

THE CONSORT

*A FEY COMPANION CLASS
FOR THE WORLD'S GREATEST ROLEPLAYING GAME*



BY JACKSON LEWIS

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CREDITS

Created By: Jackson Lewis

Editor: Ryan Langr of Realmwarp Media

Layout: Steve Fidler of Vorpall Dice Press

Layout Template: Nathanaël Roux @ barkalotdesigns.com

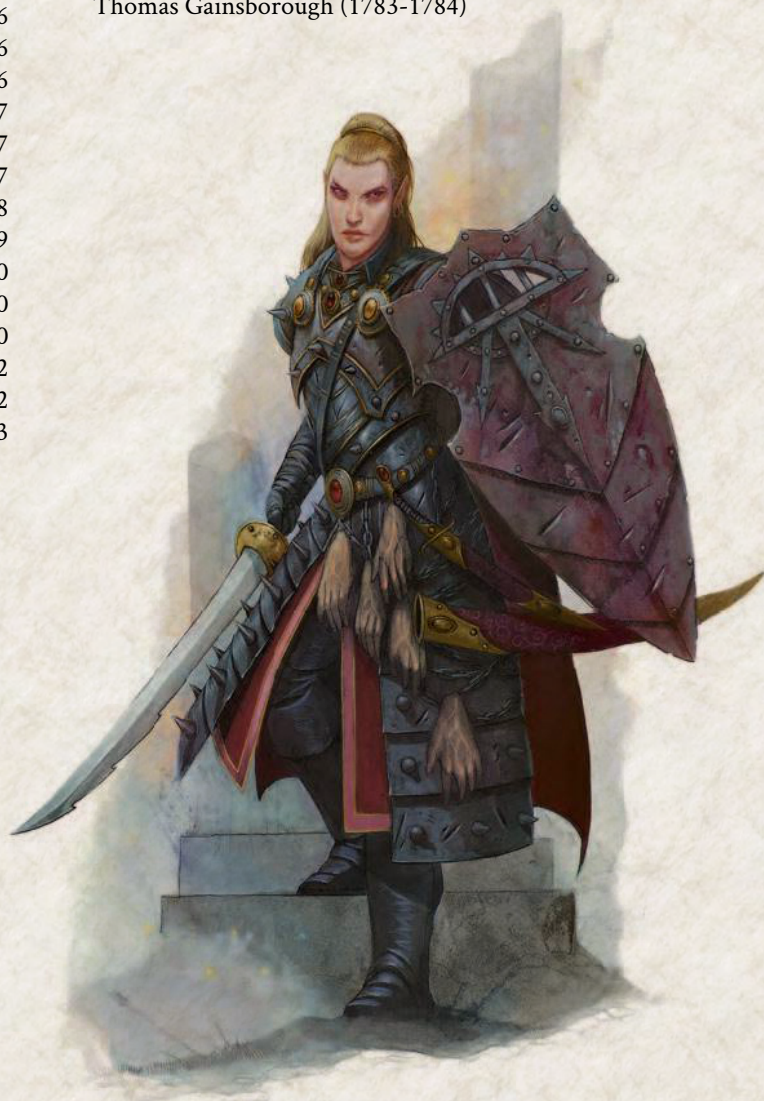
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THE CONSORT

A YOUNG ELF HOISTS THEIR SHIELD HIGH before setting their sword ablaze with a ferocious yellow fire. The impending horde of undead have met their match, for none can harm their beloved.

A middle-aged human plays dice with a bandit camp that had taken him prisoner. For the last hour, he has been wooing them with his amazing luck, unbeknownst to them he had been quietly gathering the necessary materials to cast a freezing cold spell. He leaves the frozen statues as a warning to all others.

An Orc stalks the jungle, silently pursuing his prey. With no more than a flick of his wrist, he brings down a large boar. He solemnly awaits his sovereign's return, to gauge how the hunt went.

A gnome furiously paints a plain canvas. Try as he might, he will never capture the beauty of the one who created. With a resigned sigh and a whispered word of power, he creates the image of his beloved, if only to catch a murmur of their true beauty.

CHOSEN BY THE FEY SOVEREIGNS

Every Consort is chosen by a specific sovereign, for the purposes of companionship and diplomacy to the material world. The Fey sovereign looks for specific characteristics in their Consorts, such as compassion, cunning, ferocity, or

even creativity. Once chosen, the Consort develops a deeply personal bond with their Fey Sovereign. This bond slowly but surely sparks into a flame of love, a flame so powerful it creates a wellspring of magic from which the Consort can draw power from. As the bond between the Consort and their Sovereign deepens, so in turn does their power.

