



GARDEN OF DARK DELIGHTS

3RD, 7TH, 11TH LEVEL

TWO FEY TOO FURIOUS



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INTRODUCTION

Garden of Dark Delights is a 5th edition hunt for **four** characters with an average party level (APL) of **3, 7, or 11**. Characters who complete this hunt should earn enough experience to progress one-half, one-third, and two-thirds of the way to 4th, 7th, and 12th level, respectively. The adventurers must investigate an influx of faerie refugees, delve into a glasshouse that perfectly replicates the Plane of Fey's eternal sunset, and defeat two faerie nobles and their entourage.

Faerie refugees are fleeing through a gateway to the Material Plane, altering the delicate and unique ecosystem of the Springwood with each passing day. Two guardians of their court, the Scarab and Adelifae, have been dispatched to test the mettle of would-be heroes. They guard the gateway in hope of being defeated by those strong enough to save their home. The ability to avoid poison and the charmed condition will be very useful in this multi-wave boss battle.

BACKGROUND

The Plane of Fey is a warped reflection of the Material Plane filled with wild beauty and deadly danger. The environment and seasons are tightly bound to emotion; flowers may wilt in the presence of melancholy, associated with winter, while joy can bring forth ripe flower buds bursting with spring colours. The faerie nobility maintains harmony in this chaotic mix and ensures the courts' continued existence is balanced. When such a court learns of a being deemed "too dark", they act quickly to expunge this threat, banishing the creature to the Plane of Shadow before its taint can spread.

In the fey court of Queen Soliana Sunsworn, the residents were overjoyed at the birth of Princess Shael, not knowing the princess was born with a streak of darkness that would mean banishment. As she aged, Shael's darkness grew too prominent to hide. Her acts of cruelty, malice, and destruction caused visceral changes in the realm; bladed vines brimming with poisonous berries bloomed and the plane's fauna became murderously savage. In a desperate act, Queen Soliana formed a secret coven of her strongest magic weavers and split Shael's soul into halves of light and shadow. The dark half of the princess was banished to the Plane of Shadow, while the light half remained, the epitome of mirth and spring.

CHAOUKI "CIAO" TITOUHI

While Princess Shael's light half lived a life of oblivious luxury, her dark half fought to survive in the harsh climes of the shadow realm. She battled against those that would tear her apart, forged alliances with shadow creatures, and conquered a portion of the Plane of Shadow for herself. Though the dark Shael founded a new court and was crowned Queen of Brambles, the void in her soul would not be filled.

On the day of Princess Shael's coming of age, a great feast was set to be held in her honour, with the whole of the faerie court in attendance. An anonymous gift for the princess arrived that morning: a shimmering gown of flowing indigo and amethyst silks adorned with feathers that shone with a midnight blue iridescence. The Queen of Brambles had sent the gown, enchanting it in a way that would only affect the princess. So beautiful was the gown that the princess chose to wear it that evening at the ceremony. The moment the princess came of age, the gown's enchantment flared to life and wiped away the magical veil hiding her split nature from herself. In that instant, Princess Shael's soul cried out for its other half and opened a portal for her to join the Queen of Brambles in the Plane of Shadow.

Queen Soliana instantly knew what had occurred and unleashed Jorfraust, a powerful winter fey, freezing the princess and herself in place. Free from his leash, Jorfraust has subjected the realm to an unending winter, and its denizens to the accompanying melancholy and lethargy.

On the Material Plane, Nissa Bellyblock has made a thriving living as a master botanist, hybridising plants from the Plane of Fey with the unique flora of the Springwood, a forest whose connection with the Plane of Fey causes it to exist in a perpetual spring. The secret to her success is an exquisite glasshouse built of magical glass panes that emit light in the exact hues of the Plane of Fey's eternal sunset. The Solarium Botanica, as the glasshouse is known, has become a must-see site of the Springwood, attracting visitors from distant lands.

Without their queen to guide them, her court banded together under the leadership of their castellan, Iris Clearwind. Together they opened a portal to the Material Plane and poured through, a torrent of refugees that fled into the Springwood. Where else would a portal open than the place whose environment has been modulated to match the Plane of Fey as closely as possible?

Nissa's Solarium Botanica has had to be abandoned to the fey creatures that guard the escape route for their kin. She wants her glasshouse back. The people of Springwood want to be left in peace. And Iris, who had been courting Shael in secret, now seeks creatures capable of defeating Jorfraust, rescuing her beloved, and saving the realm. To that end, a pair of fey nobles stand ready to stop all but the most fearless of those who would enter the faerie realm.

PLAYING AS A ONE-SHOT

Garden of Dark Delights is part 1 of the *Blood of Sun & Shadow* trilogy and is continued in part 2, *Bloodfrost of the Fey*. 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 Princess Shael, Queen Soliana, and Iris Clearwind.
- The gateway was opened by a pair of dark fey (the faerie champions) wishing to create an Unseelie court in the Material Plane.
- Defeating the faerie champions closes the gateway, sending all of the fey back to whence they came.

SUMMARY

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

- **Which Monster?** Adelifae and the Scarab, the faerie champions.
- **Monster's Motivation.** The faerie champions watch over the gateway to their embattled fey court and test the strength of heroes willing to save their beloved queen and princess.
- **Monster's Previous Actions.** Refugees from the Plane of Fey are disrupting the Springwood's ecological balance. Parasitic plants clamber up the springtrees, carnivorous lyreflies eat the local fauna, and Nissa's famous Solarium Botanica has had to be shut.
- **Where's the Monster?** The faerie champions stand vigilant in the Solarium Botanica, a lush garden that provides exotic plants for wizarding schools and alchemical shops throughout the region.

ADVENTURE HOOKS

Below are a few examples of ways to get your characters hooked onto this hunt and ready to face the faerie champions.

- **Curiosity: A Faerie-ly Odd Forest.** Messages are circulating among travellers that something is amiss in the Springwood. New and strange plants emerge from the undergrowth, and bizarre creatures invade the once-peaceful forest. One merchant swears he saw a swarm of butterflies eat his mule! Even the druid-monks of the Blossom Union are posting warnings to stay away from the rapidly changing woods.
- **Morality: Changelings.** Posters for missing children are being posted on notice boards throughout the region by the desperate citizens of Kerning's Crossing. Children began to vanish one by one ever since a host of strange creatures arrived in the Springwood and unusual plants started blooming everywhere. Some of the missing children were found wandering the forest, covered in sticky sweets and filled with a cloud of vague happiness that refuses to dissipate. Confusion and fear reign in the town, and parents call for help investigating the strange occurrences.
- **Compensation: Gardeners Wanted.** The Solarium Botanica was overrun by unusual creatures that forced the owner to abandon the entire complex. This invasion disrupted all shipments of the rare and exotic plants grown there, interrupting the production of many high-end crafters, including L'Arsène Upin*. He wishes to hire the party to speak with the Solarium Botanica's owner, Nissa Bellyblock, in Kerning's Crossing. He insists they fix the shipments post haste—he has a new elixir recipe and needs his ingredients soon.

*Not playing in the Loot Tavern? No problem! Replace this with another educated, crafting-oriented patron.

NISSA BELLYBLOCK

Nissa Bellyblock is the bubbly owner of the Solarium Botanica. The energetic horticulturist is a botany master who loves to talk to anyone willing to learn about her latest horticultural discoveries. After a flood of creatures drove her from the glasshouse, Nissa paid for a room at the Purple Parsnip Inn in Kerning's Crossing. She's been investigating the changing flora of the Springwood while waiting for help to arrive.

As the main point of contact for this hunt, Nissa shares helpful information about the Solarium Botanica and insights into the various species grown there

(see Know Thy Enemy, page 5). She guides the characters through the Springwood to reach the overrun glasshouse and take it back from the invaders.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
3rd	375 gp	225
7th	1,400 gp	750
11th	3,500 gp	1,200

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

SPRINGWOOD

The Springwood is a broad, temperate forest filled with deciduous trees that existed in a state of perpetual spring, and dotted with a handful of human and gnomish settlements. Kerning's Crossing lies along the region's main trade route. The small town is mostly known for its apothecaries and proximity to the Solarium Botanica, the driving force behind the local economy. Local alchemists and merchants have shuttered their shops without the garden's resources to sell or transport.

The forest has begun to change rapidly due to the influx of creatures fleeing the Plane of Fey and bringing with them a plethora of rapidly-growing fey seeds. Flights of glittering fairies flit about the treetops, and the wind carries tantalising fragrances that cloud mortal minds. Songs are heard in the woods at night, and rainbow lights dance along the water's surface, seducing mortals to explore the hungry forest.

REGIONAL EFFECTS

Exposure to the faerie realm has begun to affect the area surrounding the Solarium Botanica, creating one or more of the following effects:

Feymagic Storms. Isolated micro storms of fey magic randomly occur within the 6-mile area surrounding the glasshouse. Instead of rain and lightning, these micro storms create time dilations and illusions that last **1 hour** in one of the following **d4** ways:

1. Plants bloom, fruit, wither, and bud again, as if the seasons were rapidly accelerated.
2. The sun seems to creep barely above the horizon, putting the area in perpetual twilight.
3. The perception of non-fey creatures in the area are warped, causing extreme bouts of giddiness and happy hallucinations.

NISSA BELLYBLOCK

Humanoid (gnome), horticulturist, she/her

Personality. Friendly, talkative, and kind. Takes any opportunity to talk about the traits of obscure plants.

Appearance. Short, curly brown hair, rosy cheeks smeared with soil. Wears leather overalls stained a multitude of colours.

Desire. To document every existing and extinct plant species.

Fear. That the dangerous plants in her glasshouse will spread and destroy the local biosphere.

