



PREVIEW EDITION

FAERIE

A REALMWANDERER'S GUIDE

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**The content presented in this preview of Faerie: A Realm Wanderer's Guide, represents a work in progress. Aspects of game design, artwork, or lore are subject to change during the process of playtesting and book production.*

Playtesting of, and early-access to, the content of Faerie will be made available exclusively to campaign backers, and released regularly during production of the book.

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WELCOME TO THE FAERIE REALM



The world of Faerie is the fey realm as you've never seen it before in 5e. Born of the legends and myth of the British Isles, Faerie is a brutal feudalistic setting that presents players with a world of warring courts and kingdoms in a realm of magic that lies just beyond the sight of mortals. This is not a place of regency intrigue and Edwardian sensibility, Faerie is a realm of medieval war fuelled by elder magic.

Though true that Faerie is a place of colour and whimsy at a glance, beneath this veneer lies blood and iron, betrayal and betrothal, violence and deceit. The four cardinal courts of Spring, Summer, Autumn & Winter each vie for power over Faerie through alliances and conflict. All the while the smaller wyldcourts play their own games for power beneath them; The goblin court and its denizens on the borders of Autumn, the wild hunt and its roving band of killers that stalk the lands of winter, and the drunken court of Revelry hidden deep in the blackthorn weald, to name a few. At its centre, stranded in this odd realm, is the free city of Avalon. Built stone by stone by mortals lost in Faerie, the mortal city of men now stands alone in an unfamiliar realm, wielding iron and wrath against the capricious fey at its flanks.

Faerie is ever shifting, its seasons tied to conquest and borders, and its inhabitants ruling over kingdoms as ancient as the wind itself. This is a place where the lost is found, the powerful stand immortal, and fealty to kingdom is all that one can keep a grip of. Tread wary realm walker, thou hath stepped beyond the sight of thy mortal kin and into a place of myth and blood, where magic crawls like rooten tree and the wind carries with it more than a mere chill...

THE FULL TOME

Within this preview, you'll find a morsel of what to expect in Faerie: A Realm Wanderer's Guide. In the full 200+ page book you will find original subclasses and lineages, backgrounds and feats, unique spells and magic items, a completely new progression system called the fealty system, and even a brand new class for 5e, the Witch. The full tome of Faerie will be a fully illustrated 5e sourcebook that has everything both player and GM need to step out of the mundane of the material and into a realm of folklore and myth, dripping with blood and elder magic.

This is to speak nothing of the extensive bestiarium, holding within 100+ unique fey creatures and NPCs (including an easy to use quick reference statblock tagging system for GMs), or the deep well of lore that presents a realm ready made for your players to get lost within. If you've ever wanted to see the wilds of fey fully fleshed out for 5e, born of the folklore and myth that was its inception, look no further than Faerie: A Realm Wanderer's Guide.

THE WITCH CLASS

Faerie: A Realmwanderer's Guide introduces a brand new wholly original class for 5e, featuring 2 new subclasses. The Witch is a spellcasting class that brings with it a unique form of spellcasting, the Magic of Rite, allowing them to cast spells using Mystic Marks rather than spell slots. These marks can be used by witches to both cast their elder magics, as well as weave sigils into their spells to alter their very nature. A witch also needs a coven, and Faerie has two to offer: The Coven of the Hunt and the Coven of the Hex. The coven of the hunt bids its witches a deeper bond with the familiar they summon, both in battle and out. Whereas the coven of Hex is for those

witches that wish to curse their foes, letting the elder magic take root deep within their prey and sicken them beyond recovery.

Within this preview you will find the full class table for the witch, and the first three levels of the class available to try along with the Coven of the Hunt subclass!

FEY LINEAGES AND SUBCLASSES

Stepping into the world of Faerie unveils more than just myth, it is also home to 2 new playable lineages, and 10 new subclasses. Maybe you will take on the guise of your prey as the shapeshifting Fetch rogue, bring doom and decay to the living as the Circle of Blight druid, or champion the elder magics with blade and spell as a Witch Knight fighter.

As for lineages, perhaps you will be a Hagborn, children who survived their part in a fatal hag ritual but are forever changed by it. Or maybe you will be an Etterkin, spiderfolk native to the lands of Faerie, weavers of legendary silk, skulkers of only the darkest places.

Within this preview you will find presented the full subclass for the Fetch rogue, a shapeshifting hunter and assassin who wears the faces of the trusted to gain advantage against their prey.

You will also find the Hagborn lineage detailed entirely from lore to features. You will also find one of three available sublineages, the Night Hagborn, birthed from the twisted rituals of the dream stealing night hag.



A NEW SYSTEM OF FEALTY

Navigating the violent world of kingdoms and war that is the realm of Faerie means navigating the various courts and kingdoms that claim stake to its lands, as well as the conniving Fey that control them. In Faerie you'll find just that in the form of the new Fealty System, an in-depth but easily accessible system of reputation that allows players to gain the aid of the courts they assist as well as the bloody ire of those they denounce. Characters pledge fealty to the court of their choice, granting them unique boons as well as access to fealty die that then fuel their choices. They can call in favours in a moment of crisis, gain access to new fey power, or find themselves suddenly outnumbered by the soldiers of a warring court. All is to play for in the game for Faerie, but will your roving band of knight errant survive long enough to even play their hand?

