

# VENTURE MAIDENS

Campaign Guide

## Promo: The Blossom Court

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# PROMO

# THE BLOSSOM COURT

**W**HEN MOST PEOPLE think of the courts of faerie, two usually spring to mind: the winter and summer courts. This idea of dichotomy between the fey is well established and has been covered at length in other lore and gaming resources. Instead of limiting the realm of faerie to just two factions, the world of *Venture Maidens* has seven, with the potential for even more to claw their way to power. In our world, fey courts operate via political machinations similar to our own. Powers are constantly shifting, changing, making or breaking alliances, and vying for control over the realms of faerie. The seven faerie courts we cover in the *Venture Maidens Campaign Guide* are by no means an exhaustive list, but they happen to be the most influential currently in play.

Each sovereign fey court has a theme based around the aspects of nature over which they wield the most control, but the theme does not entirely define the creatures who belong to a court. For example, a troll could easily belong to any of the seven courts, though its appearance and capabilities will manifest differently depending on which of the seven it aligns itself with. The templates provided show the mechanical changes that occur when a creature swears allegiance to a particular court.

## The Sovereign Fey Courts

Here is a breakdown of the seven sovereign fey courts that currently vie for control of the Wildes:

### THE BLOSSOM COURT

The court that presides over flora and spring. The members of the Blossom Court grow to look quite plantlike themselves, with the noblest of them resembling different decorative flowers.



### THE WITHERED COURT

The court of death and winter. This court is stoic and severe, representing the fact that all things must die to continue the cycle of life. The members of the Withered Court are pale, frosty, and look drained of vitality.



### THE HEAVENLY COURT

The court that presides over the stars, the moon, and the ocean. The members of the Heavenly Court are ethereal and often resemble conglomerates of starlight rather than purely physical bodies.



### THE COURT OF THE WINDS

The court that presides over the air, winds, and storms. The members of the Court of the Winds are always winged and birdlike in appearance. While most are content to drift freely through life, they are prone to violent, stormy outbursts.



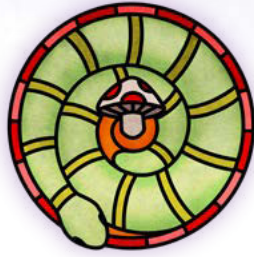
### THE FOREST COURT

The court that presides over fauna and maintaining balance. The members of the Forest Court often have animal features or are sometimes even indistinguishable from beasts (save for their intelligence and ability to talk). The forest court are the most down-to-earth of all the fey and consider themselves the guardians of balance in the natural world.



## THE SLITHERING COURT

The court that presides over shadows and the things that crawl within them. The members of the Slithering Court resemble the grotesque things they represent: vermin, fungus, snakes, and shadows. The slithering court is the only fey court comfortable in urban environments, and they aren't afraid to do the dirty work no other fey will.



## THE SLEEPING COURT

The court that presides over dreams. There are very few members of the sleeping court, for they are so old they exist almost purely in imagination. The Sleeping Court is "ruled" by a massive dragon who hasn't been awake since living memory. The other fey sovereigns respect this dragon as one of the oldest (maybe even the first) fey in existence, but they don't consider the Sleeping Court a real player in their politics.



# The Blossom Court

Of the seven courts, the Blossom Court is most connected to the flora of the natural world. The realms of the Blossom Court are wide expanses of verdant jungle and exquisite gardens. Structures are rare, but the few that exist resemble sprawling greenhouses built from colored glass. The citizens of the Blossom Court often take on plantlike appearances themselves, and it is not uncommon for individuals to sprout living plants from their skin. The Blossom Court places great emphasis on aesthetic, but it is unwise to regard them as merely vain. As much as the citizens embody the beauty of plants, they also embody their tenacity. The Blossom Court has a nefarious way of creeping into the hearts and minds of others and taking permanent root.

## NEW MONSTER TEMPLATES

In the world of Venture Maidens, seven courts war against each other to dominate the realms of faerie. These templates give you a way to easily place any monster in one of the courts' service, allowing you to create flavorful new monsters with ease. The following monster templates allow you to upgrade any existing creature to become a serf, courtier, or even the Blossom Court's queen.

## Blossom Serf Template

You can create a serf of the Blossom Court by making the following adjustments to the statistics of any creature.

**Creature Type.** The creature gains fey as a creature type in addition to its original creature type. Spells that affect Fey effect the creature.

**Hit Dice.** The creature gains two additional Hit Dice and recalculates its hit point maximum using these Hit Dice.

**Ability Scores.** The creature's Charisma score increases by 4. An ability score cannot be increased above 30 using this feature.

