



# Character Themes: Born from the Feywild

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Developing your character into someone who has a rich story can be a fun and rewarding process. When you begin creating your character you likely have an idea of what race and what class you want to play, but you might have only a general sense of what your character's life was like before their first appearance in a campaign or adventure. A theme can help you flesh out your character and provide some interesting options for developing his or her background.

This article details two character themes with a connection to the Feywild: the Wild Hunt rider and the oracle of the evil eye.

## WILD HUNT RIDER

The Wild Hunt is a supernatural horde that, from time to time, tears through the lands at breakneck speed for days or weeks in pursuit of its quarry. The presence of the Wild Hunt is felt most strongly in the Feywild, but it sometimes appears in the natural world. No qualification or ritual is necessary to join the Wild Hunt. A rider might be a member of a hunting tribe in either the Feywild or the natural world, a normal person swept up in the glory of the hunt, or someone who made a deal with an impetuous fey

## CHARACTER THEMES

Your character's theme is a career, calling, or identity that describes who he or she is in the world. Just as race and class create basic definitions about who your character is, theme adds a third character component to help refine your story and identity. Each theme can encompass several unique stories within the same concept. Even though it's easy to see how a druid or ranger might become a wild hunt rider, even a quiet cleric could give in to the thrill of the hunt, and join the thundering hordes. A treacherous fey could manifest the Evil Eye, but it could just as well be a curse inflicted on a normal man, causing him to be cast out from society and forced to take up an adventurer's life.

For information on using themes as part of character creation, and rules for how to gain and use theme powers and features, see "Heroes of Nature and Lore," *Dragon* 399.

## WHAT IS THE WILD HUNT?

Dozens or hundreds of horsemen and runners charge through the skies or over the hills in wild lands. Chasing unseen prey, they rattle their spears and scream in exultation as they ride. As with so many matters related to the fey, there's no reason for the Wild Hunt. There's no victory or destination reached at the end, no plans made in advance. It simply happens.

The Wild Hunt is the fury of nature, the skill of the hunter, the piercing light of the moon, and the hand of fate made manifest. Both natural and supernatural at the same time, the Wild Hunt can't be stopped or prevented. The fey feel the call when the hunt rides. Even the noble fey sense its pulse in their blood.

Just as nature in the Feywild grows greener and more lush than in the natural world, the Wild Hunt turns the chaos and aggression of a hunting party into an earth-shaking harbinger of danger and death. The hunt appears at unpredictable moments, and its arrival is said to presage times of ill fortune and great devastation.

lord. When the Wild Hunt appears, each of its riders suddenly vanishes from the world and becomes a member of the horde wherever it might be. The rider reappears at his or her former location days or weeks later with little memory of what happened—just flashes of rage and hunger, embodying the thrill of the hunt. No one on the hunt ever remembers what was being hunted or why.

Firbolgs, giant-sized hunters from the Feywild, make up much of the rank and file of the hunt. When the firbolgs accept a Wild Hunt rider into their numbers, that individual also becomes an honorary member of the tribe. This is not a choice the firbolgs make; they simply sense that the rider belongs. The hunt is driven by a deeper magic that follows no rules mortals can understand, and those in the hunt know better than to try.

## Creating a Wild Hunt Rider

The Wild Hunt selects its riders; no one can join the hunt by seeking it out. Rangers, barbarians, druids, and other primal characters could easily find themselves swept up by the call of the hunt, but any sort of other character could discover just how strong his or her hidden instincts to hunt and kill truly are.

Characters who have much in common with firbolgs might end up in the hunt. This group includes unaligned characters and worshipers of the three deities the firbolgs revere: Sehanine (the Maiden), Melora (the Mother), and the Raven Queen (the Crone).

## Starting Feature

When the Wild Hunt rages, it doesn't rest; night and day it pursues its unseen prey. For you, the light of the moon is as bright as the light of the sun. No creature can hide from your supernaturally keen eyes.

**Benefit:** Your attacks ignore partial concealment, and you gain a +2 bonus to Perception checks when actively searching for a hidden creature.

## Additional Features

### Level 5 Feature

The hoofbeats of the Wild Hunt's great black steeds shake the ground. Their manes trail fog and spark with lightning, and the gaze of their red eyes pierces the night to find prey for their masters to chase.

