

INTO THE FEYWILD

A 5E-Compatible Adventure for Characters of 1st–5th Level

IMAGINE A HOUSE

Surrounded by a dark, thick forest. The house is cozy, familiar, and is filled with all the creature comforts of home. This is your space. It's been there all of your life. The house is older than you, but not so old as to be dusty or antique.

The thick forest outside of the house is older. Much, much older than the house. The forest existed long before the house was ever built, you think. The house is tall, but the trees of the forest are so much taller. The forest seems familiar too, but it's nowhere near as familiar to you as the house. The forest holds the promise of newness and discovery, but it is also strange and alien and other.



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The house is the Material Plane, where we mortals reside. The forest is the Feywild, a distant plane of existence that surrounds and envelops the Material Plane, but is kept separate from it.

This is an adventure about visiting the Feywild, about being trapped in a strange land among strange people, trying to get home or trying to become acclimated to the strangeness of this place. The players either willingly or accidentally arrive in the palace of an immortal Archfey princess who holds the key to them getting back home... but will only relinquish that key once they've satisfied her childish desires and curiosities.

BACKGROUND

What is the Feywild? The Feywild is the native home of all manner of fey creatures, including fairies, pixies, nymphs, dryads, satyrs, and most importantly true elves, the immortal ancestors of high elves, wood elves, and drow. All manner of beasts and beauties from mortal fairy tales call the Feywild their home.

The Feywild are ruled by a series of immortal monarchs called the Archfey. They are the closest thing to deities the Feywild have; much higher in station than true elves and fairies, but still lower than actual gods. The Archfey are complex and inscrutable beings, though mortals and less clever fey tend to put them into two categories: those of the Summer Court, and those of the Winter Court. Neither are as good or evil (or as Good or Evil) as they claim to be, and neither should be trusted.

The lands themselves are indistinct and ever changing, a beautiful but dangerous collection of haunted woods, snowy peaks, and gorgeous sun-dappled meadows. Their true layout is beyond the comprehension of most mortal folk, and few maps of the Feywild exist.

How did we get here? The Feywild is connected to the Material Plane in several ways. Fey Crossings can be found in dense forests populated by elves or gnomes, the trees subtly offering a path to the faerie realm for those who know how to seek it. Fairy rings—circles of mushrooms—are often signs of places where the veil between worlds is thin and can be lifted. Finally, portals to the Feywild can be created and held by those with enough skill in arcane magic.

- ▶ If you are using the article “Over the Next Hill: Summerwine Creek”^{*} or the adventure “Ildwych’s Crystal Castle”^{**} as a jumping off point, you can use Summerwine as a temporary fey crossing, following Fey Prince Ildwych as he leaves the Material Plane with any or all of his retainers.
- ▶ The party can stumble into the Feywild accidentally during a hexcrawl or wilderness exploration part of the game in deep, ancient forests.
- ▶ A random PC (specifically any elves, half-elves, or gnomes) might inherit a full length magic mirror from a distant fey relative. The mirror itself is a portal to Hedgegrove, though no amount of magical research can tell players that the portal is one-way only.
- ▶ If your ongoing game has a recurring villain, have them set a trap for the PCs that will imprison them within the Feywild. While the region doesn’t appear dangerous, the villain is certain the PCs will not be able to escape from its clutches.

^{*} James Haeck, “Over the Next Hill: Summerwine Creek,” EN World ENSIDER, <https://www.patreon.com/posts/over-next-hill-6110603>

^{**} Brandes Stoddard, “Ildwych’s Crystal Castle,” EN World ENSIDER, <https://www.patreon.com/posts/ildwychs-crystal-6595109>

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Who is Princess Dandelion? A lesser Archfey of the Summer Court, Princess Daneliean Dandelion is the nominal ruler of Hedgegrove, the maze city of trade and tribute. She was put in charge of Hedgegrove as punishment over a perceived slight to the Summer Court, and has been its ruler for almost 7,000 years. She feels stifled by the near-endless hedge maze that surrounds her, and wields her power as ruler like a petulant child. Quick to anger and insult, but also easily distracted by flights of fancy and fascinations.

How does this adventure begin? The PCs pass through a fey crossing, arriving in a heap in front of the throne of Princess Daneliean Dandelion. Wherever the PCs were trying to go, and whoever they were trying to chase down, isn't here. Instead, they are the captive audience of a petulant, semi-divine Archfey who demands to know how they came to be in her throne room. Though the PCs' excuses can sway Dandelion's temperament, she invariably decides to be lenient with them—provided they can complete a grand collection of quests on her behalf. It's all very storybook logic and strange whimsy. The PCs are allowed to leave, provided they promise to return within two days' time to learn more about these quests.

SETTING

THE FEYWILD AND HEDGEGROVE

The Feywild is called many things by its inhabitants: the Bright, the Truelands, the Everwood, and so on. Only mortal outsiders, and fey who have spent an great deal of time in the mortal world, call it the Feywild. Most fey look at folk who use the word like backwards country bumpkins (imagine calling the ocean the “really big puddle” or a castle the “big stone house”).

The Feywild are home to fairies, pixies, satyrs, dryads, and sylvan elves (here called True Elves). This adventure also makes reference to the races detailed in the EN5IDER article *Peoples of the Fey Realms: fawns, spriggans, and gremlins*.*

The Feywild is also inhabited by the True Elves, the fey progenitors of the elven race. The graceful features of elves that humans find so enticing are heightened to unsettling extremes within the True Elves; their skin is smooth as glass, their movements so elegant as to be dreamlike, and their eyes so piercing you fear you can keep no secret from them. True Elf NPCs use High Elf statistics.

