

# FEYLINE

Between the world of waking and dream, within the endless realms of the Far'way lies a most peculiar kingdom. Where castles stand like mountain tops and gardens know not winters chill. Where small creatures host grand galas each night, dressed in pure finery and fur. This is the kingdom of the Feyline.

Short feline like humanoids, easily mistaken for beastfolk, these adorable fairy creatures rule their realm with want for nothing but festivities and merrymaking. They come in many different colors, patterns and species of feline, and appear to dress like members of royalty. Though their clothes and mannerisms suggest a form of regal nobility, there is little rhythm or reason to their government, as the court always seems to be in constant celebration. Mansions leading into other mansions, grand ballrooms connecting to luxurious housing, branching into throne rooms decorated for grand galas. Endless tables of fresh food, wine, servants appearing when needed in rooms that may not have been there the previous night. Entertainers, musicians, artists, dancers, all there to cater to the party-goers every whim, the residents of this gilded maze of ornament splendor care little for where their impossible riches come from, and would find such a question rather dull.

In truth, like all fey, the Feyline are created from the dreams and thoughts of mankind. The imaginings of untold riches merging with folklore and metaphor, growing from the realm like plants from the dirt. For what creature could ever be born in such a world but a cat. And though aloof, they are the most amicable of the fey towards humans, perhaps reflecting their cat like natures in the collective human consciousness.

Those who are capable of making contact with the far'way will find the Feyline willing to converse with creatures of the material world. If a friendship with one can be created, those lucky few will be invited to participate in their grand festivities. Mortals that leave behind an especially good impression can be declared friends to a court and gain powerful fey allies. Though, one should be weary of attending a fey party, as you might find it hard to leave if the hosts enjoy your company too much.

## CAT'S TREASURE

Objects within the world of fey are prone to change and fleeting, especially once they are removed from their place of origin. Treasures, foods, and gifts bestowed by the feyline do not remain splendid when brought to the material plane. Gold pieces and jewels turn into buttons and smooth pebbles, gourmet foods turn into meager scraps and fishbones, and lustrous clothes change into scratched up blankets.

All the treasures and wealth of the feyline exists solely within their own world and are seen as such by their denizens. Creatures that choose to rob from the feyline will be facing a vexing discovery once they secured their loot.

## PLEDGING LOYALTY

To be an invited guest at a feyline court is to be considered a great honor. Once having been granted entrance and opportunity to converse with the regal fey, one can forge a connection, if not a bond with these fey.

A player character that excels in social interactions within a feyline court, or earns the respect of a feyline court by merit, will be extended a paw of friendship in return. A character will then have the opportunity to pledge loyalty towards a feyline court and make an ally for their future adventures. The extent of this help can range from a safe haven within the world of fey, information of fey related matters, or the direct assistance of the feyline, such as a feyline chevalier offering their assistance with the player's next quest or magical boons.

### FEAT: FEYLINE FRIEND

*Prerequisites: Level 4, having pledged loyalty to a feyline court (see above), being able to cast the 'Find Familiar' spell.*

You learn how to summon a loyal feyline to assist you, granting you these benefits:

- When you cast find familiar, your familiar can take the form of a feyline chevalier. In addition to its stat block, it gains the following action: **Shapechange.** The feyline chevalier polymorphs into a tiny cat, or back into its true form. Its statistics are the same in each form, except that it can't speak as a cat. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- When you take the attack action on your turn, you can forgo one attack to allow your feyline familiar to make one attack of its own with its reaction.

### BOON: CHAMBERLAIN'S AID

For those that have excelled in friendship and service to a feyline court, a feyline noble might bestow a player the temporary aid of their chamberlain (who will not get a choice in this matter).

You can cast the Conjure Fey spell as a ritual once, without expending a spell slot, and without having to concentrate on the spell. The fey conjured by the spell is a feyline chamberlain.