"Watch out for that stultus prurigine! Useful for killing athleta pede. Not as good as pes unguenti, obviously."

NISSA BELLYBLOCK



4. Winter takes hold of the area, and plants wither under a coating of frost and ice.

♦ **Faerie Rings.** Strange mushroom rings grow haphazardly over the region within 6 miles of the glasshouse. Whenever a living creature steps into one, it is teleported to a random location on the Plane of Fey for **1 hour** before returning to the same place **1d4 hours** later. The time dilation is very confusing.

♦ **Overgrowth.** New plants have proliferated throughout the forest, shifting the landscape drastically. These changes include overgrown roads and paths that are now unnavigable, forcing travellers to take new paths never walked before.

If the gateway between the planes is closed, these effects fade over the next **24 hours**.

TRACKING

The normally well-travelled road between Kerning's Crossing and the Solarium Botanica has disappeared due to the overgrowth caused by the faerie realm's influence. As the characters make their way through the fey-touched forest, they need two Tracking checks and one success to make their way to the Solarium Botanica to stay on course. Each check takes **1 hour**, and results in a clue encounter (see Know Thy Enemy, page 5). On a failed check, the party has a hostile encounter (see Tracking in *Heliana's Guide to Monster Hunting*).

Safe Haven. As the party approaches the Solarium Botanica, they come across a small house nestled under the roots of what appears to be a massive purple oak tree with silvery leaves. The hidden location provides the characters a place to rest and prepare for the coming battle.

REST & PREPARATION

The fight ahead is beyond deadly, and the characters should be allowed a chance to rest before they assault the lair. As a GM, you can prompt your players to discuss what they've learnt and encourage them to prepare accordingly by asking questions like: "What clues have you discovered about your quarry's nature?" and "How can you best prepare with what you've learnt?"

UNIQUE FLORA & FAUNA

Although the Springwood has always been home to some fey creatures, like blink squirrels, the recent influx of creatures (and the seeds they spread) is changing the fauna and flora of this unique biosphere. Here are a few examples of the more remarkable changes the characters may encounter during their journey through the forest:

Honeyvine. Honeyvine is an epiphytic plant that grows along the trunks and branches of trees. It is a deep golden colour and exudes a sweet, honey-like sap with an irresistible smell. Those who touch the vine or taste its sap are quickly trapped by the sticky substance, unable to move (or talk, if it is tasted), as the fluid begins to digest its victims alive.

Honeyvine releases a burst of sticky sap in a **5-foot radius** around itself whenever a living creature touches it. Each creature in the area must succeed on a **DC 13 Dexterity saving throw** or become **restrained** in the sap. A restrained creature takes 7 (2d6) acid damage at the start of each of its turns. A creature can use an action to make a **DC 13 Strength (Athletics)** check, freeing itself or a restrained creature within its reach on a success.

Glowshrooms. The glowshroom is a small, luminescent fey plant found in shadowy undergrowth. They grow in clusters on the ground or the sides of trees and have a soft, sponge-like texture. Eating a glowshroom causes the creature's skin and hair to cast a dim, bioluminescent light out to **5 feet** for **1 hour**. A creature can't become invisible while under the effects of a glowshroom, and creatures that can see the glowing creature have **advantage** on attack rolls against it. A creature that eats more than one glowshroom in a 24-hour period becomes **poisoned** until it next finishes a long rest.

Lyrefly. The lyrefly is a fey insect that resembles a butterfly with a four-inch wingspan and shimmering, colourful body. It is known for its beautiful wings, which resemble the strings of a lyre, and its ability to produce sweet, melodic music as it flutters through the trees. Despite its charming appearance, the carnivorous lyrefly is also a formidable hunter. A **swarm of lyreflies** (see Appendix C) can turn their music into thunder effects to stun and disorient their prey.

KNOW THY ENEMY

While visiting Kerning's Crossing and travelling through the Springwood, the characters find various clues that expand their knowledge about the ongoing situation. These clues prove useful in the upcoming battle with the faerie champions:

- Some forest creatures can magically charm others.
- The Solarium Botanica is filled with dangerous plants.
- The invasive creatures in the forest are magical fey, and nonmagical iron is best used against them.

CLUE 1: CHARMED CHANGELINGS

The children of Keening's Crossing have been swayed by fey charming to serve as their servants, and are behaving strangely. The villagers have found that making a bone broth with the marrow of a fey can help end this weird trance.

CONCERNED PARENTS

When the party arrives in Kerning's Crossing, you can point out a group of worried looking adults watching children play. A character who succeeds on a **DC 13 Charisma (Persuasion or Intimidation)** check can convince the parents to open up to the party. They explain that children have been disappearing in the middle of the night, only to be found later wandering the nearby forest in an odd daze. The children appear healthy and happy—too happy, in fact. No matter how problematic the child was in the past, they have become empty, happy shells of their former selves. You can read the following:

From amongst the dense, ever-budding trees, wooden buildings are lit by globes of soft light hanging above doorways and from the boughs of the pink-flowered branches. The wind blows through the streets, fluttering against missing children posters that hang on nearly every tree trunk. Children run and play as any other kids would, but something is unsettling about the way they never stop smiling, even when they fall or hurt themselves. The parents also seem on edge, constantly glancing around and speaking in hushed tones while watching the children. The smell of fear and unease hangs heavy in the air, brought on by the strange behaviour in this otherwise ordinary town.

Children seem to recover after eating a serving of *glitterbone broth*, but the main ingredient is the ground bones of a rare sunsprite. The parents share the recipe with the party in hopes they can return with some bones.

Finding Fey Bones. A careful 1-hour search of the nearby forest and a successful **VDC Wisdom (Survival)** check locates **1d4 + 2 sunsprites** (see Appendix C) that can each be harvested for their bones to make a single serving of *glitterbone broth*. A creature that eats a serving of this broth gains **advantage** on saving throws made against being charmed for **1 hour**.

HANDOUT 1. CHARMED CHANGELINGS



CLUE 2: DON'T FEED THE FLOWERS

Some of the plants in the Solarium Botanica are deadly! Luckily, being fey plants, they are susceptible to mundane iron, which causes them to become inert for a short time. This is all described in the Solarium Botanica's pamphlet which has a robust warning message.

HANDOUT 2. DON'T FEED THE FLOWERS



PAMPHLET

The party can find these pamphlets anywhere around town. Nissa herself might hand the party one.

Your eyes catch a glint of paper peeking out from behind a nearby tree just as the wind rips off a parchment that lands square at your feet. It's an old pamphlet—yellowed with age and slightly crumpled. Ornate script reads: “Welcome to Solarium Botanica!”. It promises a grand display of exotic plants, unlike anything you've ever seen—some even from different worlds! Smudged sketches of the plants line the outer edge of the pamphlet.

The warning on the back states, “Solarium Botanica and its staff are not liable for any damages incurred on your visit including but not limited to: maiming, memory loss, paralysis, petrification, poisoning, or loss of limb, life, or children that may occur while exploring our glasshouse. Come for the fun, stay for the adventure! NO IRON ALLOWED!!!”

A character proficient in the Nature skill or who succeeds on a **DC 13 Wisdom (Nature)** check recognizes the more deadly plants pictured on the pamphlet (listed on the Deadly Plants table, page 10). A character who spends at least **10 minutes** studying the pamphlet and who succeeds on a **VDC Intelligence (Nature)** check commits its contents to memory and gains **advantage** on ability checks made to recognize those same plants in the glasshouse (see page 10).

CLUE 3: IRONCLAD MUTINY

Fey are innately magical creatures. In fact, some fey are so magical, they repel attacks with magical weapons, much as positively-charged magnets repel one another. Unfortunately, fey this magical are vulnerable to attacks made with base iron and mundane steel, which causes a poison-like effect in them. The players can discover an iron-infused clearing in the fey-addled woods centred around a smithy.

BLACKSMITHY

A blacksmith's hut in the woods is remarkably free from the surrounding fey foliage. A character with a **passive Wisdom (Perception) score of 16** or higher or who succeeds on a **DC 11 Wisdom (Perception)** check notices that the new plant life isn't invading



HANDOUT 3. IRONCLAD MUTINY

the space around the hut in an almost perfect circle. A search of the edge uncovers iron shavings that have been poured around the building which the plants appear to refuse to cross. You can read the following:

As you make your way through the dense forest, the trees seem to close in further with each step, the branches reaching out like gnarled fingers. The air is heavy with the strange scents of brightly coloured plants and the sound of chittering creatures.

Rounding a bend, you suddenly catch sight of something that seems out of place in this already strange and untamed landscape. Nestled amongst the trees is a smithy fashioned from rough-hewn logs and a thatched roof. There's something different about this place—it's like a bubble of order amongst a rabble of chaotic, wild plants.

Nissa. Nissa explains this smithy belongs to the rock gnome, Hammy Ironclad. He helped her build the Solarium Botanica and is “visiting family elsewhere until all this blows over”. When the characters discover the shavings, Nissa exclaims, “Oh! That's right! Certain fey plants are quite reactive to iron—it's poisonous to them, in fact. That's why we don't use iron tools in the glasshouse.”

Mundane Iron. A successful **DC 16 Intelligence (Nature)** check recalls that some faeries are so magical, they repel magic instruments and have **resistance** to bludgeoning, piercing, and slashing damage from magic weapons. Nonmagical iron and steel can damage them, and some creatures are especially susceptible to the touch of ferrous weapons.

USING THE CLUE: IRONCLAD

The smithy contains iron weapons and shavings, both of which are useful in the fight ahead.