Hedgegrove is the common name for the topiary hedgemaze town ruled by Princess Dandelion, an Archfey of the Summer Court. Hidden within the towering walls of green are shops, markets, and bazaars of every kind imaginable.

Hedgegrove lays somewhere in the heartland of the Feywild, right on the border between the gilded summer lands and the chill winter lands. It is a town that none of the Archfey have a high opinion of, but that every civilized person on the plane visits at least once: a place of necessity.

HOW DO FEY FEEL ABOUT NON-FEY?

Natives of the Feywild have mixed feelings on the presence of mortal outsiders. Some view them as an invasive species to be pushed out, others find them to be amusing distractions from the endless masquerade of courtly business. Most tend to think of them as a nuisance; to be politely tolerated until they finally leave. When pressed, the Fey do have some common beliefs about and feelings toward mortal folk:

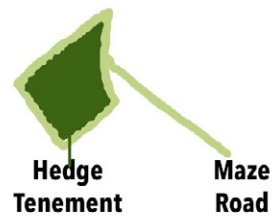
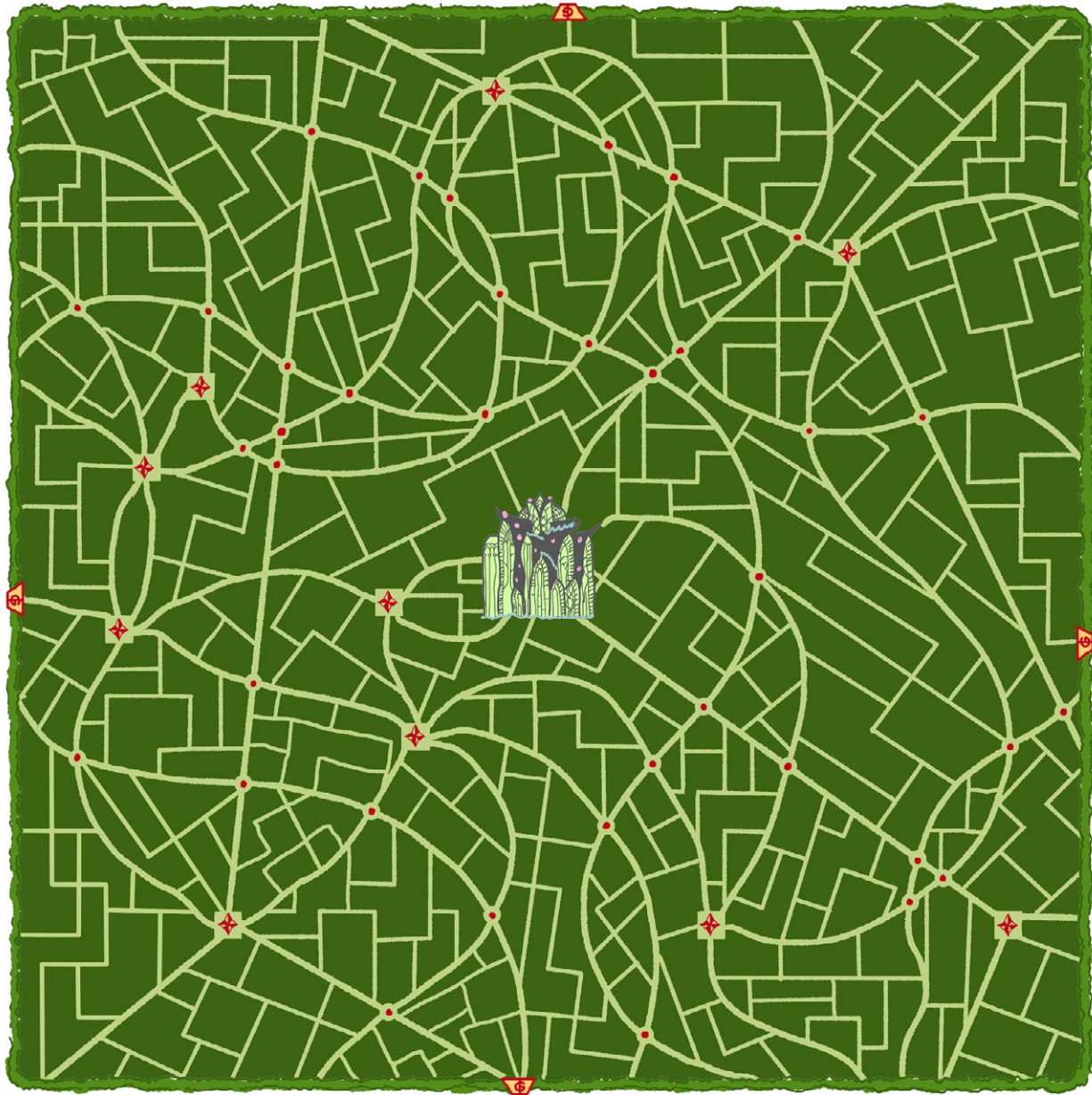
- ▶ Elves and gnomes are the most tolerated and treated the best. They are awkwardly welcomed like distant cousins who left home to pursue something foolish. That they are still alive and well is a pleasant surprise.
- ▶ Humans and tieflings are treated like curious foreigners. Their strange accents and weird customs are funny. Fey natives bite their lips and tongues in their presence, trying to stifle their laughter.