THE ELDER MAGIC OF FAERIE

Within Faerie players and GMs will find new spells, and magic items, all born of faerie itself and the folk lore that inspired it. Discover the ancient magic of true names in an entirely new sub school of magic that evokes the art of onomancy to bring the elder powers to life, and wield mystical relics forged from the tales of Arthurian myth. Alongside this you will find a new collection of feats, backgrounds and more that allow players and GMs to craft characters that feel deeply entwined within the story of Faerie itself.

This preview contains several original spells and items for play at your table, born of the faerie realm and saturated with elder magic.

CREATURES OF FABLE AND MYTH

There can never be too many monsters, but there can definitely be too few. 5e presents only a small selection to fey creatures to torment plays with, but no longer; Within Faerie GMs can find over 100 new and improved fey creatures and NPCs born from the myth and folklore of the British Isles. Some are monstrous, some are conniving, all are just waiting for your players to step off the treaded path and fall deep into the lands of Faerie!

A MYTHICAL TROVE OF GM TOOLS

Creating a realm that truly feels different to play in requires more than new subclasses and standard statblocks. Within Faerie GMs will find rules for how a party might find their way to Faerie, tangible mechanics for the various environments and seasonal battlegrounds and even rules on various fey traits, like their aversion to iron or weakness to onomancy.

You will also be able to make use of the simple tagging system for all creature statblocks within the bestiarium of Faerie, that gives an easy & quick idea of what a statblock plays like on a glance. This and much more awaits you in the full book, built to empower GMs to run a game and setting that doesn't just look different, but plays different too.



HAGBORN



olk have long speculated on the methods by which hags reproduce. Tales speak of strange rituals, mortal men taken by their trickery, and even of them being born from beasts

themselves. All of these tales speak some truth and some lies. The nature of hag is something as fickle and changing as the elder magics they revel in. But there is a truth to the

tales that those who narrowly avoid the fate of becoming their twisted kin know all too well.

STOLEN CHILDHOOD

Stolen away in the dead of night while they slept in their cribs, pulled below the seemingly shallow waters of a meandering river, beckoned to wander deep into the forest never to be seen again. What hags do with the children they steal is entirely dependant on the hag. Eating them, sacrificing them to the old magic, using them in strange ancient blood rituals. The hagsborn were all once children of other lineages; Elves, Humans, Halflings. Children stolen from their homes, whisked away by these treacherous creatures to the lands of Faerie, to become something else entirely.

RITUAL GONE WRONG

Most hagsborn are created in a way most literal to their name. Children taken by hags to create a new generation of twisted crone. Only female children are taken for this purpose, stolen to be grown like seeds in a sickened garden. Few hagsborn are male, though some do exist. These hagsborn are children who escaped rituals before they were entirely taken by the old magic and snuffed out entirely. They are still changed by the magic, but not lost to it entirely. There are even stories of tenacious children cutting themselves from the bellies of voracious hags,

emerging forever changed. These are the lucky few, the survivors, now stranded in a realm not of their own to find their way without guidance.

THE OLD MAGIC

Regardless of their exact origins, all hagsborn have been touched in part by the old magic; Ancient elder magics long since forgotten by the lands beyond Faerie. This magic is so old, so ancient and deep, that even to those considered masters it can seem fickle and untameable. Hagsborn have this magic within them, allowing them to perform strange feats reminiscent of their rotten beginnings. This magic doesn't often appear until early adulthood, manifesting slowly as the hagsborn settles into the stability of adulthood. To many, even in Faerie, this can be seen as an ill-omen. It can be difficult to tell if a hagsborn will continue to change into a fully fledged crone, or cease with their sense of self still intact. As such many shun them, or attempt to use them and

their connection to the old magic in their own twisted machinations.

CHANGED BY TRAGEDY

The nature of a hagsborn's origin is often unique to the hagsborn, and to the hag they are born of, as well as the exact nature of the magic they survived. Some hagsborn may develop skin of hues reminiscent of their magical progenitor, others might smell of things distinct to their hags home. There are some characteristics that seem to be present across most hagsborn; Namely that hagsborn tend to have longer limbs or fingers than their mortal counterparts. This isn't always obvious, but it doesn't take too keen an eye to notice the gangliest of folk sticking out a heads height above those around them. Such things have at times lead to the vilification of the tall, fear of the unknown once again

HAGBORN TRAITS

As a Hagsborn, you have the following traits alongside those of your chosen sub-lineage.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or you increase three different scores by 1.

Type. You are Fey.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Elder Blood. You cannot be charmed, or put to sleep by magic.

Hag's Trinket. You were born, in part, of the elder magic. This magic is part of you, and you can impart



pieces of it to create tokens of old magic. When you take a long rest, you can create a hag's trinket. The trinket is a tiny object (AC 5, 1 hp), usually a rune stone, bundle of herbs, carved animal bone, or something similar. While a creature holds one of your trinkets they can communicate with you telepathically, provided they are on the same plane of existence. You can only have 3 trinkets in existence at any one time.

NIGHT HAG

Hags of night are callous soothsayers and diviners, venturing into the dreams of creatures to impart nightmare and hex. They despise sunlight, making their homes deep in the darker places of Faerie. They venture to the material only once the sun there has set, haunting both village and hamlet to steal dreams and spread nightmare. Hagborn spawned from the ritual of a night hag find themselves innately connected to dream in the same way. Less averse to the light than their "mothers" are, night hag hagborn are no less sensitive to the dreams of others. They often stay up late into the night, quietly observing the dreams of those around them. Some are even drawn to work as hedge-witches, aiding the restless and tired in their journey to sleep.

