

SUMMER AND WINTER KNIGHTS

Each of the fey queens have one mortal who they have appointed to be their mortal champion. These are usually fighters, wizards, or clerics of the fey queens themselves. This is because barbarians are usually too impulsive, druids too dedicated to balance in nature, rogues too untrustworthy, warlocks only in it for power, sorcerers too wild, rangers trapped between civilized world and the wild one, monks too disciplined to themselves, and paladins too dedicated to their oaths.

That is not to say such classes have never become the knights of the fey queens, but because of how highly regarded a position it is, the queens rarely let those they don't fully trust take on the mantle.

There is only one mantle for each queen, and when a queen's knight dies the power returns to her, unless trapped through some form of powerful ward or spell at the dms discretion.

The two most commonly seen fey knights are those of summer and winter, but that is only because of how involved Titiana and Mab are in human affairs. The queen of air and darkness, Rhiannon, and all other queens hold their own mantles.

Becoming a knight of a queen is a rare honor, and any NPC or PC granted it may have their entire path changed. Now bound for eternity to the will of their queen.

FEY KNIGHT TEMPLATE

A mortal who is granted the mantle of becoming a knight gains the following abilities.

Ability Score Improvement Fey magic enhances the body and mind alike when needed. The knight gains a +2 bonus to their constitution score, and a +2 to another of their choice. This may raise an ability score up to 22 on mortals.

Fey Protection One's queen does not let harm come to their knight so far as they care. The knight gains an armor class bonus of +2.

Fey Regeneration The power of the queen runs through the knight. At the start of their turn the knight regains *1D4* points of health.

Feywild magic Magical energy flows through the body's of knights. A knight may innately cast *Detect Magic* and *Protection From Good and Evil* a number of times per day equal to their charisma modifier (minimum 1)

Forces of Nature Elemental power flows through their veins like their own blood. As an action a knight can channel the energy into their weapon. For one minute weapon attacks by the knight deal *1D10* extra damage of a type based upon the knight's queen. The summer queen would probably give fire damage, the winter cold, the queen of air and darkness necrotic, ect. If a spell caster, the spellcaster may also deal an extra dice of damage when casting a spell that deals the related damage type. The knight may use this a number of times per day equal to their charisma modifier (minimum 1).

Lifelong service A knight's duty is not over till age or the enemy takes them. A knight becomes immune to the effects of aging, and can not be aged by magical means.

Queen's love Knights are consorts of their queens. This bond shared with the knight means that they bring into themselves some of the nature of their queen. A knight is resistant to the type of damage associated with their *Forces of Nature* ability.

Slavery in servitude A knight who disobeys an order directly heard from their queen takes *2D4* force damage at the start of each of their turns, and may not regain hp, until they agree to the order with sincerity. Additionally, if a knight would die, and the queen is aware, they may instead be kept at 1 hp and teleported to the feywild until the queen decides they are deployable again. For some knights this means being kept in eternal pain, until a new knight is found. Additionally, your queen may spend an action to gain your location, and send to you a mental request to return to a fey controlled ground in the material plane she is at. This location ability and ability to demand your presence requires a DC25 wisdom saving throw to try repressing, which you may choose to not make, and will result in punishment if you do so and are found out. If you successfully repress the queen learning your location, you are immune to her attempts to find your location or request your presence for 24 hours.