* Michael Ohl, “Peoples of the Fey Realms,” EN World EN5IDER, <https://www.patreon.com/posts/peoples-of-fey-6149393>

hedgEGROVE MAP

*True Direction and concepts of North/South do not apply to the Fey Lands.

True Elves and Archfey do not use such means of telling direction.
HedgEGROVE actively magically resists being mapped.



- ▶ Halflings, half-orcs, and most other races are treated the way most city folk treat as the poor, the homeless, or the crippled; at best they are pitied and ignored. At worst they are actively forgotten, treated as if they do not exist.
- ▶ Dwarves are outright scorned, and often barred from entering establishments. Only the most perverse or fetishistic Fey welcome a dwarf into their homes (and often only because they want to sleep with them).

USING THE MAP

Hedgegrove is a literal maze, and travelling through it without getting lost is almost impossible. Moving through Hedgegrove is similar to dungeon crawling: there are path choices, random encounters, and numerous obstacles.

- ▶ **Walls** are green hedges, 100 feet tall, and often hundreds of feet thick. Their brush is loose enough to push into and hide inside of, but getting out requires a DC 15 Strength (Athletics) check. Failure results in that PC making a roll on the Fey Oddity Table below.

The walls can be climbed with four successive DC 17 Strength (Athletics) checks. The hedge walls change shape to avoid ropes and grappling hooks, making climbing via rope impossible. Climbing the walls and/or walking atop the hedges is a jailable offence.
- ▶ The **Maze Roads** are 20 feet wide at their slimmest, and 30 feet wide at their widest. The Maze has no ceiling, and is constantly exposed to the sky. The weather around Hedgegrove is perpetually twilight, unless otherwise stated.



- ▶ **Fey Village Crossings** are big open squares filled with shops, markets, and food vendors. They sell most basic equipment from the Core Rules. Their prices are triple those listed in the book, but trades are often accepted (see the Random Fey Trade Request table, below).
- ▶ **Ley Line Intersections** are spots that are magically aligned with the Rose Palace. These spots are free of random encounters, though existing encounters can move or chase others into them. In addition, native spellcasters can open portals from one Ley Line Intersection to any other, allowing for faster travel. Any non-native creature who uses these portals must make a roll on the Fey Oddity Table, below.
- ▶ **Topiary Gates** are the only physical entrances and exits to Hedgegrove. The gates are made of five feet of interwoven heartwood branches, and are stronger than steel. They are patrolled by 2d6 True Elf guards and 1d4 random **topiary beasts** (**brown bear, tiger, elephant, giant spider, dire wolf, warhorse**, etc). These beasts have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks, but are vulnerable to fire damage.

MOVING THROUGH HEDGEGROVE

- ▶ Assume PCs are able to move 500 feet per turn, unless in combat or dealing with a non-chase encounter.
- ▶ Roll for a random encounter every 1,000 feet traveled (see the Random Hedgegrove Encounters table, below).
- ▶ Every **Hedge Tenement** has 1d6 random shops at street level. These shops and storefronts are nestled into the hedges, and can sometimes be difficult for non-fey creatures to notice. Only roll for them as the players ask about what shops or buildings are around them. Roll on the Random Specific Shops table below.



RANDOM FEY TRADE REQUEST

d12 Will Trade Your Desired Thing For:

- 1 A single foodstuff from the Material Plane. If you don't have any non-Fey food with you, then a complete recipe for a Material Plane dish.
- 2 1 hour of emotional abuse from a PC. Really, the trader wants to be insulted and belittled.
- 3 A passionate kiss from someone whose heart belongs to another. This kiss might (50% chance) erase all memory of that loved one from the PC's mind.
- 4 All of the PC's clothes and armor. They must leave the trade naked in order to get what they want. The fey don't share human social mores about nudity, and think it's incredibly funny to see them get worked up over it.
- 5 Seven years of future life. The trader siphons life from a PC, instantly aging them by seven years.
- 6 Your sense of taste. The trader dulls your tongue, taking away your ability to taste things.
- 7 Your precious knowledge. The trader magically removes 1 randomly determined skill from a PC's character sheet, and transfer the training in that skill to themselves. This effect is permanent.
- 8 A powerful spell. The trader will take one random spell known to a magic-using PC. This spell is now stripped from them and cannot be relearned. If there are no spellcasters present, roll again.
- 9 A precious possession. Any one item the PCs are carrying that has some kind of value to them. Through this trade, the trader can now hear anything said aloud by the PC who possessed the item.
- 10 A new story. The trader wants to be told a tale of the PCs prior exploits. They will take care to remember the names and descriptions of other characters in the story, and will now be able to reach out to them on the Material Plane.
- 11 A drop of blood. What the trader wants with this blood, they do not reveal. Whatever it is, it can't be anything good.
- 12 A treasured item. The trader wants a magical item from the PCs. If the PCs do not currently have a magical item, the trader will accept the highest-priced item in their possession.

All of the mechanical changes caused by these trades are permanent, and cannot be reversed or cured with magic or healing.

