

“There are a lot of stories in Exandria of mortals who stumbled their way into the Feywild and fell in love with an enchanting fairy that they met there.”

-Brennan Lee Mulligan

Aurelius Grimore

Archfey of Autumn and family

Aligned with the Unseelie Court

Aurelius is the ruler of Autumnmere the domain of Autumn. He presents himself as an elf with black hair in noble clothes and a gold crown with autumn leaves. He is the king of Autumnmere a domain of eternal autumn that switches between the material plane and the feywild during the changes of seasons, he rules alongside his wife Ophelia, a human who once stumbled into the Feywild when she was an adventurer and he fell in love with her as she did with him.

He had made his home in the Palace of Fallwell, a Palace made out of Autumn trees and growing nature. He would normally be found in the throne room, a king hall made up of trees that loom over the room acting as the ceiling and fireflies acting as light, two thrones sit at the end of the hall, one for Aurelius and the other for Ophelia.

Many adventures and wonders to the Feywild may seek his aid, as he is a benevolent Archfey who will welcome them into the Palace as guests, he offers them food and drink along with lodging and safety, though many don't need it because his Kingdom of Autumnmere is a safe haven to those both in the material plane and Feywild. While he will welcome people into his Kingdom and Palace he will not stand anyone harming his family in any form, and will immediately bring harm to those to harm his kin.

The Autumn Court. *The Autumn Court fairies are considered the wise ones in fey culture and society. Even if their place is in the Unseelie, they aren't much prone to trickery, not as much as the other seasons. Autumn Court fairies are generous, wise, caring and calm. Their community is important and is the center of their culture. Autumn Court fairies tend to leave food for people lost in the woods or help them by finding their way. Considered the wisest of the fey, fairies of other courts sometimes seek their advice. As wise as they are, they tend to be stuck in their ways, trusting more in the lasting traditions than in innovations and novelty. Autumn fairies are at their best when the sun fades, when the sky turns into bold colors and when the rest of the stars start to shine.*

Alignment. Chaotic Neutral

Personality Trait. “I have near limitless patience, but my ire is ferocious when it comes.”

Ideas. “I help those who help me—that’s what keeps us alive.”

Bond. “Nothing is more important than the other members of my family.”

Flaw. “If I receive and accept a promise, I must do everything in my power to fulfill it. There are no exceptions.”

AURELIUS GRIMORE, ARCHFEY OF AUTUMN

Medium Fey (Elf), Chaotic Neutral

Armor Class 19

Hit Points 380 (40d8 + 200)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	17 (+3)	20 (+5)	24 (+7)	26 (+8)

Saving Throws STR +11, DEX +12, CHA +14

Skills Arcana +12, Deception +30, Intimidation +28, Nature +27, Perception +30, Performance +26, Persuasion +32

Damage Vulnerabilities Necrotic

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24

Languages All

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Fey Pureblood. Iron weapons count as magical weapons for the purpose of determining damage resistance.

Magic Resistance. Has advantage on all saves made against spells and magical effects.

Legendary Resistance (3/Day). If Aurelius fails a saving throw, they choose to succeed instead.

Wild Walker. Aurelius can pass freely between the Prime Material Plane and the Feywild unless restricted with Iron or magical means

Herald of Autumn. Everywhere the autumn Aurelius travels, leaves turn red, and some pumpkins may even grow.

One with Nature. Aurelius is connected to the natural world and the spirit of living things. For example, it can sense a twinge of pain when it visits a forest that has been burned down.

Spellcasting. Aurelius is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +12 to hit with spell attacks). Aurelius has the following Sorcerer spells prepared:

Cantrips (at will): *Fire Bolt*, *true strike*, *Ray of Frost*

1st level (4 slots): *Witch Bolt*, *Charm person*, *Thunderwave*, *Magic Missile*

2nd level (3 slots): *Enlarge/Reduce*, *hold person*, *invisibility*, *Misty Step*

3rd level (3 slots): *Fireball*, *counterspell*, *Lightning Bolt*, *Fear*

4th level (3 slots): *Dimension Door*, *Polymorph*

5th level (3 slots): *Dominate person*, *Wall of Stone*

6th level (1 slot): *Eyebite*, *Sunbeam*

7th level (1 slot): *Teleport*, *Regenerate*

8th level (1 slot): *Earthquake*, *Power Word Stun*

9th level (1 slot): *Gate*

Actions

Stunning Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be **stunned** until the end of the Archfey's next turn.

Rapier Attack. Melee weapon attack. +10 to hit, reach 5 ft., one creature. *Hit:* 1d8 piercing damage, plus 6d6 force damage.

Reactions

Leaf Storm (3/day). When a creature successfully hits Aurelius with a melee attack, the autumn witch causes a powerful storm of leaves to appear from her clothing and spin in a 10ft radius-sphere centered on itself, making the area heavily obscured and difficult terrain until the end of the Aurelius' next turn. Aurelius is unaffected by this magical effect.

Legendary Actions

Aurelius can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Aurelius regains spent legendary actions at the start of its turn.

Cantrip. Aurelius casts a cantrip.

Stunning Touch (Costs 2 Actions). Aurelius uses its Stunning Touch.

Charming Voice (Costs 2 Actions). Aurelius speaks to one creature it can see within 10 feet of it. The target must succeed on a DC 18 Charisma saving throw against this magic or become **charmed** for 1 minute. The **charmed** target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Aurelius' voice for the next 24 hours.

