



**QUEEN** OF  
**SHADOW** AND **THORN**

**5TH, 9TH, 13TH LEVEL**  
**THE FEY OF THE FURIOUS**

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# INTRODUCTION

*Queen of Shadow and Thorn* is a 5th edition hunt for **four characters** with an average party level (APL) of **5, 9, or 13**. Characters who complete this hunt should earn enough experience to progress one-third of the way to 6th or 10th level, or two-thirds to 14th level. This is the third instalment in the *Blood of Sun & Shadow* trilogy. The adventurers must traverse the Plane of Shadow to rescue a kidnapped faerie princess before the Queen of Brambles melds their souls together.

# BACKGROUND

The Plane of Shadow is a mysterious and monochromatic realm that exists as a twisted reflection of the Material Plane. Unlike the Plane of Fey, where emotion and light are celebrated, the shadow realm is a jagged expanse of darkness and despair. The denizens are deadly versions of typically benign plants and creatures, and stopping to smell these flowers may result in them sucking the marrow from your bones.

When Queen Soliana Sunsworn, ruler of the Sunsworn Court in the Plane of Fey, learned of a darkness in her daughter, Princess Shael, she took drastic action. In secret, she severed Shael’s soul in two, exiling the dark half to the Plane of Shadow (see *Garden of Dark Delights*), where that half might perish, alone and forgotten.

While wandering the Plane of Shadow searching for paralytic spikeweed, a night hag sensed the young soul and took the child to raise as her own kin. The hag lauded the child’s ambition and cruelty, teaching her dark magic such that she might one day reclaim her rightful position. Though the child grew stronger with each passing year, she suffered from an unquenchable loneliness, a yearning for companionship that the hag could not fulfil. This gnawing sensation led the child to study soul magic, which she used to create the bramblekin, a vicious race of twisted vines and thorns. However, despite ruling over a court of bramblekin as the Queen of Brambles, her deep longing has not diminished.

It was not until she investigated her own soul that the Queen of Brambles discovered the jagged tear that was the cause of her melancholy: she was only half of a whole. With the help of her night hag matron, the Queen of Brambles identified her counterpart, Princess Shael, and crafted a magnificent gown that would call Shael’s soul towards her shadowy counterpart. The Queen of Brambles disguised the enchanted gown as a gift for the princess’s coming-of-age ceremony, the moment when Shael would be released from her mother’s protective wards. After a blundering group of mortal

adventurers defeated a winter fey and freed the princess (see *Bloodfrost of the Fey*), Shael entered the Plane of Shadow and sought out the Queen of Brambles.

Now, the two halves have come together behind protective walls of shadow and thorn. The Queen of Brambles has summoned her bramblekin subjects to attend the joining ceremony and Queen Soliana seeks assistance. The newly thawed Sunsworn Court is not recovered enough to mount a rescue mission into the Plane of Shadow, and, even if they were, seelie fey are quickly incapacitated in the Plane of Shadow. While Soliana does not divulge the truth behind the princess’s severed soul, it’s clear that time is of the essence to save her from whatever the Queen of Brambles has planned.

## PLAYING AS A ONE-SHOT

*Queen of Shadow and Thorn* is part 3 of *Blood of Sun & Shadow*, the culmination of the trilogy. However, each part can be played independently as a one-shot with a few simple narrative revisions. Here are a few recommendations on what to alter:

- Remove the backstory about Jorfraust freezing the court.
- The courtiers are unable to venture to the Plane of Shadow as it quickly incapacitates seelie fey (Shael is immune to this thanks to the enchanted gown).
- The crystal sphere is a new invention by Mildred.
- Queen Soliana has connected Heliana (or another huntress) with a request for aid and promise of great reward (this replaces the Compensation adventure hook).

## SUMMARY

Here’s a quick summary of the vital information about this hunt:

- **Which Monster?** The Queen of Brambles, a shadow fey, and the Sunsworn Princess, a spring fey.
- **Monster’s Motivation.** The Queen of Brambles wants to absorb the princess’s half of their soul.
- **Monster’s Previous Actions.** The Queen of Brambles revealed the Sunsworn Princess’ true nature. Note: the sunsworn court repeats Queen Soliana’s half truth that the gown magically changed Shael’s mind.
- **Where’s the Monster?** The Court of Brambles in the Plane of Shadow.

## ADVENTURE HOOKS

Every character has personal goals that inspire them to participate in adventure. The following hooks represent possible motivations that may entice characters to agree to rescue Princess Shael.

- **Curiosity: Avoiding Regicide.** The autumn hag Mildred has a familiar crystal sphere (see Bloodfrost of the Fey) tuned to trapping the Queen of Brambles. Mildred wants the queen imprisoned to study if the soul halves can be repaired and the two made whole safely. If the characters are unaware of Shael's severed soul, the hag instead explains that having the queen imprisoned may stave off a war between the planes.
- **Morality: A Lover's Heart.** Iris Clearwind, castellan of the Sunsworn Court and the secret lover of Princess Shael, swallows her infamous pride to approach the party once more. The passionate fey confesses her secret affair with the princess to emphasise how important this rescue is to her. Iris begrudgingly begs the party to finish what they started and bring her love back home.
- **Compensation: A Queen's Ransom.** If the characters defeated Jorfraust, Queen Soliana holds the characters partially responsible for Shael's escape into the Plane of Shadow, yet she knows she needs their help. Because the characters aren't her subjects to command, she offers a generous gold reward. A successful **DC 20 Charisma (Persuasion)** check can convince her to add minor titles of Courtiers of the Sunsworn Court to the reward.



## MILDRED MAGPIE

*Fey, autumn hag (uses green hag statistics), she/her*

**Personality.** Sharp-tongued, but kind-hearted and highly intelligent. Deeply loyal to Queen Soliana and the Sunsworn Court.

**Appearance.** Angular features, hunched frame, and long, wild hair. Dresses in simple robes in autumn colours.

**Desire.** To prove that not all hags are to be mistrusted and reviled.

**Fear.** To lose herself to the shadow like her sisters who turned into night hags.

*"The truth may be hard to hear, but it is essential for our survival."*

## VARIABLE STATISTICS

To ensure the challenge is maintained across differing levels of play, you'll see references to VDC (variable DC), Vmod (variable modifier), and Vdam (variable damage) throughout this adventure. These variable values depend on the APL of your party:

### VARIABLE STATISTICS SUMMARY

APL	VDC	Vmod	Vdam
1-2	11	+3	2 (1d4)
3-4	12	+4	3 (1d6)
5-6	13	+5	5 (2d4)
7-8	14	+6	7 (2d6)
9-11	15	+7	10 (3d6)
12-14	16	+8	14 (4d6)
15-17	17	+9	21 (6d6)
18-20	18	+10	28 (8d6)

## MILDRED MAGPIE

Mildred Magpie is a hunched autumn hag with a wild mane of curly, nest-like hair that moves like it has a life of its own. She has pale green skin stretched taut over old bones, and her eyes shift through autumn hues based on her mood. Despite Mildred's dishevelled appearance, she is a master enchantress, able to weave powerful spells and curses easily. She serves as the right-hand advisor to Queen Soliana, always looking out for the best interests of the Sunsworn Court.

CHAOUKI "CIAO" TROUHI

Mildred can share the following information regarding the Court of Brambles:

- The Queen of Brambles gave Shael a magical gown that addled her mind, causing her to travel to the Plane of Shadow. (Note: this is a half truth, the gown simply revealed Shael's true nature to her).
- The Queen of Brambles rules from Bramblespire, a shadowy fortress atop a jagged hill.
- A ruined town called Dusk Hill lies at the base of her fortress.
- The Plane of Shadow feeds on light and slowly drains the life force of creatures not accustomed to its negative energy. Seelie fey quickly become drained and incapacitated in the Plane of Shadow; the party must hurry.
- Mildred believes that it would be best to imprison the Queen of Brambles within an enchanted crystal sphere in the way Jorfraust was trapped (see *Bloodfrost of the Fey*). She gives the characters the crystal sphere before sending them to the Plane of Shadow.

**Planar Travel & Communication.** Mildred gives the party a silver and sapphire amulet that is magically paired with one she has in her possession. While wearing the amulet, a character can use an action to cast the *sending* spell to speak with Mildred only. The character can also use an action to crush the sapphire in the amulet to activate an *instant summons* spell (see Helping Hand section, page 10).

When the characters are ready to enter the Plane of Shadow, Mildred casts a spell that sends the party to the plane, where they arrive in the barren wasteland surrounding the Court of Brambles.

### HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
6th	1,050 gp	2,500
11th	3,500 gp	4,800
16th	7,750 gp	10,000

\*Includes all encounters, monsters, and puzzles, averaged for 4 player characters.

## THE PLANE OF SHADOW

Within the Plane of Shadow an eternal gloom reigns, feeding on any light that dares to spark. Its landscape is an umbral echo of the Material Plane; neither sun

nor stars pierce the perpetually overcast sky. Twisted trees, barren rock, and thorny bushes cast deep shadows that hide creatures waiting to snatch the unwary. A deep melancholy pervades the air as the spirits of the dead flow between stagnant rivers and lakes.

**Gloom.** The Plane of Shadow mutes nonmagical light sources, reducing the radius illuminated by them by half.

### REGIONAL EFFECTS

The magic of the Queen of Brambles has extended over the area surrounding her court for miles, creating one or more of the following effects:

- **Darkening.** The darkness within **1 mile** of the Bramblespire is so complete that creatures with darkvision have that sense's range halved in the area.
- **Soul Drain.** The negative energy within **5 miles** of Bramblespire drains the life force of creatures who spend too much time there. At the end of each hour a creature spends within this area, it must succeed on a **VDC Constitution saving throw** or gain 1 level of **exhaustion**. Undead and creatures acclimated to the Plane of Shadow automatically succeed on the saving throw.
- **Awakened Plantlife.** Gnarled trees and thorn-covered vines overgrow the area within **10 miles** of the Bramblespire. Many of these plants are sentient and loyal to the Queen of Brambles, acting as her eyes and ears throughout the region.

If the Queen of Brambles is defeated, these effects fade over the next **1d10 days**.



## TRACKING

As the party progresses through the jagged ravines and gnarled wasteland of the Plane of Shadow, they need three Tracking checks and two successes to find their way to Bramblespire and the town of Dusk Hill. Each Tracking check can be a **VDC Wisdom (Survival)** check or one of the ability checks suggested by the optional Tracking rules in *Heliana's Guide to Monster Hunting*. Each check takes **1 day** and results in a clue encounter (see Know Thy Enemy, page 6). On a

failed check, the party also has a hostile encounter. Roll **1d3** and consult the Plane of Shadow Encounters table to determine the hostile encounter based on the level of the hunt.

**Shadow Creatures.** The Plane of Shadow is filled with shadowy variants of creatures found on the Material Plane. Where noted in the table below, shadow creatures appear as monochromatic and shadowy versions of the creatures notated in the parentheses.

