



# Hoppy Hunting

*A Light-Hearted Egg Hunt*



## Introduction

The idea behind this special bunny day supplement is to provide GMs of one-on-one or small group games with encounters, locations, and NPCs that can be easily incorporated into fantasy settings. To that end, much of the how and why is up to the GM, but the physical details, suggested treasure, and map are already done!

This adventure supplement is scaled for characters of any level (favoring early levels) and takes place in **the Brightlands**.

## How to Use this Adventure

This supplement assumes that you have access to the 5E SRD. Items or creatures that are not part of the SRD can be found in the appendix.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

## Sidebar example

Text that appears in sidebars is optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the supplement.

Creatures with stat blocks, magic items, or important tables appear in bold.

If you wish to hide real-life eggs around your house for adventurers to find in character, you may wish to hide d6s in the eggs for the player to roll after finding the egg.

## For Groups or Duets

This supplement is designed to work in duets with one GM and one player or in small groups. For more information and resources about playing this one-on-one style, please see [dndduet.com](http://dndduet.com).

Regardless of whether you are running this supplement 1-on-1 or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. Any combat that occurs (and it may not on such a light-hearted excursion) should feel weighty but fun. Some strategies include reducing or raising hit points or changing the number of combatants before the session begins or making adjustments during combat.

## Supplement Background

*Deep in the Brightlands*

*As legend tells*

*Lives a magical bunny*

*With a penchant for spells...*

The Archfae ruler of all bunny-kind, Leopold, is a trickster figure in bunny lore. This shy rabbit leader, said to be as tall as a humanoid creature, is hesitant to be seen outside the bunny kingdom but, for a few weeks every spring, he leaves his burrow and hops around the whole of the Brightlands, hiding magical eggs as he goes. Curious adventurers who find the eggs have two choices: if they plant them in the ground, the next day they'll find a magical tree, bush, or flower that has special properties but cannot be moved. Alternatively, if they carry the egg with them, caring for it for one full sun-cycle, a mystical fae friend will hatch and accompany them on their travels.

## Adventure Hooks

You step outside town into the fresh, heavily pollinated spring air. In the distance, a pale pink tree, fully flowering, catches your eye—you're certain it wasn't there the day before. As you approach, the back of your neck tingles with the presence of magic. This is no ordinary tree. It's a portal, to the Brightlands.

This side journey can occur wherever your party happens to be and in whichever season it is in your game. In their environment, they find a sudden sign of spring and a portal to the Brightlands. If they choose to approach the floral portal, they're swept away to the mystical fae plane where Leopold has been hard at work with his hide-and-seek game.

- After the party steps through the portal, a small bunny named Trish wearing a crown of flowers asks for their help. The bunny's mystical fae leader, Leopold the Bold, has been so tricky! He left eggs all over the Brightlands for the bunnies to find! If the adventurers want to play too, they can take part in the magic of the bunny's big day, which would make Leopold so happy! She's not sure, but there may be a special prize for whoever finds the most eggs or one of every kind! If the PC doesn't have a companion to search with, Trish volunteers to accompany them on their quest around the Brightlands.

## Describing the Brightlands

The Brightlands have more instances of naturally occurring magic than the prime plane where the world of Azuria is located. The two planes are connected by planar trees and portals, many of which have been in place since ancient times. These passageways hide themselves from most travelers in Azuria, only making themselves known to those who would seek to help and not to harm the vibrant flora, fauna, and fae who call the Brightlands their home.

When describing the Brightlands to your player, you can heighten the sense of magic with sparkling environs in fantastical hues that make it clear they're no longer in their usual adventuring environment. For example: "Fields of turquoise grasses sprawl beneath violet forests as blush-toned petals drift lazily on the breeze that dances around you."

# The Bunny's Quest

To partake in the bunny's quest, adventurers must search high and low across the Brightlands. GMs have two options: hiding colored eggs all around their (real life) house for adventurers to find or using the **Hoppy Hunting Map in Appendix B**.

If using the map, the PC makes a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. One of three situations then occurs.