RANDOM SPECIFIC SHOPS

d20	Type of Shop	Owner Name	Owner Race	Owner Personality
1	Bakery	Twee	True Elf	Gruff, inarticulate, rude.
2	Butcher	Al'Falfalar		
3	Rope-Maker	Gallas		Manic, embarrassed, shy.
4	Apothecary	Ridachio		
5	Blacksmith	Fel'anoné		Effete, mincing, fancy.
6	Jewelers	Beenis		
7	Curio Dealers	Jaqueline		Monotone, bored, tired.
8	Cobbler	Harleena		
9	Winery	Aoeth		Pleasant, friendly to PCs.
10	Animal Shelter	Al'madath		
11	Cheesemaker	Cindrahal	True Gnome	Jolly, friendly to PCs.
12	Barber	Cindraxus		
13	Brothel	Tel'Cailleth		As if in a trance, distant.
14	Clothing Outfitter	Tel'Marxas	Nymph	
15	Hatter	Pious		Sarcastic, sardonic, sad.
16	Gambling Hall	Merataxus		
17	Glassworks	Grim Mary	Satyr	Depressed, helpful to PCs.
18	Fortune Teller	Lady Bones	Pixie	
19	Candlemaker	Sir Numbers	Dryad	Lecherous, smarmy, gorgeous.
20	Tailor	Lady Morningstar	Earth Elemental	

Each shop contains at least one of each thing the players think is associated with the kind of shop it is (ingredients, tools, merchandise, etc.). Once that shop has sold or gotten rid of one of that thing, it no longer carries it. Unless otherwise stated, assume all shopkeepers are disinclined to help or assist the PCs.



FEY ODDITY TABLE

d20 Result

- 1 **Faerie Eyes.** Your pupils widen and stretch like a goat's.
- 2 **Bark Skin.** Your skin hardens like tree bark.
- 3 **Skin Sprouts.** Little clovers sprout from your skin like a rash.
- 4 **New Teeth.** You lose 1d6 teeth, which are slowly replaced by new, sharper ones, like a shark's.
- 5 **Queer Stomach.** After eating anything your stomach becomes bloated and distended. You feel ill. This lasts for 1d4 hours after eating.
- 6 **Glittered Freckles.** Your face is dotted by distinctive reflective spots.
- 7 **Fair Hair.** Your hair's color fades, turning a distinctive shade of blonde.
- 8 **Greenest.** Your skin becomes photosynthetic and deep green in color.
- 9 **Frightfully Fair.** Your skin and hair lightens until it is the color of fresh snow.
- 10 **Refined Voice.** You adopt a particularly regal and annoying Fairy accent.
- 11 **Altered Forebrain.** Your brain rewires itself to Fey designs, causing you to think very Fey thoughts now and again. Once per day, the GM can give you disadvantage on any d20 roll.
- 12 **Small Stature.** Your body shrinks until you are half your normal size. Your possessions do not shrink with you.
- 13 **Fey Bones.** Your bones hollow out like a bird's. Your speed increases by 5 feet, but you are vulnerable to bludgeoning damage.
- 14 **Fey Scent.** Your nose lengthens and your nostrils widen. You have advantage on checks involving smell.
- 15 **Crone's Aura.** All manner of children are frightened of you and despise you on sight.
- 16 **Archfey Curse.** Every living thing you touch must make a DC 7 Constitution saving throw. Failure causes it to turn to glass.
- 17 **Brain Leaking.** A semi-common word (bottle, laundry, hatred, coils, etc) becomes cursed for you. Every time you hear that word, you are afflicted by *hideous laughter* (Wisdom save DC 10).
- 18 **Primal Fear.** The target fears the image of the moon. Seeing the moon or anything in its image forces you to make a DC 10 Wisdom saving throw or become frightened for 1d4 minutes.
- 19 **Magically Numb.** All magic affects you half as much; all healing, damage, durations, etc., are reduced by half.
- 20 **Magically Sensitive.** All magic affects you doubly so; healing, damage, durations, etc., are doubled.

These oddities act almost like mutations. They are permanent so long as those afflicted remain in the Feywild. Upon returning to the Material Plane, they disappear after 1d4 months. They cannot be removed with any kind of magic. Fey creatures like elves, half-elves, and gnomes are immune to these effects. These oddities have a chance of appearing after doing any of the following (roll 1d100 to check):

- *Eating a meal made from ingredients native to the Feywild (50%).*
- *Having romantic contact or sex with a native of the Feywild (70%).*
- *Passing through a Hedgegrove portal (90%).*



Roll for an encounter every 1,000 feet the player characters travel in Hedgegrove. You may also roll for one whenever the PCs exit a portal into Hedgegrove, or if they are being particularly loud

or disruptive on the streets. Not every encounter may result in combat, but each is designed to take up the PCs' time and attention. They should not be easily walked past or ignored.