STRADDLING BOTH WORLDS

Obviously, a Consort finds themselves traveling between the feywild and the material plane frequently. The resulting social interaction between the fey and the rest of society creates many strange mannerisms in the Consort. Many humans find them to be oddly unnerving, often unintentionally duplicitous in their vernacular. In the same vein, many fey find them to be emotional and honest, too emotional and honest. They must be hiding something. This is one of the most difficult parts of life for a Consort, having to interact with two different worlds and never quite fitting in with either of them. The only solace they have is with their Sovereign and their love for each other.

CREATING A CONSORT

In making a Consort, one might ask themselves: "What is it about my character that attracts the attention of such an otherworldly being?" This is a good start to creation, one that can jumpstart the process. Additionally, when creating a Consort, think about the kind of relationship that exists between the Consort and their Sovereign. Is it romantic or strictly platonic? It's important to remember that love comes in all shapes and forms, and this class is a celebration of that kind of love. Talk with your DM, and make sure they are comfortable roleplaying the kind of relationship you envision with your character. Lastly, think about the relationship your Consort might have with the court of their Sovereign.

QUICK BUILD

You can make a Consort quickly by following these suggestions. First, make either Dexterity or Strength your highest score, followed by either Charisma (if you prefer to be more of a caster) or Constitution (if you prefer to be more of a frontline fighter). Second, take either the Folk Hero or Outlander background.

THE CONSORT

Level	Proficiency		Tributes Known	— Spell Slots per Spell Level —				
	Bonus	Features		1st	2nd	3rd	4th	5th
1st	+2	Fey Sovereign, Unearthly Presence	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	—	2	—	—	—	—
3rd	+2	Tributes	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Sovereign Feature	4	4	2	—	—	—
7th	+3	Uneasy Ambiance	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Sovereign Feature	6	4	3	2	—	—
11th	+4	Royal Blessing	6	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	7	4	3	3	1	—
14th	+5	Sovereign Feature	7	4	3	3	1	—
15th	+5	Timeless Vessel	8	4	3	3	2	—
16th	+5	Ability Score Improvement	8	4	3	3	2	—
17th	+6	—	8	4	3	3	3	1
18th	+6	Living Polygraph	9	4	3	3	3	1
19th	+6	Ability Score Improvement	9	4	3	3	3	2
20th	+6	Preternatural Hybrid	9	4	3	3	3	2

CLASS FEATURES

As a consort, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Consort Level

Hit Points at 1st Level: 10 + Constitution Modifier

Hit Points at Later Levels: 1d10 (or 6) + Your Constitution Modifier per Consort Level after 1st.

PROFICIENCIES

Armor: Light armor, Medium armor, and Heavy Armor

Weapons: Simple and Martial

Tools: None

Saving Throws: Constitution and Charisma

Skills: Choose two from Persuasion, Intimidation, Athletics, Acrobatics, Nature, or Arcana

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one martial melee weapon or (b) two simple melee weapons
- (a) five javelins or (b) a shortbow and 20 arrows
- (a) chain mail or (b) leather armor
- an entertainers pack

FEY SOVEREIGN

At 1st level, you choose the Fey Sovereign you serve. This choice grants you benefits at 1st level, and again at 6th, 10th, and 14th level. The choices are detailed after the class description.

UNEARTHLY PRESENCE

As a consort to the fey sovereigns, you often find yourself straddling two worlds. Thus, you possess a distinct aura. Also starting at 1st level, you gain the following benefits:

- **Kindred Spirit:** You have advantage on Charisma (Persuasion) checks against fey.
- **Unsettling Visage:** You have advantage on Charisma (Intimidation) checks against members of your own race.
- **Gift of Gab:** You know the secret language of the fey royalty, called Sidhe. You can speak, read, and write the language. While speaking or writing in Sidhe, you are unable to deliberately tell a lie.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again:

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PRIMITIVE WEAPON FIGHTING

When you make a ranged attack roll with a weapon with the thrown property, you can draw another weapon with the thrown property as part of the same attack.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

By 2nd level, you have learned to draw on arcane magic to cast spells much as a wizard does. The consort spell list is provided after the class description.

PREPARING AND CASTING SPELLS

The Consort table shows how many spell slots you have to cast your consort spells. To cast one of your consort spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of consort spells that are available for you to cast, choosing from the consort spell list. When you do so, choose a number of consort spells equal to your Charisma modifier + half your consort level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level consort, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of consort spells requires time: at least 1 minute per spell level for each spell on your list.



SPELLCASTING ABILITY

Charisma is your spellcasting ability for your consort spells, since your power derives from the strength of the bond between you and your sovereign. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a consort spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a favor (see the Favor section at the end of this class description) as a spellcasting focus for your consort spells.