**Safe Haven.** The party must pass through the ruined town of Dusk Hill before heading into the Court of Brambles. The entire town is covered in twisted vines and knotted branches, except for a blacksmithy that is clear of all vegetation. The iron dust that coats its walls is anathema to the Queen of Brambles's fey magic, and local creatures steer clear. The protected forge gives the party a place to rest, prepare for the coming battle, and repair any iron weapons they may have (see Clue 2: Iron Aversion, page 7).

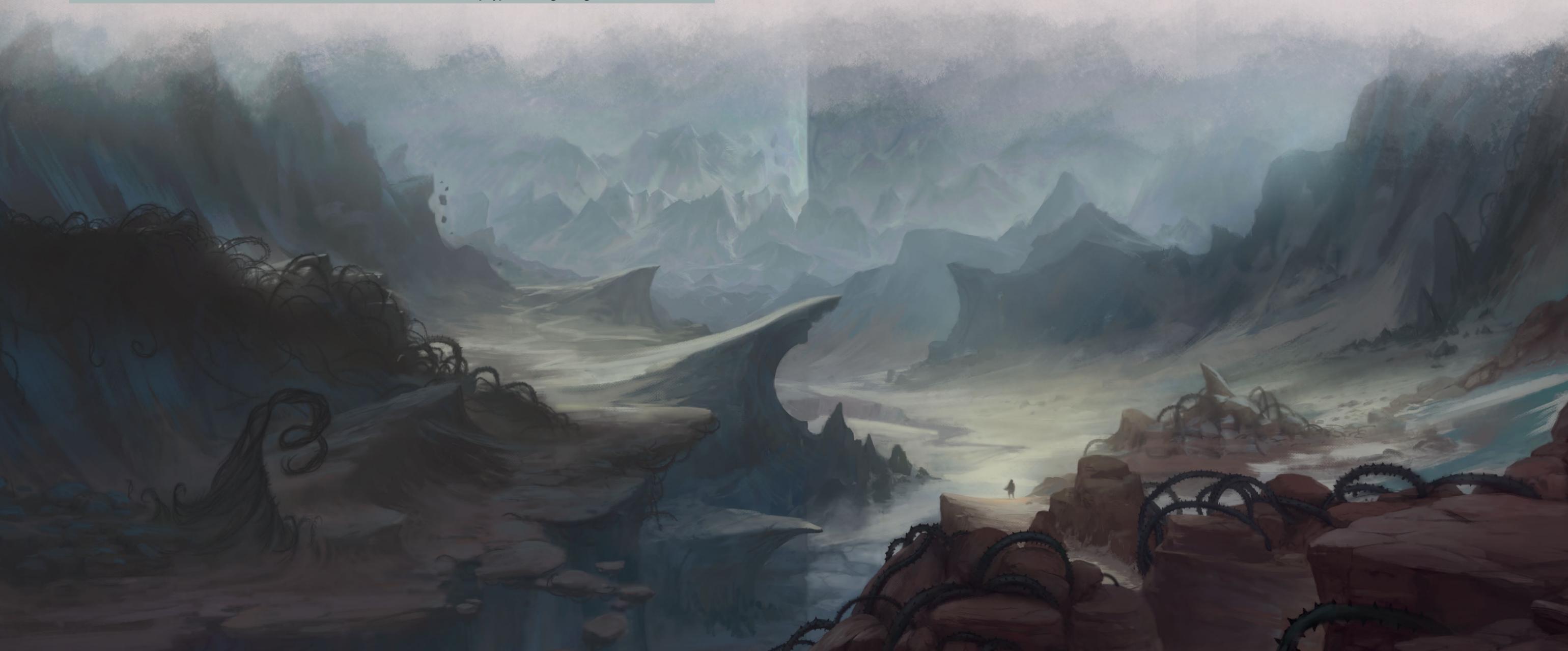
## UNIQUE FLORA & FAUNA

The Plane of Shadow is home to many deadly plants and creatures. Using soul magic, the Queen of Brambles has created a wide and unique variety around her court, including the following prominent examples.

**Bramblekin.** Bramblekin are a unique race of sentient plants. They are fiercely loyal to their queen and serve as her primary subjects and soldiers. They range in size from awakened shrubs to treants and appear as a mix of twisted vines and thorny brambles. Despite their strange appearance, bramblekin possess a degree of intelligence on par with the average human. They can also communicate with each other over long dis-

### PLANE OF SHADOW ENCOUNTERS

d3	5th-level Hunt	9th-level Hunt	13th-level Hunt
1	6 shadows	2 ogre zombies and 2 shadow hawks ( <b>giant eagle</b> )	1 shadow fey gladiator and 1 shadow fey werepanther ( <b>weretiger</b> )
2	2 ghasts and 2 ghouls	2 wraiths	2 shadow giants ( <b>frost giant</b> )
3	1 shadow elemental ( <b>air elemental</b> )	3 basilisks and 1 shadow fey spy	3 night hags



tances through the interconnecting system of bramble roots spread throughout the Court of Brambles. This ability makes them excellent scouts for the Queen of Brambles, alerting her to intruders in her realm.

**Shadowstalker.** Shadowstalkers are tiny feline creatures with bat-like wings and silvery horns. While they're notoriously difficult to capture, it's possible to domesticate them as familiars. Their ability to fly and turn invisible makes them valued by the residents for hunting and scouting. A shadowstalker uses **cat** statistics with the following modifications:

- The shadowstalker has a flying speed of **40 feet**.
- **Invisibility.** As an action, the shadowstalker can magically turn **invisible** until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the shadowstalker wears or carries is invisible with it.

**Spikeweed.** Spikeweed is a small, thorny weed often found growing in the crooks of larger plants and along the ground. Its tiny, needle-like thorns contain a potent paralytic that can be harvested to craft alchemical compounds. The plant can spread rapidly, making it a formidable barrier or weapon in the hands of skilled users. A creature that comes into contact with the thorns must succeed on a **DC 11 Constitution saving throw** or be **poisoned** for **1 minute**, and **paralysed** while poisoned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## KNOW THY ENEMY

While travelling through the Plane of Shadow, the party comes across clues that point towards the Court of Brambles and hints to what they will face in the upcoming battle. The following useful information can be discovered:

- The Queen of Brambles deals necrotic damage, and the Sunsworn Princess deals radiant damage.
- Iron is anathema to the Queen of Brambles' thorny servants.
- The primary citizens of the Court of Brambles are sentient plants.

It's recommended to introduce these clues in the order presented below.

### CLUE 1: SUN & SHADOW

The Queen of Brambles' attacks deal necrotic damage, while Princess Shael's deal radiant damage. These attacks become more powerful the closer the two are to one another. The party can identify these damage types and the effect of proximity by observing the two royals' footprints.

HANDOUT 1. SUN & SHADOW



PREVIOUS: SAM JUMISKO; THIS PAGE: JESSE JACKDAW BURNS



HANDOUT 2. IRON AVERSION

### FOOTPRINTS

Two meandering pairs of footprints walk side by side down a trail. As the footprints near one another, signs of damage around the footprints become more prevalent. You can read aloud the following:

Two sets of shoeprints meander through the damp mud of the path. As the path narrows, the shoeprints converge, and the mud appears changed. The left prints, heavy-looking boots with shallow hobnails, leave the ground cracked and dry, weeds and bugs around them no more than withered husks. The ground around the right set of prints—narrow, delicate stilettos—is flat and mirror-like, as if it had been melted into glass.

A character that inspects the prints notices that they change as they get closer together; one set is dry and withered while the others are seared into

the ground. A character proficient in Arcana or who succeeds on a **VDC Intelligence (Arcana)** check recognises one set is suffused with necrotic energy, while the other is with radiant energy. This energy is noticeably strongest when the two sets are closer together and dissipates when they're further away.

### CLUE 2: IRON AVERSION

The Queen of Brambles and her creations are weak against attacks from nonmagical iron weapons. An old battlefield covered in skeletons and rusted weapons is free from the thorny brambles that have inundated the landscape thus far. The effect of mundane iron on the flora is evident: plants close to the rusted weapons are withered and dry. You can read aloud the following:



"All citizens of the Court of Brambles, proceed to the court for Her Majesty's ceremony"

### HANDOUT 3. A VERY IMPORTANT DATE

The flat expanse up ahead is dotted with the corpses of many metal-clad warriors, the rust of their armour and weapons staining the ground orange-red. Thorny vines inundate the clearing, slowly writhing and occasionally reaching a tendril for a warrior's corpse. Occasionally, a vine touches its rust-covered target, before rearing back and falling to the ground as a dry, brown husk.

**Iron Weakness.** A successful **VDC Intelligence (Nature or Arcana)** check recalls that fey are weak to nonmagical iron. Perhaps this could also be true of the creatures in this environment. Creatures that already discovered this clue in a previous hunt automatically succeed on this check.

**Ancient Loot.** A character who spends **10 minutes** searching for a specific iron weapon and succeeds on a **Wisdom (Perception)** check (**DC** equals **VDC - 5**) finds a blunted version. The weapon requires **1 hour** of work at a forge (see Safe Haven, page 5) by a creature proficient with smith's tools to repair.

### CLUE 3: A VERY IMPORTANT DATE

Citizens of the Court of Brambles consist of magically awakened shrubs, bushes, and other thorny plants known as bramblekin. These creatures are summoned to attend a ritual in the court and are headed straight there in an easy-to-follow procession. You can read aloud the following:

A soft, melodic ringing carries out through the shrubland, growing louder with each step. A small, grey-furred creature with large, floppy ears is wearing a black tunic and ringing a handbell. "All citizens of the Court of Brambles, proceed to the court for Her Majesty's ceremony in 12 hours' time," it calls out in a nasally, high-pitched voice. Bushes and brambles uproot themselves in response, moving slowly and steadily into the distance.

Wrabit (uses **imp** statistics but can't fly and is a fey) has been tasked with telling the bramblekin residents to attend the court for a royal ceremony. Wrabit knows the ceremony takes place tomorrow and is the joining of the Queen of Brambles and the Sunsworn Princess. A successful **DC 15 Charisma (Persuasion or Intimidation)** check convinces Wrabit to share that information. On a failed check, it turns **invisible** and flees.