RANDOM HEDGEGROVE ENCOUNTERS

d100 Encounter

- 01–02 2d6 rampaging **topiary black bears** flood the streets, knocking over carts, charging straight for you. If avoided/defeated, a small gnome calls for guards and claims that you caused them to go wild.
- 03–20 No encounter. A moment of tranquil twilight in the never ending maze. One character gains inspiration from this brief respite.
- 21–22 Three True Elf **thugs** have a **tiger** made of living jade tied up, and are trying to carrying it into a nearby alley. A fourth elf moves up to the party and hands them a ruby (500 gp) and says, “You didn’t see anything.” The tiger has resistance to bludgeoning, piercing, and slashing damage from all attacks.
- 23–24 Two pixie shopkeepers argue in the streets over an overturned cart of fruit. Both shopkeepers turn to the party, asking them to settle their dispute over who is to blame. If the PCs take a side, they anger the other shopkeeper, who is a **mage**.
- 25–26 The walls of the hedge maze suddenly grow outwards, enclosing that block and trapping everyone inside. The walls themselves seem to weep and wail because the PCs want to leave them. They won’t part again until consoled and cheered up.
- 27–28 A fey dormouse squeaks at you from the wall, pleading for help. Her father is very sick and she requires medicine or magical healing for him to get well. If the PCs help her, all other future encounters with fey dormice will be favorable.
- 29–30 A very confused and pale True Elf bumps into you, apologizing quietly. They are gorgeous but frail looking, and they attempt to steal a major item or big coin purse from one of the PCs with a +10 to Sleight of Hand. If caught, she can’t remember why she was thieving. She’s the victim of a pair of Archfey **magics** who bewitch commoners into stealing.
- 31–32 A parade of drunk gnomes and satyrs march through the streets, drinking and reveling in some unknown victory. The cloud of booze smell that accompanies them is enough to get anyone who passes through it drunk (DC 20 Constitution saving throw).
- 33–34 A **pixie** flies right into the face of one of the PCs. He drops a tiny bag he was carrying, flying off without noticing its absence. The bag contains magical apple seeds that, if thrown to the ground will cause a huge apple tree to sprout up in an instant.
- 35–36 A group of 2d4 gnome thieves (**spies**) leap down from the hedge walls in a planned and well-coordinated attack against the PCs. They’re working for the Queen of Air and Darkness, leader of the Winter Court.
- 37–38 A wizened elf shopkeeper notices a particularly martial PC and offers them a battle-hardened fey **panther** mount for only 250 gp. The panther is loyal to the PCs, but is being hunted by a pack of wild fey panthers.
- 39–40 A powerful fey noble of the same sex aggressively pursues one of the PCs with offers of romance.
- 41–42 The street parts to reveal a young elven girl who’s been stabbed in the back. If approached, she arises, completely unaffected, and puts a golden locket into one of the PCs’ hands. Moments later guards arrive, ready to kill her.
- 43–44 Party passes a group of fey nobles buying rare giant hashish from a gang of **bandits**. They both attack the PCs, wanting them dead so as to not expose them.
- 45–46 A strange festival is taking place. Everyone in the street is wearing masks of one kind or another. If the PCs are caught without masks, the street goers confront them and demand they sing in order to pass. Refusal leads to a crossfire of thrown tomatoes.
- 47–48 A group of pixies insist the party joins their gambling circle. They play a dice game. One player rolls 1d6, the GM rolls 1d6 for two fairies. Whoever rolls highest wins. Those that lose must pay the winner 50 gp in foodstuffs.

d100 Encounter

- 49–50 The ground caves in beneath the party, depositing them into a swampy pit filled with 3d4 **snakes**. Each snake has tiny gems for eyes (35 gp each).
- 51–52 A random PC must make a DC 20 Dexterity saving throw. Failure causes them to accidentally step on and crush a pixie food stand, destroying it. The **pixie** owner, holding two babies, demands the PC pay 200 gp for the damages.
- 53–54 A fierce wind blows through the streets. This wind lasts for 1d4+2 hours. It halves movement and grants disadvantage to most rolls and checks. People take refuge in nearby shops. The crowding creates conflict and arguments.
- 55–56 Five Summer Court fey **nobles** accost a group of dryads, verbally lambasting them for getting in their way. The dryads look pleadingly to the party for assistance and help.
- 57–58 A nearby shop explodes in a cascade of green flame, which spreads along the hedge wall. Everyone passing by must make a DC 15 Dexterity saving throw or take 3d6 damage from magical fire, or half as much on a successful save. The explosion was an attack by Winter Court radicals.
- 59–60 The entire street has been hypnotized by a passing dryad's song. Make a DC 15 Wisdom saving throw to avoid being charmed as well. The **dryad** leads those she hypnotizes to a nearby alley, where a hungry **treant** waits to devour them.
- 61–62 The party happens upon a seemingly abandoned and smashed food cart. Five glimmerberry pies lay on the ground, perfect and unspoiled. These pies are worth 300 gp to anyone who would buy them, and are considered a delicacy by nobles and Archfey.
- 63–64 A swarm of 2d6 giant honey bees (stats as **giant bat**) descends on the street. They buzz around, confused, picking up and carrying off unsuspecting commoners. A group of them swarms up to the PCs.
- 65–66 A leyline ruptures. Gravity upends itself and reverses on the street, causing things to float around.
- 67–68 A litter carrying Archfey nobles on their way to the Rose Palace crosses your path. The litter stops and the noblewoman within beckons the PCs approach. She asks if you would be willing to participate in a trick on Princess Dandelion, and can reward you with safe passage to the Material Plane if you agree. The noblewoman gives you a vial of poison to sneak into the princess' food or drink. She assures you it is non-lethal, but it is actually intended to kill her.
- 69–70 A **sprite** pickpocket attempts to steal your gold.
- 71–72 The most attractive person one PC has ever seen (roll on the random shop table for their name/race/personality) crosses the party's path. They are being marched through the street by guards, on their way to be put in the stocks for a crime they didn't commit.
- 73–74 A devoted satyr servant mistakes a random PC for their missing master. The satyr is overjoyed to see them and will, if willing, take them back to their home four blocks away, giving them the key to this place.
- 75–76 Thorny vines erupt from the earth to ensnare everyone in the street. The whole street becomes difficult terrain.
- 78–79 A mad **elf** stumbles naked through the street, ranting and raving about how Hedgegrove is doomed because there is an evil army of Winter Court soldiers marching to burn it down. The elf seizes a random PC and shakes them, crying "You believe me, don't you?!"
- 80–81 A limping **blink dog** follows the party, hungry and slobbering.
- 82–83 A shopkeeper pulls a random PC aside to tell them about the tremendous savings in his shop. He secretly plants a poisoned dagger in their bag. If the PCs are stopped by guards in the future and the dagger is found, they will be accused of murder and jailed.
- 84–85 A wealthy and kinky **elf** couple stop a random PC, inviting them to spend the night with the two of them. If they agree, they will be rewarded handsomely in riches (1,000 gp in fey jewelry), but the PC must roll twice on the Fey Oddity table after their night of congress.
- 86–00 The Wild Hunt appears! A group of animal-masked riders charge through the streets, cutting down anyone who gets in their way. At the moment, they are hunting for a person who matches the description of one random PC. See the Wild Hunt quest (Quest 2, below) for details.

