



MOTHER NIGHTWHISPER

“Speak their name quietly and only at night, lest they steal you away and make you live amongst the mortals!”

THE PALE PRINCESS

There are powerful beings called Archfey that rule the faerie realm, many of whom are older than any of the mortal races. These beings are near god-like in their power and some mortals worship them as such—warlocks even enter into fey pacts with them in exchange for power. These Archfey rule the different faerie courts and are constantly vying for power and control over the realm.

Saelihn Liasatra, known as the Pale Princess, is the youngest archfey noble in the Winter Court at only ten millennia. Her pale blue skin and long white hair personify the cold beauty of winter itself. Her graceful nature and generosity in her dealings with other fey in public belie the truly dark heart that beats within her frozen chest. That darkness fuels a hatred for all the mortal races and seeks their ultimate end.

In her guise as Mother Nightwhisper, Saelihn leads a clan of dark fey who shares her disdain for mortals. Her machinations extend beyond the faerie realm and into the material plane itself, wreaking havoc among the mortals to instigate their self-destruction. The Nightwhisper army is growing and waiting for

their moment to finish the mortal races and seize the material plane for themselves.

ROLEPLAYING MOTHER NIGHTWHISPER

Saelihn is a cruel and cold archfey who looks down on mortal races. This disdain does not mean she is above manipulating them for her purposes, however. Many of the recruits in her clan are warlocks who dream of power over their peers for perceived wrongs, and the archfey nurtures their greed and anger. She delights in the cruelty the mortals inflict upon each other with little effort on her part; she truly believes that the mortal races will destroy each other with only the slightest bit of provocation.

Although an extremely powerful being in her own right, Saelihn prefers to let her daughters and minions take care of any problems they come across independently. But this does not mean she is afraid of confrontation by any means; she is an accomplished blademaker with powerful abilities at her call. She will manipulate any situation to have all of the advantages that she can have at her disposal while her opponents are disadvantaged in every way possible.

The lands under her control are known as the Frostfire Canyon, a home of towering glacier cliffs where winter holds eternal sway and blizzards dance across the frozen plains. It is

said that the wind's chill burns like fire when it touches bare flesh. Saelihn never leaves her crystal and ice tower at the center of her lands, overlooking the canyon. From this vantage point, she stands at the height of her power and the center of her web of control.

GOALS AND SCHEMES

Mother Nightwhisper is a puppeteer whose influence extends throughout the planes; she holds the strings of kings and commoners alike. She keeps herself a safe distance from her schemes but remains in control of them through her daughters, each one a powerful fey that was twisted into a hag by their mother's darkness. Even a tiny tremor in Saelhinwebs will get her full attention—and retribution—if disturbed. While deceit and slow, unseen maneuverings are the typical courses of action, there are times she orders the Nightwhispers to take more direct efforts to further her goals.

1d6 Nightwhisper Schemes

- 1 A hag daughter has infiltrated a prominent temple and is instigating a holy war.
- 2 The clan is using an orphanage as a front to swap children for changelings.
- 3 A network of changelings have replaced government officials in various towns that are under the control of the clan.
- 4 A secret army of dark fey loyal to the clan are spreading throughout the land and recruiting.
- 5 A fey force of treants, dryads, and a dark unicorn leader are spreading through the forests.
- 6 The clan is building a network of gateways that allow easy access to and from the faerie realm.

MINIONS AND LIEUTENANTS

The Nightwhisper clan is bonded in purpose and loyalty to Saelihn. Each of her daughters is in charge of different operations throughout the material plane and utilizes the soldiers and clan members assigned to them.

Hag Daughters. Saelihn has four daughters, Alanis, Leilatha, Sylmare, and Meribeth. Together they make the Nightwhisper Coven, a

powerful circle of fey spellcasters. Twisted into hags by their mother's dark soul, they hide behind illusions to appease their mother, who cannot stand the sight of their ugly visage.

Shapechangers. The Nightwhisper clan is full of changelings who have infiltrated the mortal planes and every facet of their lives. From castles to hovels, no place is safe from being watched or influenced by a Nightwhisper changeling.

Dark Fey Cult. An army of dark fey loyal to the clan is spread across the material plane, waiting for their orders. They range from the most common thug to the dark fey knights and even mortal warlocks indebted to Mother Nightwhisper through fey pacts.

The Dark Unicorn. Unicorns are celestial beings with close ties to the faerie realm. While they are known for their adherence to purity and all good things, there is one whose heart has been darkened into believing that the end of the mortal races is best for all. Tryne the Dark, whose once pearl white coat is now shimmering midnight black, is pledged to the Nightwhisper clan and stalks the material plane's forests along with dark dryads and treants as an entourage.

The Cerulean Dragon. A small cerulean dragon with faerie wings named Silvesse is Saelihn's constant companion. He passes along information between her and her daughters and acts as her eyes, ears, and voice when needed. Able to move between planes at will, he is indispensable to her needs. Bonded since their creation, he is her oldest and closest ally.

VILLAIN ACTIONS

Mother Nightwhisper is the boogeyman of the faerie realm, whispered to children to make them behave. Because of her ultimate desire to protect the faerie realm and only destroy mortals, she is seen as a myth to the fey because she does not focus her attention on them. However, she takes pains to keep her clan a secret from the mortals as she inflicts the maximum amount of damage to them as possible. To that effect, here are some situations currently happening on the material plane under her orders:

MISSING CHILDREN

Children are vanishing from Hopewell Harbor, but no one knows because fey changelings are

replacing them. A satyr hunter in the faerie realm stumbles upon the plot but is killed in the material plane while investigating.