TRIBUTES

Due to your lofty position in the Fey Court, you have been made the recipient of tribute from various lesser fey. Starting at 3rd level, you can select two tributes from the Tribute List (detailed at the end of the class description). When you gain certain consort levels, you gain additional tributes as shown on the Tributes Received column on the Consort table.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

UNEASY AMBIANCE

Starting at 7th level, you learn to use your unique aura to upset and agitate your enemies.

As an action, you flare your aura forcing a number of creatures equal to your Charisma modifier (minimum of 1) to make a Wisdom saving throw versus your spell save DC. On a failure, for the next minute, the affected creatures can't make attacks at advantage against you. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

INOCULATION

Your time with the fey has adequately prepared you to foil any charm or mind-altering effect. Starting at 9th level, when you fail a saving throw to resist being charmed or frightened, you can roll again, taking the new roll instead. You must finish a short or long rest before using this ability again.

ROYAL BLESSING

You've become suffused with the power of your sovereign. Starting at 11th level, you can add half your proficiency bonus (rounded down) to all your saving throws.

ETERNAL VASSAL

Your bond with your sovereign has deepened into something truly eternal. Starting at 15th level, your aging halts and you suffer none of the drawbacks of old age.

Additionally, you become more adept at foiling any inter-dimensional magic. If you fail a saving throw against a *banishment* or *planeshift* spell while in the Feywild, you can use your reaction to succeed instead.

LIVING POLYGRAPH

Starting at 18th level, your time interpreting the half-truths and subtle lies of the fey has allowed you a greater measure of determining fact from fiction. You automatically know when someone speaking to you is deliberately telling you a lie. Additionally, you can cast *minor illusion* and *disguise self* at will.

PRETERNATURAL HYBRID

Your time with your sovereign has turned you into something truly unique. Starting at 20th level, you gain the following benefits:

- You are immune to the charmed condition
- Your charisma score increases by 2. Your maximum for this score is now 22.
- When you cast a consort spell you cast it as if it were one spell level higher, if applicable.



FEY PRESENCE CHOICES

QUEEN TITANIA

(Her/They)

"I AM A HUMBLE SERVANT FOR MY LADY. WHATEVER SHE asks of me, I am duty bound to oblige. What form that request takes, I care not. I desire only to please her Majesty."-The Firebrand, upon being asked to clarify the nature of her relationship to Queen Titania.

The Queen of the Summer Court. Radiant as the dawn and as fierce as a forest fire, Queen Titania's compassion is only matched by her fierce temper. The Queen expects full devotion from her Consorts, in every aspect of life. Under the Queen, they become the chivalrous knights of old, obsessed with honor and compassion for the downtrodden. In searching for a Consort, the Queen prefers persons who exemplify that same honor and compassion.

KNIGHT ERRANT

When you choose this court at 1st level, you begin your journey as a knight errant, such as your sovereign commands. You gain the following features.

Stalwart Defender. You gain proficiency with shields.

Balefire. As a bonus action, you coat your weapon in mystic flames. For the next minute, whenever you hit with this weapon, it deals an extra 1d4 fire damage. The amount of extra damage increases to 1d6 at 5th level, to 1d8 at 11th, and to 1d10 at 17th level in this class. You must finish a short rest before using this ability again.

SUMMER'S GLOW

Starting at 6th level, you learn to harness the power of Balefire in order to eke out the most in your healing spells. Whenever you cast a consort spell that restores a target's hit points, you can expend a use of this ability to maximize one of the dice rolled. You can use this feature twice between long rests.

RALLY

Starting at 10th level, you learn to harness the joy of the Seelie Court to invigorate your allies. As an action, you let loose a cry of war. Any number of friendly creatures that you choose within 20 feet of you gains the following benefits until the end of their next turn.

- Advantage on all melee weapon attacks
- Their walking speed is increased by 10 ft.

You must finish a long rest before using this ability again.

SWATH

Your control of balefire has peaked, letting you infuse your strikes with swathes of flame. Starting at 14th level, when you attack a creature with a balefire-infused weapon, the target takes the fire damage whether you hit or miss.

QUEEN MAAB

(Her/They)

"BUGGER ME! THAT'S THE BEST LAY I'VE HAD IN AGES. I honestly thought the night was heading a different direction, ya know on account of how she pulled a knife on me. Boy you should have seen the look on her face when I pulled my own out."- Lord Johan Blackheart, heard by his servants upon exiting his chambers the night after her Majesty first arrived.