**Damage Resistances.** The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

**Condition Immunities.** The creature gains immunity to the charmed condition.

**Challenge Rating.** The creature's challenge rating increases by 1.

**Traits.** The creature gains the following traits.

- **Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.
- **Sweet Scent.** When a creature starts its turn within 30 feet of the serf, it must succeed on a DC 13 Charisma saving throw or become charmed for 1 hour and regard the serf as a friendly acquaintance. If the serf or one of its allies harms the charmed creature, this effect ends. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the serf's Sweet Scent for the next 24 hours.

**Proficiency.** The creature's proficiency bonus increases to match its adjusted challenge rating.

## SOVEREIGN ACTIONS

The list of known sovereign actions is presented here in alphabetical order. For information on sovereign points and how these actions function, see the Sovereign Fey trait in the Blossom Queen Template section.



## Blossom Courtier Template

You can create a courtier of the Blossom Court by making the following adjustments to the statistics of any creature.

**Creature Type.** The creature gains fey as a creature type in addition to its original creature type. Spells that affect Fey effect the creature.

**Hit Dice.** The creature gains ten additional Hit Dice and recalculates its hit point maximum using these Hit Dice.

**Ability Scores.** The creature's Charisma score increases by 6. An ability score cannot be increased above 30 using this feature.

**Damage Vulnerabilities.** The creature becomes vulnerable to fire.

**Damage Resistances.** The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

**Condition Immunities.** The creature gains immunity to the charmed and frightened conditions.

**Challenge Rating.** The creature's challenge rating increases by 4.

**Traits.** The creature gains the following traits.

- **Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.

- **Sweet Scent.** When a creature starts its turn within 30 feet of the courtier, it must succeed on a DC 15 Charisma saving throw or become charmed for 1 hour and regard the courtier as a friendly acquaintance. If the courtier or one of its allies harms the charmed creature, this effect ends. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the courtier's Sweet Scent for the next 24 hours.

- **Verdant Blessing.** The courtier regains 10 hit points at the start of its turn. If the courtier takes fire damage, this trait doesn't function at the start of the courtier's next turn. The courtier dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Proficiency.** The creature's proficiency bonus increases to match its adjusted challenge rating.

**Actions.** The creature gains the following action.

- **Petal Dance.** The courtier creates a swirling storm of flower petals to fill a 15-foot-radius sphere at a point it chooses within 60 feet. While the courtier stands in the storm of petals, it has advantage on attack rolls, and creatures have disadvantage on attack rolls against it. The petal storm remains for 1 minute or until the courtier chooses to end the effect.

### CROWN OF ROSES

**Action:** 1 bonus action

**Range:** 120 feet

**Sovereign Point Cost:** 1

The sovereign fey sends a rose from its crown hurtling toward one creature or object within 120 feet. When it does so, it makes a ranged spell attack. On a hit, a target takes 4d12 magical piercing damage and becomes poisoned until the end of its next turn.

### OVERGROWN

**Action:** 1 action

**Range:** 60 feet

**Sovereign Point Cost:** 5

The sovereign fey causes two shambling mounds to sprout from unoccupied spaces within 60 feet. The shambling mounds act on their own initiative, but they obey all commands issued to them by the sovereign fey (no action required). A shambling mound disappears when it drops to 0 hit points.

### PACIFYING PERFUME

**Action:** 1 reaction, which the sovereign fey takes when it takes damage

**Range:** 60 feet

**Sovereign Point Cost:** 3

The sovereign fey emits pheromones toward one creature it can see within 5 feet. The target must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### PHOTOSYNTHESIS

**Action:** 1 bonus action

**Range:** Self

**Sovereign Point Cost:** 2

The sovereign fey absorbs light and transforms it into energy. The sovereign fey heals 4d12 hit points and ends all conditions affecting it. The sovereign fey cannot use this ability if it is in total darkness.

## POPPY FIELD

**Action:** 1 action

**Range:** Self

**Sovereign Point Cost:** 6

The sovereign fey causes a field of massive poppies to sprout from the ground in a 150-foot-radius circle centered on itself. While the poppies remain, the area is considered difficult terrain. When a creature enters the field for the first time

or starts its turn in the field, it must succeed on a DC 18 Constitution saving throw or fall unconscious until the field disappears, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. The poppy field remains for 10 minutes or until the sovereign fey chooses to end the effect.

Creatures that cannot be magically put to sleep are immune to this effect.

## Blossom Queen Template

You can create a queen of the Blossom Court by making the following adjustments to the statistics of any creature.