- On a success, if they are within 5 ft. of one of the eggs' hidden locations, they find an egg and can choose if they would like to plant or hatch it. Have them roll on the mystical fae friends or flowers tables below to determine which type of egg they've found. To increase suspense, don't tell them what type of creature they've discovered or which type of plant they've lovingly placed in the ground until after the PC has completed a long rest.
- On a success, if they are not within 5 ft. of one of the eggs' hidden locations, they see a colorful shape nearby that leads them, on their next turn, to the next closest egg to their present location assuming no other PCs find it first. If they make it to within 5 ft. of an egg on their next turn, they do not need to make the check again.
- On a failure, the fae energy coursing around them gives them a hint as to the direction of an egg (N, S, E, W, NE, NW, SE, SW) from where they're standing, but they aren't sure of the egg's precise location.

You can find the collective stat blocks for the **Fae Friends and Fae Flowers in Appendix A** with unique variants for each individual type.



## Finding the Fae Friends

### Mysical Fae Friends

d6	Fae
1	Frollicking fawn
2	Happy hare
3	Chirping chick
4	Feisty fox
5	Rascally robin
6	Silly squirrel

Leopold awards adventurers who find and hatch all six mystical fae friends with a **pseudocorn (Appendix A)**, a miniature unicorn unique to the bunnies' region of the Brightlands.

### Mystical Fae Flowers

d6	Flower
1	Scarlet azalea
2	Blush peony
3	Ivory pear tree
4	Cornflower blue hydrangea
5	Rose-pink cherry tree
6	Lavender wisteria

Leopold awards adventurers who find and plant all six mystical fae flowers with a **rainbogonia (Appendix A)**, sparkling, rainbow-hued begonias that contain the most vibrant colors of the Brightlands.

# Appendix A

## Fae Friends base stat block

Fae friends hatch from their eggs after being carried around for one 24-hour period. Each fae friend can serve as a familiar to their adventurer, but the adventurer can only have one familiar summoned at a time. At GMs discretion, if you do not wish the fae friend to continue on with their adventurer indefinitely, after one week, the fae friend is called back to its home in the Brightlands.

The chick and the robin use the flying fae friends stat block as their base, and the doe, hare, fox, squirrel, and pseudocorn use the fae friends on land stat block as their base. Each creature has its own unique addition to the stat block found in the **Fae Friends Stat Blocks Table**. When used as a familiar, the creature can cast its special spell once per day as an action on its person's turn.

### Flying Fae Friends

*Tiny beast (bird), chaotic good*

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

#### ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

### Fae Friends on Land

*Tiny beast, chaotic good*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

#### ACTIONS

**Claws/Paws/Hooves.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

### Mysical Fae Friends

Fae	Added spell (1/day)
Frollicking fawn	<i>dancing lights</i>
Happy hare	<i>resistance</i>
Chirping chick	<i>message</i>
Feisty fox	<i>minor illusion</i>
Rascally robin	<i>guidance</i>
Silly squirrel	<i>mage hand</i>
Pseudocorn	<i>charm person</i>

## Fae Flowers

Fae flowers grow and blossom at dawn the day after they are planted. Each plant can be mixed with 5gp of herbs for one vial of a unique potion, as listed below. After the fae flower has been used in this way once, it cannot be used for a potion again, though it remains one of the most beautiful flowers of its kind to be found on the prime plane.

## Art Credits

Cover Photo by [Arno Smit](#) on [Unsplash](#)  
Other resources from DesignCuts.com  
Map created with Inkarnate.com

## Mystical Fae Flowers

Flower	Potion
Scarlet azalea	Potion of healing
Blush peony	Potion of animal friendship
Ivory pear tree	Potion of resistance (poison)
Cornflower blue hydrangea	Potion of invisibility
Rose-pink cherry tree	Potion of resistance (necrotic)
Lavender wisteria	Potion of water breathing
Rainbow begonia	3x potions of healing, 2x philters of love, 1x potion of speed

# Appendix B