Shavings. The characters can gather enough iron shavings to fill two fist-sized leather pouches. A pouch can be thrown as an action with a range of **30 feet**, bursting into a cloud of iron dust with a **10-foot radius** centred on the point of impact. Each Fey in the affected area must make a **VDC Constitution saving throw**, taking **Vdam** poison damage on a failure or half as much damage on a success. Success or failure, the Fey's Ferrous Weakness trait is triggered. Plants in the solarium that are within this area are incapacitated for **1 minute** (see Sprinklers, page 10).

Weapons. Well made iron weapons can be found within the smithy. They are patinaed with a layer of rust but otherwise function as normal weapons. They are branded with Ironclad's mark.

THE BATTLE AHEAD

When the characters reach the Solarium Botanica (see Tracking, page 4), they discover a glasshouse full of colourful and exotic foliage. The air is filled with glittering lights and strong, evocative aromas that tickle memories long forgotten. Rustling noises in the bushes and undergrowth give the characters the distinct impression of being observed as they otherwise proceed unhindered to the entrance. Pixies and tiny faeries watch the party silently from behind brightly-coloured leaves, instantly hiding if noticed.

Waves. The battle with the faerie champions is divided into three consecutive phases called waves. Each wave introduces different challenges for the party to overcome. The characters can gain advantages if they correctly interpret and decipher the clues presented (see Know Thy Enemy, page 5).

THE SOLARIUM BOTANICA

The Solarium Botanica is a breathtaking sight. Nestled amongst the trees, this shimmering glass palace reflects a thousand sunset hues onto the surrounding blossoms. At night, the magical panes of the two-story building emit light like a setting sun, colouring the forest in shades of yawning gold, burning ochre, and languid maroon. The nigh-indestructible glass moderates heat and light to provide the ideal growing conditions to the fey plants inside the glasshouse.

Within, exotic blooms in every shade of the rainbow burst forth from the soil, their petals shimmering in the filtered light. These plants are unlike anything elsewhere on the Material Plane—a mixture of ethereal beauty, heady aromas, and malevolent thorns that drip with toxic oils. Multiple placards warn not to get too close to the plants.



Fey Gateway. Wildlife and refugees from the fey realm have spilled into the Material Plane through an interplanar gateway at the glasshouse's northern end. The gateway is blocked on the mortal side by Iris Clearwind's magic, making passage back to the Plane of Fey impossible without the use of a *wish* spell. Creatures attempting to enter the gateway (marked as G on Map 1, Solarium Botanica, page 12) before Iris unlocks it must make a **VDC Constitution saving throw**, taking **Vdam x 2** force damage and being knocked back **10 feet** on a failed save, or half as much damage and not being knocked back on a successful one.

Voracious Varietals. The glasshouse is full of deadly plant life looking for adventurer-sized snacks. They spring to life when a character comes within **1 foot** of them (i.e., enters any space on the map shared with a plant), lunging towards them. The type of plant that assaults the creature is determined by rolling on the Deadly Plants table. They can be successfully identified with a successful **VDC Wisdom (Nature)** check, which is made with advantage if the character spent time studying the visitor's pamphlet (see Clue 2: Don't Feed the Flowers, page 6). Each plant has AC 10, 1 hit point, and **immunity** to poison and psychic damage.

DEADLY PLANTS

d4	Plant
1	Stultus prurigine ("stupid itch"). This lush plant has spiky edges along its purple and blue leaves. A creature that comes within 1 foot of this plant must succeed on a VDC Constitution saving throw or become poisoned by the plant's itching toxin for 1 hour . The poisoned creature has disadvantage on attack rolls and on saving throws made to maintain concentration, due to the irritating itching.
2	Capto vites ("grab vines"). These pink-veined vines are covered in crystalline thorns that lash out at creatures that come within 1 foot of them. Such a creature must succeed on a VDC Dexterity saving throw or become grappled (escape DC equals VDC). A grappled creature takes Vdam piercing damage from the thorns at the start of each of its turns.
3	Obice rubus ("sticker bush"). These bushes are covered in sweet-smelling sticker burrs that grip onto any surface. A creature that comes within 1 foot of this bush must make a VDC Strength saving throw to pull away from the burrs or become inexorably restrained by the bush. A creature can spend an action to make a VDC Strength (Athletics) check, freeing itself or another creature within its reach on a success.
4	Felix flos ("happy flower"). This rainbow-coloured flower smells like cotton candy and bubble gum. A creature that comes within 1 foot of this plant must succeed on a VDC Wisdom saving throw or become charmed by its pollen until the end of the creature's next turn. A charmed creature is incapacitated , and spends its turn in a happy haze, smelling the flowers until the effect ends or until it takes damage.

Sprinklers. Two emergency sprinkler system controls are hidden in the foliage (marked on Map 1, Solarium Botanica with an S). A character can find a control box with a successful **VDC Intelligence (Investigation)** or **Wisdom (Perception)** check. A creature can use an action to activate either of the controls to release a citrusy-smelling orange fluid from sprinklers hidden in the walls throughout the glasshouse. This fluid suppresses the voracious varietals (see above) for the remainder of the wave. Each emergency control system can be activated once. Iron filings suppress plants in a similar way to the sprinkler system (see Clue 3: Ironclad Mutiny, page 7).

Second Floor. The second floor of the glasshouse is twenty feet up and accessible by four spiral staircases (as shown on the provided map). A five-foot walkway traverses along the inner walls, and a ten-foot bridge connects the centre between the stairwells. The walkway is completely overgrown and is difficult terrain, while the bridge is clear of debris.

Helping Hand. Nissa hides during the upcoming battle at a close but safe distance. At the GM's discretion, she can rush in to give a character an edible—and foul-tasting—plant bulb or use a Help action to assist someone in danger. A creature can use an action to eat the bulb, which provides the same benefits as a *potion of healing* (normal, greater, or superior at 3rd, 7th, or 11th hunt level, respectively).

Nissa tries to warn the characters about specific plants using their more obscure names. If the characters are having too much trouble with the plant life, she can assist by turning on the sprinklers.

FAERIE SOLDIERS

The faerie champions are supported by other fey warriors and mages (known collectively as faerie soldiers) who came through the gateway. A faerie soldier can be bipedal, quadrupedal, or avian. The bipedal creatures resemble their Material Plane elven descendants with variations that can include animal characteristics such as brightly coloured feathers or fur. Each faerie soldier wears armour or clothing that displays Queen Soliana Sunsworn's crest: a silver chalice holding a sun rising from within its brim.

The faerie soldiers use the statistics referenced in each wave with the following modifications:

- Their creature type is Fey.
- They have a flying speed of **30 feet**.
- They are **immune** to the charmed condition.
- They have the following additional traits:
- **Ferrous Weakness.** When the fey takes 5 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.
- **Fey Heritage.** Magic can't put the fey to sleep.

WAVE I: FEY CENTAUR-ANS

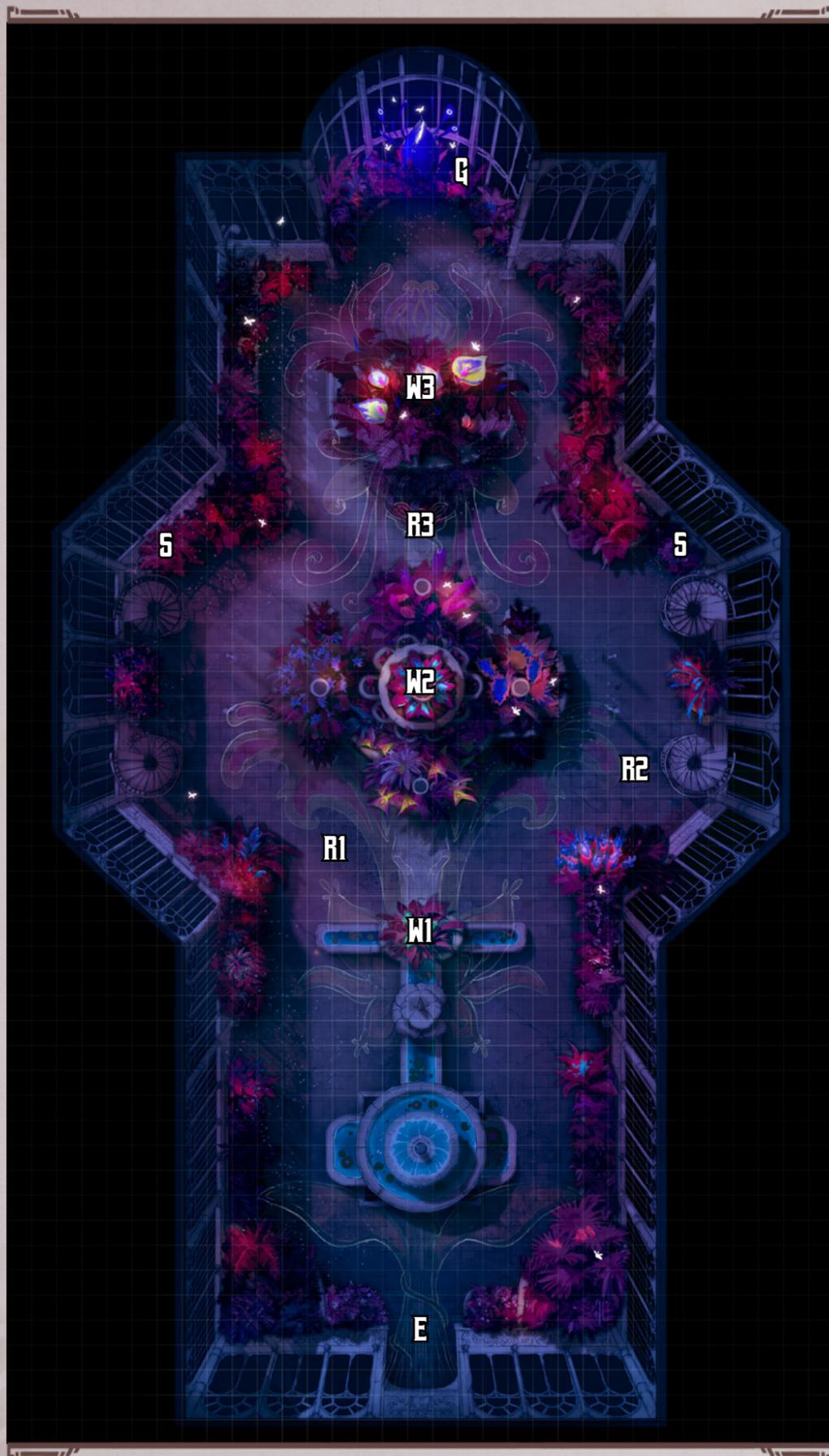
During this wave, the characters face off against a group of butterfly-winged soldiers and their sergeant, the brazen centaur Brony Bronzehoof. The squad appears in the location marked as W1 on Map 1, Solarium Botanica. The fey squad was stationed here by Iris Clearwind, Princess Shael's paramour, while she explored the area in search of help with the Scarab and Adelifae.