MAIN QUESTS

Princess Daneliean Dandelion has the power to send the player characters back to the Material Plane, but is unwilling to do so until they offer their services to her in exchange. She has five specific things in mind for the PCs to accomplish: five little favors and tasks that are either beyond her ability to solve, or beneath one of her station.

Each quest should take 2–3 hours of play to complete, but may be completed faster by clever players or players who charge through any/all roleplaying interactions.

QUEST 1: RECOVER THE ROYAL SLIPPERS

The princess ordered a pair of custom slippers be made by her favorite cobbler in Hedgegrove. The slippers should be finished by now, but the cobbler has become evasive in his replies to the princess' summons. Princess Dandelion wants to know what exactly has happened, and why her slippers haven't been delivered yet.

The cobbler, a gnome named Frendamus Tacktallow, had his shop broken into in the night. The royal slippers were stolen. He is unwilling to come forward with this news, fearing the princess's reprisal. Her business is the only thing keeping his small shop afloat.

The slippers were stolen by Lydia El'Ranatho, an elven thief with a grudge against the princess. The thief stole the slippers, planning to curse them using a magic scroll she acquired in the market, then returning the cursed slippers in the hopes that they'd be given to the princess, and that she'd be cursed upon putting them on. Unfortunately, the curse backfired on her. Now, she is trapped in her hideout, wearing the cursed slippers which are forcing her to dance until she dies.



PART 1: BRIEFING

At the Rose Palace, the princess informs the players of the situation. She wants them to find out what's taking her slippers so long to be finished and delivered. More than that, she would like them to be found and delivered straight to her. She describes the undelivered slippers as she expects them (silken, rose pink, with princess cut gems set into the heels), and describes Frendamus' appearance and mannerisms to them ("short, nervous, fidgety, has a high pitched laugh—such a silly little thing"). She also provides rough directions to Frendamus' shop.

Roll 1d4 directly onto the Hedgegrove map. Whichever hedge tenement the "bottom" most end of the dice points to is the location of the cobblers.

PART 2: INVESTIGATING THE COBBLER'S

The PCs arrive at the cobbler's to find it has been broken into. The door's lock has been melted away with acid, and shoes litter the floor. Frendamus can be found weeping silently in the back of the shop. He is skittish and slow to reveal or admit to anything, seeming to fear for his life.

- **Charisma.** Frendamus admits that he's the one who the princess commissioned to make her slippers. He reveals they were stolen the other night and he doesn't know what to do.
- **Intelligence (History).** Frendamus fears the princess' wrath, believing that she'll punish him for being late with his delivery of her slippers. Knowing how Archfey behave, this is a likely outcome.
- **Intelligence (Investigation).** Looking around the cobbler's, it's clear that only the princess' slippers were stolen, suggesting that this might not have been an ordinary robbery. The melted lock suggests a burglar, but not one savvy enough to use thieves' tools.
- **Intelligence (Arcana) or *detect magic*.** The slippers have a mild enchantment that protects them from wear and tear, which leaves a faint trail that can be followed.

PART 3: TRACKING THE THIEF'S TRAIL

The thief, Lydia El'Ranatoth, has a hideout that's 1d6+1 hedge tenements "up" from the cobbler's location. She was seen by a number of nearby shopkeeper NPCs, who will point the PCs in the right direction if convinced (Persuasion, Intimidation, Deception) or bribed (10 gp or more). In addition, the slippers leave a faint magical trail that can be followed by either making three successive Intelligence (Arcana) checks, or casting *detect magic*.

Lydia was seen entering a warehouse built into a hedge tenement. The sign outside of it says it houses carts and wagons. Its doors are locked, and its windows are boarded up from the inside.

PART 4: CONFRONTING THE THIEF

The warehouse is roughly 100 feet by 100 feet, and is lit by moonlight braziers, most of which have gone out. Wooden carts and carriages fill the warehouse, creating several walls within. At the back of the warehouse is Lydia El'Ranatoth, wearing the stolen slippers.

