

# Lore & Factions (Witchlight)

Feywild lore, fey courts, and hag covens

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# The Feywild

General Feywild lore and rules

The Feywild

# The Feywild — Overview



## The Feywild

**Type:** Parallel Plane of Existence

### Description

The Feywild is a plane of boundless magic and untamed emotion that exists parallel to the Material Plane. It is a land of extreme beauty and extreme danger, where the forests are deeper, the colors more vivid, and feelings more intense.

### Key Characteristics

- **Emotions are amplified** — joy becomes euphoria, sorrow becomes despair
- **Time flows differently** — hours in the Feywild can be days, weeks, or years on the Material Plane

- **Promises are binding** — words carry magical weight; oaths and deals are supernaturally enforced
- **Names have power** — giving your true name to a fey creature gives them influence over you
- **Nature is wild** — the landscape shifts with the moods of its inhabitants

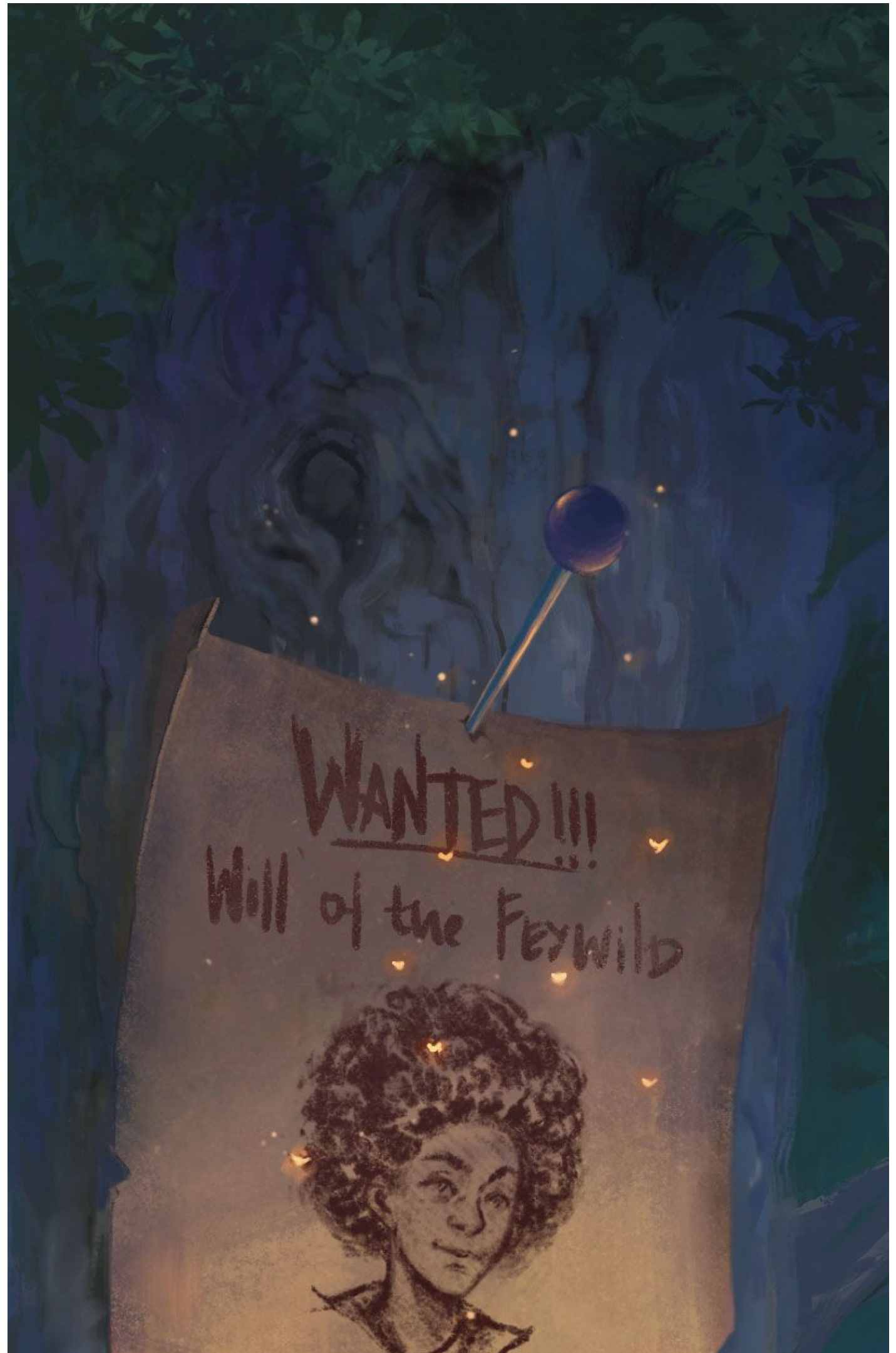
## Rules for the Party

1. **Never give your true name freely** — use nicknames or titles
2. **Never accept a gift without understanding the cost** — fey gifts always come with strings
3. **Keep your promises** — breaking an oath in the Feywild has real consequences
4. **Be polite** — rudeness offends the fey deeply and can have dangerous results

The Feywild

# Prismeer

WANTED!!!  
Will of the Feywild



# Prismeer

**Type:** Feywild Domain — Splintered

**Original Ruler:** Zybilna (Archfey)

**Current Rulers:** The Hourglass Coven

## Description

Prismeer was once a beautiful and prosperous Feywild domain ruled by the archfey Zybilna. It has been split into three realms — Hither, Thither, and Yon — each controlled by one of the three hags of the Hourglass Coven, who overthrew Zybilna and froze her in time.

## The Three Splinter-Realms

Realm	Ruler	Terrain
Hither	Bavlorna Blightstraw	Flooded swampland
Thither	Skabatha Nightshade	Dark, twisted forest
Yon	Endelyn Moongrave	Stormy mountains

## The Palace of Heart's Desire

At the center of Prismeer stands Zybilna's palace, where the archfey remains frozen in time. The party's ultimate goal is to reach this palace and free her.

# Fey Courts

Seelie, Unseelie, and the archfey

Fey Courts

