

# FEYBOUND SECRETS

## THE COURTS OF SURYA

### WHAT'S INCLUDED?

In this document there are 2 subclasses, 1 spell and 1 Magic item, each exploring a small portion of my settings Feywild, as well as some general lore regarding the location!

### THE FEYWILD

The Feywild of Surya is divided into three courts: the Gossamer, the Enclave, and the Hunt. Most Archfey align themselves with one of these, each representing a unique set of rules, behaviors, and aesthetics. To most outward observers, these courts appear diametrically opposed, seen as forces impossible to reconcile. However this is a naive interpretation of the political landscape, and rather than oppose each other the courts complement each other, members of each drift between each court, changing faces and intentions as needed to achieve their current goal. The three courts function as chaotically and whimsically as the rest of the Feywild and it should be seen as a fools errand to try to make sense of the ebbs and flows that occur within the interpersonal circles.

### THE GOSSAMER COURT

Those who spend the majority of their time aligned with the Gossamer Court often embody what one might find in fairy tales and legends from the Prime. They appear as whimsical pixies, flamboyant elves, and strange yet adorable critters, all bathed in hundreds of ever-changing colors drawn from the natural world around them. Sometimes, they take it even further by blending their appearance and attire with the nature of their environment.

The fey within this court are often self-interested, indulgent, and hedonistic, spending most of their time seeking out the next thrill or curiosity in their path. However, their pleasures differ from what mortals typically enjoy. Instead, they delight in observing and toying with those different from themselves. Mortals who find themselves in the gaze of a fey from the Gossamer Court will often find their

lives poked and prodded, so the entity might see how they react in the face of a mind-bending adventure.

### THE ENCLAVE

Those who spend the majority of their time aligned with The Enclave are individuals who advance their priorities by harnessing the strange, disturbing, and eldritch forces of the Feywild. Much like the horror stories told to children about silver-tongued devils, The Enclave is home to entities that prey on the desperate, seek out profane powers, or resort to violence to achieve their desires. Although sinister in nature, The Enclave takes pride in its beauty, adorned in blues, purples, and blacks that mimic the shadows in which they operate, many adopting the aesthetic of the celestial stars under which they operate.

The Enclave is among the more fickle groups, with its members ready to back stab and betray at a moment's notice, rendering organization impossible. Thus, it often falls upon the shoulders of the individual to lead by force within the court, making domination and cunning the currency of power among The Enclave.

### THE COURT OF THE WILD

The Court of the Wild is a very loosely affiliated collection of individuals that roam the furthest edges of the Feywild, where everything is up for grabs for those with the prowess to take it, potentially contesting a vicious entity that looms over the land they tread. The Court of the Wild is home to all who seek the thrill of the hunt, eager to take prizes and experience the fear of being hunted themselves.

There are denizens, Archfey, who rule over this place, but not out of royalty or status. They hold their position because no one dares to strike it from their hands. The roaming nomadic Archfey of the Court of the Wild are feared for their combat prowess, and their appearance reflects as much, most commonly draped in tattered cloth, bone, and dust. The shades of grey match the fog they use to obscure themselves as they stalk their next prey, for to them, the hunt is never over.



## SUBCLASSES

### ORDER OF BARGAINS

Over the centuries, mankind has always been intrigued by the wiles of the Feywild. Many visit and get lost in its splendor, but some of the more cunning individuals manage to find their way into the deeper, more closely-knit societies. Among these groups is a faction of wizards who have attempted to harness the power of creating Fey pacts. None have managed to come close to the raw binding nature of an Archfey's word. However, some wizards have learned to expend some of their magical power to enforce a kind of quid pro quo. The Order of Bargains Wizards are obsessed with the art of the deal and will spend weeks researching new and fantastical ways to catch their opposition in a technicality.

### TWIST OF FATE

Starting at 2nd level, you have begun to unravel the mysteries of the common bargains offered by the Fey, understanding the delicate balance between boon and bane they often entail. As a bonus action, you can invoke one of these fey deals. Before rolling a 1d6 to determine the nature of the deal, choose two allies to be the recipients of the fey's capricious favour. Once the die is rolled, decide which ally will receive the boon and which will endure the twist associated with the roll.