JESSE JACKDAW BURNS

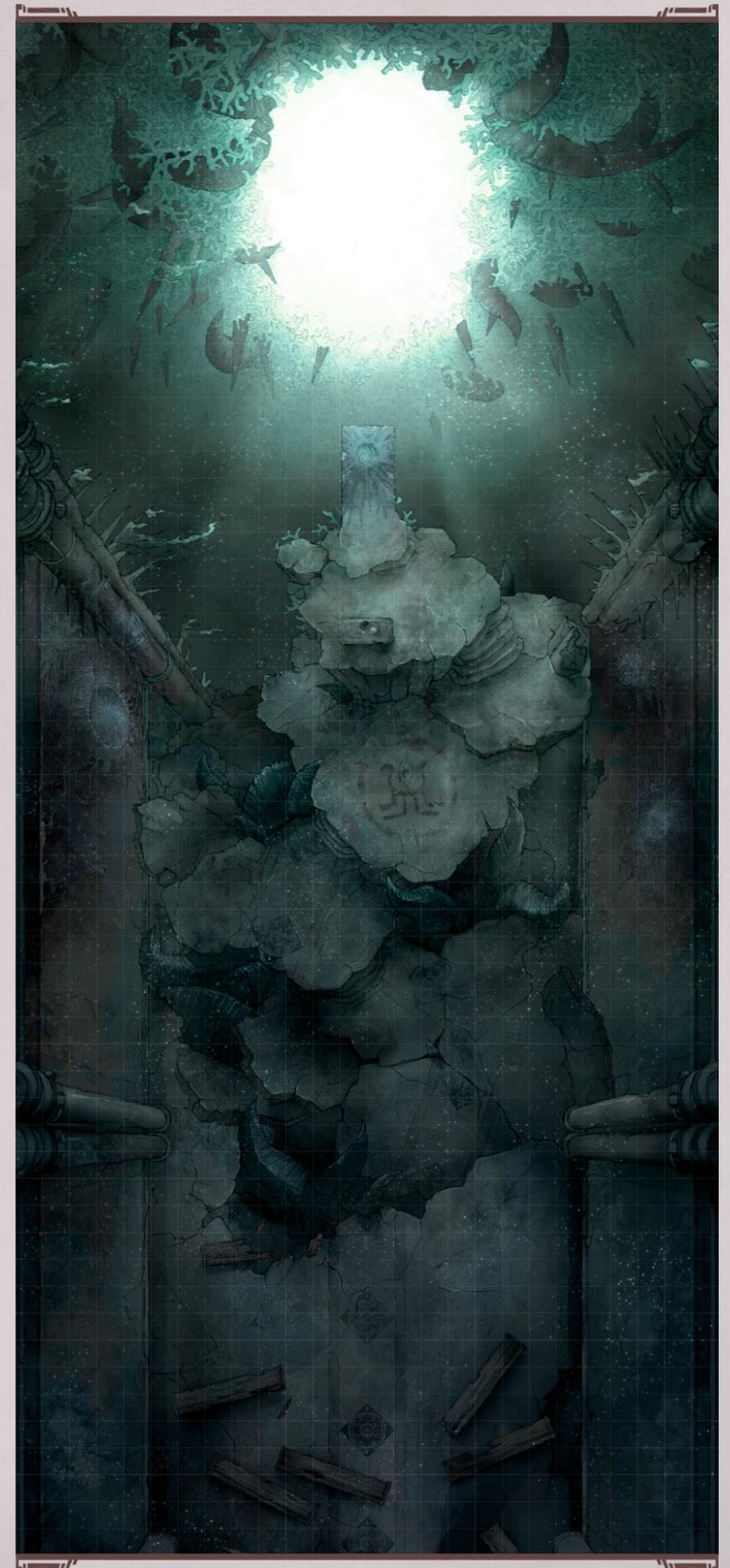


1 SQUARE = 5 FEET

CARTOGRAPHER:  
CZE & PEKU

MAP 1. BRAMBLESPIRE  
THRONE ROOM

CZE & PEKU



## THE BATTLE AHEAD

Upon reaching the Court of Brambles, the party discovers a jagged hill topped by a crumbling fortress under an energy vortex. The battle with the Queen of Brambles and the Sunsworn Princess is divided into three consecutive phases called waves. Each wave's section details the enemies and tactics faced in the wave and provides conditions for when each starts and ends.

When the party comes within sight of the town ruins, read aloud the following:

The desolate landscape gives way to a jagged rock that pierces the sky. Bramble creatures amble past and up towards the hilltop holding the dark fortress at its summit. A ruined town sits at the base, covered with thorny vines that snake through broken buildings and brambles tangled amongst the rubble. Yet, amidst the chaos, a solitary blacksmithy stands curiously untouched by the brambles in the middle of town.

The ruined town of Dusk Hill sits at the base of the fortress's hill, and the party can rest in the blacksmithy (see Safe Haven, page 5) and prepare for the upcoming confrontation. The Queen of Brambles and Princess Shael work together in the throne room, with the gathered bramblekin providing protection. Once the party has rested, it is a quick journey up the hill to reach the court.

**Helping Hand.** Mildred couldn't join the party on the Plane of Shadow, but she didn't leave them without a trick up their sleeve. The sapphire in the communication amulet she gave the party (see Planar Travel & Communication, page 3) has been etched with an *instant summons* spell. Mildred informs the party of this ability before the characters enter the Court of Brambles. A character can use an action to crush the sapphire to instantly summon a *potion of healing* (normal, greater, or superior at 5th, 9th, and 13th hunt level, respectively) and drink or administer the potion as part of the same action. For communication purposes the amulet's *sending* spell continues to function, though voices through it sound distorted and crackly.

**Princess Shael.** The Sunsworn Princess is willing to participate in the ritual to restore their severed soul with the Queen of Brambles'. The spring fey is furious at Queen Soliana's actions and is willing to take that anger out on the characters who would try to stop her soul's reunion.

**Lair Actions.** In waves 2 and 3, the Queen of Brambles takes lair actions on initiative count 20 of each round, losing initiative ties. See page 19 for a list of available lair actions.

## THE COURT OF BRAMBLES

The Court of Brambles is a crumbling fortress that was abandoned to the elements long before the Queen of Brambles and her bramblekin established their court. While the aesthetics have changed little, the Queen of Brambles conducts most of her experiments with soul magic within its decrepit walls. The queen is performing a soul magic ritual inside a powerful vortex of ethereal energy that she hopes to use to combine her soul half with Princess Shael's. The Court's bramblekin soldiers stand guard as bramblekin citizens cling to the nearby walls and wait for their queen's transformation.

**Ceiling & Floors.** The throne room ceiling is 40 feet tall and formed of moldering plaster and rotting wooden beams. The stone floor is uneven and broken and is nonmagical difficult terrain.

**Lights.** A vortex of swirling ethereal energy sheds dim light within the entire throne room.

**Hazard: Bramblekin Walls.** A creature entering a space within 5 feet of a wall for the first time on its turn must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage and be **grappled** (**escape DC** equals **VDC**) by the bramblekin on the walls. While grappled in this way, the creature takes **Vdam** piercing damage at the start of each of its turns.

**Hazard: Ethereal Vortex.** A creature that ends its turns within 20 feet of the energy vortex must succeed on a **VDC Charisma saving throw** or take **Vdam** psychic damage and **Vdam** necrotic damage as its soul begins to rend from its body. A creature reduced to 0 hit points in this way dies. The queen and princess are **immune** to this effect.

## WAVE 1: THE COURT OF BRAMBLES

The party enters the Court of Brambles throne room at the southern edge of Map 1. Bramblespire Throne Room (page 9). During this wave, the party faces the bramblekin soldiers who guard the energy vortex holding the queen and princess. Bramblekin citizens cling to the walls, creating a writhing layer of lacerating vines (see Hazard: Bramblekin Walls above).

Read aloud the following when the party enters the throne room:

Within the ruined fortress, thousands of thorny bramble creatures join together in a writhing mass that covers the walls and ceiling. The ozone-scented air crackles from an energy vortex held aloft by ethereal tendrils in the centre of the far wall. A pair of shadowy silhouettes stand on a raised platform beneath it, the vortex's tendrils caressing them. Standing before it are massive plants made of brambles, their razor-sharp thorns gleaming in the dim light.

If the party is spotted or makes their presence known, you can read the following, starting wave 1:

With a deep rumble like rocks being ground together, the largest of the bramble creatures lumbers towards you with a warning, "Mortals! Flee now before your blood wets our roots!"

## BRAMBLEKIN SOLDIERS

The majority of the bramblekin are no more than awakened shrubs, while others are powerful creatures that serve as the Queen of Brambles's soldiers. These creatures are loyal to their queen and defend her to their deaths. Bramblekin soldiers outwardly resemble the shapes of creatures from the Material Plane, though they are formed from thick, gnarled vines covered in thorns.

A bramblekin soldier uses the statistics referenced in each wave with the following modifications:

- Its type is plant.
- It is **immune** to poison damage and the charmed and poisoned conditions.
- It has the following additional traits:
  - ◊ **Thorny Defence.** A creature that touches the bramblekin or hits it with a melee attack while within 5 feet of it takes half **Vdam** piercing damage.
  - ◊ **Ferrous Weakness.** When the bramblekin takes **Vdam** or more bludgeoning, piercing, or slashing damage in a single instance from a nonmagical weapon made with iron, it has **disadvantage** on the next ability check, saving throw, or attack roll it makes before the end of its next turn.

## ENEMIES

The first wave of enemies in the throne room are a team of bramblekin soldiers.

**Level 5.** At 5th level, the wave 1 combatants are:

- 2 bramble trees (**awakened tree**; CR 2)
- 1 bramble mound (**shambling mound**; CR 5)

**Level 9.** At 9th level, the wave 1 combatants are:

- 4 bramble knights (**knight**; CR 3)
- 1 bramble boar (**mammoth**; CR 6)

**Level 13.** At 13th level, the wave 1 combatants are:

- 4 bramble knights (**knight**; CR 3)
- 2 bramble mounds (**shambling mound**; CR 5)
- 1 bramble treant (**treant**; CR 9)

## TACTICS

The bramblekin soldiers attempt to shove the characters into the walls to keep them grappled. While they fight passionately and with complete disregard for their safety, the soldiers strike at whoever is closest and don't coordinate attacks. However, the soldiers will focus their attacks on a creature that triggers the energy vortex (see Hazard: Ethereal Vortex above).

## END OF WAVE

The end of this wave is triggered when all enemies are defeated. Once that happens, the Queen of Brambles and Sunsworn Princess step out of the vortex and initiate wave 2.

## WAVE 2: HALVES OF A WHOLE

During this wave, the Queen of Brambles and the Sunsworn Princess leave the energy vortex to face the party. They don't care to converse with the party and want only to complete their ritual.

Once the second wave begins, read aloud the following:

The vortex of energy churns and tendrils lash frantically as two figures emerge from its embrace. One bears a queen's grace, pale-skin contrasted with raven-black hair held back by a crown of blackened thorns. Her slender form is wrapped in a shimmering gown, and her piercing gaze locks onto you. A curvaceous figure stands beside her, encased in a sultry ballgown of twisted black roses and wearing a silver circlet atop golden locks. While as different as night and day, they share an uncanny resemblance.

"You dare to bring your mortal stench into my court?" the queen hisses with a voice like rustling leaves. The other figure's eyes shimmer with a golden light as she growls, "I will send you back to my mother in pieces!"

### ENEMIES

The second wave consists of the Queen of Brambles and the Sunsworn Princess.