The Queen of the Winter Court. Queen Maab is the crone of the old wives tales, weaving the strands of fate for her amusement or unscrupulous ends. In much the same vein as her sister, the Queen demands absolute devotion from her Consorts, but in a different way. The Queen values knowledge and freedom of expression above all else, and so she values Consorts that speak their mind and give their honest opinion on a ruling or order. That doesn't necessarily mean she will listen to them, but she values input all the same. In searching for a Consort, Queen Maab prefers persons with a sardonic wit and a fair amount of guile.

FRIGID INCANTATIONS

Starting at 1st level, you gain a greater understanding of Unseelie Magic. You learn the *ray of frost* and *primal savagery*^{XGE} cantrips. Charisma is your spellcasting modifier for these spells. Additionally, you learn the following spells at the appropriate levels:

EXPANDED SPELL LIST

UNSEELIE SPELL LIST

Consort Level	Spells
---------------	--------

2nd	<i>armor of Agathys, ice knife</i>
-----	------------------------------------

5th	<i>alter self, darkness</i>
-----	-----------------------------

9th	<i>cold snap*</i> , <i>vampiric touch</i>
-----	---

13th	<i>fire shield, ice storm</i>
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17th	<i>cone of cold, scrying</i>
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spells noted with a * appear at the end of this document

UNSEELIE SURGE

Your spellcasting abilities increase further. Starting at 6th level, when you cast a spell that deals cold damage, you can use your reaction to surge with the power of the Queen of Air and Darkness. You can choose two of the dice rolled and reroll them. You can use this feature twice between long rests.

BOASTFUL AUGURY

You learn to divine signs and tells of ill fortune for your enemies and greater luck for your allies. Starting at 10th level, whenever you or an ally within 15 feet are struck by a melee weapon attack, you can use your reaction to impose disadvantage on the attacker's roll potentially causing it to miss.

You must finish a long rest before using this ability again.

PRECOGNITION

Starting at 14th level, you can't be surprised while you are conscious and not incapacitated. Additionally, you have advantage on initiative rolls.

THE ERLKING

(He/They)

“HE IS DANGEROUS AND BEAUTIFUL, LIKE A RAGING storm. Each moment near him is an exhilarating gamble. He is a wild animal, in every meaning of the phrase...if you catch my drift.” - An excerpt from a letter written by Texi'iol to his sister.

The Erlking is the lord over the wild fey (fey who do not fall under a specific court). A ferocious hunter, and a fearsome foe the Erlking demands only the best hunters and trackers for his Consorts. Additionally, the Erlking demands a healthy amount of respect for the wild and for the laws of the land. In searching for a Consort, the Erlking prefers persons who can handle the inherent cruelty in the wilderness, while also being able to handle and process the beauty inherent in it as well.

THE KING'S QUIVER

The Erlking has so graciously given you a quiver full of his finest arrows. Starting at 1st level, at the end of a long rest you can touch one non-magical quiver, granting it the following benefits.

Endless Quiver. Every longbow or shortbow you use while you have this quiver equipped ignores the ammunition property.

Hamstring. Once per short rest, you can declare your next weapon attack a hamstring attack. A creature hit by this shot takes an extra 1d6 damage and must make a Constitution saving throw versus your consort spell save DC or suffer vulnerability from your next weapon attack's damage.

At 5th level, the crippling shot's damage increases to 2d6, then to 3d6 at 11th, then finally to 4d6 at 17th.