These horses appear to you and your allies in times of need or when there's quarry to be pursued, emerging from the trees or rising up from loose earth. The great beasts are desperate for the thrill of the hunt, even if the chase you provide them is only a pale imitation of the savage glory of the Wild Hunt.

**Benefit:** You gain and master the Phantom Steed ritual. Once per day, you can perform the ritual without expending components. You can use either Arcana or Nature as the ritual's key skill.

### Level 10 Feature

When you ride with the Wild Hunt, the fetters of the world fall away as you speed across the lands or race through the skies. After experiencing such freedom, you bristle at the restraints of the ordinary world and shrug off anyone's attempts to chain you down.

**Benefit:** You gain a +2 power bonus to saving throws against effects that immobilize, restrain, or slow you.

## Optional Powers

As you adventure, the hunter within you grows in strength. Each time you join the Wild Hunt, more and more of its magic becomes a part of you. The supernatural powers you have when you are fully immersed in the hunt begin to manifest at other times.

### Level 2 Utility Power

Riders on the Wild Hunt regress, as though they were possessed by the spirits of ancient hunters. In their hands, the most sophisticated elven bow or dwarven spear becomes like a rudimentary weapon carved in some ancient cave by the hunter's own hand. A rider's body becomes strong and lithe, like those of the ancient hunters who relied on their physical prowess to survive.

#### Wild Hunt Leap Wild Hunt Rider Utility 2

*Like the spear-wielding hunter leaping to strike, you soar through the air with ease to catch your quarry off guard.*

**Encounter ♦ Primal**

**Move Action Personal**

**Effect:** You jump up to a number of squares equal to your speed. If you end this jump adjacent to an enemy, you gain combat advantage for the next attack you make against that enemy before the end of your next turn.

### Level 6 Utility Power

No matter when the Wild Hunt appears, the moon rises full in the sky above and the stars glitter like predators' eyes. The clouds clear, leaving only the stormy swirling fog around the hunt itself. As a rider of the hunt, you can call on the moonlight to lay bare what lies hidden before you.

#### Moonfire Aura Wild Hunt Rider Utility 6

*Pale white light falls upon you, revealing those who would hide from your wrath.*

**Daily ♦ Aura, Primal**

**Minor Action Personal**

**Effect:** You activate an aura 1 that lasts until the end of the encounter or until you end it as a minor action. Creatures in the aura cannot benefit from invisibility or any concealment.

### Level 10 Utility Power

There is no escaping the Wild Hunt. Even those who retreat by using magical means find the riders close on their heels. When you choose your prey, all its attempts to escape you are fruitless. You do not lose a trail, and you do not stop hunting until you fell your enemy.

#### Relentless Pursuit Wild Hunt Rider Utility 10

*Your prey flees! Instinctually, you manifest a small fragment of the Wild Hunt's magic and cut off your foe's escape.*

**Encounter ♦ Primal, Teleportation**

**Immediate Reaction Personal**

**Trigger:** An enemy that started its turn within 10 squares of you ends its turn farther away.

**Effect:** You teleport to a square adjacent to the triggering enemy. You don't need to have line of sight for this teleportation.

## ORACLE OF THE EVIL EYE

Like the misshapen fomorians and their cyclops servants, an oracle of the evil eye has a deformed eye with a catlike iris. The eye grants the oracle influence over the minds of other creatures and the ability to see glimpses of the future. People fear and shun anyone with an evil eye, and often rightly so.

The Baleful Ritual of the Evil Eye causes an evil eye to appear. This ritual—known to the fomorians, some of their servants, and a scattered few hags and spellcasters—takes hours to perform and is extremely painful, involving burning oils, foul incense, and surgical incisions. Fomorians, well known for their wickedness and insanity, might order that the ritual be conducted for many reasons. A ruler might give an evil eye as a gift to a faithful servant one day, then issue one as a punishment to a prisoner the next.

Only the cruelest creatures consider gaining an evil eye to be a blessing. Evil fey such as quicklings and spriggans thrill at the power of an evil eye, and eagerly do the work of the fomorians in exchange for such a blessing.

Most oracles of the evil eye who undertake adventuring careers are gnomes or eladrin. Forced to undergo the ritual, they become outcasts from their home societies. They go off into the woods of the Feywild, never to be seen again, or they travel to the natural world to lurk on the fringes of society and use their evil eyes to get what they want. An oracle of the evil eye might be adventuring in search of a way to dispel the curse and return to the warmth and comfort of society.