Lydia is currently dancing the ballet while violently gasping and heaving. She looks ragged and exhausted. Her feet are bleeding. She begs anyone who comes near her to make the dancing stop. It doesn't take much to get Lydia to explain what happened (summarize the opening of this quest to your players). The effect of the slippers can be ended for 1 round with a casting of *dispel magic*, which is enough time for Lydia to try to rip the slippers off of her feet. Otherwise, the slippers are stuck tight to Lydia's feet and cannot be removed without taking extreme measures.

If the slippers are removed and brought to Princess Dandelion, she will take them and thank the PCs for recovering them. If the slippers are not returned to Princess Dandelion, but the situation is explained, she will throw a bit of a tantrum over not getting to have them, but will eventually calm down and thank the PCs for their efforts.

QUEST 2. JOIN THE WILD HUNT

Princess Dandelion greatly desires a suckling warthog for a feast she is hosting, and she wants the characters to hunt one of these elusive warthogs for her. The only way the princess thinks this could be possible for them is for them to join the Wild Hunt.

The Wild Hunt is a never ending hunt that rides throughout Hedgegrove: horrible hunters don horrible animal masks and ride horrible horses with human faces, killing all manner of beasts and peoples they happen to think are horrible. The Wild Hunt consists of at least two dozen riders, all armed with cold iron pikes and tridents, clad in bloodstained chainmail. Locales believe that the Hunt is the only form of authority that rivals that of the Archfey: anyone who the Wild Hunt kills, tramples, or abducts must have done something to deserve it.

The party must join the Wild Hunt, convince them to hunt a warthog, and then leave the Wild Hunt without the hunters noticing them, and return the warthog to the Rose Palace. Alternatively, they can acquire a warthog (or something similar) by other, more clever means.

PART 1: BRIEFING

Princess Dandelion tells the party of the feast she is planning on hosting very soon. She greatly desires a suckling warthog to be the centerpiece of the feast, but it is an exceedingly rare creature: a wild tusked pig that's already cooked, yet still squeals and moves as if it is alive. Only once it's skewered does this odd meal stop moving.

The princess is certain that only the Wild Hunt is capable of finding such a creature on such short notice. She believes that the PCs should join in their hunt and convince them to do her bidding. To help, she can point out where the Wild Hunt is currently resting: Roll 1d4 onto the Hedgegrove map. Whichever maze road the "top" most end of the dice points to is the location of the Wild Hunt.

PART 2: FIND THE WILD HUNT

Once in the area of them, the Wild Hunt isn't hard to miss: a collection of bloody chainmail clad warriors wearing animal masks, watering strange shriveled horses with the faces of elves and gnomes.

- ▶ Fey natives don't often seek the Wild Hunt out themselves, but it does happen occasionally. Those who have been wronged and seek justice or revenge sometimes look for the Wild Hunt, asking to join them if they will hunt and kill those who wronged them.
- ▶ The hunters value displays of bravery, bravado, and cruelty. They are not chivalrous and they look down upon altruism and kindness. The hunters do look favorably upon those who can prove they are strong and ruthless.
- ▶ The easiest way to get the Wild Hunt to let the party join them is to present them with a challenge. Most of them are familiar with suckling warthogs, and would relish the chance to hunt one. Challenging their abilities and wanting to see proof of their hunting skills is a great way to be welcomed into the Hunt.

PART 3: HUNT A WARTHOG

Actually hunting the warthog is a skill challenge, requiring every party member to suggest a course of action that might help track the warthog down that also correlates with a skill. Such as ...

- ▶ **Animal Handling.** Being able to coax your horrible horse into riding harder and faster, chasing after the warthog's scent.
- ▶ **Athletics.** Chasing down the beast yourself on foot when it's close, tackling it to the ground and pinning it.
- ▶ **Deception.** Leading the Wild Hunt down a false path while other party members chase down the real warthog.
- ▶ **History.** Remembering folktales and lore about these warthogs, and how storied heroes caught them in the past.

- ▶ **Investigation.** Searching the area for subtle clues like track marks, trails, and other signs of the elusive warthog.
- ▶ **Nature.** Guessing at the kinds of hedged paths a warthog might walk down, or where it might go to find water.

Each of these skill checks has a DC of 12. The Wild Hunt can track the warthog down with little trouble, but they want to see what the party is capable of. It's best to let the players be as creative as they want to be with coming up with uses of their skills.

Once the party has found the suckling warthog, the Wild Hunt quickly chases it down and spears it. Now all the party needs to do is abscond with it, as the Wild Hunt will be reluctant to let their prize, or the party, leave the Hunt.

PART 4: ESCAPE

How the party escapes the Wild Hunt is up to them. Sneaking away during a moment of brief rest is possible: the Wild Hunt has a collective passive Perception of 16. Outrunning the Wild Hunt is harder, but still doable if the party is clever and uses random encounters along the way to their advantage.

The Wild Hunt will not chase the PCs into the Rose Palace. Once they make it there, they are safe. Provided more than half of the suckling warthog is presented to her, Princess Dandelion declares the PCs are successful in their quest.

PART 4.5: FOOLING PRINCESS DANDELION

While the princess is a powerful Archfey, she isn't above being deceived or fooled by a clever forgery. If the players think joining the Wild Hunt is too risky or too dangerous, they can use whatever means available to them to come up with a suitable replacement for a suckling warthog. Princess Dandelion makes an Intelligence (Investigation) check with a +7 bonus, versus a Charisma (Deception) check made by the party member with the greatest bonus. Other PCs can assist with this roll.