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and DM Tuz

## FEYLINE COURTIER

The Courtiers are the most common kind of Feyline, always smartly dressed in their best attire to mingle with the highest ranking members of the court. They are more than willing to scratch your back, if you scratch there's; so to speak. Though polite, jovial and lovers of good food and drink, they have been known to become quite vicious when disrespected, and will bad mouth rivals to climb the social ladder. They often can be found intoxicated at their grand galas, though with the uncanny ability to seemingly become sober and drunk at will.

While they avoid combat, they will fight if cornered, or pressured to save face in front of their fellow socialites. This makes them incapable of reusing a bet or challenge. Though get on their good side and they may present you with some spicy gossip about their fellow nobility.

### FEYLINE COURTIER

*Small fey*

**Armor Class** 15 (natural armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	13 (+1)	10 (0)	12 (+1)	14 (+2)

**Proficiency** +2

**Skills** Persuasion +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Sylvan

**Challenge** 1/2 (100 XP)

**Cat's Luck (1/day).** When the feyline courtier is subjected to an effect that allows it to make a saving throw, it can choose to succeed. If the feline courtier would take only half damage from a successful saving throw from that effect, it takes no damage instead.

**Keen Senses.** The feyline courtier has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Feline Escape.** When the feyline courtier uses an action to dash, it provokes no opportunity attacks until the end of its turn.

#### ACTIONS

**Multiattack.** The feyline courtier makes two attacks with its claws.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.  
*Hit:* 5 (1d6+2) slashing damage.

# FEYLINE CHEVALIER

## FEYLINE CHEVALIER

Small fey

**Armor Class** 18 (breastplate & shield)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	15 (+2)	10 (0)	14 (+2)	13 (+1)

**Proficiency** +5

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Keen Senses.** The feyline chevalier has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Feline Escape.** When the feyline chevalier uses an action to dash, it provokes no opportunity attacks until the end of its turn.

**Feline Reflex.** Whenever the feyline chevalier makes an opportunity attack, it makes two weapon attacks instead.

### ACTIONS

**Multiattack.** The feyline chevalier makes two weapon attacks.

**Feyline Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

**Feyline Bow.** *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

### BONUS ACTIONS

**Swatting Stance.** The feyline chevalier enters an intercepting stance. Until the beginning of its next turn, the feyline chevalier can make opportunity attacks against creatures that disengage or against creatures that enter its reach. If both opportunity attacks hit the target, its movement speed becomes 0 until the end of the current turn. The feyline chevalier can use this bonus action only if it hasn't moved during this turn and after it uses the bonus action, its speed is 0 until the end of the current turn.

While the worries of the feyline courts are few, their fey realms are not immune from invasion at the hand of those who would steal their grand riches. Though they do not possess a traditional army, many noblemen take up training to become Chevaliers, proud skilled warriors and the first line of defense of the Feyline court.

Dressed in the most fashionable armor and wielding only the best weaponry, most chevalier will openly admit to taking up arms for bragging rights within the court. They can be found at any event or party, loudly boasting about their great deeds, or showing off their skills with other Chevaliers. But do not be fooled, despite a boastful nature and need to impress they do follow a Knightly code. And with cat like reflexes and swift blades in hand, a Chevaliers pride and ego is not unfounded.



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**FEYLINE CHAMBERLAIN***Small fey (shape changer)***Armor Class** 16 (studded leather armor)**Hit Points** 66 (12d6 + 24)**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	15 (+2)	14 (+2)	17 (+3)	16 (+3)

**Proficiency** +3**Saving Throws** Dex +7, Int +5, Wis +6**Skills** Insight +6, Perception +6, Persuasion +6, Stealth +7**Senses** darkvision 60 ft., passive Perception 16**Languages** Common, Sylvan**Challenge** 6 (2,300 XP)

**Evasion.** When the feyline chamberlain is subjected to an effect that allows it to make a Dexterity saving throw or take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Keen Senses.** The feyline chamberlain has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Nimble.** The feyline chamberlain can move through spaces of creatures that are of a larger size than itself.

**Sneak Attack (1/turn, Feline Form Only).** The feyline chamberlain deals an extra 21 (6d6) damage when it hits a target with a weapon attack that has advantage on the attack roll, or when the target is within 5 ft. of an ally of the chamberlain that isn't incapacitated and the chamberlain doesn't have disadvantage on the attack roll.