## Creating an Oracle of the Evil Eye

Oracles usually come from races hated by the fomorians, particularly gnomes or eladrin. However, anyone who has spent time in the fomorians' underground realms could have been subjected to the Baleful Ritual of the Evil Eye. The magic has even made its way into the hands of creatures outside the fomorians' domain. An adventurer who became an oracle without ever leaving the natural world might have run afoul of a strange witch in the woods, or stumbled upon a bizarre cult ritual, and thus been cursed with an evil eye.

### Starting Feature

Like each fomorian, each evil eye seethes with its own madness and base emotions. When you fight, anger boils up within it. When you see gold, the eye covets it. As time goes on, you feel your taste for fine wares and luxury grow as you become unable to distinguish between which desires are truly yours and which come from your evil eye.

**Benefit:** You gain the *gaze of the evil eye* power.

#### Gaze of the Evil Eye Oracle of the Evil Eye Attack

*Your foe feels the foreboding stare of your evil eye warning it away from you.*

**At-Will ♦ Arcane, Psychic**

**Minor Action Ranged 5**

**Target:** One creature you can see that isn't marked by you

**Effect:** The target takes 2 psychic damage whenever it hits you with an attack (a creature can take this damage only once per turn). The effect ends if you don't have line of sight to the target at the end of your turn, or if you use this power against a different target.

**Level 21:** 4 psychic damage.

## Additional Features

### Level 5 Feature

The evil eye channels the deceitful and power-mad nature of its fomorian creators. It shapes the thoughts of those you encounter, whether subtly insinuating itself into their minds or filling them with raw fear.

**Benefit:** You gain a +2 power bonus to Bluff checks and Intimidate checks.

### Level 10 Feature

The eye is a product of evil magic, and not subject to the limitations of mortal flesh. Mundane light and darkness mean nothing to it; the evil eye sees all.

**Benefit:** You gain low-light vision, or you gain darkvision if you already had low-light vision.

## Optional Powers

For all the oracles who try to rid themselves of their evil eyes, there are some who embrace the power—even the horror—of the eye. These oracles use the eye's abilities with abandon, thus enabling those abilities to grow stronger. Some think they can control the eye, a mistaken belief that has driven many to darkness and depravity.

### Level 2 Utility Power

Though your evil eye is a lesser version of what the fomorians possess, it grows in power over time. It can sometimes call on its abilities to temporarily give you magical sight.



## Eye of the Fomorian

Oracle of the Evil Eye  
Utility 2

*Your eye changes color, and your vision becomes suddenly more acute. All is made clear.*

**Daily ♦ Arcane**

**Minor Action**      **Personal**

**Effect:** Until the end of the encounter, you gain a +2 power bonus to Perception checks and can see invisible creatures.

## Level 6 Utility Power

Tiny glimpses of the near future appear to you in erratic bursts. The eye sees far more, but lets you see only what it chooses. Scenes of violence, glittering gold, and desperate people assault your senses as the eye rejoices in anticipation of spilled blood and screams of pain.

## Urge of Destiny

Oracle of the Evil Eye Utility 6

*The eye sees violence in the near future. Its bloodlust fills your ally, making the carnage even more glorious.*

**Daily ♦ Arcane**

**Minor Action**      **Ranged 5**

**Target:** One ally you can see

**Effect:** The target deals 1d6 extra damage until the end of the encounter, or 2d6 extra damage to creatures marking it.

## Level 10 Utility Power

Your eye seeks to keep you (and itself, by extension) safe from harm while it watches others bleed. At the moment an enemy chooses to strike, when it lets go of rational thought and allows its instincts to drive an attack home, the eye can warp the foe's thoughts.

## Evil Eye Mesmerism

Oracle of the Evil Eye  
Utility 10

*A foe decides you don't deserve harm. Only later does it realize that your eye had made it believe you weren't its enemy.*

**Encounter ♦ Arcane, Charm**

**Immediate Reaction**      **Close burst 10**

**Trigger:** An enemy within 10 squares of you misses you with an attack.

**Target:** The triggering enemy in the burst

**Effect:** The target can't attack you until the end of its next turn.

## About the Author

**Logan Bonner's** credits include *The Slaying Stone™* and *Monster Vault™*. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter where he's @loganbonner.

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