**Level 5.** At 5th level, the wave 2 combatants are:

- 1 **Heir of Brambles** (CR 5)
- 1 **Sunsworn Heir** (CR 5)

**Level 9.** At 9th level, the wave 2 combatants are:

- 1 **Lady of Brambles** (CR 8)
- 1 **Sunsworn Lady** (CR 8)

**Level 13.** At 13th level, the wave 2 combatants are:

- 1 **Queen of Brambles** (CR 13)
- 1 **Sunsworn Princess** (CR 13)

### TACTICS

The Queen of Brambles had a servant cast *barkskin* on her prior to the start of combat. The pair work in tandem and try to stay within range of each other to take advantage of their Soul Nova legendary actions. The Queen of Brambles uses her crowd control spells and abilities—such as *entangle* and *Bramble Dominion*—to limit the party's movement and allow the Sunsworn Princess to use hit-and-run melee tactics. The queen also uses her Fey Charm to turn a character to her side whenever it's available. The princess is a brawler who jumps into the fray to strike at the character she deems the weakest before rushing out again to stay within range of the queen.

### END OF WAVE

The end of this wave is triggered when both the Queen of Brambles and Sunsworn Princess are reduced to 0 hit points. As each is defeated, their bodies become protected by an impenetrable cocoon of thorns (for the queen) or leafy vines (for the princess). One round after they have both been cocooned, proceed to wave 3.

## WAVE 3: LONG LIVE THE QUEEN

On initiative count 0 of the round after the second of the two is reduced to 0 hit points, the Queen of Brambles and Sunsworn Princess activate their mythic traits and simultaneously emerge from their protective cocoons.

Once the protective cocoons shatter, read aloud the following:

Cracks start to form along the hardened exterior of the cocoons surrounding the queen and princess. Mingled beams of light and wispy darkness shine through just before the cocoons shatter, and the pair dart into the sky using newly grown wings. The princess has a shimmering, colourful pair like a delicate butterfly, and the queen sports a pair of leathery bat-like wings. They meet in mid-air above the centre of the room and begin to weave magic of light and darkness once more. "I will be whole once more! Nothing can stop me!" they cry in perfect unison.

**Trapping the Queen.** Once the Queen of Brambles is reduced to 0 hit points, the characters must place the enchanted crystal sphere (see Mildred Magpie, page 2) into her mouth to trap her soul. Her remains harden and become gnarled brambles that can be harvested (see *Harvesting*, page 14, and check out *Heliana's Guide to Monster Hunting* for the full *Harvesting* & *Crafting* mechanics).

### ENEMIES

The third wave of enemies consists of the Queen of Brambles and Sunsworn Princess after their mythic traits have been activated.

**Level 5.** At 5th level, the wave 3 combatants are:

- 1 **Heir of Brambles** (CR 5; mythic state)
- 1 **Sunsworn Heir** (CR 5; mythic state)

**Level 9.** At 9th level, the wave 3 combatants are:

- 1 **Lady of Brambles** (CR 8; mythic state)
- 1 **Sunsworn Lady** (CR 8; mythic state)

**Level 13.** At 13th level, the wave 3 combatants are:

- 1 **Queen of Brambles** (CR 13; mythic state)
- 1 **Sunsworn Princess** (CR 13; mythic state)

### TACTICS

The Queen of Brambles and the Sunsworn Princess use their newly grown wings to manoeuvre around the battlefield while staying within range of each other to use Soul Nova. They use the dust from their wings to blind and slow the party before using their area of effect abilities—such as *Thorn Barrage* and *Solar Flare*—to hit as many characters as possible.

### END OF WAVE

This wave ends when the Queen of Brambles is reduced to 0 hit points and is stored in the sphere.

Read aloud the following if the Queen of Brambles is absorbed into the sphere:

As Mildred's sphere absorbs the Queen of Brambles' soul, it fills with twisted vines and black roses, leaving the queen's body an emaciated wooden husk. The princess falls to her knees as her face crumples in defeat. "I surrender!" she cries mournfully. She crawls to grasp the fallen queen's hand. "All I wanted was to be complete. To be whole again. You took that from me and I will never forgive you!" Streams of tears race down her cheeks and silently splash against the queen's gnarled wood body.

The vortex of energy dissipates as soft thuds start to sound across the room. The bramble creatures fall from their perches one by one, dead before they hit the floor. The crumbling fortress groans in protest as sections of the stone walls give way.

## OPTIONAL ENDING: RESCUE ON THE RUN

If you are running this as a one-shot adventure, you may wish to up the stakes the characters face after defeating the Queen of Brambles. This gives the characters a finality to their story beyond just defeating the monster. One way to accomplish this is to create an overly-dramatic event when the queen is defeated. For example, the energy vortex in the Court of Brambles could begin to grow volatile instead of dissipating harmlessly. The energy tendrils could lash against the fortress, speeding up the destruction of the already crumbling walls, forcing the party to race towards the exit. Can the party manage to escape with a struggling princess while the vortex expands, eating away at Dusk Hill until nothing remains? Or will they fail in their rescue and return to the Sunsworn Court empty-handed to face Queen Soliana's wrath?

**Mechanics.** The player characters have 3 turns to escape the fortress with the princess in tow. On initiative count 0 of the turns following the absorption of the queen's soul, hazards occur.

**Round 1: Eruption.** The vortex erupts. Each creature in the fortress must make a **VDC Wisdom saving throw**, taking **Vdam** psychic damage on a failure, or half as much damage on a success.

**Round 2: Rockfall.** Blocks of stone and petrified bramblekin corpses fall from the ceiling. Each creature in the fortress must make a **VDC Dexterity saving throw**, taking **Vdam** bludgeoning damage on a failure, or half as much damage on a success. The floor of the fortress is affected by a nonmagical effect identical to the *spike growth* spell (**save DC** equals **VDC**).

**Round 3: Collapse.** The entire fortress collapses. Each creature in the fortress must make a **VDC + 10 Strength saving throw**, taking **Vdam x 5** bludgeoning damage and being **restrained** on a failure, or **Vdam x 3** bludgeoning damage and not being restrained on a success.

## AFTERMATH

The party can use Mildred's enchanted amulet to let the autumn hag know they are ready to return home. With the help of other Sunsworn Court spellcasters, Mildred opens a portal in the centre of the Court of Brambles that leads back to the faerie realm and the Sunsworn Court.

Here are some additional developments that can occur after this hunt.

- While shocked at Princess Shael's appearance, Queen Soliana is grateful for the return of her daughter. She publicly thanks the party with an official ceremony to reward the characters and feast in their honour.
- Princess Shael retreats to her rooms and refuses to attend court. She begins a centuries-long study into soul magic, much like the Queen of Brambles did before her.
- Without the queen's magical thorns holding it together, Dusk Hill and the Court of Brambles collapse and disappear under the rubble, never to be seen again.
- If the characters choose to capture the Queen of Brambles's soul, Mildred spends the rest of her life secretly searching for a way to cleanse her of the darkness. Unfortunately, the hag never finds a solution, and the Queen of Brambles lies trapped in her demiplane of shadows.
- Many years later, Shael finds and steals the sphere containing the Queen of Brambles' soul and completes the ritual the party interrupted.
- If the party fails to stop the ritual, the merged Princess Shael-Queen of Brambles returns to the Sunsworn Court, ousts Queen Soliana, and corrupts the land into an unseelie facsimile of its previous appearance.

## TREASURE

A magical sickle, *nature's vengeance*, can be found on the corpse of the Queen of Brambles; its rarity is based on the hunt's level. Queen Soliana Sunsworn rewards the party with any gold she promised them (see Hunt Rewards per Player Character table, page 3).

Hunt Level	Nature's vengeance (rarity)
5th	Uncommon
9th	Rare
13th	Very rare

## CRAFTING

The following unique items can be crafted from the components harvested from the Queen of Brambles.

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Black Bloom	Rod, Staff, or Wand	Uncommon			Frail	600 gp
		Rare	Required	Fey (Bramble Queen) psyche	Robust	2,650 gp
		Very rare			Potent	10,900 gp
Bramble Lace Gloves	Wondrous item	Uncommon			Frail	590 gp
		Rare	Required	Fey (Bramble Queen) pouch of thorns	Robust	3,200 gp
		Very rare			Potent	11,800 gp
Verdure	Weapon (any axe)	Rare	Required	Fey (Bramble Queen) heart	Robust	3,230 gp
		Very rare			Potent	11,880 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

## HARVESTING

The following unique components can be harvested from the remains of the Queen of Brambles, in addition to those normal for a Fey.

### QUEEN OF BRAMBLES HARVEST TABLE

Component DC	Components
10	Pouch of thorns (10)
20	Heart (1)
25	Psyche (1)

## APPENDIX A - MAGIC ITEMS

### BLACK BLOOM

Rod, staff, or wand, uncommon (requires attunement)  
Component: pouch of plant pollen

The black roses of the Plane of Fey thrive in the bodies of creatures; their roots pierce flesh and their vines strangle limbs in a dominating display. As much as Unseelie Fey enjoy tricks and subtle manipulation, a more forceful approach is sometimes required.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

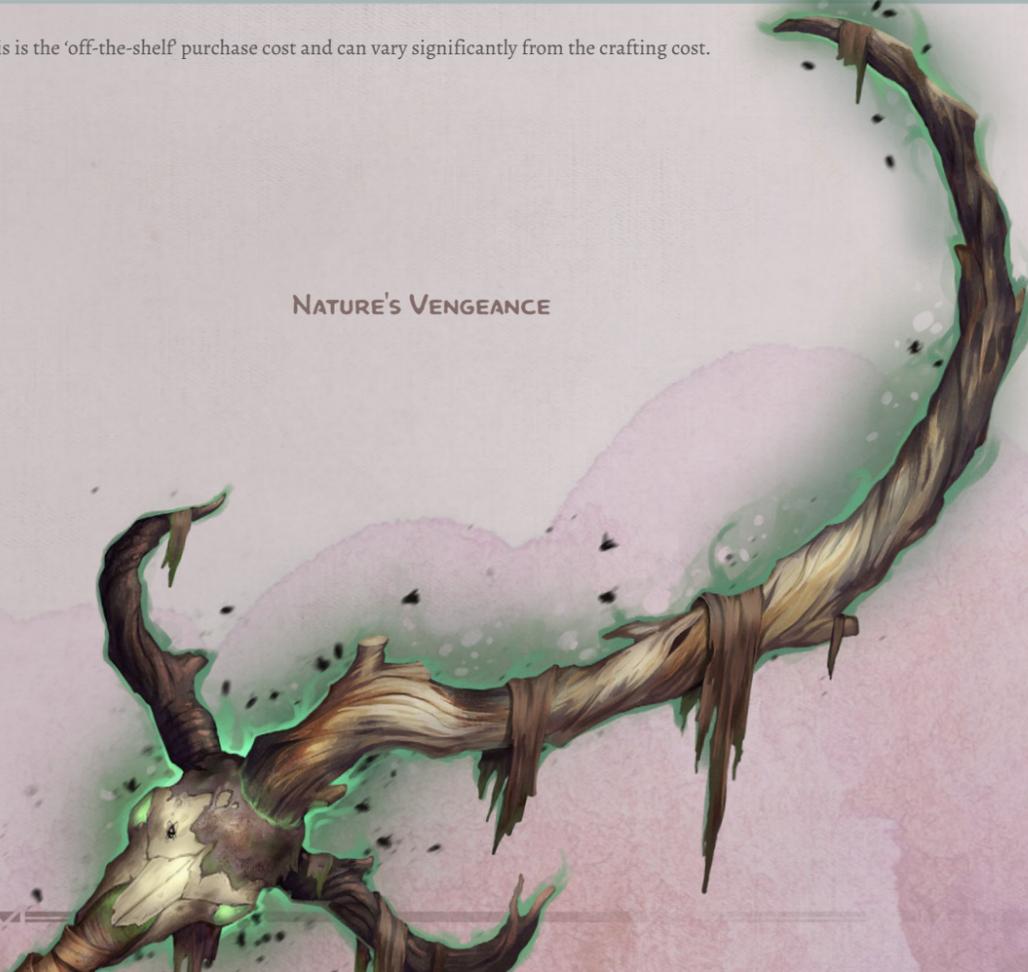
**Puppet of the Rose.** As an action while holding this item, you can expend up to **2 charges**. For each charge, one thin, thorny vine shoots towards a different creature you can see within **20 feet** of you. Make a ranged spell attack against that creature (+5 to hit), which takes **2d6** piercing damage and must make a **DC 13 Constitution saving throw** on a hit. On a failed save, a black rose vine grows where the creature was hit and remains for **1 minute**, wrapping around the creature's limbs.