When the characters enter the glasshouse, they arrive in the area marked as E on Map 1, Solarium Botanica (page 12). Read aloud or paraphrase the following:

A wave of wet heat and thick, heady aromas rolls over you the instant you open the glasshouse doors. A domed ceiling arches overhead forty feet high, its coloured glass panes depicting a sunset of gold, reds, and indigos. A second-story walkway rings the massive room and bisects the centre from east to west. Directly in front of you is a fountain of crystal-clear water cascading down from a perfectly carved marble rosebud. A squad of butterfly-winged soldiers and a centaur step from behind a row of plants and glare at you, gripping shimmering spears and bows. "Leave now, mortals! This is no place for weaklings like you," snorts the centaur with a sneer.

CHAOUKI "CIAO" TROUHI & MOHAMMED "AGGI" BELLAFOUHI





1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. SOLARIUM BOTANICA

CZE & PEKU

The centaur is Sergeant Brony Bronzehoof, and she takes her role as guardian seriously. The soldier is overly proud and looks down on mortals. A successful **VDC Charisma (Intimidation or Persuasion)** check convinces Brony to answer a single question the characters have before demanding they leave one last time. If the party doesn't leave, she attacks.

ENEMIES

The first wave of enemies in the glasshouse is a team of faerie soldiers (see the Faerie Soldiers sidebar, page 11).

Brony Bronzehoof. The centaur leader of the first wave of faerie soldiers uses the statistics referenced below based on the hunt's level with the following additional modifications:

- Her creature type is Fey.
- She is size Large.
- She has the following additional trait: **Charge.** If Brony moves at least **30 feet** straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 10 (3d6) points of the weapon's damage type.

Level 3. At 3rd level, the wave 1 combatants are:

- 3 faerie warriors (**drow**, CR ½, they don't have the Sunlight Sensitivity trait)
- 1 Brony Bronzehoof (**centaur**, CR 2)

Level 7. At 7th level, the wave 1 combatants are:

- 3 faerie warriors (**veteran**, CR 3)
- 1 Brony Bronzehoof (**gladiator**, CR 5)

Level 11. At 11th level, the wave 1 combatants are:

- 1 faerie warrior (**gladiator**, CR 5)
- 2 faerie mages (**mage**, CR 6)
- 1 Brony Bronzehoof (**assassin**, CR 8)

TACTICS

The fey are familiar with the hostile plants in the room and attempt to draw the characters into their range to utilise the environment as much as possible. The faerie soldiers with ranged spells and attacks use the second-story walkway bisecting the room to fire at range from behind the one-half cover provided by its short walls. Devoted to their task as protectors, the entire squad fights to the death.

END OF WAVE

The end of this wave is triggered when the entire squad has been defeated. The party has **1 minute** to catch their breath before the fey gateway sparks and initiates wave 2.

WAVE 2: PLANT THINGS

During this wave, the ambient magic of the fey gateway shakes the glasshouse, and an influx of fey magic causes plant creatures to burst to life. The gateway randomly emits blasts of fey magic into the glasshouse, and chaos ensues.

Fey Magic Rifts. A rift of swirling colours randomly appears in mid-air at one of the areas marked with an R on Map 1. Solarium Botanica (page 12). Roll a **d3** to determine the rift's location. On initiative count 20 of every round of this wave after the first, a new rift appears. This fey magic rift creates a random effect determined by rolling on the Fey Magic Rift table (page 23).

Once the second wave begins, read aloud the following:

The air is heavy with the smell of ozone and freshly cut grass. At the northern end of the glasshouse, a glowing gateway sparks to life and pulses with crackling energy. Suddenly, you hear a loud rumbling as the gateway erupts in bright flashes of coloured light, suffusing the foliage whose roots burst through the ground as they transform into monstrous creatures.

ENEMIES

The second wave of enemies in the glasshouse consists of plants or creatures that come to life because of the magic blasting out of the fey gateway. They start in the location marked as W2 on Map 1. Solarium Botanica (page 12), they use the statistics referenced below based on the hunt's level, and their creature type is Fey. The creatures appear as brightly coloured versions of their Material Plane counterparts, with neon flowers, leaves, and glittering bark covering their bodies. For example, the flytrap dragon has shimmering flower-petal scales, colourful moss-covered wings, and its breath attacks appear as sparkling blasts of rainbow-coloured energy.

Level 3. At 3rd level, the wave 2 combatants is:

- 1 **shambling mound** (CR 5)

Level 7. At 7th level, the wave 2 combatants are:

- 1 **awakened tree** (CR 2)
- 1 **treant** (CR 9)

Level 11. At 11th level, the wave 2 combatants are:

- 2 **shambling mounds** (CR 5)
- 1 flytrap dragon (**young bronze dragon**, CR 8)
- 1 **treant** (CR 9)

TACTICS

The creatures in this wave were brought to life through the fey magic from the Plane of Fey, and they attack with wild rage, fighting to the death. The combatants attempt to lure the characters into the range of the fey magic rifts and catch the party in their effects.

END OF WAVE

This wave ends when the combatants have been defeated. The party has **1 minute** to catch their breath before the faerie champions arrive and initiate wave 3.

WAVE 3: THE FAERIE CHAMPIONS

During this wave, the fey champions, Adelifae and the Scarab, confront the party as the final line of defence. They gladly give their lives to test the party's capabilities before Iris Clearwind presents them with the truth.

Once the third wave begins, read aloud the following:

The momentary quiet is suddenly shattered by the clang and clatter of grinding metal as a giant, bipedal scarab strides through the glasshouse entrance. The scarab's thick chitin plates protect it like plate armour and it wields a gigantic pincer-like lance. A huge moth with scintillating wings flies above the scarab, a trail of sparkling dust falling in its wake.

ENEMIES

Adelifae and the Scarab make up the final wave of enemies.

Level 3. At 3rd level, the wave 3 combatants are:

- 1 **Scarab squire*** (CR 3)
- 1 **Adelifae, the coruscant*** (CR 2)

Level 7. At 7th level, the wave 3 combatants are:

- 1 **Scarab knight*** (CR 8)
- 1 **Adelifae, the prismatic*** (CR 7)

Level 11. At 11th level, the wave 3 combatants are:

- 1 **Scarab duke*** (CR 12)
- 1 **Adelifae, the iridescent*** (CR 11)

*See Appendix C

TACTICS

Adelifae and the Scarab make an excellent team in battle and use their abilities in tandem. The Scarab uses its thick carapace to deflect enemy blows, while Adelifae takes advantage of its Flyby trait to make hit-and-run attacks. The Scarab uses its Herculean Horn to launch enemies into any available plant hazards while Adelifae attempts to charm weaker-willed characters and use them as allies in the fight.

CAPTO VITES
("GRAB VINES")



END OF WAVE

This wave ends when the faerie champions are defeated. Iris Clearwind reveals her presence after watching the characters battle the champions from the shadows.

Read aloud the following:

Applause patters from the shadow of a nearby tree, like rain drumming on crisp autumn leaves. A fiery fey with golden skin, stern ruby eyes, and a knowing, sardonic smile steps out of the undergrowth, severing a vine that tries to grab at her wrist. She catches each of your eyes, before nodding once. "Congratulations, adventurers. You have passed the test and defeated our mightiest champions. I am Lady Iris Clearwind, castellan of the Sunsworn Court."

She pauses, her expression turning sombre. "Melancholy pervades our realm since the court's blossom, Princess Shael, fell into a frozen slumber alongside the queen. Without our ruler, we are no match for the winter faerie responsible for these acts. We fey that travel through our frigid lands now succumb to sombre lethargy, which only acts to succour our enemy. I come here, to the Material Plane where emotion remains caged within your bone white skulls, to ask for help. Will you come to the Plane of Fey and deliver us from eternal winter?"

AFTERMATH

After defeating the faerie champions and speaking with Iris, the party learns of the attack on the faerie court and the battle currently underway at the palace. She explains her version of events: that the fey court was attacked by a powerful force wielding wintery powers, freezing everything in its path, including the princess and the queen. Iris' bodyguards pulled her out of the courts to bring her and other refugees here to search for adventurers strong enough to go back and end the icy threat.

Iris' Offer. The characters must choose to assist Iris and enter the faerie realm or convince her to close the gateway and return to her plane. If the party joins in the quest, they can enter the gateway to face the wintery threat on the other side in the *Bloodfrost of the Fey* hunt, part 2 of the *Blood of Sun & Shadow* trilogy. If the party refuses, Iris bitterly leaves the Material Plane empty-handed and hates mortals for the rest of her days.