AMBUSH

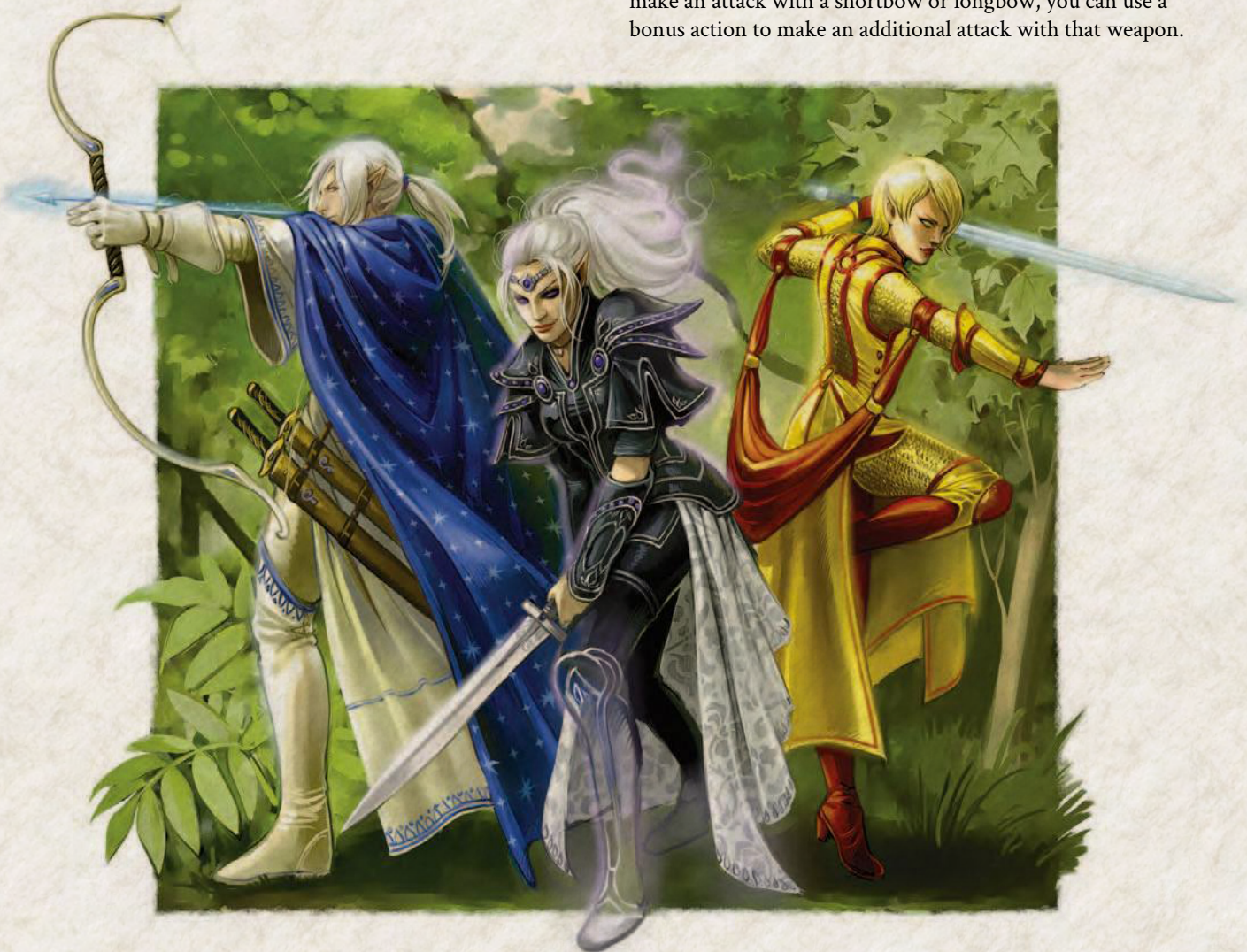
Starting at 6th level, you learn to put your tactical acumen to good use with your predatory instincts. When you roll initiative, you can choose one friendly creature within 30 feet of you and switch initiative with them. This friendly creature must have a lower initiative roll than you. You can use this ability twice between long rests.

FLEET FOOTED

The Wild flows through you. Starting at 10th level, whenever you take the Attack action, you can use a bonus action to teleport 30 feet to a spot you can see and take the Hide action as part of the same bonus action. You must finish a long rest before using this ability again.

FERAL REFLEXES

Starting at 14th level, you learn to emulate the feral skill and reflexes of your sovereign. If you take the Attack action and make an attack with a shortbow or longbow, you can use a bonus action to make an additional attack with that weapon.



LEANANSIDHE

(They/Them)

“EVERY DAY WITH THEM IS AN ADVENTURE. I FEEL THAT when I wake up each morning, I breathe life into them, and they into me. I never thought I would love a person like this, much less someone like Lea.” - Excerpt from the personal journal of Brumhalt Barrow, Consort for the Leanansidhe.

Sometimes called the Muse, the Leanansidhe is a powerful spirit of creation in the feywild. Legend even says that they helped sing the feywild into existence in the beginning. The Leanansidhe demands nothing but attention from their Consorts. It should be noted that this isn't some all encompassing or greedy demand for attention, rather it is just the pleasure of being known and thought about. In searching for a Consort, the Leanansidhe prefers artists, musicians, or even particularly skilled warriors. Any person who turns their respective field into an art form draws the ever curious eye of the Leanansidhe.

SONG OF CREATION

The Leanansidhe has designed it necessary to teach you the ways of their creation magic, with the caveat that you not restrict yourself with iron longing. Starting at 1st level, you gain the following benefits when you are not wearing heavy armor.

Create Weapon. As a bonus action, you sing a one-handed melee weapon into existence. This weapon flares to life in your hand, taking on a brilliant golden light. You cannot be disarmed of this weapon and you can use your Charisma modifier for the attack and damage rolls for this weapon. This weapon disappears if separated from you for more than 1 minute.