While a creature is under this effect, you can manipulate those vines to exert limited control over it. Whenever it would be able to use its reaction, you can use your own reaction to force it to do so, treating all creatures as hostile for the purposes of opportunity attacks. A creature under this effect can't take reactions other than the ones you command it to, and it repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Rare variant:** Increase the charges to **8**, the recharge to **1d6 + 2**, the attack bonus to **+7**, the damage to **3d6**, and the **save DC** to **15**.

**Very rare variant:** Increase the charges to **10**, the recharge to **1d6 + 4**, the attack bonus to **+8**, the damage to **4d6**, and the **save DC** to **16**.

NATURE'S VENGEANCE



BLACK BLOOM



## BRAMBLE LACE GLOVES

Wondrous item, uncommon (requires attunement)  
Component: bundle of plant roots

Despite the lack of soil or water, the dark roses on these luxurious gloves are alive, feeding gently off of the energy of their wearer. This symbiotic relationship has no adverse effects on the wearer aside from some aggravated tiredness at the end of the day—a small price to pay for the powerful fey magic held within.

**Overgrowth.** As an action while wearing these gloves, you can touch a creature, forcing it to make a **DC 13 Strength saving throw**. On a failed save, the creature is **restrained** for **1 minute** as brambles from one of the gloves spread to it, enveloping it in a mass of vines and thorns. A creature restrained in this way can use an action to make a **DC 13 Strength** check, ending the effect on a success. While the creature is restrained, you can use a bonus action to control the writhing brambles in one of the manners described below. Once this property of the gloves has been used, it can't be used again until the next dawn.

**Constrict.** The thorny brambles tighten around the restrained creature, dealing **2d6** piercing damage to it.

**Lash.** A bramble whip lashes out against a different creature that you can see within **20 feet** of the restrained one. Make a weapon attack roll against it (+5 to hit), dealing **4d6** slashing damage on a hit.

**Rare variant:** Increase the **DCs** to **15** and the attack bonus to +7. The Overgrowth property can be used twice—once for each glove—before the next dawn.

**Very rare variant:** Increase the **DCs** to **16**, the attack bonus to +9, the damage of Constrict to **4d6**, and the damage of Lash to **6d6**. The Overgrowth property can be used twice—once for each glove—before the next dawn.

## NATURE'S VENGEANCE

Weapon (sickle or scimitar), rare (requires attunement)  
Component: bundle of plant roots

When progress arrived with its axes and flame, the Circle of Thorns designed a weapon to recapture the life force the newcomers stole from the forest. Using the magic of this bent-bladed wood-and-bone weapon, they disguised themselves as irritable village elders allowing them to undertake a decades-long campaign of guerilla warfare.

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn.



BRAMBLE LACE  
GLOVES

**Illusory Appearance.** As an action, you can disguise this weapon to look like a mundane walking stick with a magical illusion. The illusion lasts until you end it as a bonus action or you fall unconscious. The changes wrought by this effect fail to hold up to physical inspection. To discern that the weapon is disguised, a creature can use its action to inspect it and must succeed on a **DC 20 Intelligence (Investigation)** check.

**Steal Life.** When you hit a non-construct creature with an attack roll using this weapon, you can spend **1 charge** to siphon the target's life force. The target must make a **DC 15 Constitution saving throw**, taking **2d6** necrotic damage on a failed save, or half as much damage on a successful one. You regain hit points equal to the half the necrotic damage taken.

**Uncommon variant:** Reduce the **save DC** to **13** and the damage to **1d6**.

**Very rare variant:** Increase the **save DC** to **16** and the damage to **3d6**.

MATHIEU CLOCHARD

## VERDURE

Weapon (any axe), rare (requires attunement)  
Component: pouch of plant leaves

Oddly light and perilously sharp, these axes are often a first choice for pranksters and mischief-makers. Little can compare to the joy of watching a foe flail pathetically in the air before plummeting back to earth, or the satisfying crunch that often follows.

This axe has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

**Rising Leaves.** As a bonus action while holding this weapon, you can expend **1 charge** and swing it in the air to conjure a whirlwind of leaves in the space of a

creature you can see within **30 feet** of you, forcing it to make a **DC 15 Strength saving throw**. On a failed save, the creature is lifted **30 feet** straight up into the air, after which it falls normally. A creature can choose to fail this saving throw.

**Falling Leaves.** While holding this weapon, you can cast the *feather fall* spell at will, targeting only yourself. The spell ends early if you let go of the axe.

**Very rare variant:** Increase the **charges** to **8**, the recharge to **1d6 + 2**, and the **save DC** to **16**. You can target up to 5 creatures, as normal, when you use the axe to cast the *feather fall* spell.

VERDURE



MICHELE MUELLER

# APPENDIX B - SPELLS

## ENRAGE

3rd-level enchantment

**Casting Time:** 1 action

**Range:** 120 feet (20-foot-radius sphere)

**Components:** V, S, M (a red handkerchief)

**Duration:** Concentration, up to 1 minute

**Class:** Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

## MORTIFEROUS PULSE

2nd-level biomancy\* (\*can be replaced with necromancy)

**Casting Time:** 1 action

**Range:** Self (50-foot line)

**Components:** V, S, M (a dead animal)

**Duration:** Instantaneous

**Class:** Druid, Warlock

You summon a bolt of negative energy to stimulate and transmit necrotic pathogens into those that stand before you, decaying their internal viscera. Each creature in a **5-foot-wide, 50-foot-long line** extend-

ing from you must make a **Dexterity saving throw**, taking **3d8** necrotic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

## PINS & NEEDLES

Biomancy\* cantrip (\*can be replaced with evocation)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## SOUL REND

4th-level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (one drop of blue curaçao)

**Duration:** Instantaneous

**Class:** Cleric, Druid, Warlock

You attempt to wrench the soul of a creature you can see within range from its corporeal form, forcing it to make a **Charisma saving throw**. On a failure, a creature takes 14 (**4d6**) psychic damage and 14 (**4d6**) necrotic damage, and is dazed until the end of its next turn. On a success, a creature takes half as much damage and isn't dazed. While dazed, a creature can't take reactions, can take only an action or bonus action on its turn, not both, and has its speed halved.

A creature that is reduced to 0 hit points in this way dies and can't be revived by a *revivify* spell. Creatures without souls are unaffected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, both damage types increase by **1d6** for each slot level above 4th.

# APPENDIX C - CREATURES

## THE SPLIT SOULS

### LAIR ACTIONS

The Queen of Bramble's magic has seeped into the court and become an extension of her will. This ambient magic creates effects that can be made as lair actions within the courtyard. The saving throw DC and damage of the lair actions depend on the level of the hunt, as shown in the Variable Lair Action Statistics table.

### VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam
5th	13	5 ( <b>2d4</b> )
9th	15	10 ( <b>3d6</b> )
13th	16	14 ( <b>4d6</b> )

**Lair Actions.** On initiative count 20 (losing initiative ties), the Queen of Brambles takes a lair action; the queen can't use the same effect two rounds in a row:

**Bramble Wall.** Thorny brambles sprout from the floor, creating a **20-foot-long, 10-foot-high, 5-foot-thick** wall. The wall lasts for **1 minute** and provides total cover for targets behind it. When a creature moves through the wall, it must make a **VDC Dexterity saving throw**, taking **Vdam x 2** piercing damage on a failed save or half as much damage on a successful one. Any **5-foot** cube of wall exposed to fire burns away in 2 rounds, dealing **Vdam** fire damage to any creature that starts its turn in the fire.

**Ensnaing Roots.** Grasping roots shoot up from the ground in a **15-foot-radius, 30-foot-high cylinder** centred on a point the Queen of Brambles chooses within **60 feet** of her. Each creature within the area must succeed on a **VDC Dexterity saving throw** or be **restrained** until initiative count 20 on the next round.

**Thorny Barrage.** A barrage of thorns rains down from the ceiling in a **15-foot-radius circle** within the lair. Each creature under the area must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage and be **poisoned** until initiative count 20 on the next round.

## THE QUEEN OF BRAMBLES

Born as the Sunsworn Princess, the Queen of Brambles' soul was severed from her body and banished to the Plane of Shadow. As with all creatures that enter the Plane of Shadow, her physical form began to change. Her skin paled until it was as colourless as the moon, her curls straightened and fell flat and shapeless down her back, and her plump spring form withered away until a long and lithe creature remained.

Taken in by a night hag, the Queen of Brambles learnt soul magic and raised a horde of thorny creatures to serve in her Court of Brambles. She is a cunning and powerful leader, feared by many and adored by her people. Her desire to reunite with the other half of her soul has driven her to great lengths, and she will stop at nothing to achieve her goal.

## HEIR OF BRAMBLES

Medium fey, neutral evil

**Armour Class** 12 (16 with *barkskin*)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	15 (+2)	13 (+1)	17 (+3)

**Saving Throws** Int +5, Cha +6

**Skills** Deception +9, Insight +4, Perception +4, Stealth +5

**Damage Resistances** cold, fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, Common, Primordial, Sylvan

**Challenge** 5 (1,800 XP) **Proficiency Bonus** +3

**Ferrous Weakness.** When the heir takes 6 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Innate Spellcasting.** The heir's innate spellcasting ability is Charisma (**spell save DC 14**). Cantrips are cast as a 5th-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: *pins & needles*<sup>\*</sup>

2/day each: *entangle*

1/day each: *barkskin*<sup>†</sup>, *mirror image*

<sup>\*</sup>See Appendix B. <sup>†</sup>This spell is cast on the heir by a servant before combat.

<sup>‡</sup>Indicates concentration.

**Legendary Resistance (2/Day).** If the heir fails a saving throw, she can choose to succeed instead.

**Shadow Soul (Recharges after a Short or Long Rest).** When the heir would be reduced to 0 hit points, her current hit point total instead resets to 58 hit points and she recharges her Thorn Barrage. A cocoon of impenetrable thorns and brambles wraps around the heir momentarily before cracking open in a flash of light and shadow. A pair of bat-like, shadowy wings sprouts from the heir's back and she gains a flying speed of 60 feet. Additionally, the heir can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 1,800 XP (3,600 XP total) for defeating the heir after her Shadow Soul activates.