NIGHT HAG TRAITS

Old Magic. You know the spell sleep, which you can cast once per day before requiring a long rest to do so again with this feature. You cast the spell at a level equal to half your level (minimum of 1st), and use Charisma, Intelligence or Wisdom as the spellcasting ability when you do so.

Dream Thief. Whenever you are within 30 feet of an unconscious creature, you can sense its presence. You can use a bonus action to target a creature you sense and observe its dreams, allowing you to read its surface thoughts while it sleeps.

Trinket of Night. While holding one of your hag's trinkets a creature gains darkvision out to a range of 60 feet.

FOREST HAG

Forest Hags lurk in deep forests, forest so old that one could walk through their woods in the material and stray into Faerie without breaking step. These hags do not revere nature or honour its majesty like druids and others do. They are more a cancer, born of old magics of the forest but malignant to it and those who wander it. Their hagborn exhibit the same verdant touch to their magic, allowing them easier passage through the world. They are also able to mimic the noises and voices of the forest, a tool their progenitor used to lure the foolish into her claws, but one that in the hands of a hagborn could be used to myriad ways.

Traits available in the full book.

RIVER HAG

River hags appear in countless a cautionary tale. Jenny Greenteeth, Peg Powler and Nelly Longarms to name a few; All horrific water crones that dwelt near rivers to drag the unsuspecting to their doom below the otherwise serene waterways of the material. Riverhags move between Faerie and the material through these waterways, dragging their victims drowned or not back to Faerie with them. Hagborn of River Hags have an affinity for water, often seeking homes near waterways and lakes. They are deeply comfortable in water, finding peace below the murky depths where they are able to see further and hide away from the world.

Traits available in the full book.



ROGUE FETCH



To lay thine eyes upon a fetch, apparitions bearing uncanny resemblance, can only be a herald of doom. Fetch rogues walk amongst their prey, wearing the faces of friends & family. They do not hide in shadows, but behind the smile of a trusted confidant or the deference of a loyal servant. Then, when their target is at their most defenceless, they leave them bleeding in betrayal, killed by a creature of nightmare & superstition...

MANY FACES

3rd Level Fetch Feature

As a bonus action you can change your face and form to that of a creature you have seen before, or have a detailed description of. This creature must share the same number and arrangement of limbs as you, and be of the same size as you or one size smaller or larger. Changing in this way tangibly shifts your entire appearance, including your face, voice & clothing, but you gain no mechanical benefits from the changes. While you are in the form of another you have advantage on any skill checks made to mimic their mannerisms to avoid detection as an imposter.

SUDDEN REVEAL

3rd Level Fetch Feature

While wearing the form of another, you gain advantage on attack rolls against any creature who considers your stolen form to be an ally provided they do not know you are an imposter. If you hit a creature with an attack whilst undiscovered in the guise of their ally, they are also considered surprised until the end of their next turn, and the attack is automatically a critical hit.

IMITATION ART

9th Level Fetch Feature

If you take the hide action whilst within 5 foot of a creature whose form you are wearing, you instead use the chaos of combat to confuse their allies as to who is the original. Roll Charisma (Deception), contested by a creature's passive Insight. Your first attack against a creature fooled by this deception is made with advantage, and any creature who targets you with an attack or spell whilst fooled must first roll 1d6. On a 4 or higher they instead target the original creature. The deception remains until you target a deceived creature with an attack, or are otherwise discovered as an imposter.

Additionally, your illusory mimicry is no longer detectable by divination magic of 5th level or lower.

MIRROR OF MADNESS

13th Level Fetch Feature

Seeing a spectre of one's self is an omen of a terrible fate, it's even enough to drive someone mad. If you hit a creature with melee sneak attack whilst wearing their form, they must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a fail the creature becomes haunted for one minute, until your guise changes, or until you take the hide action.

While haunted the creature has disadvantage on attack rolls against you, and you have advantage on attack rolls against them. If you score a critical hit against a haunted creature it gains one short-term madness effect until the end of its next turn, after which they are no longer haunted.

A creature that has succumbed to this feature then becomes immune to it for 24 hours.

DESTROYER OF DYNASTIES

3rd Level Fetch Feature

When you take the attack action during the first round of combat, while wearing the form of a creature allied to your enemies, you may take a number of additional attacks equal to the number of surprised creatures within 15 foot of you. You apply sneak attack to each of these attacks, but may make only one attack against a single creature.



THE WITCH



andles glow around her feet as a hagborn woman wrapped in furs runs her fingers across ancient sigils, the knowledge of the witches before her twist her magic beyond recognition - which dances in the space something wholly new, a secret kept by only those who know how to speak its name.

A mirthful human hedge-mage packs his bag with pungent components and viscous unguents before ringing the delicate silver bell that dangles from the point of his hat. He is greeted by the friendly purrs of his grimalkin companion, who curls from elder mists around his shoulders as he steps out his door to face the strange world that awaits him.

A beaten & exhausted half elf wipes sweat and blood from her forehead as she crouches for cover behind the corpse of an armoured troll knight. Whispering words of long forgotten magic, a crackling sickness forms like a cursed bolt between her fingers just in time for her to lash it forwards at the helmed assailant that descends upon her from atop the dead behemoth.

Be it for bane or boon, weal or woe, witches wield a magic unfamiliar to most but ancestor to all. Their ways are strange, their reputation steeped in superstition, witches are lauded by some and condemned by others. But regardless of where they



find themselves, few are as adaptable and resilient as those that wield athame and mark...