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

Without the influence of the fey, the charmed children of Kerning's Crossing revert to their normal states.

- Closing the gateway allows the gardeners to return and get the deadly plants back under control.
- Nissa thanks the party and pays any promised rewards. She gives them each a small potted plant holding a rare, slightly poisonous plant species worth 100 gp. Nissa gives each plant a surprisingly cute name as she hands them to the characters to reinforce that they are meant to be companions.
- The area surrounding the glasshouse returns to its normal state, with only a few Fey creatures (mostly blink squirrels) deciding to stay behind. Over the next few years, these creatures find a home in the Solarium Botanica region, and the strange new flora and fauna find niches within the region that allow for a stable ecosystem to persist.
- Nissa expands her glasshouse dedicated to the new plant species growing in the area. In a feat of biomantic prowess, she manages to graft plant matter to her body. She eventually becomes infamous for replacing her limbs with magical vegetation.

CONTINUING THIS STORY

This story is continued in *Bloodfrost of the Fey*, the second part of the *Blood of Sun & Shadow* trilogy. See the Playing as a One-Shot sidebar (page 2) for further details.

TREASURE

Iris Clearwind gives the party the *Herculean Horn* and *Silkspun Lantern* from the faerie champions' gear to reward the party for defeating them. The summer fey gives them freely, hoping the rewards further entice the characters to follow her back into the faerie realm and rescue the queen and princess.

Hunt Level	<i>Herculean Horn</i>	<i>Silkspun Lantern</i>
3rd	Uncommon	Uncommon
7th	Rare	Rare
11th	Very rare	Very rare

CRAFTING

The following unique items can be crafted from the components harvested from the Scarab and Adelifae.

ADELIFAE & SCARAB CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Beetle Buckler</i>	Armour (shield)	Uncommon			<i>Frail</i>	500 gp
		Rare	Required	<i>Fey (Scarab) carapace</i>	<i>Robust</i>	4,500 gp
		Very rare			<i>Potent</i>	10,500 gp
<i>Cloak of the Moth Rider</i>	Wondrous item	Uncommon			<i>Frail</i>	650 gp
		Rare	Required	<i>Fey (Adelifae) wings</i>	<i>Robust</i>	3,800 gp
		Very rare			<i>Potent</i>	9,900 gp
<i>Flutterblade</i>	Weapon (any sword)	Uncommon			<i>Frail</i>	600 gp
		Rare	Required	<i>Fey (Adelifae) proboscis</i>	<i>Robust</i>	3,200 gp
		Very rare			<i>Potent</i>	10,200 gp
<i>Kabuto</i>	Wondrous item	Uncommon			<i>Frail</i>	700 gp
		Rare	Required	<i>Fey (Scarab) horn</i>	<i>Robust</i>	4,000 gp
		Very rare			<i>Potent</i>	11,000 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 Scarab and Adelifae, as well as those normal for a Fey.

ADELIFAE HARVEST TABLE

Component DC	Component
15	<i>Proboscis (1)</i>
20	<i>Wings (1)</i>

SCARAB HARVEST TABLE

Component DC	Component
15	<i>Horn (1)</i>
20	<i>Carapace (1)</i>

MAGIC ITEMS

BEETLE BUCKLER

Armour (shield), rare (requires attunement)

Component: *Fey (Scarab) carapace*

Carved from hardened chitin, this robust shield is easily mistaken for a large beetle; the sublime fey craftsmanship is augmented by enchantments that cause the wings to buzz and flutter. These animate wings provide both enhanced defensive capabilities and a means of flitting across thorny battlefields.

This shield has **4 charges** and regains **all** expended charges daily at dawn.

Under Wing. While wielding this shield, when a creature you can see hits a target other than you that is within **5 feet** of you with an attack, you can use your reaction and expend **1 charge** to have the shield open its wings in front of the target, giving it a **+2 bonus** to AC against that attack and potentially causing it to miss.

Soaring Scarab. You can speak this shield's command word to don it or doff it as a bonus action.

When you doff the shield in this manner, you can cause it to attach to your back and spread its wings, granting you a flying speed of **15 feet** on your turn only, as long as you and anything you're wearing or carrying don't weigh over 400 pounds.

Uncommon variant: The shield doesn't have the Soaring Scarab property.

Very rare variant: Increase the charges to **6**, the flying speed to **30 feet**, and the weight limit to 800 pounds.

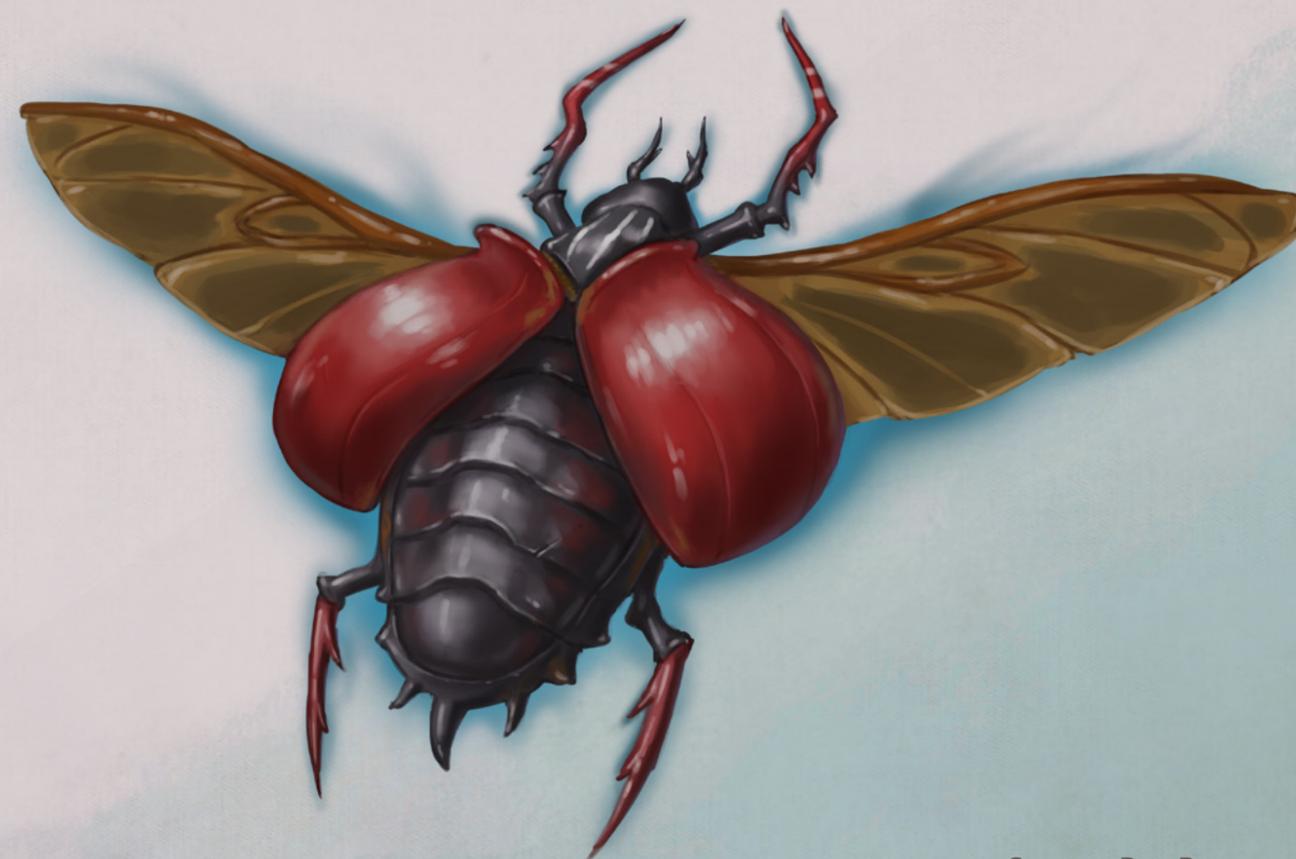
CLOAK OF THE MOTH RIDER

Wondrous item, rare (requires attunement)

Component: *Fey (Adelifae) wings*

The reclusive giant moths of the Plane of Fey are a perfect representation of the mysterious, gloomy whimsy of their home plane and this cloak, made from their fur, is a rare treasure. To slay one of these noble beasts is a nigh unforgivable offence to the unseele fey. However, for a giant moth to willingly bestow its fur to a creature is a tremendous honour, and a sign of the friendship of the fey.

BEETLE BUCKLER



DANIEL DIMITROV

CLOAK OF THE
MOTH RIDER



Flight of the Giant Moth. As an action while wearing this cloak, you can cause it to transform into a giant moth, which appears in an unoccupied space of your choice within **5 feet** of you. The moth is friendly to you and your companions, it obeys your verbal commands, and it disappears after **1 hour**, if you dismiss it as an action, or when it drops to 0 hit points, at which point it transforms back into the cloak. Once this property of the cloak is used, it can't be used again until the next dawn.

Fearsome Visage. While wearing this cloak, you have **advantage** on Intimidation checks. Additionally, you can use an action to cause the pattern on the cloak to shift into the shape of a terrifying face and animate it as you desire, such as by replicating your facial expressions or lip movements. When you do, you can cast the *fear* spell (**save DC 15**), targeting each creature of your choice that can see you within **15 feet** of you, instead of those in a 30-foot cone. Once this spell is cast in this way, it can't be cast again until the next dawn.

Uncommon variant: The item doesn't have the Fearsome Visage property.

Very rare variant: Increase the **DC** to **16**. Casting the *fear* spell using the cloak doesn't require concentration.