**Soul Shield.** While the heir is within 10 feet of Shael, she is surrounded by a necrotic aura. A creature that touches the heir or hits her with a melee attack while within 10 feet of her takes 3 (1d6) necrotic damage.

**Toxic Weapons.** The heir's weapon attacks are magical and deal an extra 2 (1d4) necrotic damage on a hit (included in the attack).

### ACTIONS

**Multiattack.** The heir casts a spell or uses Fey Charm. She also makes two Sickle attacks.

**Sickle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) necrotic damage. The target must succeed on a **DC 14 Constitution saving throw** or be **poisoned** for 1 minute.

**Fey Charm.** The heir targets one humanoid or beast she can see within 30 feet of her. If the target can see the heir, it must succeed on a **DC 14 Wisdom saving throw** or be magically **charmed** by her. The charmed creature regards the heir as a trusted leader to be heeded and protected. Although the target isn't under the heir's control, it takes the heir's requests or actions in the most favourable way it can.

Each time the heir or her 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 heir dies, activates her mythic trait, 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 heir's Fey Charm for the next 24 hours.

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

**Thorn Barrage (Recharge 5-6).** The heir fires a blast of toxic thorns in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 14 Dexterity saving throw**, taking 7 (2d6) piercing damage and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The heir 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 heir regains spent legendary actions at the start of her turn.

**Attack.** The heir makes one Sickle attack.

**Bramble Dominion (Costs 2 Actions).** The heir summons brambles on the ground in a 2-foot-high, 20-foot circle centred on a point she can see within 60 feet of her. Each creature in the area must succeed on a **DC 14 Dexterity saving throw** or take 7 (2d6) piercing damage and have its speed reduced to 0 feet until the end of its next turn. Until the end of her next turn, the area is afflicted per the *spike growth* spell. Shael and the heir are **immune** to these effects.

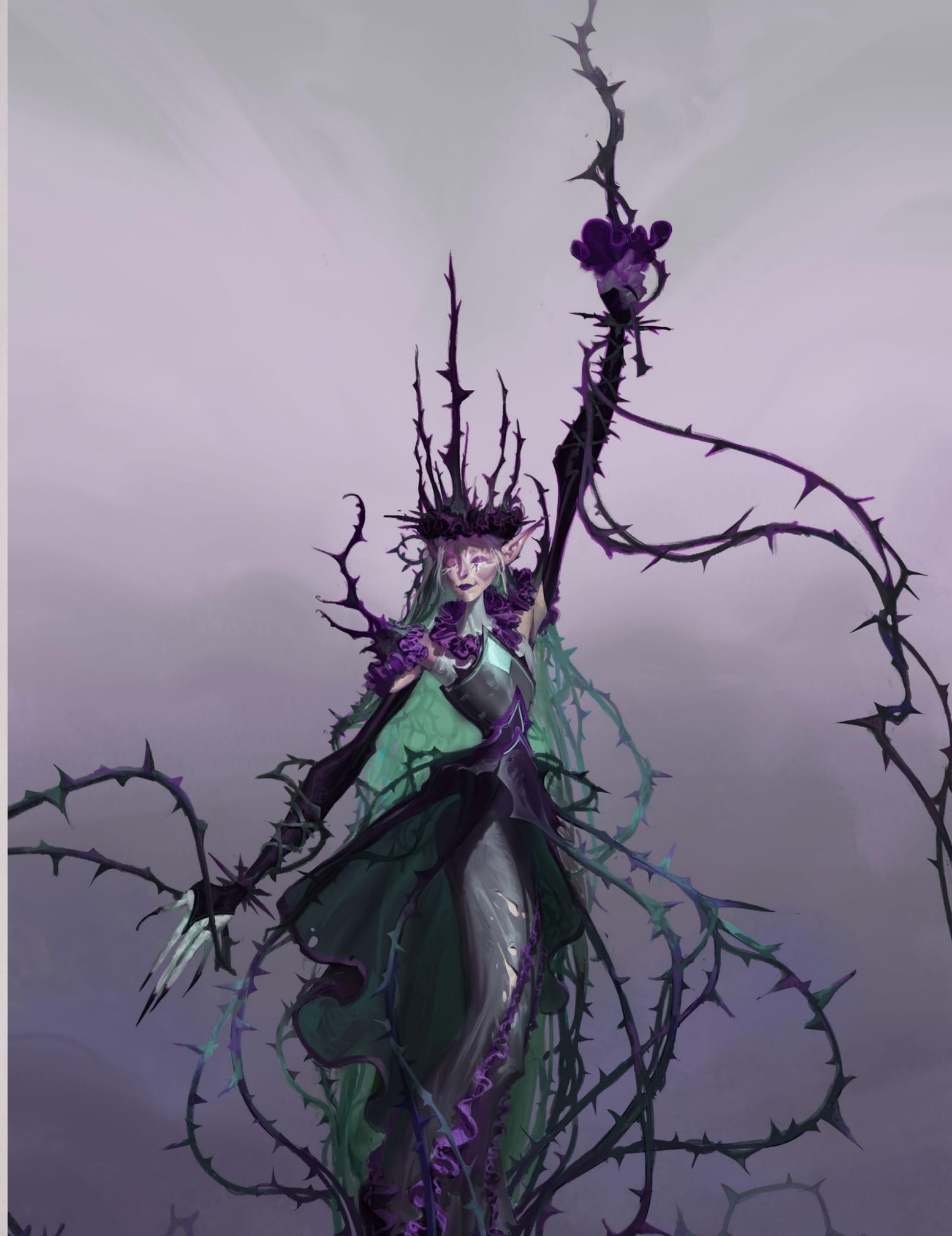
**Soul Nova (Costs 2 Actions).** If the heir is within 10 feet of Shael, she begins a soul ritual, glowing with a maleficent red-black aura until she moves or takes another action. The heir and Shael each regain 11 (2d6 + 4) hit points and each other creature within 10 feet of the heir or Shael must make a **DC 14 Constitution saving throw**, taking 3 (1d6) necrotic damage and 3 (1d6) radiant damage on a failure, or half as much damage on a success.

### MYTHIC ACTIONS

If the heir's Shadow Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Reign of Darkness.** The heir beats her wings, releasing a cloud of shadow dust. Each creature within 10 feet of her other than Shael must succeed on a **DC 14 Dexterity saving throw** or be **blinded** until the start of its next turn. The heir can then fly up to half her flying speed.

**Shadow Soul Drain.** The heir targets a creature she can see within 60 feet of her and attempts to drain its soul. The target must succeed on a **DC 14 Charisma saving throw** or take 7 (2d6) necrotic damage and be unable to regain hit points until the start of its next turn. The heir regains hit points equal to half the damage dealt.



## LADY OF BRAMBLES

Medium fey, neutral evil

**Armour Class** 12 (16 with *barkskin*)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Int +6, Cha +7

**Skills** Deception +10, Insight +5, Perception +5, Stealth +5

**Damage Resistances** cold, fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Common, Primordial, Sylvan

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Ferrous Weakness.** When the lady takes 9 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Innate Spellcasting.** The lady's innate spellcasting ability is Charisma (**spell save DC 15**). Cantrips are cast as an 8th-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: *pins & needles*<sup>†</sup>

3/day each: *entangle*, *mirror image*

2/day each: *barkskin*<sup>†c</sup>, *enrage*<sup>c</sup>

<sup>†</sup>See Appendix B. <sup>†c</sup>This spell is cast on the lady by a servant before combat.

<sup>c</sup>Indicates concentration

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

**Shadow Soul (Recharges after a Short or Long Rest).** When the lady would be reduced to 0 hit points, her current hit point total instead resets to 97 hit points and she recharges her Thorn Barrage. A cocoon of impenetrable thorns and brambles wraps around the lady momentarily before cracking open in a flash of light and shadow. A pair of bat-like, shadowy wings sprouts from the lady's back and she gains a flying speed of 60 feet. Additionally, the lady can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 3,900 XP (7,800 XP total) for defeating the lady after her Shadow Soul activates.

**Soul Shield.** While the lady is within 10 feet of Shael, she is surrounded by a necrotic aura. A creature that touches the lady or hits her with a melee attack while within 10 feet of her takes 5 (2d4) necrotic damage.

**Toxic Weapons.** The lady's weapon attacks are magical and deal an extra 3 (1d6) necrotic damage on a hit (included in the attack).

### ACTIONS

**Multiattack.** The lady casts a spell or uses Fey Charm. She also makes two Sickle attacks.

**Sickle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 3 (1d6) necrotic damage. The target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for 1 minute.

**Fey Charm.** The lady targets one humanoid or beast she can see within 30 feet of her. If the target can see the lady, it must succeed on a **DC 15 Wisdom saving throw** or be magically **charmed** by her. The charmed creature regards the lady as a trusted leader to be heeded and protected. Although the target isn't under the lady's control, it takes the lady's requests or actions in the most favourable way it can.

Each time the lady or her 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 lady dies, activates her mythic trait, 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 lady's Fey Charm for the next 24 hours.

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

**Thorn Barrage (Recharge 5-6).** The lady fires a blast of toxic thorns in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 15 Dexterity saving throw**, taking 14 (4d6) piercing damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The lady 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 lady regains spent legendary actions at the start of her turn. **Attack.** The queen makes one Sickle attack.

**Attack.** The lady makes one Sickle attack.

**Bramble Dominion (Costs 2 Actions).** The lady summons brambles on the ground in a 2-foot-high, 20-foot circle centred on a point she can see within 60 feet of her. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or take 10 (3d6) piercing damage and have its speed reduced to 0 feet until the end of its next turn. Until the end of her next turn, the area is afflicted per the *spike growth* spell. Shael and the lady are **immune** to these effects.

**Soul Nova (Costs 2 Actions).** If the lady is within 10 feet of Shael, she begins a soul ritual, glowing with a maleficent red-black aura until she moves or takes another action. The lady and Shael each regain 16 (3d6 + 6) hit points and each other creature within 10 feet of the lady or Shael must make a **DC 15 Constitution saving throw**, taking 5 (2d4) necrotic damage and 5 (2d4) radiant damage on a failure, or half as much damage on a success.

### MYTHIC ACTIONS

If the lady's Shadow Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Reign of Darkness.** The lady beats her wings, releasing a cloud of shadow dust. Each creature within 10 feet of her other than Shael must succeed on a **DC 15 Dexterity saving throw** or be **blinded** until the start of its next turn. The lady can then fly up to half her flying speed.

**Shadow Soul Drain.** The lady targets a creature she can see within 60 feet of her and attempts to drain its soul. The target must succeed on a **DC 15 Charisma saving throw** or take 10 (3d6) necrotic damage and be unable to regain hit points until the start of its next turn. The lady regains hit points equal to half the damage dealt.