ELDER MAGIC

In many realms that 5e takes place in, magic is common. Be it the tinkering of a wizard's apprentice or the machinations of a dark cultist, the weaving arcana permeates all corners of the worlds we venture through. But Faerie holds more than myth and fable, for flowing in its waters and winds outwards to all lies the oldest of magics. This magic is primordial, the ancestor by which the more refined arcana of the studied descends. This magic was once known to people, rarely written down but instead spoken of by mother to daughter, master to apprentice. There are those that still know its secrets, hags, creatures of the old wood, and of course - the witches.

Witches hold within themselves, and their grimoires, the secrets of elder magic. At times less complex than other magic, its use is primeval but its adaptability incomparable. Witches weave the ancient words from their tomes, infusing them with altering sigils or symbols of dimunation. This magic lends itself more to curses and wards, hexes and blessings, than it does to outright destruction. Witches sure up a parties weaknesses and exploit those of their foes with a wide ranging knowledge and a flexible pool of magic.

CUNNING FOLK

Not all who weave the elder are considered witches, most are simply cunning folk. Folk healers and wise ones who tend to their communities or proffer their services to those with coin or favour. Witches are more skilled practitioners, practiced or predisposed to the ways of elder magic. They often train under a mentor to learn, but many have also found their way into witchcraft through more ephemeral paths. Life in a world of war and magic is tough, but witches know more than most how to walk the worlds of light and dark.

The talents of a good witch are myriad, and while their knowledge is often esoteric it is rarely not useful. Unlike most their magic manifests in an odd fashion, that at times can be limiting but can also offer them far more control. Witches are even able to reduce their spell's potency in order to conserve power, a trait that gives them incredible adaptability and durability. These qualities, along with their mastery of elder magic, make them fantastic adventuring companions provided they don't rile distrust amongst the more superstitious of folk.

CREATING A WITCH

When creating a witch character, think first about the nature of your character's magic. Witches can venture into both light and dark, which path will your character tread? In the realm of Faerie strange magic abounds, as does violent war between kingdoms; it is a place where

THE WITCH

CLASS LEVEL	PROFICIENCY BONUS	CLASS FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	MYSTIC MARKS	MAX LEVEL	SIGILS KNOWN
1ST	+2	MAGIC OF RITE, DIMUNITION	3	2	5	1ST	—
2ND	+2	SIGILS, RITE OF EXCHANGE, COVEN	3	3	6	1ST	2
3RD	+2	ATHAME	3	4	7	2ND	3
4TH	+2	ABILITY SCORE IMPROVEMENT, ELDER STUDY	4	5	8	2ND	3
5TH	+3	RITE OF RITUAL	4	6	9	3RD	4
6TH	+3	COVEN FEATURE	4	7	10	3RD	4
7TH	+3	—	4	8	11	4TH	4
8TH	+3	ABILITY SCORE IMPROVEMENT	4	9	12	4TH	4
9TH	+4	—	4	10	13	5TH	5
10TH	+4	GREATER SIGILS	5	10	14	5TH	5
11TH	+4	ELDER MAGIC	5	11	15	5TH	5
12TH	+4	ABILITY SCORE IMPROVEMENT	5	11	16	5TH	5
13TH	+5	ELDER MAGIC	5	12	17	5TH	6
14TH	+5	COVEN FEATURE	5	12	18	5TH	6
15TH	+5	ELDER MAGIC	5	13	19	5TH	6
16TH	+5	ABILITY SCORE IMPROVEMENT	5	13	20	5TH	6
17TH	+6	ELDER MAGIC	5	14	20	5TH	7
18TH	+6	COVEN FEATURE	5	14	20	5TH	7
19TH	+6	ABILITY SCORE IMPROVEMENT	5	15	20	5TH	7
20TH	+6	ELDER WITCH	5	15	20	5TH	7

a witch who harms is as valuable as one who heals. Talk with your DM about how your witch came across the elder magic, where they acquired their grimoire, and what direction do they feel themselves pulled in.

What drew you to the life of a wandering adventurer? Do you seek to cure an ailment that has ravaged your community? Perhaps you venture forth in search of a deeper well of elder magic? Maybe you found your grimoire, and are learning of its ways page by page, spell by spell? Some witches even find the elder magic thrust upon them, maybe your magical revelation arrived in the form of a familiar that decided on a whim that you would make for an adequate witch.

QUICK BUILD

Create a witch quickly by following these basic guidelines. First put your highest ability score into Wisdom, followed by Constitution. Second, choose a background that fits your origin, perhaps The Stranded background.

CLASS FEATURES

As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armour: Light Armour

Weapons: Daggers, sickles, quarterstaves, light crossbows, shortbows

Tools: Herbalist tools or Alchemist tools

Saving Throws: Wisdom, Constitution

Skills: Choose three from Nature, Arcana, Insight, Perception, Medicine, and Religion

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- a component pouch
- (a) a scholar's pack or (b) a priest's pack
- A witch's grimoire
- Padded armour

MAGIC OF RITE

Your time spent observing and practicing the rites and rituals of witchery grant you magic ability, and access to spells. The list of witch spells is available in the full book.

CANTRIPS

You know three cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

MYSTIC MARKS

Casting spells as a witch taps into the elder magic, and makes use of mystic marks rather than spell slots. Casting a spell requires you to use a number of mystic marks equal to the spells level +1, and you have a number of mystic marks to spend as defined in the Mystic Marks column on your class table. You regain all expended mystic marks on a long rest.

For example, when you are 5th level, you have nine mystic marks. To cast the 1st-level spell *Leech* you must spend two mystic marks, unless you use *diminution*, in which case the cost is reduced by one mystic mark (to a minimum of one).