GIANT MOTH						
<i>Large fey, chaotic neutral</i>						
Armour Class 14						
Hit Points 59 (7d10 + 21)						
Speed 30 ft., climb 30 ft., fly 60 ft.						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	13 (+1)	
Saving Throws Dex +6, Wis +4, Cha +3						
Skills Perception +6						
Senses darkvision 120 ft., passive Perception 16						
Languages understands Common and Sylvan but can't speak						
Challenge 2 (450 XP)				Proficiency Bonus +2		
Spider Climb. The moth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.						
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage.						

MICHELE MUELLER

FLUTTERBLADE

Weapon (any sword), rare (requires attunement)

Component: Fey (Adelifae) proboscis

The delicate insect wings on the hilt of this elegant weapon flutter with scintillating shimmers. Wielded by retainers of the Unseelie Court, these swords can shoot through the air under their own propulsion, returning to their wielder after making a ranged foray.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. A creature that tries to wield the sword without being attuned to it takes **1d6** piercing damage at the end of each of its turns as thorny vines around the hilt dig into its skin.

Flutterstrike. This sword has the thrown property with a normal range of 20 feet and a long range of 60 feet, and it flies back to your hand immediately after you use it to make a ranged attack.

Radiant Lure. As a bonus action while holding this sword, you can cause its hilt to cast dim light in a **10-foot radius**, or to cease casting light. While the sword is casting light, you can use an action to summon a moth (use the **spider** stat block, without the Bite action option or the Web Sense and Web Walker traits, and with a flying speed of **30 feet**). As part of this action, you can cast the *animal messenger* spell on it. Once this spell is cast in this manner, it can't be cast again until the next dawn.

Uncommon variant: Remove the **+1 bonus** to attack and damage rolls.

Very rare variant: Once on each of your turns when you hit a creature with a ranged attack using the sword, you can deal an extra **1d8** radiant damage to the target.

HERCULEAN HORN

Weapon (lance), rare

Component: Monstrosity horn

Hardened by alchemical processes and complex enchantments alike, the chitinous tip of this lance, fashioned in the likeness of the hercules beetle, has been known to perforate inch-thick plates of pure adamantine.

This lance has **2 charges** and regains **all** expended charges daily at dawn.

Aerial Agility. You only need one hand to wield this lance if you're flying. Additionally, if you fly at least **15 feet** straight toward a target and immediately attack it using this lance, you gain **advantage** on the attack roll.

BENEDETTA ABBATE

FLUTTERBLADE



HERCULEAN HORN

Slinging Scarab. When you hit a Medium or smaller creature with an attack using this lance, you can expend **1 charge** to try to throw it behind you, forcing the creature to make a **DC 15 Strength saving throw**. On a failed save, the creature is tossed onto an unoccupied space within **15 feet** of you and lands **prone**.

Uncommon variant: Reduce the **DC to 13**. The lance doesn't have the Aerial Agility property.

Very rare variant: Increase the charges to **5** and the **DC to 16**. You can use the Slinging Scarab property on Large or smaller creatures.

KABUTO

Wondrous item, rare (requires attunement)

Component: Fey (Scarab) horn

The sight of two fighting beetles is an impressive and surprisingly humbling one, and many unseeley fey can't help but marvel at the magnificent displays of strength put on by such tiny creatures. Inspired by these intense combats, this helm is enchanted with the fierce fighting spirit of these noble and tenacious insects.

The helmet has **3 charges** and regains **all** expended charges daily at dawn.

Lock Horns. Whenever a creature hits you with an attack using a melee weapon while you're wearing this helmet, you can use your reaction to expend **1 charge** and gain a **+2 bonus** to AC against that attack as you attempt to catch the weapon with the horn, potentially causing the attack to miss. If the attack misses, the creature must make a **DC 15 Strength saving throw**. On a failed save, it is disarmed of the weapon, which is thrown to an unoccupied space of your choice within **20 feet** of you.

Stalwart Scarab. While wearing this helmet, you have **advantage** on ability checks and saving throws made to avoid or end the grappled condition, being knocked prone, or being moved against your will.

Uncommon variant: Reduce the **DC to 13** and the charges to **1**.

Very rare variant: Increase the **DC to 16**. You have a **+1 bonus** to AC while wearing this helmet.

SILKSPUN LANTERN

Wondrous item, rare

Component: Fey (moth) egg

This enchanting lantern stirs a deep fascination in the hearts of those who behold it, and can be used to lure unsuspecting humanoids to the Plane of Fey. Weak-willed creatures who so much as glance at its mesmerising lilac hues find themselves haunted by wistful memories of its light and a desire to be near it.

Night Light. The lantern exists in one of three states: unravelled, shaded, or cocooned. As a bonus action while holding this lantern, you can cause it to change states. When unravelled, this lantern sheds bright light in a **30-foot radius** and dim light for an additional **30 feet**. When shaded, the lantern sheds dim light in a **30-foot radius**, which only the creature carrying it can see. When cocooned, the lantern sheds no light.

Eclipse Swarm. While holding this lantern, you can cast the *insect plague* spell (**save DC 15**). When cast in this way, the spell creates moths instead of locusts. Once this property of the lantern has been used, it can't be used again until the next dawn.

Uncommon variant: The item doesn't have the Eclipse Swarm property.

Very rare variant: Increase the **DC to 16**. The item has the Moth to a Flame property.

Moth to a Flame. As an action while holding the unravelled lantern, you can target a creature within **30 feet** of you that can see the lantern, forcing it to succeed on a **DC 16 Wisdom saving throw** or be **charmed** by you for **10 minutes**. While charmed in this way, a creature must use all of its movement and action to approach the lantern on each of its turns, and can't willingly move away from it. In addition, the creature is also **blinded** while within **5 feet** of the lantern, unable to focus on anything but its radiance. The creature can repeat this saving throw at the end of each of its turns if it took damage since its last turn, ending the effect on itself on a success. Once this property of the lantern has been used, it can't be used again until the next dawn.



KABUTO



SILKSPUN LANTERN

SPELLS

ANOMALY

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a desiccated worm)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You attempt to displace a creature using a miniature wormhole. Choose a creature and an unoccupied space you can see within range; the creature must make a **Charisma saving throw**. On a failure, it takes 21 (6d6) force damage and is teleported to the unoccupied space if there is enough room for it. On a success, it takes half as much damage and isn't teleported. A Huge or larger creature automatically succeeds on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each two slot levels above 3rd, teleporting each to a different unoccupied space, all of which you must be able to see within range. In addition, when you use a spell slot of 5th or 6th level, only Gargantuan creatures automatically succeed on the saving throw, and when you use a spell slot of 7th level or higher, there is no size category that automatically succeeds on this saving throw.

ARMAMENT

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (bonemeal, iron filings, sawdust, or stone dust)

Duration: 1 minute

Classes: Bard, Cleric, Druid, Paladin, Sorcerer, Tamer, Warlock, Wizard

With a gesture, you summon a simple or martial weapon into your open hand. If you have no free hand, the summoned object instead appears at your feet. The weapon is nonmagical and it can be made of bone, iron, stone, or wood. The weapon disappears when the spell ends. Instead of summoning a weapon, you can summon twenty pieces of ammunition.

DAYDREAM

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny, four-panelled window)

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a -5 penalty to its passive Perception as a result of this disadvantage) until the spell ends. A creature **immune** to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

NULLIFY

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (lead filings)

Duration: 1 hour

Classes: Bard, Cleric, Druid, Sorcerer, Tamer, Wizard

You touch a common or uncommon magic item, temporarily divesting it of its magic. If the item is being held or worn by an unwilling creature, you must make a **Dexterity (Sleight of Hand)** check contested by the creature's **Dexterity (Acrobatics)** or **Strength (Athletics)** check (its choice). If you succeed, you temporarily suppress the item's magical properties for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell can affect items of higher rarity: rare at 4th level, very rare at 6th level, and legendary at 8th level.

CREATURES

LAIR ACTIONS

Fey plants and the faerie presence have created a surplus of ambient magic that the faerie champions can manipulate to take lair actions. 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	Vdist
3rd	12	3 (1d6)	5 ft.
7th	14	7 (2d6)	10 ft.
11th	15	10 (3d6)	15 ft.

Lair Actions. On initiative count 20 (losing initiative ties) of wave 3, the faerie champions use a lair action; the champions can't use the same effect two rounds in a row:

Spatial Reshaping. The friction between the Material Plane and Plane of Fey starts to grind in a **10-foot-radius sphere** centred on each of the champions. Each other creature in either of the areas must make a **VDC Strength saving throw**. The creature is pulled **10 feet** toward the nearest champion on a failed save and pushed backward **10 feet** from the nearest champion on a successful one.

Embrace the Wild. The faerie champions send a surge of magic into the gateway that is instantly reflected in a flash of fey magic. Rifts appear in two **5-foot** spaces the champions can see. For each space, roll a **d6** on the Fey Magic Rift table below to determine the result.

FEY MAGIC RIFT

d6 Fey Magic

A cracking bolt of energy explodes in the rift's space. Each creature within **Vdist** of the space must make a **VDC Dexterity saving throw**, taking **Vdam x 2** force damage on a failed save, or half as much damage on a successful one.

Rainbow-coloured light erupts in a bursting kaleidoscope. Each creature within **Vdist** of the space must succeed on a **VDC Constitution saving throw** or be **blinded** until initiative count 20 of the next round.

Gravity doubles in a **Vdist radius** centred on the rift's space. The affected area is difficult terrain until initiative count 20 of the next round.

A burst of psychic energy lashes out from the rift's space. Each creature within **Vdist** of the space must make a **VDC Intelligence saving throw**, taking **Vdam** psychic damage and being unable to take reactions until the start of its next turn on a failed save, or half as much damage and no other effect on a successful one.