You can use this ability a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses upon completing a long rest.

| 1D6 | BOON  | TWIST   |
|-----|---|---|
| 1   | For the next minute, the target's natural 1s on attack rolls, ability checks and saving throws count as a natural 20.   | For the next minute, the target's natural 20s on attack rolls, ability checks and saving throws count as a natural 1. |
| 2   | For the next minute, when the target is hit by an attack, it becomes invisible until the end of its next turn, this invisibility ends for a target that attacks or casts a spell. | For the next minute, whenever the target deals damage, they are blinded until the end of their next turn.             |

| 1D6 | BOON   | TWIST   |
|-----|--|---|
| 3   | For the next minute, all of the target's weapon attacks deal maximum damage on their damage die. | For the next minute, all of the target's received healing will heal for the minimum amount possible.        |
| 4   | For the next minute, the target gains a 60 ft. flying speed.                                     | For the next minute, the target has all of their movement halved.   |
| 5   | For the next minute, the target gains a +2 bonus to their spell attacks rolls and spell save DC. | For the next minute, the target cannot cast spells of their highest available spell slot.                   |
| 6   | For the next minute, the target is immune to the charmed and frightened conditions.              | For the next minute, the target automatically fails any saving throws to avoid being charmed or frightened. |

### WIN WIN NEGOTIATION

Starting at 6th level, you've begun to understand the fundamentals of how to manipulate the outcomes of your bargains. At the end of each long rest you can choose up to two of the results on the Twist of Fate table, for the next 24 hours those Boons do not incur their twists to the second target.

### ADVANCED BARGAIN MANIPULATION

Beginning at 10th level, Whenever you use your Twist of Fate ability, you now select three allies instead of two. Then, roll twice on the Twist of Fate table, generating two separate sets of boons and twists.

After determining the results, you can assign any combination of the two boons to any of the three chosen allies and must choose one of the rolled twists to apply to a target that has not received a boon.

### FROM THE CLUTCHES

Starting at 14th level, your bond with the fey spirits grants you the power to defy the clutches of death itself. When you or an ally within sight fails their third death saving throw, or would be killed outright, you can use your reaction to invoke a pact with the fey, reviving the target with a number hit-points equal to 2 x your level. By doing so, you choose an item in your possession to be marked by the fey as a symbol of your debt to the higher powers of their realm. This item becomes imbued



with fey energy and is visibly marked with ethereal symbols known only to the fey.

Within one day's travel, as determined by the Dungeon Master, you must bestow this marked item upon an individual specified by the DM. This individual is typically one who can ensure the item reaches the fey realm or serves a purpose aligned with fey interests. If you possess no suitable items, a sum of 1,000 gold is instead marked as "owed" to the fey. This debt must be paid to a person of the DM's choosing, under the same conditions.

Should you ever reacquire the marked item or retain the owed gold beyond the allotted time, the fey's displeasure manifests as a weakening curse. For each day you delay in settling your debt, you suffer a cumulative -1 penalty to all your d20 rolls. This penalty persists until you fulfill your obligation to the fey, at which point the curse is lifted and your normal abilities are restored.

This feature can be used once, and you regain the ability to use it again after finishing a long rest.

## ACOLYTES OF SYZYG

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In Negresh, two unified factions exist: Clerics, Paladins, and Monks who worship the deities of the moon and the sun. Their rituals, spanning back hundreds of years, embody the core belief in the balance between light and darkness. The Order of the Light functions as a group of missionaries dedicated to philanthropy and community outreach, establishing their churches and holy sites as safe havens for anyone in need. Conversely, the Order of the Moon serves as the inverse, addressing the misconduct of those associated with the refugees seeking shelter in the churches of the Light. With the setting of the sun, they enact justice for those who require it.

While both entities act as forces for good, they typically maintain a passive role, awaiting requests for intervention in the world around them. The Acolytes of Syzygy consist of individuals who have left these guilds, driven by frustration with the orders' lack of initiative. The most prominent gatherings of these acolytes are found within the Feywild. They believe that only in the perpetual twilight can they truly enact the will of the people. To them, the light shines too brightly, blinding its followers, while the night conceals the acts of evil. Some believe they are in opposition to the original orders, but the most revered Acolytes understand that they simply act where the original hands are tied.

## WAY OF THE TWILIGHT HARMONY

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Those of the Acolytes of Syzygy that practice the most physical form of their beliefs sometimes unlock the ability to harness both the dusk and dawn. Snuffing out light where it burns too bright, and burning candles where shadows grow too thick.

## CYCLE OF DUSK AND DAWN

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At 3rd level, you gain the ability to infuse your attacks with the transitioning energies of dusk and dawn. Once on each of your turns when you hit a creature with a melee attack, you can spend 1 ki point to force the target to make a Wisdom saving throw against your Monk save DC. Upon failing, the target suffers a negative effect, depending on which strike you choose. You must alternate between using Dusk Strike and Dawn Strike with each application; the same effect cannot be used consecutively.

- **Dusk Strike:** You become invisible to the target until the start of your next turn.
- **Dawn Strike:** Attack rolls against the target have advantage, and the target cannot benefit from being invisible. This effect lasts until the end of your next turn.