## QUEEN OF BRAMBLES

Medium fey, neutral evil

**Armour Class** 13 (16 with *barkskin*)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

**Saving Throws** Int +8, Cha +9

**Skills** Deception +14, Insight +7, Perception +7, Stealth +8

**Damage Resistances** cold, fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Abyssal, Common, Primordial, Sylvan

**Challenge** 13 (10,000 XP) **Proficiency Bonus** +5

**Ferrous Weakness.** When the queen takes 12 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Innate Spellcasting.** The queen's innate spellcasting ability is Charisma (**spell save DC 17**). Cantrips are cast as a 13th-level spellcaster. She can innately cast the following spells, requiring no material components:

At will: *mortiferous pulse*<sup>\*</sup>, *pins & needles*<sup>\*</sup>

3/day each: *entangle*, *mirror image*

2/day each: *barkskin*<sup>†c</sup>, *enrage*<sup>c</sup>, *soul rend*<sup>c</sup>

<sup>\*</sup>See Appendix B. <sup>†</sup>This spell is cast on the queen by a servant before combat.

<sup>c</sup>Indicates concentration

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

**Shadow Soul (Recharges after a Short or Long Rest).** When the queen would be reduced to 0 hit points, her current hit point total instead resets to 136 hit points and she recharges her Thorn Barrage. A cocoon of impenetrable thorns and brambles wraps around the queen momentarily before cracking open in a flash of light and shadow. A pair of bat-like, shadowy wings sprouts from the queen's back and she gains a flying speed of 60 feet. Additionally, the queen can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 10,000 XP (20,000 XP total) for defeating the queen after her Shadow Soul activates.

**Soul Shield.** While the queen is within 10 feet of Shael, she is surrounded by a necrotic aura. A creature that touches the queen or hits her with a melee attack while within 10 feet of her takes 7 (2d6) necrotic damage.

**Toxic Weapons.** The queen's weapon attacks are magical and deal an extra 5 (2d4) necrotic damage on a hit (included in the attack).

### ACTIONS

**Multiattack.** The queen casts a spell or uses Fey Charm. She also makes two Sickle attacks.

**Sickle.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 5 (2d4) necrotic damage. The target must succeed on a **DC 17 Constitution saving throw** or be **poisoned** for 1 minute.

**Fey Charm.** The queen targets one humanoid or beast she can see within 30 feet of her. If the target can see the queen, it must succeed on a **DC 17 Wisdom saving throw** or be magically **charmed** by her. The charmed creature regards the queen as a trusted leader to be heeded and protected. Although the target isn't under the queen's control, it takes the queen's requests or actions in the most favourable way it can.

Each time the queen or her 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 queen dies, activates her mythic trait, 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 queen's Fey Charm for the next 24 hours.

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

**Thorn Barrage (Recharge 5-6).** The queen fires a blast of toxic thorns in a 60-foot line that is 5 feet wide. Each creature in that line must make a **DC 17 Dexterity saving throw**, taking 21 (6d6) piercing damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The queen 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 queen regains spent legendary actions at the start of her turn.

**Attack.** The queen makes one Sickle attack.

**Bramble Dominion (Costs 2 Actions).** The queen summons brambles on the ground in a 2-foot-high, 20-foot circle centred on a point she can see within 60 feet of her. Each creature in the area must succeed on a **DC 17 Dexterity saving throw** or take 14 (4d6) piercing damage and have its speed reduced to 0 feet until the end of its next turn. Until the end of her next turn, the area is afflicted per the *spike growth* spell. Shael and the queen are **immune** to these effects.

**Soul Nova (Costs 2 Actions).** If the queen is within 10 feet of Shael, she begins a soul ritual, glowing with a maleficent red-black aura until she moves or takes another action. The queen and Shael each regain 22 (4d6 + 8) hit points and each other creature within 10 feet of the queen or Shael must make a **DC 17 Constitution saving throw**, taking 7 (2d6) necrotic damage and 7 (2d6) radiant damage on a failure, or half as much damage on a success.

### MYTHIC ACTIONS

If the queen's Shadow Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Reign of Darkness.** The queen beats her wings, releasing a cloud of shadow dust. Each creature within 10 feet of her other than Shael must succeed on a **DC 17 Dexterity saving throw** or be **blinded** until the start of its next turn. The queen can then fly up to half her flying speed.

**Shadow Soul Drain.** The queen targets a creature she can see within 60 feet of her and attempts to drain its soul. The target must succeed on a **DC 17 Charisma saving throw** or take 18 (4d8) necrotic damage and be unable to regain hit points until the end of its next turn. The queen regains hit points equal to half the damage dealt.

## SHAEL, THE SUNSWORN PRINCESS

Shael, the Princess of the Sunsworn Court, is a radiant vision of fey beauty with a curvaceous form that appears to glow with the power of the sun. Her long hair flows in waves of golden light, and her piercing blue eyes seem to peer directly into one's soul. Outwardly a kind and generous person, Shael has an inner strength of will reminiscent of the most hardened veteran.

The princess lived a life of luxury in the faerie court under the watchful eyes of her mother, Queen Soliana, and in the arms of her lover, the hot-headed summer fey Iris Clearwind. Raised as heir to the Sunsworn Court, Shael was unaware that half her soul was severed from her body and banished to the Plane of Shadow by her own mother. Once the secret was revealed, she chose to follow the Queen of Brambles into the Plane of Shadow in an attempt to reunite their soul halves once more.



## SHAEL, SUNSWORN HEIR

Medium fey, chaotic good

**Armor Class** 13 (leather)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	13 (+1)	17 (+3)

**Saving Throws** Dex +5, Int +4, Wis +4, Cha +6

**Skills** Arcana +4, Insight +4, Nature +4, Perception +4

**Damage Resistances** fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Blessed Strikes.** Shael's weapon attacks are magical and deal an extra 2 (1d4) radiant damage on a hit (included in the attack).

**Ferrous Weakness.** When Shael takes 6 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Legendary Resistance (3/Day).** If Shael fails a saving throw, she can choose to succeed instead.

**Nimble Escape.** Shael can take the Disengage or Hide action as a bonus action on each of her turns.

**Solar Soul (Recharges after a Short or Long Rest).** When Shael would be reduced to 0 hit points, her current hit point total instead resets to 65 hit points and she recharges her Solar Flare. A cocoon of impenetrable vines and flowers wraps around Shael momentarily before cracking open in a flash of light and colour. A pair of butterfly-like wings sprouts from Shael's back and she gains a flying speed of 60 feet. Additionally, Shael can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 1,800 XP (3,600 XP total) for defeating Shael after her Solar Soul activates.

**Soul Shield.** While Shael is within 10 feet of the Heir of Brambles, she is surrounded by a radiant aura. A creature that touches the Shael or hits her with a melee attack while within 10 feet of her takes 3 (1d6) radiant damage.

## ACTIONS

**Multiattack.** Shael uses her Royal Command and makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and 2 (1d4) radiant damage.

**Royal Command.** Shael casts the *command* spell (save DC 14).

**Solar Flare (Recharge 5-6).** Shael blasts a stream of solar energy from her fists in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage and 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Shael 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. Shael regains spent legendary actions at the start of her turn.

**Attack.** Shael makes an Unarmed Strike attack.

**Soul Nova (Costs 2 Actions).** If Shael is within 10 feet of the Heir of Brambles, she begins a soul ritual, glowing with a gold and silver aura until she moves or takes another action. Shael and the Heir of Brambles each remove any one condition afflicting them (their choice) and each other creature within 10 feet of the queen or Shael must make a DC 14 Constitution saving throw, taking 3 (1d6) necrotic damage and 3 (1d6) radiant damage on a failure, or half as much damage on a success.

## MYTHIC ACTIONS

If Shael's Solar Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Faerie Wings.** Shael beats her wings and releases a glittering dust. Each creature within 10 feet of Shael other than the Heir of Brambles must succeed on a DC 14 Wisdom saving throw or become drowsy until the end of its next turn. A drowsy creature has **disadvantage** on ability checks and attack rolls and its speed is halved.

**Sunsworn Soul (Costs 2 Actions).** Shael unleashes a burst of radiant energy. Each creature within 30 feet of her other than the Heir of Brambles must make a DC 14 Constitution saving throw. On a failed save, a creature takes 14 (4d6) radiant damage and is **blinded** until the start of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

## SHAEL, SUNSWORN LADY

Medium fey, chaotic good

**Armor Class** 14 (leather)

**Hit Points** 97 (15d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Dex +6, Int +5, Wis +5, Cha +7

**Skills** Arcana +5, Insight +5, Nature +5, Perception +5

**Damage Resistances** fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common, Elvish, Sylvan

**Challenge** 8 (3,900 XP) **Proficiency Bonus** +3

**Blessed Strikes.** Shael's weapon attacks are magical and deal an extra 3 (1d6) radiant damage on a hit (included in the attack).

**Ferrous Weakness.** When Shael takes 9 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Legendary Resistance (3/Day).** If Shael fails a saving throw, she can choose to succeed instead.

**Nimble Escape.** Shael can take the Disengage or Hide action as a bonus action on each of her turns.

**Solar Soul (Recharges after a Short or Long Rest).** When Shael would be reduced to 0 hit points, her current hit point total instead resets to 97 hit points and she recharges her Solar Flare. A cocoon of impenetrable vines and flowers wraps around Shael momentarily before cracking open in a flash of light and colour. A pair of butterfly-like wings sprouts from Shael's back and she gains a flying speed of 60 feet. Additionally, Shael can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 3,900 XP (7,800 XP total) for defeating Shael after her Solar Soul activates.

**Soul Shield.** While Shael is within 10 feet of the Lady of Brambles, she is surrounded by a radiant aura. A creature that touches Shael or hits her with a melee attack while within 10 feet of her takes 5 (2d4) radiant damage.

## ACTIONS

**Multiattack.** Shael uses her Royal Command and makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and 3 (1d6) radiant damage.

**Royal Command.** Shael casts the *command* spell (save DC 15).

**Solar Flare (Recharge 5-6).** Shael blasts a stream of solar energy from her fists in a 60-foot cone. Each creature in that area must make a **DC 15 Dexterity saving throw**, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Shael 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. Shael regains spent legendary actions at the start of her turn.

**Attack.** Shael makes an Unarmed Strike attack.

**Soul Nova (Costs 2 Actions).** If Shael is within 10 feet of the Lady of Brambles, she begins a soul ritual, glowing with a gold and silver aura until she moves or takes another action. Shael and the Lady of Brambles each remove any one condition afflicting them (their choice) and each other creature within 10 feet of the queen or Shael must make a **DC 15 Constitution saving throw**, taking 5 (2d4) necrotic damage and 5 (2d4) radiant damage on a failure, or half as much damage on a success.

## MYTHIC ACTIONS

If Shael's Solar Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Faerie Wings.** Shael beats her wings and releases a glittering dust. Each creature within 10 feet of Shael other than the Lady of Brambles must succeed on a **DC 15 Wisdom saving throw** or become drowsy until the end of its next turn. A drowsy creature has **disadvantage** on ability checks and attack rolls and its speed is halved.