**ACTIONS**

**Multiattack (Feyline Form Only).** The feyline chamberlain makes three attacks with its claws.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) slashing damage.

**Shapechange.** The feyline chamberlain polymorphs into a tiny cat, or back into its true form. Its statistics are the same in each form, except that it can't speak as a cat. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**BONUS ACTIONS**

**Feyline Skirmish (Feyline Form Only).** The feyline chamberlain dashes and disengages.



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**FEYLINE CHAMBERLAIN**

One could not be blamed for thinking the festivities in the court sprout fully organized from dreams and thoughts of fey magic. This however would be an insult to the Chamberlains, the true organizers of the court.

Charged with preparing the endless grand events of the realm, the chamberlain is often seen commanding servants and performing the surprisingly mundane tasks needed to organize a party. Unlike their fellow Feyline they are quite work orientated, holding great responsibility over the function of the court. As such, these shadowy figures are highly observant, working behind the scenes to make sure the frivolous lifestyle of their realm continues undisturbed. At any cost.

Unique among the Feyline, the chamberlain possesses innate fey magic that allows them to assume the form of a common cat, and can be seen mingling outside of the feyline's realms to investigate brewing trouble if necessary.

## FEYLINE NOBLE

At the top of the Feyline hierarchies are the Nobles, glorious lords and ladies of grand splendor, the most decadent, most joyful, and most flamboyant among their kind. They are the very idol of dramatic entrances, rousing speeches and wild charisma all other Feyline wish to reach. Lovers of all things fun and indulgent, they are quick to flattery more than anger, though one would do well not to try their luck.

Tied to the realms they govern, the Nobles possess supernatural strength, dexterity and wit. It would be more favorable to fight them with words and charm, rather than against the entire congregation of knights and servants under their command. One would do well to show respect and grace towards the hosts of the party after all. Though, earning favor as guest of honor at a Noble's next party may bring the ire of the Courtiers.

Artwork by Clara Fang  
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### FEYLINE NOBLE

Small fey

**Armor Class** 19 (suave defense)

**Hit Points** 97 (15d6 + 45)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	21 (+5)	17 (+3)	15 (+2)	18 (+4)	19 (+4)

**Proficiency** +4

**Saving Throws** Int +6, Wis +8, Cha +8

**Skills** Insight +8, Intimidation +8, Perception +8, Persuasion +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Sylvan

**Challenge** 9 (5,000 XP)

**Cat's Luck (Recharge 6).** When the feyline noble is subjected to an effect that allows it to make a saving throw, it can choose to succeed. If the feyline noble would take only half damage from a successful saving throw from that effect, it takes no damage instead.

**Feline Escape.** When the feyline noble uses an action to dash, it provokes no opportunity attacks until the end of its turn.

**Inspiring Presence.** Other feylines within 60 ft. of the feline noble that can see it have advantage on wisdom and charisma saving throws.

**Keen Senses.** The feyline noble has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Magic Weapons.** The feyline noble's weapon attacks are magical.

**Suave Defense.** The feyline noble adds its charisma modifier to its AC as long as it wears no armor.

### ACTIONS

**Multiattack.** The feyline noble makes three weapon attacks.

**Feyline Fan.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

### BONUS ACTIONS

**Feline Command.** The feyline noble issues one of the following commands to another allied feyline within 60 ft. of itself that can hear it:

- **"Attack!"** The feyline uses its reaction to move up to its speed towards a hostile creature and make a melee weapon attack against it.
- **"Protect me!"** The feyline uses its reaction moves up to its speed towards the feyline noble. If the feyline ends its movement within 5 ft. of the feyline noble, all attacks rolls targeting the feyline noble have disadvantage until the beginning of the feyline noble's next turn or the feyline creature is further than 5 ft. from the noble.
- **"Steady Yourselves!"** The feyline uses a reaction and gains 10 temporary hit points and is no longer charmed or frightened.
- **"Take Aim!"** The feyline creature has advantage on all attack rolls it makes before the end of its next turn.

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