



ITHIVELLIA WARLOCK PATRONS

Some spellcasters gain their magical abilities from powerful entities that live beyond the realm of men. These patrons bestow incredible gifts, but there is always a price; after all, even immortal otherworldly beings have needs. Crafting memorable and nuanced characters requires an equally complex relationship between the mage in question and their commanding patrons. Thus, the starting point for any compelling warlock is understanding the idio-

syncrasies of their master.

Ithivellia's six archfae can each serve as unique patrons for mages that hope to tap into fae magicks. This short guide will introduce you to the immortal rulers of the Seelie Court and present you with useful tips for how you might develop the relationship between master and pupil. This guide contains no spoilers for the central quest of Ithivellia, so it should be equally useful for players designing their warlock PCs or for GMs who need extra materials to fine-tune warlock/patron relationships.

For more information about Ithivellia, check out www.patreon.com/boroughbound



DIADNE BLUEMOON

Diadne is typically seen as the most archetypal archfae, a lively hedonist with an even arsenal of fae abilities. However, once every thousand years or so, she suffuses with an unimaginable surplus of magic, outshining every other source of fae energy across the Principality. She lives her life in waiting for these brief moments of godly power.

Personality

More than any other archfae, Diadne is capricious. Her mood swings are legendary and may drive away potential petitioners. She has dabbled in just about every hobby imaginable and regularly spends time away from her enchanted home. She is prone to bouts of melancholy but also appreciates transient pleasures more than her insouciant kin. She does not condescend or belittle mortals. Many mistake her casual rapport for indifference, but this could not be further from the truth.

Desires

Diadne seeks the wisdom of those who are lucky enough *not* to be cursed with immortality. More than anything, she needs mortal therapists, experienced travelers who can offer guidance that Diadne cannot extract from her fae sycophants. Diadne also needs entertainment, and she will spurn any warlocks who refuse to amuse her whenever she is bored.

Potential Relationships

Diadne is one of the few archfae who might actually engage in a romantic relationship with her warlock. She is obsessed with mortals, particularly because she believes their short lives give more meaning to their actions. As such, she will be endlessly curious about her warlock's mundane experiences, prying into their day-to-day lives with a level of inquisitiveness some will find inappropriate.







MATRIARCH

SWEE BELLORALA TWILADE

Few associate the archfae with justice and order, but *someone* in Ithivellia has to be a stickler for rules and traditions. Swee is thus the most judicial of archfae, a harsh master with no patience for rule-breakers or the senseless japes of her peers. She views herself as a mother to all fae creatures. Most fae see her as a mother too, but that may just be because Swee is the unrivaled master of mind-altering enchantments.

Personality

4 Swee is stern and serious. She has a mind for laws and contracts, a proclivity that serves her well when consorting with greedy warlocks. She may not be as *fun* as other archfae, but mages who form pacts with Swee can be sure they will get exactly what they signed up for. After all, fae bargains are binding.

Desires

Though Swee claims to want nothing more than a return to traditional fae values, the reality is that she craves worship. She wants all beings in her orbit to see her as a God, the leader of all fae. Any who fail to hold her in the highest esteem will suffer her wrath. In exchange for magical gifts, Swee will demand that warlocks spread the word of her great deeds, her unrivaled beauty, and her (disputable) benevolence.

Potential Relationships

Warlocks sworn to Matriarch Swee tend to act more like paladins than chaotic mages. Swee demands of them a strict adherence to fae laws that would normally never apply to them, even when such actions are inconvenient (e.g. avoiding circles of salt or cold iron). Swee acts like a schoolmarm, chastising supplicants who fail to meet her standards.







ATHERI THE EMPATH

Some fae are simply inscrutable, and Atheri is undoubtedly the most enigmatic of all. She's a weaver of arcane silks and also confounding illusions, a tender of gardens both literal and metaphorical. She speaks in riddles, and if her unusual behavior is in service of any greater goal, no one can quite determine what that goal might be.

Personality

Atheri says few words, and what little she does say is characteristically enigmatic. She is not warm and friendly, but it would also be wrong to describe her as standoffish. She is aloof and scatterbrained, and whether that's evidence of deeper schemes or sheer lunacy is anyone's guess.

Desires

6 Typically, Atheri does not rely on others. She works toward her unusual goals in strange and secret moves. As part of these plans, however, she frequently needs unusual plants: ferns from the edge of the world, flowers that bloom once a century, or succulents that require meticulous care. She will demand that warlocks go out of their way to procure these plants during their journeys.