QUEST 3: SERVE AS ENTERTAINMENT AT AN ARCHFEY SOIRÉE

This quest should take place shortly after retrieving the suckling warthog for Princess Dandelion. She is preparing to host a feast and party for visiting Archfey and other fey nobility, and would like the PCs to assist her in doing so. She requests that they take up a variety of roles that would suit each PC best: serving food, serving drinks, playing music, acting as entertainment, etc.

Mortals from the Material Plane are considered oddities in the Feywild, and Princess Dandelion wants to show the PCs off a bit. She makes it clear that this is to test their resolve and their grace under pressure. She also wants to have the PCs serve on them just for kicks.

This is a much more open-ended and roleplay heavy quest, consisting of a lot of character interaction and back and forth conversation and improvising. Have the players go about their roles, interacting with the notable guests below. If this doesn't suit your players, you can opt to make it a skill challenge, or lean more heavily on the dueling and contest parts of the quest.

Princess Dandelion will consider the soiree a success if no one is killed and opinion of her in the Summer Court hasn't drastically lessened. It is left to the GM to find a point to end the party, but the sudden entrance of the party crasher Bel'Ataka can be a suitable climax.

Notable Guests:

- ▶ **Leylandra, Summer Court Archduchess.** *Archfey, genderfluid, Dandelion's cousin.* She actively wants to see her lesser cousin humiliated, but she also has a weakness for grisly stories of mortal wars on the Material Plane. Particularly stories of war and combat.
- ▶ **Whisper, Faun Artist and Poet.** *Aristocrat, male, painter and poet of some repute.* He wants respect from anyone—anyone at all—and is actively hitting on female nobles with little success. If approached, he will ask a PC for love advice regardless of whether it's reasonable to think the PC has good advice.
- ▶ **Grimscour, Gremlin Engineer.** *Works for the Summer Court, male, makes clockwork tools and curiosities.* Seeks a wizard or other highly intelligent character to talk shop with, and is terribly bored by fey soirees. Wants to cause chaos that can't be traced back to him, and asks a PC for help stashing a bunch of fireworks in a punchbowl as a gag.
- ▶ **Severus, True Elf Dandy.** *Male, distant relative of Dandelion's, insufferably rich.* He is a foppish cad who delights in taunting and teasing mortals. He's not especially well liked by most, though he gets weepy and apologetic when drunk.
- ▶ **Lurvana, Winter Court Seductress.** *Archfey, female, crashing the party.* Pure, unbridled sexual desire made flesh. Lurvana is looking for a good time in a variety of ways. She shows no shame and would love to make out with a PC in the nearby fountain. She's terribly bored or anxious in ordinary conversation.
- ▶ **Branchlord, Spriggan Guard Captain.** *Agender, employed by Dandelion, invited because they're "a real laugh."* Branchlord is a dour, humorless guardian of Hedgegrove who speaks in a low monotone, but who has a manner of speaking that seems to crack Dandelion up every time she hears it. Any PC who stands up for or commiserates with Branchlord earns the spriggan's respect.
- ▶ **Bel'Ataka, True Elf Hero.** *Wood elf veteran, female, crashing the party.* Bel'Ataka seeks out the PCs because she's curious about the Material Plane. She's visited it a few times and wants to learn more. Bel'Ataka and Dandelion do not get along in the slightest. On top of this, she is eager to challenge anyone who looks tough to a duel: a fight to half hit points, no magic.

QUEST 4. HELP A HOPELESS SATYR FIND LOVE

There's a **satyr** nobleman, the scion of a Summer Court house, that Princess Dandelion thinks is a hopeless cause. His name is Beau, and he suffers from an inability to be charming or appealing to women. He's a sad, lonely, isolated, and overly nervous nerd.

Princess Dandelion wants the PCs to set him up on a date, and hopefully find true love. She doesn't really think that such a feat is possible, but it would amuse her greatly to see it attempted. He's waiting downstairs in the Rose Palace for the PCs to take him out on the town and help him find love—by whatever means they see fit.

Beau is usually short for a satyr. He's round, balding, and has poor table manners and poor social graces. He is creative and has a flair for poetry and song, but has difficulty speaking to women or attractive men. He presents himself as straight, but is bisexual and has a particular weakness for True Elf men. He is quick to become infatuated and fall in love, but won't feel successful until he is loved back in return by someone, even if just for a night.

This quest relies on the players being proactive, rather than reactive. They're the ones who should be coming up with a plan to help Beau find love. He's happy to make suggestions and will share the names of assorted shopkeepers he thinks are cute and that he wishes he could talk to (see the Random Shop Table, above).

CONCLUSION (LEAVING THE FEYWILD)

Once the PCs have completed Princess Dandelion's four quests, or otherwise ingratiated themselves to her in a way that makes her want to help them, she will have her court magicians open a stable portal to the same location on the Material Plane where they first entered the Feywild.

Dandelion will do whatever she can to convince the PCs to stay, but if they insist on leaving she will thank them for their time and wish them well. If PCs want to continue to adventure within the city of Hedgegrove and the Feywild beyond, Princess Dandelion is more than happy to offer them a raincheck on the use of her courtly magic to return home. 🏠

