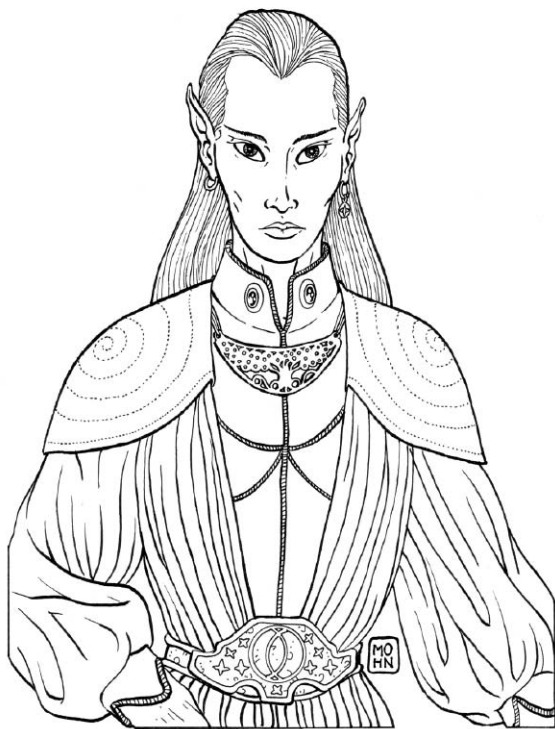


# THE SEELIE AND UNSEELIE COURTS

This product presents the fey creatures in its pages with notes on their allegiances to two fey courts. These courts, the Seelie and Unseelie Courts, are the two ruling bodies of the fey realm, and are at odds with one another over dominion of all fey. Both courts have a distinct theme and style, and the fey that belong to them often represent the ideals and philosophies of their chosen court. Allegiance to a court usually has little to do with the type of fey creature, and is more of a personal and ethical choice for each fey. However, some fey creatures, such as the wintry beanne sidhe, belong solely to one court or another.

A queen and her consort rule each of the two great fey courts. Queen Titania the Evergreen rules the Seelie Court along with her champion and consort, the peerless elven hunter Oberon. The enigmatic and cold-hearted Morgause, typically called the Queen of Air and Darkness, rules the Unseelie Court. Morgause is served by her own champion, the icy and skillful eladrin swordmaster, Mordred. The two queens hate each other with a fierce passion, and although a full-scale war between the courts has not occurred in centuries, skirmishes between the two sides are common. Titania and the Queen of Air and Darkness command power on par with the archfiends of the Abyss and Nine Hells, while their champions represent the pinnacle of mortal achievement.



Each court has established its own realm deep in the fey world, while all areas in between the great realms are contested and are often the site of battles and skirmishes between the two. Titania's realm is sunlit and lush, with deep peaceful glades filled with flowering plants and fruiting trees. The fey of the Seelie Court are capricious and free-spirited and many of them hold to morals and ethics that many mortal races would find agreeable. However, a summer storm is no less fierce for the warmth of the season, and summer fey can be just as cruel and bloodthirsty as their winter kin when riled.

Morgause and her son and champion Mordred rule a pristine winter landscape dotted with icy ruins and stands of snow-covered conifers. Fey in this realm are cold and calculated, although not necessarily evil. However, many of the alien and aloof winter fey dabble in wickedness and mayhem that would make a demon lord envious.

Both courts often involve mortals in their affairs, pitting their human pawns against one another in an intricate game of politics and deceit. No matter what a court's motivation for involving mortals might be, those not of the fey realm almost always come out on the losing end of any bargain made with either court. However, adventurers are another type of mortal altogether, and those brave and steadfast enough to weather the fickle fey can earn fabulous treasures and gain powerful, immortal allies.

## ALSEID TACTICS

An alseid avoids melee combat at all costs, but rarely has a need to sink so low as to defend itself in an armed conflict. When battle begins, an alseid uses *alluring gaze* on the toughest looking male fighter in range, and then bestows an *irresistible kiss* upon the reeling target. The alseid repeats this tactic every round, gathering unwilling allies to protect it from harm. If pressed or cornered, it uses *overwhelming beauty* to blind and stun its foes, allowing it to escape or pull back to a more defensible position. Generally, an alseid avoid harm by keeping its enemies in the radius of its *disarming beauty*, and keeping its dominated allies within range of *protect me!*

## ENCOUNTER GROUPS

Nymphs are frequently encountered with other fey creatures, and may be served by willing or unwilling mortal allies as well.

### Level 4 Encounter (XP 900)

- 1 naiad (level 5 lurker)
- 1 human mage (level 4 artillery)
- 3 human berserkers (level 4 brute)

### Level 6 Encounter (XP 1,375)

- 1 satyr piper (level 8 controller)
- 2 oreads (level 6 skirmisher)
- 3 fey panthers (level 4 skirmisher)

### Level 9 Encounter (XP 1,950)

- 1 satyr piper (level 8 controller)
- 2 maenads (level 8 controller)
- 3 satyr rakes (level 7 skirmisher)

### Level 13 Encounter (XP 4,100)

- 1 avernead (level 13 controller)
- 3 banshrae warriors (level 12 skirmisher)
- 2 banshrae dartswarmers (level 11 artillery)

### Level 16 Encounter (XP 7,200)

- 1 alseid (level 16 controller)
- 2 cyclops hewers (level 16 soldier)
- 6 enamored (level 18 minion)

# THE ENAMORED

The enamored are human men, usually powerful warriors, that have fallen completely under the sway of a nymph, typically an alseid. These lost souls retain none of their former identities and live only to serve and protect their nymph lover.

## ENAMORED LORE

A character knows the following with a successful Nature check.

**DC 20:** The enamored are human men that have fallen in love with a nymph and lost their minds, as well as their identities, in the process. They exist only to adore and protect the object of their affections and often serve as devoted bodyguards for averneads and alseids.

<b>The Enamored</b>		Level 18 Minion
Medium natural humanoid		XP 500
<b>Initiative</b> +13	<b>Senses</b> Perception +8	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 30; <b>Fortitude</b> 29, <b>Reflex</b> 26, <b>Will</b> 26		
<b>Immune</b> charm		
<b>Speed</b> 5		
⚔ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b> +21 vs. AC; 8 damage.		
⚔ <b>Enamored Reprisal</b> (standard; at-will) ♦ <b>Weapon</b> An enamored can make two melee basic attacks against a foe that has hit its nymph during the encounter.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Str</b> 24 (+16)	<b>Dex</b> 18 (+13)	<b>Wis</b> 8 (+8)
<b>Con</b> 18 (+13)	<b>Int</b> 12 (+10)	<b>Cha</b> 18 (+13)
<b>Equipment</b> chainmail, heavy shield, longsword		
<b>Description</b> <i>This handsome human warrior carries a shield and a well-made longsword.</i>		

## ENAMORED TACTICS

An enamored lives to protect his nymph, and fights with no concern to his own safety to do so. He focuses his attacks on any target that dares to strike his mistress, using *enamored reprisal* until he or his foe is dead.