Potential Relationships

Warlocks who pledge themselves to Atheri may never truly comprehend how Atheri feels about the relationship. She likes mages who respect the natural world, but beyond that, she is unlikely to show great affection or reveal when she is displeased. In many ways, Atheri is closer to a great old one than to her fae kin.







UVIS TWICEBORN

The other archfae look down on Uvis as lesser, for though he is a capable fae spellweaver, he typically relies on scientific means to achieve his goals. He is a scholar and a bookworm but also an avid practitioner of many mystical arts: tarot, runic inscription, astrology, etc. He usually keeps to himself, but he will slowly warm up to mages who show a keen curiosity toward the world around them.

Personality

Uvis is quiet and guarded. He wants to understand a situation fully before acting or speaking. Most misinterpret this as antisocial behavior, but it would be wiser to describe Uvis as a discerning perfectionist. He has high standards for those close to him; any who lack the motivation to comprehend the world around them or become the best versions of themselves are not worthy of his attention.

Desires

8

More than anything, Uvis seeks knowledge. He wants to understand the magic that binds his realm to the rest of the cosmos and commandeer new forms of arcana. Though he possesses great innate talent, he strives to approach true godhood, not merely magical fluency. As such, warlocks who form a pact with Uvis must reveal to him any arcane secrets they uncover along their journeys.

Potential Relationships

Though Uvis has never attended any traditional university, he has nevertheless assumed the persona of a prototypical professor. He can be kind, but he only wants to work with pupils who are as rigorous in their pursuits as he is. There may be genuine affection in this rapport, but that is a secondary matter to one of pure scholarship and mentorship.







MAESTRO ILIDON

The quintessential bard, Ilidon is a storyteller, a joker, a musician, and a reveler who extracts every ounce of joy from immortal life that he can. He loves tragedy, to be sure, but he believes the story of his own life to be the greatest comedy of all time. Ya gotta laugh.

Personality

Ilidon will never pass up a chance to throw a party or to make a joke. He is *kind*, but it's clear to most that they are not his highest priority. Ilidon may just be the most popular man in all of the Principality, but there is a loneliness that comes with this maximal extroversion. Ilidon cannot stand those who take life too seriously.

Desires

Ilidon needs to tell stories, and he relies on travelers from beyond his home to provide fodder for new epic tales. He feels he exhausted any inspiration he could possibly pull from his demiplanar home eons ago, so now he thirsts for stories from realms noncontiguous with his own. Warlocks are tasked with reporting back to Ilidon with seeds for new narratives they uncover on their travels.

Potential Relationships

Ilidon can wear many hats. He is a teacher to many, notably the raccoon musicians under his tutelage. He is also a generous lover and may entreat his warlocks to a sexual relationship, though only ever a transient one. Should his student demonstrate exceptional skill, Ilidon may also engage in a bit of playful rivalry. For most, however, he is merely a jovial drinking partner. Ilidon is as multi-dimensional as the characters in his ballads and odes.







TAYNOTH THE MIRROR

Raw strength is uncommon among fae, but Taynoth is the leader of the hunt and must maintain an otherworldly physique. They are the strongest, the most playful, and the most sexually active of all archfae. Taynoth is whatever you want them to be, and they'll wield their unusual shapeshifting abilities to match any onlooker's desires.

Personality

Taynoth wants—needs!—everyone to love them. They subtly change their form to appear as attractive as possible to whoever might behold them, an ability aided by their incredible ability to suss out the desires of others. Taynoth is not terribly wise and likely does not plan great schemes that will conflict with those of their kin. Luckily, that rarely matters. They hunt, they perform feats of athleticism, and they make love with unparalleled passion.

12

Desires

Few challenges remain for Taynoth. They've felled all legendary beasts across the Principality and no one can compete with them in the realm of sport. As such, what Taynoth wants most is anything new to conquer: some new sporting event to dominate or titan to wrestle. In lieu of that, they will want to spar and compete with their supplicants. Taynoth will quickly distance themselves from any who fail to impress.



Potential Relationships

Taynoth can become a best friend for a warlock. Their true admiration is difficult to gain, but those who become excellent versions of themselves—masters of their body and the world around them—will be able to bond deeply with Taynoth.



