

THE LEGACY OF FROST

WINTER WOLF'S HIDE

Armor (hide), rare (requires attunement)

This +1 *hide armor* is crafted from the hide of a winter wolf. While wearing the armor, you gain resistance to cold damage.

LEGENDARY DEED

This armor's base AC becomes 14 + your Dexterity modifier. While wearing this armor, you gain advantage on saving throws against exhaustion caused by extreme cold, and you cannot suffer from frostbite.

Additionally, you may attempt to paralyze your foe in fright. As an action, you stare down a creature you can see within 60 feet. The creature must succeed on a DC 13 Wisdom saving throw or become paralyzed for 1 minute. At the end of each

of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target. Creatures immune to the frightened condition are immune to this effect. Once you use this ability, you may not do so again until the following dusk.

Should the Prince of Frost not accept your tale, this armor ceases to grant resistance to cold damage; instead, you gain vulnerability to cold damage and cold iron weapons while wearing it.

ROYAL WILL

When activated, you are tasked with the killing of a creature designated by the Prince of Frost.

If you succeed, you gain the ability to cast divine favor. This divine favor does not require concentration, deals cold damage rather than radiant damage, and fades immediately after you are no longer threatened in combat. Once you use this ability 3 times, you may not do so again until the following dusk.

If you fail, all melee attacks against you gain advantage, and you have disadvantage on saving throws against the frightened condition. If you are immune to this condition, you are no longer immune, but do not have disadvantage.

HORN OF WINTER

Wondrous item, very rare (requires attunement)

This intricately carved bone horn exudes a blast of frigid air when blown. When a creature you can see within 60 feet makes an attack roll, you may blow this horn as a reaction. The creature must make a DC 15 Constitution saving throw. It takes 2d10 cold damage and suffers a 1d4 penalty to the attack roll on a failed save, or half as much damage on a successful one.

GREAT DEEDS

Blowing the horn causes the target and up to 5 targets you designate within 15 feet of the target to suffer the effects of the horn.



Additionally, you are bolstered by the sound of the horn. After blowing the horn, you gain advantage on Strength checks and Strength saving throws, and gain a +3 bonus to damage rolls. Once activated, this ability remains until you are no longer threatened in combat. This portion of the ability may not be activated again until you the following dusk.

If the Prince of Frost does not accept your tale, your damage rolls suffer a -3 penalty.

ROYAL WILL

When activated, you are tasked with obtaining an artifact or person of interest to the Prince of Frost.

If you succeed in your retrieval, your allies benefit from you blowing the horn. Up to 5 targets within 30 feet of you gain a +3 bonus to damage rolls, and have advantage on Strength checks and Strength saving throws while you maintain concentration, as per spellcasting concentration. Once you have used this ability, you may not do so again until the next dusk.

Should you fail in your retrieval, you have disadvantage on all Strength checks and saving throws, and whenever you roll the maximum value on a damage die, you must reroll the die, taking the new result.

SIGNET OF THE WINTER SKY

Wondrous item, legendary

This ring is crafted from finely engraved platinum, and has a brilliant sapphire etched with the symbol of the Prince of Frost set in the middle of the ring. While worn, weapon attacks that you make count as both adamantite and magic for the purpose of overcoming resistances and immunities.

MIGHT OF THE FROST PRINCE (REQUIRES ATTUNEMENT)

You must be wearing and attuned to a *winter wolf's hide* and a *horn of winter* in order to attune this ring. The attunement ends if you take off or

are no longer attuned to either of those items. While you are attuned to this ring, all successful attacks with a slashing weapon deal an additional 1d10 slashing damage. When you score a critical hit against a humanoid while wearing these gauntlets, the humanoid must succeed on a DC 17 Constitution saving throw or become paralyzed—petrified in ice—until freed by the *greater restoration* spell.

This ring also possesses 5 charges. While attuned to it, you can expend 1 charge to hurl a bolt of frost at a target. Make a ranged attack against the target. On a hit, the creature takes 3d10 frost damage, and the target and all creatures within 30 feet must succeed on a DC 17 Constitution saving throw or become restrained until the end of your next turn. The ring regains 1d4 + 1 expended charges daily at midnight.

LEGENDARY DEED

You gain advantage on Wisdom and Constitution saving throws.

Additionally, you may grant the gift of the Prince of Frost to an ally. As an action, expend 1 charge to grant an ally you touch resistance to cold damage. Until the end of your next turn, whenever they would deal damage, they deal an additional 2d6 cold damage.

If your great deed is not accepted by the Archfey, you have disadvantage on Wisdom saving throws and Constitution saving throws.

ROYAL WILL

When activated, you are tasked with the protection of a person, artifact, or location valuable to the Prince of Frost.

If you succeed on your protection, you gain the ability to cast *ice storm* as a 5th-level spell (save DC 17). Once you have used this ability 3 times, you may not do so again until the following dusk. Should you fail in your protection, your speed is halved, and all death saving throws are made with disadvantage. 