PREPARING WITH A GRIMOIRE

Your grimoire is where you store your knowledge of the elder magic, as well as the magic of those witches who came before you; it allows you to prepare spells, and to cast ritual spells without preparation.

After a long rest you may prepare a list of witch spells that are available for you to cast that day, choosing from the witch spell list as well as any spell with the ritual tag (even if it is not on the witch spell list). When you do so, choose a number of witch spells as determined by the *Spells Prepared* column of your class table. The spells must be of a level you can cast, as shown in the *Max Level* column of your class table.

For Example, if you are a 3rd level witch, you can prepare 4 spells of 2nd level or lower.

Replacing your grimoire. If a witch loses their grimoire, they can no longer change their prepared spells nor gain access to new spells. You can replace a lost grimoire either by creating a new one, or taking one from another witch. Creating a new grimoire requires you to undertake a ritual lasting 1 hour, during which time you must infuse the new grimoire with a well of elder magic. You expend all mystic marks, and your maximum mystic mark number becomes equal to your proficiency bonus. Your maximum mystic marks increases by 1d6 every time you long rest until restored to full.



RITUAL CASTING

You can cast any spell as a ritual if that spell has the ritual tag, and is of a level you can cast.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your witch spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

As a witch you cannot make use of a spellcasting focus, and instead must make use of a component pouch to store the required material components of your spells.

DIMINUTION

When you cast a spell with a casting time of one action or bonus action, that has a range higher than touch, you can cast it at a reduced potency to conserve energy. Casting in this way reduces the cost of a spell by one mystic mark (minimum of 1), and effects a spell in the following ways:

- The range of the spell is halved.
- The area of effect of the spell is halved.
- The number of creatures or objects the spell can target is reduced by 1 (minimum of one).
- If the spell lasts for a minute or longer, the duration of the spell is halved.
- If the spell deals damage or restores hit points, reduce the requisite dice by one size (minimum of d4).
- If the spell summons creatures, they are one size smaller, and any damage they deal is halved.

RITE OF EXCHANGE

Beginning at 2nd level, when you short rest, you can spend time observing a sympathetic rite to exchange some of your vitality for magical potential. Expend a number of witch hit die equal to your proficiency bonus, regaining a number of mystic marks equal the number rolled. You can only expend a maximum number of hit die equal to your proficiency bonus in this way per long rest.

Whenever you complete this rite, you may also exchange one spell you have prepared for another from the witch spell list.

WITCH'S COVEN

At 2nd level, you become weaved within the fellowship of a witch's coven of your choosing: The Coven of

the Hunt or The Coven of the Hex, both of which are detailed at the end of this chapter. Your chosen coven grants you features at 2nd level, and then again at 6th, 14th & 18th level.

Witch's Familiar

As a coven witch you gain access to an expanded list of familiars whenever you cast the *Find Familiar* spell. You may choose any small or tiny beast of challenge rating 1/8 or lower, a mastiff, or a grimalkin.

Your chosen coven also grants you access to unique familiar options as listed in the **Coven Familiar** section of your subclass.

SIGILS

Sigils are magical symbols used in witchcraft to manifest specific effects when intertwined with spellcasting. As a 2nd level witch you know two sigils of your choice, which are detailed at the end of this class description, and learn more as you develop your spellcraft as shown in the *Sigils Known* column of your class table. Additionally your coven allows you to also choose from coven specific sigils. When you gain a level in this class you may swap one sigil you know for another of your choice.

At level 10 in this class you gain access to greater sigils, allowing you to use more potent versions of sigils.

ATHAME

At 3rd level you gain the ability to create a Witch's Athame, a physical object that helps store your magic, as well as channelling the stored magic to grant you specialised boons. Only you can gain the benefits of your athame, and only while it is on your person. Creating a new athame, either for the first time or to replace one you have lost, requires a ritual that takes 1 hour. Creating a second athame causes the first to become inert.

As a bonus action while holding the Athame you may transfer any number of mystic marks either into or out of your Athame. Your Athame can hold a maximum number of mystic marks at one time equal to your proficiency bonus. You cannot exceed either your or your Athames mystic mark maximum when transferring marks this way.

You gain one of the following Athames:

Cane of Oak and Mistletoe.

While your Athame holds mystic marks, any healing spell you cast restores additional hit points equal to the number of marks stored in the Athame x the level of the spell. If a spell would restore hit points to multiple creatures the additional hitpoints are only provided to one of the creatures targeted by the spell, as chosen by you.

Ritual Dagger.

While your Athame holds mystic marks, whenever you cast a levelled spell that targets one or more creatures you can choose to deal additional necrotic damage to one of the creatures who failed the saving throw or is

hit by the attack roll. The damage dealt equals 1d4 x the current amount of mystic marks within the athame.

Summoning Bell.

While your Athame holds mystic marks any creatures you summon are more stalwart, their AC increases by a number equal to the number of mystic marks currently held within. Additionally, casting the *find familiar* spell requires no material components while you hold this athame.

Further Class Features available in the full book.

WITCH COVENS



lder magic is an esoteric power, often wielded in solitude by those fortunate or dogged enough to unlock its secrets. But witches know the strength of numbers, their grimoires bubble with the knowledge of those that came before them, and so

they have learnt to gather in search of camaraderie and knowledge. These collectives are called covens, and through them witches tend to their secrets and maintain their traditions.