A writhing mass of vines and roots bursts from the ground in the rift's space, lashing out in a **Vdist radius**. Each creature in the area must make a **VDC Strength saving throw** or be **grappled** (escape DC equals VDC) by the twisting plantlife. The plants wither and die on initiative count 20 of the next round.

A burst of chaos strikes in the rift's space. Each creature within **Vdist** of the space must succeed on a **VDC Charisma saving throw** or have any magic items it is wearing or carrying temporarily lose their magical properties until initiative count 20 of the next round.

ADELIFAE

With wings of unassuming brown and ochre, Adelifae is easy to ignore among the flashy nobles typical of seelie courts. But with a flutter, the hypnotic patterns of the autumn fey's under-wings draw the eye, and tinkling music fills the air. Proud, cunning, and sober

for a faerie, Adelifae is seldom drawn into acts of overt violence. They are a clandestine agent of Queen Soliana's, gathering information and swaying courtiers with a gentle touch.

A Mutual Demise. When Iris Clearwind asked for volunteers to test the mettle of the Material Plane, Adelifae knew that their saviour would need more than just brute strength to reclaim the Sunsworn Court and free their liege. Adept at charming and incapacitating, the court spy elected to join the Scarab, so that they might weed out those too easily beguiled by other fey creatures.



ADELIFAE, THE CORUSCANT

Medium Fey, Chaotic Neutral

Armour Class 14 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4

Skills Acrobatics +6, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Sylvan but doesn't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Evasion. If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Ferrous Weakness. When Adelifae takes 4 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.

Fey Heritage. Magic can't put Adelifae to sleep.

Flyby. Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (1/Day). If Adelifae fails a saving throw, it can choose to succeed instead.

Magical Repulsion. Adelifae has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. Adelifae makes one Proboscis attack and uses Wing Strike.

Proboscis. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a **DC 12 Constitution saving throw**. On a failed saving throw, a creature takes 2 (1d4) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

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

Wing Strike. Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 12 Dexterity saving throw**, taking 3 (1d6) thunder damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Adelifae can take 2 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. Adelifae regains spent legendary actions at the start of its turn.

Proboscis Attack. Adelifae makes a Proboscis attack.

Dazzling Melody (Costs 2 Actions). Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 12 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

Fey Shroud (Costs 2 Actions). Adelifae becomes **invisible** until the start of its next turn or it takes another action.

ADELIFAE, THE PRISMATIC

Medium Fey, Chaotic Neutral

Armour Class 15 (natural armour)

Hit Points 82 (11d8 + 33)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6

Skills Acrobatics +9, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands Sylvan but doesn't speak

Challenge 7 (2,900 XP)

Proficiency Bonus: +3

Evasion. If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Ferrous Weakness. When Adelifae takes 8 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.

Fey Heritage. Magic can't put Adelifae to sleep.

Flyby. Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (2/Day). If Adelifae fails a saving throw, it can choose to succeed instead.

Magical Repulsion. Adelifae has resistance to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. Adelifae makes one Proboscis attack and uses Wing Strike.

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a **DC 14 Constitution saving throw**. On a failed saving throw, a creature takes 3 (1d6) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

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

Wing Strike. Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

Silkspun Lantern (1/Day). Adelifae opens its magic lantern to cast the *insect plague* spell (**save DC 15**). The locusts are replaced by moths.

LEGENDARY ACTIONS

Adelifae 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. Adelifae regains spent legendary actions at the start of its turn.

Proboscis Attack. Adelifae makes a Proboscis attack.

Dazzling Melody (Costs 2 Actions). Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 14 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

Fey Shroud (Costs 2 Actions). Adelifae becomes **invisible** until the start of its next turn or it takes another action.

ADELIFAE, THE IRIDESCENT

Medium Fey, Chaotic Neutral

Armour Class 16 (natural armour)

Hit Points 102 (12d8 + 48)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	10 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Acrobatics +12, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands Sylvan but doesn't speak

Challenge 11 (7,200 XP)

Proficiency Bonus: +4

Evasion. If Adelifae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Adelifae instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Ferrous Weakness. When Adelifae takes 12 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.

Fey Heritage. Magic can't put Adelifae to sleep.

Flyby. Adelifae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If Adelifae fails a saving throw, it can choose to succeed instead.

Magical Repulsion. Adelifae has resistance to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. Adelifae makes one Proboscis attack and uses Wing Strike.

Proboscis. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage, and the target must make a **DC 16 Constitution saving throw**. On a failed saving throw, a creature takes 4 (1d8) poison damage and is **charmed** by Adelifae. On a success, a creature takes half as much damage and isn't charmed. A charmed creature regards Adelifae as a trusted friend to be heeded and protected. Although the target isn't under Adelifae's control, it takes Adelifae's requests or actions in the most favourable way it can.

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

Wing Strike. Adelifae beats its wings and emits a sonic blast in a **30-foot cone**. Each creature in that area must make a **DC 16 Dexterity saving throw**, taking 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one.

Silkspun Lantern (1/Day). Adelifae opens its magic lantern to cast the *insect plague* spell (**save DC 16**). The locusts are replaced by moths.

LEGENDARY ACTIONS

Adelifae 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. Adelifae regains spent legendary actions at the start of its turn.

Proboscis Attack. Adelifae makes a Proboscis attack.

Dazzling Melody (Costs 2 Actions). Adelifae chooses a creature it can see within **120 feet** of it and croons a song accompanied by tinkling music from its wings. If the target can hear Adelifae, it must succeed on a **DC 16 Charisma saving throw** or be **incapacitated** until the end of its next turn. The effect ends early if it takes damage or Adelifae takes another action.

Fey Shroud (Costs 2 Actions). Adelifae becomes **invisible** until the start of its next turn or it takes another action.



THE SCARAB

If the Scarab has another name, few know it and none use it. Large in size and possessing awesome strength, the Scarab is a tempestuous summer fey, not unlike his commander, Iris Clearwind. Though he seldom speaks, his menacing air and hulking red and black form was used frequently by the queen to intimidate courtiers, diplomats, and other visitors to her realm.

SCARAB SQUIRE

Large Fey, Lawful Neutral

Armour Class 15 (natural armour)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +7, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Condition Immunities charmed

Senses darkvision 90 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Ferrous Weakness. When the Scarab takes 4 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.

Fey Heritage. Magic can't put the Scarab to sleep.

Freedom of Movement. The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Limited Flight. The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

Magical Repulsion. The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. The Scarab makes two attacks with its Herculean Horn.

Herculean Horn. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 13 Strength saving throw**. On a failed save, the target is launched up to **15 feet** away in a direction of the Scarab's choosing, landing **prone**.

Charging Impalement (Recharge 4-6). The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 13 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

Horn Attack. The Scarab makes a Herculean Horn attack.

Shell Defense. The Scarab raises its carapace to shield itself from harm, gaining a **+4 bonus** to AC until it makes an attack or the start of its next turn, whichever comes first.

Temporal Mishap (Costs 2 Actions). The Scarab creates temporal fluctuations in a **10-foot-radius sphere** centred on itself. Each other creature in the area must make a **DC 13 Charisma saving throw**. On a failed saving throw, a creature takes 7 (2d6) force damage and is teleported to an unoccupied space within **30 feet** of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed **10 feet** away from the Scarab.

SCARAB KNIGHT

Large Fey, Lawful Neutral

Armour Class 17 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +7, Con +7

Skills Athletics +10, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Condition Immunities charmed

Senses darkvision 90 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Ferrous Weakness. When the Scarab takes 8 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.

Fey Heritage. Magic can't put the Scarab to sleep.

Freedom of Movement. The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Limited Flight. The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

Magical Repulsion. The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. The Scarab makes two attacks with its Herculean Horn.

Herculean Horn. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 15 Strength saving throw**. On a failed save, the target is launched up to 15 feet away in a direction of the Scarab's choosing, landing **prone**.

Charging Impalement (Recharge 4-6). The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 15 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

Horn Attack. The Scarab makes a Herculean Horn attack.

Shell Defense. The Scarab raises its carapace to shield itself from harm, gaining a +4 bonus to AC until it makes an attack or the start of its next turn, whichever comes first.

Temporal Mishap (Costs 2 Actions). The Scarab creates temporal fluctuations in a 10-foot-radius sphere centred on itself. Each other creature in the area must make a **DC 15 Charisma saving throw**. On a failed saving throw, a creature takes 9 (2d8) force damage and is teleported to an unoccupied space within 30 feet of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed 10 feet away from the Scarab.

SCARAB DUKE

Large Fey, Lawful Neutral

Armour Class 18 (natural armour)

Hit Points 126 (12d10 + 60)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +9, Con +9

Skills Athletics +13, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Condition Immunities charmed

Senses darkvision 90 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Ferrous Weakness. When the Scarab takes 12 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.

Fey Heritage. Magic can't put the Scarab to sleep.

Freedom of Movement. The Scarab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Limited Flight. The Scarab can move by using its wings in bursts of flight. The Scarab is too heavy for continued flight or hovering and falls at the end of its turn if nothing but its flying speed is keeping it aloft.

Magical Repulsion. The Scarab has **resistance** to bludgeoning, piercing, and slashing damage from magical weapons (included in Damage Resistances).

ACTIONS

Multiattack. The Scarab makes two attacks with its Herculean Horn.

Herculean Horn. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a Medium or smaller creature, it must make a **DC 17 Strength saving throw**. On a failed save, the target is launched up to 15 feet away in a direction of the Scarab's choosing, taking 2 (1d4) bludgeoning damage and landing **prone**.