Create Effigy. As an action, you can expend a spell slot to create an effigy of the Leanansidhe in an unoccupied space you can see within 30 ft of you. This effigy is forged from pure light and has a number of hit points equal to the level of the spell slot you expended to create it. While the effigy is active, you can cast spells through it as if you were occupying that space.

SPIRIT OF CREATIVITY

Starting at 6th level, you learn to harness the innate power of the song of creation to protect yourself from harm. As a reaction to taking damage from a creature you can see within 20 feet, you can flare with a brilliant rainbow light. Every creature of your choice within 20 feet must make a Constitution saving throw or be blinded for the next minute. You can use this feature twice between long rests.

STRENGTH OF DEDICATION

Starting at 10th level, your dedication to your sovereign has translated into a more powerful strength of will. While you have your effigy active and you are within 10 feet of it, you have proficiency in Wisdom saving throws.

Additionally, when you create your Effigy, its total hit points now equal 1d6 per spell slot level spent.

EXUBERANCE

The Leanansidhe's joy for creation is contagious. Starting at 14th level, you can use an action to overflow with the enthusiasm of the feywild, radically altering the landscape around you. For the next minute, you can cause the following changes to the area in a 50-foot radius,

- As an action, you can increase or decrease the distance between you and a point you can see by 30 feet.
- As a bonus action, you can cause roots and vines to spring out of the ground in a 20-foot cube within the radius of the Exuberance, entangling and foiling any attempts to move nearer to you. Any creature moving through this foliage treats it as magical difficult terrain.
- As a reaction to being struck with a melee weapon or spell attack, you magically teleport to an unoccupied space within 15 feet, potentially causing the attack to miss.



TRIBUTES

TRIBUTE RULES

Starting at 3rd Level, you gain 3 tributes. You gain additional tributes at the levels designated on the Tributes Known section of the Class Table.

When you gain a level in this class, you can choose one of the tributes you know and replace it with another tribute that you could learn at that level.

If a tribute has prerequisites, you must meet them to learn it. You can learn the tribute at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

TRIBUTE LIST

OGRE STRENGTH

Prerequisite: 5th level

When you take this tribute, you obtain the brutish strength of the Ogre, growing thick greenish brown body hair. Your Strength score increases by 2 as does your maximum.

TROLLISH DURABILITY

When you take this tribute, you obtain the resilience of the Troll, tinting your skin a faint green. You gain resistance to either bludgeoning, slashing, or piercing from nonmagical weapons. You can take this tribute up to three times, choosing a different damage type each time.

LUCK OF THE LEPRECHAUN

When you take this tribute, you gain a small gold coin, inseparable from you. Whenever you make an attack or ability roll, you can choose to roll again taking either total. You must finish a long rest before using this tribute again.

SELKIE AGILITY

When you gain this tribute, you gain the aquatic agility of the selkie. Your skin becomes slippery and rubbery to the touch. You gain a swim speed equal to your movement speed.

AOS SI MAGIC

When you take this tribute, you are imbued with the natural magic of the Aos Si. Your eyes turn a bright gold. You learn one cantrip and one 1st-level spell from the wizard spell list. These count as consort spells for you and the spell doesn't count against your prepared spells.

DULLAHAN MALICE

When you take this tribute, your grin widens unnervingly. When you are in dim light or darkness, you can spend a bonus action to teleport up to twice your movement speed to an unoccupied space you can see. You must finish a long rest before using this ability again.

BROWNIE NIMBLENESS

Prerequisite: 11th level

When you take this tribute, you learn the elusiveness of the Brownies. You shrink by about half a foot, but remain your same size category. As an action, you can cast *greater invisibility* once without spending a spell slot. You must finish a long rest before doing so again.

A FORGOTTEN FEATHER

You've been gifted a feather from some strange fey beast, it always seems to be rustling in an unfelt wind. You can cast *feather fall* at will, without spending a spell slot.

ERLKING'S BLESSING

Prerequisite: 18th level, Erlking Sovereign

You've learned to truly emulate the ideals of the Erlking. When you use your Feral Reflexes feature to make a longbow or shortbow attack as a bonus action, you can instead make one that attack against a number of creatures equal to your proficiency bonus, within range. You must finish a long rest before benefitting from this tribute again.

EFFIGY OF A LOVER

Prerequisite: 18th level, Leanansidhe Sovereign

Like the brush stroke of a painter on the canvas of his masterpiece, you've learned to brush the countenance of your love onto the terrain around you. When you use your Exuberance class feature, you can as part of the same action, cause a number of effigies equal to your proficiency bonus to spring to life within the 150-foot radius. These effigies last until the end of your next turn, and they have 1 hit point each. You must finish a long rest before benefitting from this tribute again.