**Creature Type.** The creature gains fey as a creature type in addition to its original creature type. Spells that affect Fey effect the creature.

**Hit Dice.** The creature gains sixteen additional Hit Dice and recalculates its hit point maximum using these Hit Dice.

**Ability Scores.** The creature's Charisma score increases by 6, and it gains 10 ability points. Each ability point can be used to increase an ability score of its choice by 1. An ability score cannot be increased above 30 using this feature.

**Damage Resistances.** The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

**Damage Immunities.** The creature becomes immune to cold and poison damage.

**Condition Immunities.** The creature gains immunity to the charmed, exhaustion, frightened, and poisoned conditions.

**Challenge Rating.** The creature's challenge rating increases by 8.

**Traits.** The creature gains the following traits.

- **Magic Resistance.** The queen has advantage on saving throws against spells and other magical effects.
- **Sovereign Fey.** The blossom queen is a sovereign fey, empowered by a demesne of the faerie realms. The queen gains the ability to draw power from its realm to produce effects called sovereign actions. Sovereign actions are magical effects the queen can create by expending sovereign points.

When a creature becomes a blossom queen, it gains a pool of sovereign points equal to its current Hit Dice maximum and can never

have more sovereign points than its current Hit Dice maximum. Use of a sovereign action requires the listed action, sovereign point cost, and range restriction detailed in its description. Sovereign actions follow the general rules of spellcasting as detailed in the 5th Edition core rules, and they use Charisma as the spellcasting ability and for spell attacks, though technically they are not spells. For the purposes of determining the strength of a sovereign action's magical effects, such effects are treated as though they were produced by spells of 8th level. A creature recovers any spent sovereign points during a long rest.

- **Sweet Scent.** When a creature starts its turn within 30 feet of the queen, it must succeed on a DC 18 Charisma saving throw or become charmed for 24 hours and regard the queen as a friendly acquaintance. If the queen or one of its allies harms the charmed creature, this effect ends. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the queen's Sweet Scent for the next 24 hours.
- **Verdant Blessing.** The queen regains 15 hit points at the start of its turn. If the queen takes fire damage, this trait doesn't function at the start of the queen's next turn. The queen dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Proficiency.** The creature's proficiency bonus increases to match its adjusted challenge rating.

**Actions.** The creature gains the following action.

- **Petal Dance.** The queen creates a swirling storm of flower petals to fill a 30-foot-radius sphere at a point it chooses within 60 feet. While the queen stands in the storm of petals, it has advantage on attack rolls, and creatures have disadvantage on attack rolls against it. The petal storm remains for 1 minute or until the queen chooses to end the effect.

# Blossom Queen Dryad

*Medium fey, neutral*

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

**Hit Points** 135 (21d8 + 41)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	26 (+8)

**Skills** Perception +7, Stealth +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Elvish, Sylvan

**Challenge** 9 (5,000 XP)

## TRAITS

**Innate Spellcasting.** The dryad's innate spellcasting ability is Charisma (spell save DC 20). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

**Magic Resistance.** The dryad has advantage on saving throws against spells and other magical effects.

**Sovereign Fey.** The dryad is a sovereign fey. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks), and she has 21 sovereign points. The dryad can take the following sovereign actions: *crown of roses*, *overgrown*, *pacifying perfume*, *photosynthesis*, *poppy field*. Any spent sovereign points are recovered when the dryad completes a short or long rest.

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they shared a language.

**Sweet Scent.** When a creature starts its turn within 30 feet of the dryad, it must succeed on a DC 18 Charisma saving throw or become charmed for 24 hours and regards the dryad as a friendly acquaintance. If the dryad or one of her allies harms the charmed creature, this effect ends. If the creature's saving throw

is successful or the effect ends for it, the creature is immune to the dryad's Sweet Sense for the next 24 hours.

**Tree Stride.** Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

**Verdant Blessing.** The dryad regains 15 hit points at the start of her turn. If the dryad takes fire damage, this trait doesn't function until the start of her next turn.

## ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage, or 8 (1d8 + 6) bludgeoning damage with *shillelagh*.

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

Each time the dryad 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 the dryad 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 the dryad's Fey Charm for the next 24 hours.

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

**Petal Dance.** The dryad creates a swirling storm of flower petals to fill a 30-foot-radius sphere at a point she chooses within 60 feet. While the dryad stands in the storm of petals, she has advantage on attack rolls, and creatures have disadvantage on attack rolls against her. The petal storm remains for 1 minute or until the dryad chooses to end the effect.