Charging Impalement (Recharge 4-6). The Scarab moves up to its speed in a straight line, moving through the spaces of creatures smaller than it. Each creature whose space it moves through must succeed on a **DC 17 Dexterity saving throw** or take damage as if it had been hit by the Scarab's Herculean Horn attack and failed the Strength saving throw.

LEGENDARY ACTIONS

The Scarab can take 2 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 Scarab regains spent legendary actions at the start of its turn.

Horn Attack. The Scarab makes a Herculean Horn attack.

Shell Defense. The Scarab raises its carapace to shield itself from harm, gaining a +4 bonus to AC until it makes an attack or the start of its next turn, whichever comes first.

Temporal Mishap (Costs 2 Actions). The Scarab creates temporal fluctuations in a 10-foot-radius sphere centred on itself. Each other creature in the area must make a **DC 17 Charisma saving throw**. On a failed saving throw, a creature takes 11 (2d10) force damage and is teleported to an unoccupied space within 30 feet of the Scarab that it can see. On a successful saving throw, a creature takes half as much damage and is pushed 10 feet away from the Scarab.

LYREFLIES

The lyrefly is a Fey insect that resembles a butterfly with a four-inch wingspan and shimmering, colourful body. It is known for its beautiful wings, which resemble the strings of a lyre, and its ability to produce sweet, melodic music as it flutters through the trees. Despite its charming appearance, the carnivorous lyrefly is also a formidable hunter. An orchestra of these beautiful creatures (the collective noun for lyreflies is an orchestra) can turn their music into a thunderous cacophony that stuns and disorients prey.

An Unusual Symbiosis. Though a deadly predator, lyreflies do not feed on the blood they harvest from their prey. Instead, they use this blood to stimulate the carnivorous snapping jackmaw flowers to begin producing acid and digest the blood offering. The lyreflies lay their eggs into this caustic pool, which protects them from predation. Simply delightful.

SWARM OF LYREFLIES

Medium swarm of Tiny Beasts, Unaligned

Armour Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 10

Languages understands Sylvan but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny butterfly. The swarm can't regain hit points or gain temporary hit points.

Thundering Music. Each creature that starts its turn in the swarm's space must succeed on a **DC 10 Constitution saving throw** or take 3 (1d6) thunder damage.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

SUNSPRITES

Tumbling and frolicking in one of the innumerable sunbeams of the Plane of Fey's unending sunset, sunsprites are playful, inquisitive, and capricious creatures. Much like giving a cat a belly rub, playing with a sunsprite is fraught with danger. Though the sunsprite (or cat) may appear to be enjoying themselves, their mood can change in an instant, leaving you with naught but a patch of sunburn (or some cat claw scratches).

Sunfriends. Given their mutual love of sunlight, it is no surprise that suneater owlbeats and sunsprites are found in close proximity to one another. When threatened, a suneater owlbear will make use of the bright light shed by these sprites, which position themselves tactically on the owlbear's behalf.

SUNSPRITE

Tiny Fey, Chaotic Neutral

Armour Class 13

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +7, Perception +3

Damage Immunities radiant

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Bright. When the sunsprite isn't invisible, it sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

Death Burst. When the sunsprite dies, it explodes in a burst of light. Each creature within **5 feet** of the sunsprite must make a **DC 10 Dexterity saving throw**, taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

Evasion. When the sunsprite is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Sunbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage plus 4 (1d8) radiant damage.

Invisibility. The sunsprite magically turns **invisible** until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sunsprite wears or carries is invisible with it.

TAMER LEVEL

FAMILIAR

1

PACK MULE

PREREQUISITE: BECOME COMPANION

"It is sworn to carry your burdens."

3

LOYAL I

PREREQUISITE: —

"You and me until the end, squirebug..."

CHARGE

PREREQUISITE: —

"Like a knight into battle!"

5

SQUIRE'S DUTY I

PREREQUISITE: —

"It takes care of all my things, including..."

GROWTH

PREREQUISITE: —

"Small bug, big dreams."

MULTIATTACK

PREREQUISITE: —

"Remember what we practised!"

9

LOYAL II

PREREQUISITE: LOYAL I

"...never wavering..."

KNIGHT IN TRAINING I

PREREQUISITE: —

"A knight in shining chitin..."

13

SQUIRE'S DUTY II

PREREQUISITE: SQUIRE'S DUTY I

"...wait. Where were you keeping the mount?"

KNIGHT IN TRAINING II

PREREQUISITE: KNIGHT IN TRAINING I

"...nevermind, that's pure steel."

17

LOYAL III

PREREQUISITE: LOYAL II

"...never giving up."

Type: Fey

Creature Component: Any scarab

Bonus Tamer Improvement: Pack Mule and +2 Hit Dice

SQUIREBUG

"The little guy at the entrance? Yeah, he's being genuine. No, there's no trick. He really just wants to go and help you on an adventure for free. Look, I'll throw in a few gold pieces if you just take him on a trip for a while. I can't listen to another ten-minute declaration of undying loyalty..."

— Heliana, Overwhelmed by Helpfulness

Squirebugs come into being when benevolent fey spirits take residence in the discarded shells of scarab knights. The resulting creature quickly develops an infatuation with the idea of knighthood and seeks out adventurers and warriors to aid, hoping to learn from them to one day become a valiant knight itself. Squirebugs are undyingly loyal to those they bond with, and will gladly put themselves in harm's way to protect them.

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

Save DC = 8 + the tamer's proficiency bonus + the squirebug's Strength modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the waxolotl the following improvements using your Monster Trainer feature:

PACK MULE

Prerequisite: Become a tamer's companion
Type: Passive (companion), Active (action)

The squirebug gains proficiency in the Athletics skill, and it counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

In addition, as an action, the squirebug can touch an object that isn't being worn or carried and is no more than one size category larger than itself, transporting it to an extradimensional space that only it can access. This extradimensional space can hold only one object at a time. As an action, the squirebug can retrieve the object, causing it to appear in an unoccupied space within 5 feet of it. The object also returns if the squirebug is reduced to 0 hit points or recalled back to its vessel.

SQUIREBUG

Tiny fey, neutral good

Armour Class 14 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	13 (+1)

Condition Immunities exhaustion

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Fey Heritage. Magic can't put the squirebug to sleep.

Overeager. When a friendly creature the squirebug can see within **30 feet** of it makes an ability check, the squirebug must make a **DC 11 Wisdom saving throw**. On a failed save, the squirebug uses its reaction to move up to its speed towards the creature. If the squirebug gets within **5 feet** of the creature, it desperately tries to help and, in its eagerness, imposes **disadvantage** on the creature's check. Once the squirebug makes this saving throw, it doesn't do so again until the next dawn.

ACTIONS

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Help (2/Day). The squirebug takes the Help action.

LOYAL I

Prerequisite: 3rd-level tamer
Type: Active (reaction)

While the squirebug is within **5 feet** of its tamer and the tamer is hit by an attack made by a creature that the squirebug can see, the squirebug can use its reaction to make itself the target of the attack instead.

CHARGE

Prerequisite: 3rd-level tamer
Type: Passive (companion)

Once on each of its turns, if the squirebug moves at least **20 feet** straight toward a target and then hits it with an attack, the target takes an extra 3 (1d6) damage. If the target is a creature within **5 feet** of the squirebug's tamer that is no more than two sizes larger than the squirebug, it must succeed on a **Strength saving throw** or be pushed **10 feet** away from the tamer.

GROWTH

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

The squirebug's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage die of its Horns attack increases to a **d6**.

MULTIATTACK

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the squirebug can make two attacks.

SQUIRE'S DUTY I

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

The squirebug can help its tamer with their armour, reducing the time it takes them to don or doff an armour by half.

In addition, over the course of a short or long rest, the squirebug can tend to one of its tamer's belongings, honing and oiling a weapon or polishing a suit of armour. A weapon gains a **+1 bonus** to attack and damage rolls and a suit of armour gains a **+1 bonus** to the AC it provides. Only the squirebug's tamer can benefit from these bonuses, which can be in addition to any that the weapon or armour already has, as long as their sum doesn't exceed +3. The bonuses last until the tamer finishes a short or long rest, or until the squirebug is recalled into its vessel.

LOYAL II

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

If the squirebug is within **30 feet** of its tamer and can see it, the squirebug has **immunity** to the charmed condition and **advantage** on saving throws against being frightened.

KNIGHT IN TRAINING I

Prerequisite: 9th-level tamer
Type: Passive (companion)

The squirebug gains proficiency with longswords and shields. It can replace any number of attacks it makes with attacks using a longsword.

SQUIRE'S DUTY II

Prerequisite: 13th-level tamer, Squire's Duty I
Type: Active (10 minutes)

The squirebug can cast the *find steed* spell. The steed serves the squirebug's tamer as if the tamer had cast the spell. Once the squirebug casts the spell in this way, it can't do so again until its tamer finishes a long rest.

KNIGHT IN TRAINING II

Prerequisite: 13th-level tamer, Knight in Training I
Type: Passive (companion), Active (action)

The squirebug gains proficiency with heavy armour.

In addition, the squirebug can use an action to summon a magical force in the shape of a scarab underneath it, resembling a mount. The squirebug gains a flying speed equal to its walking speed for **1 hour** or until the squirebug dismisses the scarab. Once the squirebug has used this action, it can't do so again until its tamer finishes a long rest.

LOYAL III

Prerequisite: 17th-level tamer, Loyal II
Type: Active (reaction)

When the squirebug's tamer drops to 0 hit points while the squirebug is within **60 feet** of them and can see them, the squirebug can use its reaction to shout words of encouragement, professing its belief and trust in its tamer. The tamer drops to 1 hit point instead and gains 21 (6d6) temporary hit points.

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