THE FIRES OF LIFE

Prerequisite: 18th level, Queen Titania Sovereign

You burn with the all-consuming passion of the Summer Queen. While you are holding a balefire-infused weapon, and you are struck with a melee weapon attack, you can explode with the full force of summer, casting *fireball* centered on yourself. You take no damage, but any creature within 5 feet of you has disadvantage on the saving throw. You must finish a long rest before benefitting from this tribute again.

CRUEL TWIST OF FATE

Prerequisite: 18th level, Queen Medb Sovereign

Your love is the Queen of Cruel Fate after all. When you are struck by a weapon attack, you can twist the strands of fate in your favor as a reaction. Choose one enemy creature, other than the attacking creature, to make a Wisdom saving throw against your consort spell save DC or take 3d6 psychic damage and you and the creature switch positions. This causes the attack to target the switched creature instead.

DRYAD SPRIG

Prerequisite: 5th level

You've been gifted a twig from a Dryad's mane. When you take this tribute, you learn the *poison spray* and *thorn whip* cantrips. Additionally, you learn the *barkskin* spell. These spells count as consort spells for you but don't count against the number of spells you can have prepared.

HAG'S EYE

Prerequisite: 11th level

Despite your best efforts to refuse, a hag has gifted you her favorite eye. You can cast the *augury* and *divination* spells once per long rest.

STRENGTH OF OLD WINTER

You've become infused with the might of the Giants of Old Winter. Your hair grows longer and shaggier, taking on a whitish appearance. Whenever you strike with a melee weapon attack, you can spend a spell slot to deal extra damage. This extra damage equals 1d8 cold damage per spell slot level spent.

Taking this tribute again lets you add your Charisma modifier to the damage dealt to a single creature that takes cold damage from a consort spell you cast.

HIDE OF THE DISPLACER BEAST

Prerequisite: 9th level

One of the denizens of the feywild has gifted you the hide of one of the first displacer beasts to call the feywild its home. While wearing this hide, you can cast *blur* as a bonus action. You must finish a long rest before casting *blur* in this way again.

TRIBUTE OF VITALITY

Prerequisite: 15th level

You've been given the gift of health. Your Constitution score increases by 2 to a maximum of 20.

Additionally, you are immune to poison damage and the poisoned condition.

TRIBUTE OF CLARITY

Prerequisite: 15th level

You've been given the gift of clearness of mind. You can temporarily grant yourself truesight out to a range of 60 feet as a bonus action. This lasts a number of rounds equal to your Charisma Modifier. You must finish a long rest before using this tribute again.

TRIBUTE OF MIGHT

Prerequisite: 15th level

You've been granted the power to crush your enemies under your heels. You can make one additional attack when you take the Attack action on your turn.

FOIL OF THE FOMOR

Prerequisite: 11th Level

You've been gifted the magical might of the first people. One of your eyes become slit like a cat's. You know the spells *counterspell* and *dispel magic*. These are consort spells for you and don't count against the number of spells you can have prepared.

Taking this tribute again grants you advantage against spell saving throws.



CONSORT SPELL LIST

spells noted with a * appear at the end of this document

1ST LEVEL

Absorb Elements
Bewitch*
Cause Fear
Cure Wounds
Entangle
Expeditious Retreat
Faerie Fire
Protection from Evil and Good
Shield
Tasha's Hideous Laughter

2ND LEVEL

Crown of Madness
Darkness
Enlarge/Reduce
Gust of Wind
Hold Person
Locate Animals or Plants
Mists of Avalon*
Silence

3RD LEVEL

Bestow Curse
Cold Snap*
Clairvoyance
Circle of Magic
Phantom Steed
Speak with Plants
Thunder Step
Vampiric Touch
Windwall

4TH LEVEL

Banishment
Charm Monster
Conjure Woodland Beings
Hallucinatory Terrain
Polymorph
Wild Hunt*

5TH LEVEL

Antilife Shell
Creation
Dawn
Dominate Person
Legend Lore
Summon Fey Weapon*

COLD SNAP

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: S, M (a small handful of crushed crystals)

Duration: Instantaneous

Rippling waves of freezing cold emanate from you when you cast this spell. Every creature, except you, within a 20-foot radius must make a Constitution saving throw, take 8d6 cold damage on a failure, and half the amount of damage on a success.

