

SUMMER COURT REVELER

Medium Fey, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d8+24)

Speed 35 ft.

STR 12 (+1)

DEX 18 (+4)

CON 14 (+2)

INT 14 (+2)

WIS 10 (+0)

CHA 20 (+5)

Saving Throws Dex +7, Wis +3, Cha +8

Skills Persuasion +11, Deception +8, Perception +3, Performance +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities charmed, fire

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Fey Step (3/Day). As a bonus action, the Reveler can teleport up to 30 feet to an unoccupied space it can see.

Captivating Presence. Any creature that starts its turn within 10 feet of the Reveler must succeed on a DC 16 Wisdom saving throw or be charmed by it until the start of its next turn. A charmed creature can't take reactions and must use its movement to approach the Reveler. Creatures immune to charm are unaffected.

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

Innate Spellcasting. The Reveler's spellcasting ability is Charisma (spell save DC 16, +8 to hit). It can cast: At will: charm person, minor illusion. 3/day each: suggestion, enthrall. 1/day each: dominate person, Hypnotic Pattern.

ACTIONS

Multiattack. The Reveler makes two Burning Touch attacks, or one Burning Touch and uses Suggestion (if available).

Burning Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) fire damage plus 9 (2d8) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or be charmed by the Reveler until the end of its next turn.

Summer's Gift. The Reveler touches one willing creature. The target regains 21 (6d6) hit points and gains advantage on Charisma checks for 1 hour. For the duration, the target also becomes slightly too vivid -- glowing faintly, voices carrying further -- which may attract attention.

BONUS ACTIONS

Fey Step. The Reveler teleports up to 30 feet to an unoccupied space it can see (3/day).

REACTIONS

Redirect Emotion. When a creature the Reveler can see within 30 feet is about to make an attack, the Reveler can use its reaction to attempt to redirect the emotion driving the attack. The attacker must succeed on a DC 16 Wisdom saving throw or the attack targets a different creature of the Reveler's choice.

Lore

Summer Court Revelers are the Summer Court's most frequent agents in the mortal world -- fey who are sent, or simply wander, into mortal territory when Aurath's attention drifts in a particular direction. They appear as extraordinarily attractive humanoids of any race, always slightly too vivid, slightly too present, as though the color and sound around them has been turned up.

They are not malicious. They are enthusiastic in ways that do not account for mortal limitations. A Reveler who becomes interested in a mortal will pursue that interest with the full intensity of Summer Court passion, which is substantial, until something else captures their attention. Mortals who have been the subject of this attention often describe it as the most exciting period of their lives. They also often describe significant consequences they had not anticipated.

Habitat

Forest edges, mortal settlements near fey crossings, anywhere emotion runs high