# Zybilna



## Zybilna

**Role:** Archfey — Former Ruler of Prismeer

**Status:** Frozen in time by the Hourglass Coven

## Description

Zybilna is a powerful archfey who once ruled Prismeer with grace and wisdom. She was a patron of the Witchlight Carnival, and her magic sustained both the Carnival and the domain. The Hourglass Coven betrayed her and used a powerful ritual to freeze her in a moment of time.

## What the Party Knows

- She is the rightful ruler of Prismeer

- She has been imprisoned by the three hags
- Freeing her would restore Prismeer and the Carnival
- She is frozen inside the Palace of Heart's Desire

## DM Notes

*“Zybilna has a secret identity that connects her to the Material Plane. This revelation comes later in the adventure.”*

# The Hourglass Coven

Bavlorna, Skabatha, and Endelyn

The Hourglass Coven

# The Hourglass Coven — Overview



## The Hourglass Coven

**Type:** Hag Coven

**Members:** Bavlorna Blightstraw, Skabatha Nightshade, Endelyn Moongrave

## Description

The Hourglass Coven is a sisterhood of three green hags who conspired to overthrow the archfey Zybilna and claim her domain of Prismeer for themselves. Each hag took control of one splinter-realm and one third of Zybilna's stolen power.

## The Three Sisters

Hag	Domain	Obsession
Bavlorna Blightstraw	Hither (swamp)	Collecting lost things
Skabatha Nightshade	Thither (forest)	Stealing childhood
Endelyn Moongrave	Yon (mountains)	Controlling fate and destiny

## Coven Dynamics

- The sisters distrust each other
- Their combined power keeps Zybilna frozen
- If one hag is defeated, their third of the power is released
- They can be played against each other with clever diplomacy

## How to Break Their Power

The party must deal with each hag individually — through combat, trickery, or negotiation — to release the power keeping Zybilna frozen.

# Lost Things

What was stolen and how to get it back

# Lost Things

## Lost Things

**Type:** Core Story Mechanic

### Description

Each player character lost something precious as a child, taken by the Witchlight Carnival. This lost thing — a memory, a quality, a possession — is the personal hook that draws the characters into the adventure.

### How It Works

- Each character chose (or rolled) a Lost Thing during character creation
- These items were stolen by agents of the Hourglass Coven during a past visit to the Carnival
- The Lost Things are scattered across Prismeer
- Recovering them is a personal quest woven into the main adventure

### Party's Lost Things

“ Fill in each character's Lost Thing here as they are revealed during play.

Character	Lost Thing	Status
		Not recovered
		Not recovered
		Not recovered
		Not recovered