COVEN OF THE HUNT

The bond between a witch and their familiar is a storied one, for some witch their familiar is a guiding benevolence, for some it is the fiend on their shoulder. For witches of the Hunt, their familiar is more than either; A faithful spirit that wears the same battle scars as its witch, fighting tooth and claw alongside them. Be it hunting the wyldlands of Faerie, or stalking the battlefield, witches of the hunt bring bloody purpose to their companions & death to their prey...

Unique Spell List

You learn additional spells when you reach certain levels in this class, as shown on the Hunt Coven Spells table. Each spell counts as a witch spell for you, and you always these spells prepared, but they do not count against the number of spells you can prepare per day.

HUNT COVEN SPELLS

WITCH LEVEL	SPELLS
2ND	SANCTUARY, GRIM STALKER
3RD	WARDING BOND, EXCHANGE
5TH	WYLDFLARE, BORNE OF HUNT
7TH	WITCH WELL, FAITHFUL HOUND
9TH	AWAKEN, HOLD MONSTER

Coven's Familiar

Becoming part of this coven grants you access to expanded options whenever you cast the *Find Familiar* spell:

Pseudodragon, Sooterkin, Blink Dog, Pyeprowl

WITCH'S SHUCK

2nd Level Coven of the Hunt Feature

Starting at 2nd level, when you cast the find familiar spell, your summoned companion gains the following benefits:

- It gains a number of hit points equal to 3 x your witch level + twice your proficiency bonus, and its hit point maximum is increased by that amount.
- Your familiar can take the attack action on its turn, taking a number of attacks equal to half your proficiency bonus (rounded down). If its attack deals 1 damage, it instead deals 1d4 + your wisdom modifier.
- It gains a bonus to its attack rolls equal to your proficiency bonus, and the DC for any abilities it has requiring a saving throw increases by the same amount.
- During combat, your familiar shares your turn in initiative
- Casting a ritual spell while within 5 feet of your familiar requires only 1 minute longer than normal rather than 10, and does not consume any material components.

COVENANT WARD

2nd Level Coven of the Hunt Feature

If your familiar takes damage while within 60 feet of you, you can use your reaction to reduce the damage to 0. You then take force damage equalling the original amount, which cannot be reduced in any way.

Additionally, if your familiar gives you the help action when you make a skill check with a skill or tool you are proficient in, you may add half your proficiency bonus again to the check (rounded down).

Further Subclass Features available in the full book.

COVEN OF THE HEX

The twisted ache of cursed bones, sudden nightmares that rob even the bravest of their courage, sickening darkness that snuffs out all but the boldest of lights. These are the magics of the coven of hex, masters of curses and wielders of the darkest magic. Though not all hexers peddle in pain, many torture the emotional or bewitch the senses. Where some delight in spreading bane, others prefer to pass unnoticed behind more subtle use of their craft. Whatever your leaning, the coven of the hex can always find room for you amidst its insidious fellowship...

Unique Spell List

You learn additional spells when you reach certain levels in this class, as shown on the Hex Coven Spells table. Each spell counts as a witch spell for you, and you always these spells prepared, but they do not count against the number of spells you can prepare per day.

HEX COVEN SPELLS

WITCH LEVEL	SPELLS
2ND	LEECH, BANE
3RD	RAY OF ENFEEBLEMENT, BEWITCH
5TH	CARRION CALL, BESTOW CURSE
7TH	COMPULSION, PHANTASMAL KILLER
9TH	GEAS, CONTAGION

Coven's Familiar

Becoming part of this coven grants you access to a coven specific familiar whenever you cast the *Find Familiar* spell, The Poppet.

Further Subclass Features available in the full book.

SIGILS

Sigils can be used with levelled spells or cantrips unless otherwise specified. Sigils can effect spells that are under the effects of dimunation, but the effects of the sigil are applied after the effects of dimunation. Multiple sigils can be used on the casting of a spell, but each only once, unless otherwise specified.

If a sigil has prerequisites you must meet them before being able to learn it.

SIGIL OF DIVISION

If a spell has a sphere or cube area of effect, you can spend an additional mystic mark when casting that spell to divide the area up, creating two smaller areas within the range of the spell equal to half the spell's original area (rounded down). For example, if a spell's area of effect is a 30 foot sphere, you instead create two 15 foot spheres within the casting range of the spell.

Greater Sigil. Expend an additional mystic mark, you create one additional area within range of the spell.

SIGIL OF ALTERATION

If a spell has an area of effect, you can spend an additional mystic mark to change the shape of the area to a cone, 5 foot wide line, or sphere. The new shape retains the maximum original size, or 30 foot, whichever is lower. If the spells range is self it instead becomes 60 foot. For example a 30 foot sphere would become a 5 foot wide 30 foot long line. Cones and lines must originate from you.

Greater Sigil. Expend an additional mystic mark, cone and line areas can originate from a point of your choice within range of the spell.

SIGIL OF VULNERABILITY

When you cast a spell that requires an attack roll or saving throw, and targets one creature, you can spend an additional mystic mark to reduce the creature's AC by 1 until the start of your next turn.

Greater Sigil. Expend an additional 1-2 mystic marks, instead reducing the targets AC by the total amount of mystic marks expended on this sigil.

SIGIL OF SLOWING

When you cast a spell that effects one or more creatures, you can spend an additional mystic mark to reduce the creatures speed by 10 foot until the start of your next turn.

Greater Sigil. Expend an additional mystic mark, you instead halve the creatures speed until the start of your next turn.

SIGIL OF SILENCE

If a spell has an area of effect, you can spend an additional mystic mark to fill the space with restrictive silence. Until the end of your next turn, or while you maintain concentration on the spell, creatures within the area of the spell are deafened while entirely inside it and casting a spell that includes a verbal component is impossible there.