NOT MY CHILD

A noblewoman has been arrested for killing her husband and attempting to kill her young child, claiming it was the actual murderer. The local hospital has her locked away for her own good, but now the family is unsure and requires outside assistance.

THE DARK FOREST

The local forest has become a dark place in recent times; the trees seem to be moving and changing the paths, travelers are getting lost or disappearing altogether, and there are claims of a black unicorn being sighted. Travelers disappear, and hunters are found hanging by their heels in the boughs from their bowstrings.

THE DARK WARLOCK

A powerful orc warlock named Orlog the Cruel is working with a local cabal of necromancers called the Brotherhood of the Black skull to build a powerful undead army. He gathers his forces in a tower hidden in the nearby mountains and prepares to unleash them on the living.

FROSTFIRE CANYON

The home of the archfey Mother Nightwhisper is covered in an eternal permafrost. The seat of her power resides in the Crystalline Tower, a jagged sword of ice and stone thrusting into the sky and blanketed in a howling blizzard. Saelih has immense power over her lands and rarely leaves them.

LAIR ACTIONS

When fighting inside its lair, the archfey can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the archfey can take one lair action to cause one of the following effects:

- A hailstorm rages in a 20-foot-radius, 40-foot-high cylinder centered on a point within 120 ft. that the archfey can see. Each creature in the cylinder must make a DC 23 Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold

damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of the archfey's next turn.

- A 30-foot-radius sphere of glittering fog appears centered on a point within 120 feet that the archfey can see. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature that is not fey that ends its turn in the fog must succeed a DC 23 Constitution saving throw or be Blinded on a failed save. A creature can repeat this throw at the end of each of its turns to end the effect.
- Grasping weeds and vines sprout from the ground in a 30-foot square starting from a point within 120 feet that the archfey can see. For the duration, these plants turn the ground in the area into difficult terrain. A creature who ends its turn in the area must succeed on a DC 23 Strength saving throw or be restrained by the entangling plants. A creature restrained by the plants can use its action to repeat the save and it frees itself on a success. The plants wither away and disappear after 1 minute.

The archfey can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing the archfey's lair is warped by the creature's presence, which creates one or more of the following effects:

- The area within 10 miles of the archfey's lair is covered in perpetual winter and under the effects of extreme cold temperatures.
- Blizzards are frequent in the area within 10 miles of the archfey's lair.
- Any fire that is not magical will not light within 10 miles of the archfey's lair.

If the archfey dies, the effects fade over the course of 3d10 days.

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MOTHER NIGHTWHISPER

Large fey, lawful evil

Armor Class 25 (natural armor)

Hit Points 460 (40d10 + 240)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	22 (+6)	20 (+5)	26 (+8)	24 (+7)

Saving Throws Con +14, Int +13, Wis +16, Cha +15

Skills Deception +15, Insight +16, Nature +13, Perception +16

Damage Immunities cold, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, poisoned, stunned

Senses darkvision 60 ft., truesight 60 ft., passive Perception 26

Languages Celestial, Common, Draconic, Elvish, Sylvan

Challenge 26 (90,000 XP)

Legendary Resistance (3/day). If the archfey fails a saving throw, she can choose to succeed instead.

Magic Resistance. The archfey has advantage on saving throws against spells and other magical effects.

Magic Weapons. The archfey's weapon attacks are magical.

Bonded Weapon. The archfey cannot be disarmed of her Frostfire Blade unless she is incapacitated. If it is on the same plane of existence, she can summon it as a bonus action on her turn, causing it to teleport instantly to her hand. If the archfey dies, her Frostfire Blade explodes, dealing 9 (2d8) piercing and 9 (2d8) cold damage to any creature within 20 feet of it.

Speak With Plants and Beasts. The archfey can communicate with beasts and plants as if they shared a language.

Fey Blood. The archfey cannot be charmed, and magic can't put the her to sleep.

Regeneration. The archfey regains 30 hit points at the start of her turn if she has at least 1 hit point.

Innate Spellcasting. The archfey's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *conjure fey*, *conjure woodland beings*

At Will: *freedom of movement*, *misty step*, *sanctuary*

ACTIONS

Multiattack. The archfey makes four attacks with her Frostfire Blade.

Frostfire Blade. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage, 18 (4d8) cold damage, and the target becomes outlined in blue for 1 minute. For the duration, the affected creature sheds dim light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature cannot benefit from being invisible.

Fey Charm. The archfey targets one humanoid or beast that she can see within 30 feet of her. If the target can see the archfey, it must succeed on a DC 23 Wisdom saving throw or be magically charmed. The charmed creature regards the archfey as a trusted friend to be heeded and protected. Although the target isn't under the archfey's control, it takes the archfey's requests or actions in the most favorable way it can.

Each time the archfey or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the archfey dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the archfey's Fey Charm for the next 24 hours.

The archfey can have no more than one humanoid and up to three beasts charmed at a time.

LEGENDARY ACTIONS

The archfey 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. The archfey regains spent legendary actions at the start of its turn.

Attack. The archfey makes one attack with her Frostfire Blade.

Move. The archfey can move up to her maximum speed without provoking attacks of opportunity.

Cast. The archfey casts a spell.

Fey Gaze (2 actions). A creature that the archfey can see and that can see the archfey's eyes must make a DC 23 Charisma saving throw. A creature that fails the save is entranced by the archfey's beauty and Paralyzed until the start of its next turn.

Winter's Wrath (3 Actions). The archfey magically creates three bolts of energy, each of which can strike a target the archfey can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 36 (8d8) cold damage, and be Frozen for 1 minute on a failed save, or take half as much damage on a successful one. A Frozen creature is Paralyzed and must make a DC 23 Constitution saving throw at the end of each of its turns. On a successful save, the Frozen effect ends.