## BRING BALANCE

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Starting at 6th level, you can harness your inner Ki to bring your surroundings in line with your twilight visions. As an action, you can end one effect within 60 feet of you that either obscures vision (such as fog, darkness, or smoke) or emits light. If the effect you wish to end is the result of a spell, you must spend Ki points equal to the spell's level to end it.

## RECYCLED ENERGIES

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Beginning at 11th level, you gain the ability to prevent the loss of energies caused by bringing the world to twilight. You can spend Ki points to cast the following spells without requiring material components:

- Shadow of Moil (4 Ki points)
- Dawn (5 Ki points)

Furthermore, when you use your "Bring Balance" ability to dispel the effect of a spell, you can choose to store the expended Ki points instead of consuming them. These stored Ki points can only be used to cast the spells listed in this feature. Ki points stored in this way last until the end of your next long rest.



## TWILIGHT MANIFESTATION

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Starting at 17th level, you can invoke the mystic balance between night and day, as a bonus action you enter a state of twilight ascendance for 1 minute, when you enter this form choose either dusk form, or dawn form. Depending on your choice, you are granted different benefits. On subsequent turns you can change your form as a bonus action.

- **Dawn Form:** Your attacks deal an additional 1d10 radiant damage. You gain resistance to necrotic damage, and creatures take 1d10 necrotic damage when they hit you with a melee weapon attack.
- **Dusk Form:** Your attacks deal an additional 1d10 necrotic damage. You gain resistance to radiant damage, and creatures take 1d10 radiant damage when they hit you with a melee weapon attack.

Regardless of the form you choose you gain True Sight up to a range of 30 feet. Once you use this ability you can no longer do so until you finish a long rest.

## MAGIC ITEMS

### SERENDELLE, THE GUARDIAN OF GRACE

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Serendelle resides in the forest surrounding the fey capital, Whisperglen Hollows. For those who delve into the amber mines to make ends meet, or engage in unfavorable bargains to survive, she is a beacon of hope. When truly down on one's luck, individuals may venture into the woods to seek her out. However, finding her has proven quite difficult; some even call her a myth. Yet, to those she deems worthy, she appears in a haze of scales, her moth-like figure descending from the treetops to set up camp and hear the woes of her visitors.

To those who gain her attention, she grants favors—but only if their requests are earnest and within their means. Should she sense that a person is asking for more than they truly need, her response becomes twisted and obtuse. She bends the meaning of her own words to punish the greedy. But for those in genuine need, who ask only for what they can justly claim, she is willing to extend her grace.

### THE CLOAK OF SERENDELLE

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*Wondrous item, very rare*

This cloak has 10 charges. While holding it, you can use an action to cast any spell of third level or

lower, when you do so expend a number of charges equal to the level of the spell cast.

The cloak regains 1d8+2 charges daily at dawn. If you expend the cloak's last charge, roll a d20. On a result of 10 or lower, the cloak withers and loses its magical properties forever.

## SPELLS

### NOCTELYN, THE TWILIGHT ENVOY

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The Feywild harbors are unique counterpart to the Prime Material's Grim Reaper: Noctelyn, also known as the Twilight Envoy. This curious entity roams the dim-lit forests of the Fey realm, with sightings reported over spans so far in distance yet so close in time that one might posit that more than one Envoy exists. Encounters with Noctelyn in the wild have it described as a serpent-like creature, comprised of flowers, vines and branches that dances through the canopy, descending only to watch in silence.

Sometimes, as Noctelyn descends and stirs in the breeze, it inches unsettlingly close, sometimes bestowing individuals enigmatic portents of their ends. These forewarnings are so esoteric that they could unravel the mind as one searches for meanings in the mundane. Such as correlating the number of crickets chirping at Noctelyn's approach to the days one has left, or a moth alighting on the future site of a fatal wound.

Only the moist paranoid or egotistical soul dare to seek out this particular being, convinced they can outwit their destined end. Invariably, they cannot.

### NOCTELYN'S OMEN

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*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (parchment written upon by someone who has seen the Twilight Envoy)

**Duration:** Concentration, up to 1 minute

When you cast this spell, you touch one ally and shroud them with Noctelyn's ominous foresight. At the start of their next turn, they take 2 necrotic damage, this damage cannot be reduced in any way. On each of their subsequent turns for the duration of this spell, the necrotic damage they take at the start of their turn increases sequentially by 1, resulting in damage taken as follows: 2, 3, 4, 5, 6, continuing at 6 damage for each turn thereafter.

The first attack made by the target on each of their turns deals additional necrotic damage that escalates as follows, in alignment with the damage they



take: 1d4, 1d6, 1d8, 1d10, 1d12. After reaching the 1d12 additional damage stage, this amount continues for each subsequent turn for the duration of the spell.

This spell ends if the target falls unconscious and the target immediately fails a death saving throw.

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