Greater Sigil. Expend an additional mystic mark, enemy creatures within the area also have disadvantage on constitution saving throws to maintain concentration.

SIGIL OF PROTECTION

When you cast a spell that targets allied creatures, you can burn an additional mystic mark to weave protection into the magic. Until the end of your next turn one allied creature of your choice affected by the spell also gains the benefits of the sanctuary spell.

Greater Sigil. Expend an additional mystic mark, the first time the chosen creature is subjected to an effect that forces them to make Dexterity saving throw within the next minute, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

SIGIL OF FORTUNE

When you cast a spell that requires a saving throw you can burn an additional mystic mark to gamble on the spells bounty. The effected creatures gain a bonus to their saving throw against the spell equal to a die of your choice (1d4, 1d6, 1d8, 1d10, 1d12). If a creature still fails the save, it then takes necrotic damage equal to the spell's level x the chosen die at the start of its next turn.

Greater Sigil. Expend an additional mystic mark, the chosen die size increases by one (maximum of 1d12) for the purpose of damage only.

SIGIL OF JOURNEY

When you cast a spell that targets a single creature within 30 foot of you, you can burn an additional

mystic mark to shift yourself through the magic. You immediately teleport to a space you can see within 5 foot of the target creature.

Greater Sigil. Expend an additional mystic mark, you may instead teleport to any unoccupied space you can see within 30 foot of the target.

SIGIL OF REPLY

Prerequisite: Coven of the Hunt

When you cast a spell that targets one or more creatures, you can burn an additional mystic mark to bind those effected. Until the end of your next turn, any affected creature that hits you or your familiar with an attack takes necrotic damage equal to 1d4 x the spells level, and are then no longer affected by the sigil.

Greater Sigil. Expend an additional mystic mark, the sigils damage increases to 1d8 x the spells level.

SIGIL OF BOND

Prerequisite: Coven of the Hunt

When you cast a spell that targets only you, you can burn an additional mystic mark to grant your familiar the benefits of the spell for its duration.

Greater Sigil. Expend an additional mystic mark, while under the effects of the spell your familiar also gains the benefits of the spell death ward.

SIGIL OF HOUND

Prerequisite: Coven of the Hunt

When you cast a spell that targets a single allied creature, that creature gains advantage on the first attack they make on their turn against creatures within 5 foot of your familiar until the end of your next turn, or while you maintain concentration on the spell.

Greater Sigil. Expend an additional mystic mark, the allied creature also doesn't provoke opportunity attacks from creatures within 5 foot of your familiar, and while the sigil is active your familiar can use its reaction to move up to its speed toward the allied creature.

SPOILS OF WAR



War brings with it weapons and spoils. Whether your character is gifted an item while under fealty to a fey court, discovers an artefact in the wild lands, or pries such bounty from the corpse of a fey knight, faerie is awash with strange oddities and mythical weaponry. This section presents just a few such spoils...

NIWLOG'S CASQUE

Wondrous Item (helmet), rare (requires attunement)

Behold the helm once donned by the valiant Knight of Mists, granting its bearer otherworldly solace amidst the densest of fogs. Whilst this helm graces thy noble brow, thine vision shan't falter the most impenetrable mists, you may treat areas heavily obscured by magical or nonmagical fog or cloud as lightly obscured.

Furthermore, thou may invoke the might of Niwlog as an action, casting the spell fog cloud at a level of your choice, equal to half your level (rounded down) or lower. Once this ability hath been harnessed in this way it lies dormant and unusable until the sun rises ere the following morning.

BASTARD BLADE OF AVALON

Weapon (longsword), uncommon (requires attunement)

Lay thine eyes upon this iron bastard sword, wrought in sacred forges by mortal hands, fashioned for the wards of Avalon to wield against the denizens of Faerie. When thou striketh a fey creature with this blade, it suffereth an additional 1d4 force damage.

Furthermore, thou mayest plant this sword in the ground ere setting camp for the night. Until the sun rises upon the following morrow, or until the sword is removed, any creature within 5 foot of it can see through magical illusions.

MIDWINTER TABARD

Wondrous Item (tabard), uncommon

This tabard, woven of blue and white cloth, bears the bladed snowflake sigil of House Winter. It may be donned over any armour. Once per day, when thou art compelled to make a Constitution saving throw, thou mayest invoke its power to substitute thy Armour Class (AC) in place of the roll. Thy AC shall stand as the