**Sunsworn Soul (Costs 2 Actions).** Shael unleashes a burst of radiant energy. Each creature within 30 feet of her other than the Lady of Brambles must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes 21 (6d6) radiant damage and is **blinded** until the start of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

## SHAEL, SUNSWORN PRINCESS

Medium fey, chaotic good

**Armor Class** 15 (leather)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	15 (+2)	16 (+3)	18 (+4)

**Saving Throws** Dex +9, Int +7, Wis +8, Cha +9

**Skills** Arcana +7, Insight +8, Nature +7, Perception +8

**Damage Resistances** fire, bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison, radiant

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Common, Elvish, Sylvan

**Challenge** 13 (10,000 XP) **Proficiency Bonus** +5

**Blessed Strike.** Shael's weapon attacks are magical and deal an extra 5 (2d4) radiant damage on a hit (included in the attack).

**Ferrous Weakness.** When Shael takes 12 or more bludgeoning, piercing, or slashing damage on a hit from a nonmagical weapon made with iron, she has **disadvantage** on the next ability check, saving throw, or attack roll she makes before the end of her next turn.

**Legendary Resistance (3/Day).** If Shael fails a saving throw, she can choose to succeed instead.

**Nimble Escape.** Shael can take the Disengage or Hide action as a bonus action on each of her turns.

**Solar Soul (Recharges after a Short or Long Rest).** When Shael would be reduced to 0 hit points, her current hit point total instead resets to 127 hit points and she recharges her Solar Flare. A cocoon of impenetrable vines and flowers wraps around Shael momentarily before cracking open in a flash of light and colour. A pair of butterfly-like wings sprouts from Shael's back and she gains a flying speed of 60 feet. Additionally, Shael can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 10,000 XP (20,000 XP total) for defeating Shael after her Solar Soul activates.

**Soul Shield.** While Shael is within 10 feet of the Queen of Brambles, she is surrounded by a radiant aura. A creature that touches Shael or hits her with a melee attack while within 10 feet of her takes 7 (2d6) radiant damage.

## ACTIONS

**Multiattack.** Shael uses her Royal Command and makes three Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and 5 (2d4) radiant damage.

**Royal Command.** Shael casts the *command* spell (save DC 17).

**Solar Flare (Recharge 5-6).** Shael blasts a stream of solar energy from her fists in a 60-foot cone. Each creature in that area must make a **DC 17 Dexterity saving throw**, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Dodge.** Shael adds 5 to her AC against one melee attack that would hit her.

## LEGENDARY ACTIONS

Shael 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. Shael regains spent legendary actions at the start of her turn.

**Attack.** Shael makes an Unarmed Strike attack.

**Soul Nova (Costs 2 Actions).** If Shael is within 10 feet of the Queen of Brambles, she begins a soul ritual, glowing with a gold and silver aura until she moves or takes another action. Shael and the Queen of Brambles each remove any one condition afflicting them (their choice) and each other creature within 10 feet of the queen or Shael must make a **DC 17 Constitution saving throw**, taking 7 (2d6) necrotic damage and 7 (2d6) radiant damage on a failure, or half as much damage on a success.

## MYTHIC ACTIONS

If Shael's Solar Soul trait has activated in the last hour, she can use the options below as legendary actions.

**Faerie Wings.** Shael beats her wings and releases a glittering dust. Each creature within 10 feet of Shael other than the Queen of Brambles must succeed on a **DC 17 Wisdom saving throw** or become drowsy until the end of its next turn. A drowsy creature has **disadvantage** on ability checks and attack rolls and its speed is halved.

**Sunsworn Soul (Costs 2 Actions).** Shael unleashes a burst of radiant energy. Each creature within 30 feet of her other than the Queen of Brambles must make a **DC 17 Constitution saving throw**. On a failed save, a creature takes 28 (8d6) radiant damage and is **blinded** until the start of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.



## FAMILIAR — ONION KNIGHT

"You're looking for the one that trashed Humberdink's lab? Well, you're wasting your time here. This little guy's a spring onion, see? The description you gave me is clearly for a winter onion."

— Heliana, Complicit in Vandalism

**Type:** Plant  
**Creature Component:** Any seelie fey  
**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

The unending conflict between the seelie and unseelie courts of the fey bleeds into many unusual battlefields, even the cornfields and cabbage patches of the Material Plane. On one side of these rural warzones stand the onion knights,

creations of the seelie fey and staunch defenders of the humble farmstead, who face off against the unseelie rap-scullions in onion-based combat. Once the innocent farmers have been saved, onion knights enjoy a reprieve from their duties by tirelessly embarking on their own personal quests to uphold seelie values of beauty, positivity, and bravery—often in the company of a tamer who embodies these same values.

If any of the onion knight's traits or actions require a saving throw, it is always against the onion knight's **save DC**, as calculated below.

**Save DC = 8 + the tamer's proficiency bonus + the onion knight's Constitution modifier**

## TAMER LEVEL

1

### FOUR SEASONS I

PREREQUISITE: BECOME COMPANION

"SPRINGS into action..."

### ARMSMASTER

PREREQUISITE: —

"It has mastered the blade... and more."

### GROWTH I

PREREQUISITE: —

"From a tiny seed..."

3

### WATERWORKS

PREREQUISITE: —

"I'm not crying, YOU'RE crying!"

### MULTIATTACK

PREREQUISITE: —

"En garde, knave!"

### FOUR SEASONS II

PREREQUISITE: FOUR SEASONS I

"...never FALLS..."

5

### TAKE ROOT

PREREQUISITE: —

"Stand your ground!"

### GROWTH II

PREREQUISITE: GROWTH I

"...to a full-grown bulb."

9

### LAYERED DEFENCE

PREREQUISITE: —

"Onion knights are like ogres..."

### FOUR SEASONS III

PREREQUISITE: FOUR SEASONS II

"...all that and then SUMMER..."

13

### FOUR SEASONS IV

PREREQUISITE: FOUR SEASONS III

"...makes for a WINTERful companion."

17

## MONSTER TRAINER

If you are a tamer, you can grant this familiar the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

### FOUR SEASONS I

**Prerequisite:** Become a tamer's companion

**Type:** Passive (companion)

The onion knight's attacks deal an extra 2 (1d4) damage on a hit, of the same type to which it has **resistance** from its Seasons Change trait.

### ARMSMASTER

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The onion knight gains proficiency with martial melee weapons and shields.

### GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The onion knight's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice).

### FOUR SEASONS II

**Prerequisite:** 5th-level tamer, Four Seasons I

**Type:** Active (action)

The onion knight gains a special action depending on the season it embodies, as detailed below:

- **Winter: Icicle Storm.** The onion knight spins in place, releasing frosty icicles from its stem. Each creature of its choice within **15 feet** of it must make a **Dexterity saving throw**, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.
- **Spring: Blinding Pollen.** The onion knight releases radiant pollen from the flower on its stem. Each creature of its choice within **15 feet** of it must succeed on a **Constitution saving throw** or take 7 (2d6) radiant damage and be **blinded** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Summer: Nourishing Fruit.** The onion knight teleports the magical fruit on its stem into the mouths of allies. Up to three creatures of its choice within **15 feet** of it each regain 7 (2d6) hit points.
- **Fall: Frightful Spores.** The onion knight releases hallucinatory spores from the mushroom on its

stem. Each creature of its choice within **15 feet** of it must succeed on a **Constitution saving throw** or take 7 (2d6) necrotic damage and be **frightened** of the onion knight for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once the onion knight has used one of these actions, it can't use that action again until its tamer finishes a short or long rest.

When the onion knight's tamer reaches 9th level in the tamer class, the damage of Icicle Storm increases to 17 (5d6), the damage of Blinding Pollen and Frightful Spores increase to 10 (3d6), and the hit points restored by Nourishing Fruit increase to 9 (2d8).

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the onion knight can make two attacks.

## ONION KNIGHT

*Tiny Plant, Neutral Good*

**Armor Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	13 (+1)

**Damage Vulnerabilities** see Seasons Change trait

**Damage Resistances** see Seasons Change trait

**Senses** passive Perception 11

**Languages** Sylvan

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Knightly Proficiencies.** The onion knight is proficient with simple weapons.

**Seasons Change.** When the onion knight (or its tamer, if it has one) finishes a long rest, the onion knight can choose a season to embody until the next long rest. The onion knight gains a damage resistance and a damage vulnerability, depending on the season it chooses:

**Winter:** Resistance to cold damage and vulnerability to fire damage.

**Spring:** Resistance to radiant damage and vulnerability to necrotic damage.

**Summer:** Resistance to fire damage and vulnerability to cold damage.

**Autumn:** Resistance to necrotic damage and vulnerability to radiant damage.

### ACTIONS

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## WATERWORKS

**Prerequisite:** 5th-level tamer  
**Type:** Passive (companion)

When a creature within **5 feet** of the onion knight hits it with an attack, the creature must make a **Constitution saving throw**. On a failed save, the creature's eyes begin to tear up and it has **disadvantage** on the next attack roll it makes before the end of its next turn. On a successful save, the creature is **immune** to the effects of the onion knight's Waterworks improvement for **24 hours**. Creatures with immunity to the blinded condition are **immune** to this effect.

## GROWTH II

**Prerequisite:** 9th-level tamer, Growth I  
**Type:** Passive (companion)

The onion knight's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice).

## TAKE ROOT

**Prerequisite:** 9th-level tamer  
**Type:** Active (bonus action)

As a bonus action, the onion knight roots itself to the ground until it's moved against its will or uses another bonus action to unroot itself. While rooted, its speed is **0 feet**, it has **advantage** on saving throws against being knocked **prone** or moved against its will, and it gains **3 (1d6)** temporary hit points at the start of each of its turns as it absorbs nutrients from the ground.

## FOUR SEASONS III

**Prerequisite:** 13th-level tamer, Four Seasons II  
**Type:** Passive (companion), Active (action)

The extra damage dealt by the onion knight's attacks increases to **4 (1d8)**. The onion knight has **immunity**

to the damage type against which it has **resistance** from its Seasons Change trait.

Additionally, the onion knight can take an action to change the season it embodies. Once it has done so, it can't do it again until its tamer finishes a long rest.

## LAYERED DEFENCE

**Prerequisite:** 13th-level tamer  
**Type:** Active (bonus action)

When the onion knight's tamer finishes a short or long rest, the onion knight grows protective layers around itself, gaining a **+5 bonus** to AC. Each time the onion knight is hit by an attack, this bonus is reduced by **1**.

## FOUR SEASONS IV

**Prerequisite:** 17th-level tamer, Four Seasons III  
**Type:** Active (bonus action)

As a bonus action, the onion knight can choose to embody all four seasons at once for **1 minute**. During this time, it gains the following benefits:

- It loses any damage vulnerabilities from its Seasons Change trait.
- It gains all damage immunities from its Four Seasons III improvement.
- Its attacks deal an extra **4 (1d8)** damage of each damage type to which it gains **immunity** in this way.
- It can use any of the actions from its Four Seasons II improvement.

Once the onion knight has used this actions, it can't do so again until its tamer finishes a long rest.



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