WILD HUNT

4th-level conjuration (ritual)

Casting Time: 10 minutes

Range: 40 feet

Components: V, S, M (a perfectly preserved deer or hound skull worth about 700 gold)

Duration: 8 hours

As you perform this ritual to summon a member of the Wild Hunt, you name a creature for them to track. The form this member can take could be a fairy hound dog (using the **mastiff** stat block) or a fairy calvary stag (using the **giant elk** stat block) and appears translucent and ghost-like. For the duration of this spell, the summoned member will tirelessly track the named creature. The summoned member ignores difficult terrain and can scale walls and tread over water as if it were ground.

You can end this spell early as an action.

NEW SPELLS

BEWITCH

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You whisper entrancing words at a creature within range, forcing it to make a Wisdom saving throw. On a failed save, the creature believes everything you say to them for the duration as if it were the absolute truth. On a successful save, nothing happens and the creature knows you tried to effect it with magic.

MISTS OF AVALON

2nd-level transmutation

Casting Time: 1 reaction, which you take when you take damage from a weapon or spell attack

Range: Self

Components: V, S, M (a piece of petrified bark from a druid grove)

Duration: 1 round

Powerful mists envelope you when you cast this spell. You teleport up to 20 feet to an empty spot of your choosing, causing the attack to potentially miss. Additionally, until the end of your next turn, the mists remain in your original position, obfuscating and obstructing sight within a 10-foot radius.

SUMMON FEY WEAPON

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a nonmagical weapon, which is consumed by the spell)

Duration: Concentration, up to 1 minute

You speak the true name of a powerful faerie weapon. The weapon appears in the place of the nonmagical weapon that is used as a component of the spell. The weapon can take any form, has +3 to attack damage rolls, and deals 3d8 damage on a hit. The damage type is determined by your alignment, necrotic for evil and radiant for good.



MAGIC WEAPONS: THE CONSORT

BASHER

Weapon (longsword), very rare (requires attunement)

This longsword is imbued with the might of the Giants of Old Winter. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Once per long rest, when you hit with an attack using this weapon, you can use your reaction to flare the ancient magic housed within this blade, destroying any non magical shield the creature is wielding. If you take cold damage from a hostile creature, this ability instantly recharges.

GLIMMER OF A SECOND SUN

Wondrous item (necklace), legendary (requires attunement)

At the end of a long rest, you designate a single weapon by touching it. Until you finish your next long rest, you can use an action to gain the following benefits with that weapon:

- This weapon gains the finesse property while you wield it.
- As a bonus action after activating it, you can cause the weapon to become animate for one minute. While animated, you can use your bonus action to cause it to fly up to 30 feet and make a single melee attack using your Dexterity modifier for the attack and damage rolls. The weapon then falls to the ground until you command it again.

NATURAL DISASTER

Weapon (warhammer), rare

This weapon was found on the long dead body of a warrior of the Old Faith. As you hold it, it vaguely hums with power. You gain a +1 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you recite the command phrase and this warhammer gains the finesse, light, and thrown (20/60) properties for the next minute. After throwing this warhammer, the wielder immediately make a DC 10 Charisma check to return it to their hand. You must finish a long rest before using this ability again.

VALIANT END

Armor (shield), uncommon (requires attunement)

This shield hums with counter resonant magic, specifically tuned to foil any would be mages. You gain a +1 bonus to AC while you wield this shield. When you are hit by a spell that targets only you, you can use your reaction to parry the spell with this shield, making the spell target the caster instead. Use the caster's own attack bonus and spell save DC. You must finish a long rest before using this ability again.

RING OF THORNS

Wondrous item (ring), rare (requires attunement)

This iron-spiked ring houses ancient druidic magic. As a reaction to taking damage from a weapon attack, you can cast *grasping vine* (DC 15) or *spike growth* (DC 15) targeting the offending creature. You must finish a long rest before you can cast these spells in this way again.

FINITO

Wondrous item (bracers), very rare (requires attunement)

These bracers hum with the unreleased power of the Feywild. While attuned to these bracers, your unarmed strikes deal 1d4 force damage. Additionally, when you strike with your unarmed attack, the target can't benefit from the AC granted by the *mage armor* or *shield* spells.

GRAND REVERSAL

Weapon (scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this weapon, when you take damage that would reduce you to 0 hit points, you can use your reaction to instead heal for that amount. You must finish a short rest before using this feature again.

STONEBEARER'S CUDGEL

Weapon (warpick), rare

You gain a +1 bonus to attack and damage rolls made with this weapon. While wielding this weapon, you can use your spellcasting ability modifier, if any, to determine the attack and damage rolls for this weapon.

Additionally, when you are struck by a melee weapon attack, you can use your reaction to cast *maximillian's earthen grasp*, targeting the attacking creature and using your spellcasting ability modifier for the saving throw.

Druids are proficient with this weapon even if they are not proficient with warpicks.