Mind Erosion (Costs 3 Actions). Each living creature within 20 feet of Aurelius must make a DC 18 Wisdom saving throw against this magic, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

OPHELIA GRIMORE, WIFE OF THE ARCHFEY OF AUTUMN

Medium Humanoid (Human), Neutral

Armor Class 14 Natural armor

Hit Points 94 (13d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	18 (+4)	16 (+3)	18 (+4)

Saving Throws WIS +6, CHA +7

Skills Arcana +14, Deception +9, History +14, Nature +9, Persuasion +9

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

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

Nimble Escape. Ophelia can take the Disengage or Hide action as a bonus action on each of its turns.

Pact of the Talisman. Ophelia's patron, her husband, gives her a wedding ring, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to her proficiency bonus, and all expended uses are restored when she finish a long rest.

If Ophelia loses the talisman, she can perform a 1-hour ceremony to receive a replacement from her patron. This ceremony can be performed during a short or long rest, and it destroys the previous ring. The talisman turns to ash when she dies.

Eldritch Invocations. Ophelia knows the following invocations from the warlock class:

Agonizing Blast. When Ophelia cast eldritch blast, add her Charisma modifier to the damage it deals on a hit.

One with Shadows. When Ophelia is in an area of dim light or darkness, she can use her action to become invisible until she moves or take an action or a reaction.

Eyes of the Rune Keeper. Ophelia can read all writing

Spellcasting. Ophelia is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +11 to hit with spell attacks). Ophelia has following warlock spells prepared:

Cantrips (at will): Acid Splash, Eldritch Blast, Friends, Mind Sliver, Poison Spray, Vicious Mockery

1st level 5th (2 level 5 slots): Blight, Calm Emotions, Charm Person, Cloud of Daggers, Contact Other Plane, Counterspell, Dimension Door, Faire Fire, Plant Growth, Witch Bolt

Actions

Fey Presence. As an action, Ophelia can cause each creature in a 10-foot cube originating from it to make a Wisdom saving throw against its warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by it (GM's choice) until the end of its next turn. Once Ophelia uses this feature, it can't use it again until it finishes a short or long rest.

Dagger. Dagger: +8 to hit, reach 20 ft., 1 target. *Hit:* 3 (1d4 +3) piercing damage.

Reactions

Misty Escape. When Ophelia takes damage, it can use its reaction to turn invisible and teleport up to 60 feet to an unoccupied space it can see. Ophelia remains invisible until the start of its next turn or until it attacks or casts a spell. Once Ophelia uses this feature, it can't use it again until it finishes a short or long rest.





Associated classes

- Nature and Trickery cleric
- Crown, Ancients, Devotion paladin
- Dreams and Shepherd druid
- Archfey warlock
- Fey wanderer ranger
- Arcane Tricker rogue

Good gifts to give to Aurelius

- Family ring
- Piece of art that you made
- Favorite dessert recipe

Bad gifts to give to Aurelius

- Item you intended to get rid of
- Half-hearted performance
- Cursed, evil, or broken item

Making a Contract

If one stays at Palace Fallwell they accidentally make a contact with Aurelius and will be in debt to him, but he will never push it unless it is something he desperately needed. If one knowingly makes a contact with Aurelius, he will be less lenient with debt.

Aurelius Greater Contacts

1	Audience. You and your companions gain a private audience with the Queen of Air and Darkness
2	Time. You and your companions can return to the Material Plane up to fifty years from now without having aged a day.
3	Title. You gain an important title and all the rewards that come with it (see "Marks of Prestige" in the Dungeon Master's Guide).

4	Wealth. You receive up to 50,000 gp worth of coins, jewelry, or property.
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Aurelius Desires for Greater Contracts

D4

1	To take the next child born in your family
2	Your everlasting fealty
3	A precious object (such as a rare, very rare, or legendary magic item) that was stolen by or belongs to the Aurelius's sworn enemy
4	The completion of three quests, each of which you must agree to before the contract is formed

Breaking a Greater Contract

1	You are forever bond to Palace Fallwell
2	You transformed into a cat, Ophelia's favorite animal
3	You are banned from the Kingdom of Autumnmere and would be in danger if you ever entered again
4	Tree branches form around your wrists and ankles and your moving speed is halved

Aurelius Lesser Contacts

1	Charm. You gain a charm of your choice, subject to
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	the DM's approval (see "Supernatural Gifts" in the Dungeon Master's Guide).
2	Fey Kinship. For 5d6 days, you gain either the Fey Ancestry trait common among elves or the Speak with Small Beasts trait common among forest gnomes.
3	Guide. You and your companions receive help from a guide who can guarantee safe passage through a particular region of the Feywild (such as a Domain of Delight).
4	Invitation. You receive an invitation to the Unseelie Court (though this invitation does not guarantee an audience with the Queen of air and Darkness).

Aurelius Desires for Lesser Contracts

1	*Companionship (you remain in the Aurelius' company for an agreed-upon period of time)
2	A trinket that carries great sentimental value
3	The memory of your first kiss
4	The spring in your step or the sparkle in your eyes

**Ophelia made a contract for Fey Kinship and for Companionship, she fell in love with Aurelius and vice versa and she stayed and married him*

Breaking a Lesser Contract

1	Your hair becomes tangles with branches, twigs, and Autumn leaves
2	All jewelry you wear quickly becomes rusted
3	All paper you use becomes Autumn leaves
4	An Autumn breeze always flows around you, making you always feel cold

Aurelius Curses

1	Whenever an autumn leaf lands on you it burns and you take 1d10 fire damage
2	when you lie a branch begins to grow on you, after 1d6 lies you take 1d8 force damage as the branch squeezes one of your limbs
3	You cannot understand fey creatures even when when they are speaking a language you understand
4	foods like pumpkins and apples are deadly to you, resulting in the poisoned condition