



## FEY NOBLE

Medium fey, chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

**Skills** Arcana +5, Nature +10, Persuasion +7

**Damage Resistances** see below, plus bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron.

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** all, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Elemental Nature.** The fey noble has particular traits associated with one of the four primal elements:

*Air:* The fey noble has a fly speed of 30 ft., immunity to lightning and thunder damage, and resistance to cold damage.

*Earth:* The fey noble has immunity to bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron.

*Fire:* The fey noble has immunity to fire and radiant damage and resistance to cold damage. They can cast fire bolt at will (Spellcasting Attack: +8 to hit, range 120 ft., one target. Hit: 1d10 fire damage).

*Water:* The fey noble has a swim speed of 30 ft., can breathe water or air, and has immunity to cold damage, and resistance to acid damage.

**Fey Step.** On their turn, the fey noble can use their movement to teleport 2 feet per foot of movement speed used, up to 80 feet.

**Fey Weapons.** The fey noble can summon a light finesse melee weapon into their hand at will as a bonus action. The fey weapon vanishes if it leave the noble's hand, but the noble can summon another as a bonus action. A fey noble's weapon is considered magical.

**Innate Spellcasting.** The fey noble's innate spellcasting ability is Charisma (spell save DC 16). The noble can innately cast the following spells, requiring no material components:

At will: *dancing lights, druidcraft, minor illusion*

3/day each: *entangle, faerie fire, goodberry, sleep*

1/day each: *hallucinatory terrain, pass without trace*

**Magic Resistance.** The fey noble has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Fey Weapon.** Melee Weapon Attack: +6 to hit, range 5 ft., one target. Hit: 5 (1d6 + 2).

**Fey Charm.** The fey noble targets one humanoid or beast they can see within 30 feet of them. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the noble as a trusted friend to be heeded and protected. Although not under the noble's control, the charmed target takes the fey's requests and actions in the most favorable way they can.

Each time the noble or its allies do anything harmful to the target, they can repeat the saving throw, ending the effect on a success. Otherwise, the Fey Charm lasts until the next sunset or sunrise or the fey noble perishes or ends the effect as a bonus action. If the target's saving throw is successful, the target is immune to the noble's Fey Charm for the next 24 hours.