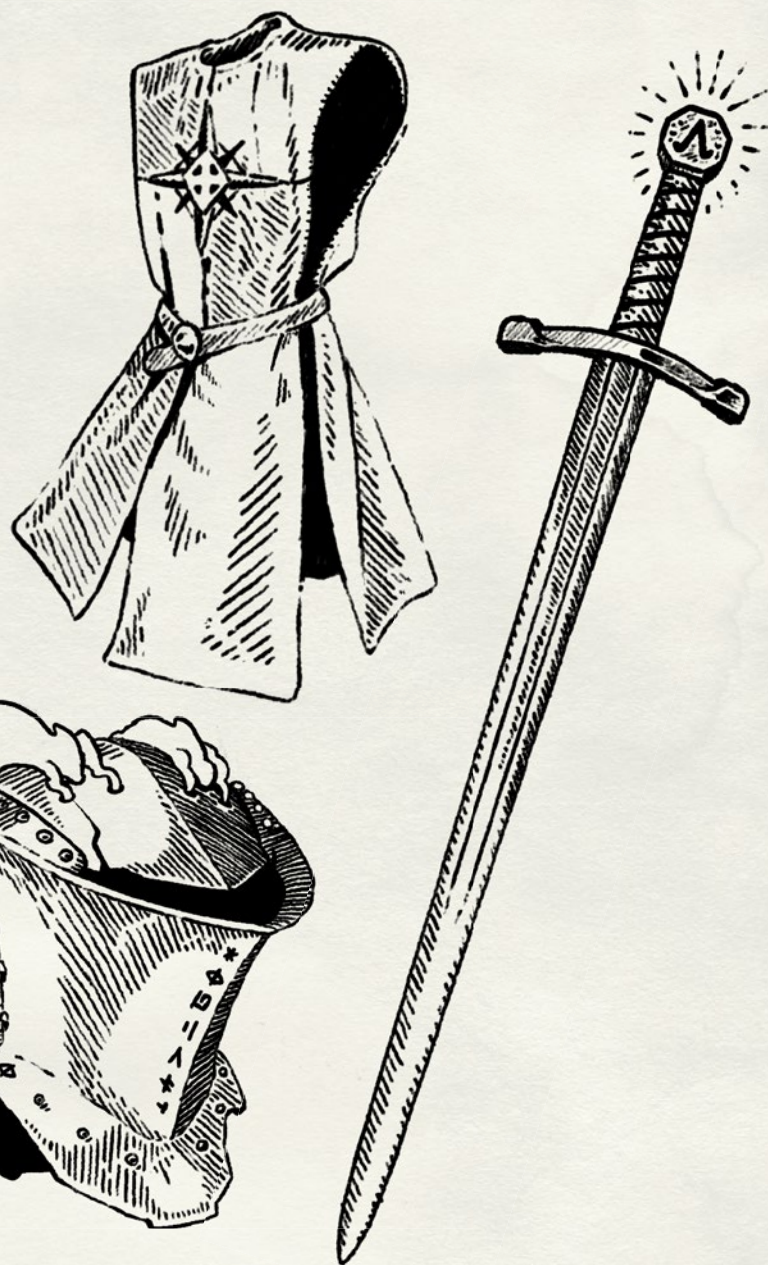
result, unaltered by modifiers and disregarding any bonuses provided by a shield.

BONEFYRE POUCH

Wondrous Item, rare (requires attunement)

This humble burlap pouch, holds within 1d4 bones marked with elder runes, and jingles softly as though filled with bells. As an action, thou mayst withdraw a single bone from the pouch and cast it into a fire of 5 foot radius or smaller. The bone doth ignite, and both it and the fire then burneth steadfastly for eight hours. During this time, the fire cannot be quenched by any means, be they magical or mundane, nor shall it spread.

Any creature that taketh a long rest within 10 feet of this enchanted fire shall be cured of all diseases and rendered immune to such maladies for a full day. Moreover, the first saving throw they make ere their next long rest shall be bolstered by a bonus of 1d6. Upon eight hours passing, the bone is reduced to ash and lost..



MAGIC OF FAERIE



Elder magic runs deep in the ground of Faerie. Its ancient roots stretch so far that it even blossoms in the realms beyond if given the chance. In this section you will find but a morsel of the spells available in the full tome, including numerous spells unique to the witch class, as well as magics championed by both mortals, fey, and even those borne of blight...

SPELL DESCRIPTIONS

DOOM BLADE

Cantrip, Evocation

Casting Time: 1 action

Range: Self

Components: S, M (a weapon worth at least 1 sp)

Duration: 1 Round

You strike a creature with the weapon used in the spell's casting. On a hit, the target suffers the weapon attacks normal effects and then feels the prophetic shudders of impending doom wrack its mind until the start of your next turn. If the target does not move 5 feet or more before then, the target takes 1d4 psychic damage, and the spell ends.

At Higher Levels. *At 5th level, the weapon attack deals an extra 1d4 psychic damage to the target on a hit, and the damage the target takes for not moving increases to 2d4. Both damage rolls increase by 1d4 at 11th level (2d4 and 3d4) and again at 17th level (3d4 and 4d4+).*

EXCHANGE

2nd Level, Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You target one willing creature within 60 feet of you that you can see. Sudden mist erupts around both you and the creature, teleporting each of you to the others original location.

MALEDICTION

Cantrip, Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You reach out a hand to curse one creature within range. The target must make a Constitution saving

throw. On a failed save, the target takes 1d6 necrotic damage, and it must roll 1d4, subtracting it from the first saving throw it makes before the start of your next turn.

At Higher Levels. *The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).*

LEECH

1st Level, Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live leech)

Duration: Instantaneous

Crimson energy bolts from your finger, striking a creature and then transferring some of its vitality to another. Make a ranged spell attack against the target. On a hit, the target takes 3d6 necrotic damage. Choose another creature within 30 foot of the target, that creature gains temporary hit points equal to half the necrotic damage dealt by the spell.

At Higher Levels. *When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.*

MOOT

Cantrip, Transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: 10 minutes (Concentration)

For the duration of the spell, any word you speak aloud can be heard by any other creature currently concentrating on this spell within 1 mile of you.

VEILBANE

Cantrip, Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Gossamer tendrils strike a creature within range, bleeding it with subtle pain. You make a ranged spell attack against a creature within range. On a hit the creature takes 1d6 psychic damage. If the creature is charmed, this damage does not break or otherwise affect the charm.

At Higher Levels. *The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).*

30+ more original spells available in the full book.