

FEY & FORTUNE



Accessible Adventure of the Week

MAKE LIVES BETTER THROUGH D&D

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CONTENT TRIGGER WARNINGS

This adventure includes death and violence and may possibly include snakes or wasps.



BETTER TO BURN OUT THAN ALLAY THE FEY!

The forest is thick with fey creatures. Why? And can they stop the influx of fey magic?

This side adventure is designed for four to six characters with an average party level of 4, totaling roughly 20 levels.

BACKGROUND & SYNOPSIS

An aperture to the Feywild has opened, and magical energy and fey creatures are sneaking through the portal. The party first discovers something amiss when they find that all of their rations or other packed food have been replaced with acorns or pine cones, depending on the type of forest they're in. Regardless of whether they discover the culprits, a collection of quicklings, they soon learn that this is more than a random fey prank.

The party encounters an artificer who has noticed the increase in fey in the area and suspects a reason for it, sharing some clues that she has compiled. The party gets attacked by displacer beasts, after which they can be traced back to an opening to the Feywild, a hole in a large oak tree.

The hole can be closed by cutting down the tree, but the quicklings show up to try to keep it open. As the party attempts to close the portal, strange magic leaks from the portal and causes random effects on the players. When the portal is finally closed, the party wakes up wherever they last took a long rest, and no time has passed, but each finds an acorn (or pine cone) in their rations.

ADVENTURE HOOKS

The party will be drawn into this adventure when they discover their food has been tampered with, and if they fail to take that seedy bait, they'll encounter Zentha, who will request their help, and if they still refuse, she will warn them that the fey disruptions will only increase if the problem isn't solved.

WHERE ARE WE?

This adventure takes place in nearly any wooded area, and it fits easily into a sylvan part of the Forgotten Realms, Eberron, or as a preview adventure before starting *The Wild Beyond the Witchlight: A Feywild Adventure*.

DRAMATIS PERSONAE

QUICKLING

Tiny fey, chaotic evil

Armor Class 16
Hit Points 10 (3d4 + 3)
Speed 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|--------|
| 4 (-3) | 23 (+6) | 13 (+1) | 10 (+0) | 12 (+1) | 7 (-2) |

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling 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

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.



ZENTHA BEIJOR

Medium humanoid (High Elf Artificer), Chaotic Good

Armor Class 16 (Studded Leather Enhanced Defense Infusion)

Hit Points 27

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 13 (+1) | 17 (+3) | 10 (+0) | 12 (+1) |

Saving Throws Con +3, Int +5

Skills Insight +2, Investigation +5, Perception +2, Persuasion +3, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Gnomish, Sylvan

Challenge 1 (200 XP)

Fey Ancestry. Zentha has advantage on saving throws against being charmed, and magic can't put her to sleep.

Magical Tinkering. Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 3 objects at a time.

Artificer Infusions. You have invented numerous magical infusions that rapidly create magic items. Each infusion tells you the type of item that can receive it and if the resulting magic item requires attunement.

Learned Infusions: *Repeating Shot, Enhanced Weapon, Enhanced Defense, Enhanced Arcane Focus*

Spellcasting. Zentha is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Zentha has the following Artificer (Artillerist) spells prepared, which she primarily uses to enhance her mobility:

Cantrips (at will): *mage hand, message, prestidigitation*
1st level (3 slots): *cure wounds, expeditious retreat, jump, longstrider, sanctuary, shield, thunderwave*

Skeletal Flexibility (Severity Degree 2, Chronic). Your skeleton and joints are pliable, making basic tasks like sitting upright or moving painful, and your bones are prone to breakage. You take an additional (Severity Degree) × 10 percent damage from all bludgeoning damage, your movement rate is reduced by (Severity Degree) × 10 percent, and you have a –1 per Severity Degree penalty on all saving throws against bludgeoning, force, or thunder damage. You also can benefit from a (Severity Degree) bonus to all rolls against being restrained or grappled, although this also causes (Severity Degree) psychic damage if you use this bonus due to the pain.

The symptom is always present, but roll 1d20 each morning. The symptom for the day is 1 degree less on a roll of 15–19 and 2 degrees less on a roll of 20 with a minimum of mild.

Zentha wears armored braces on her legs and hips which reduce the damage and saving throw penalty by 1 Severity Degree but also cause a –1 penalty on all Dexterity (Acrobatics) and dodge rolls.

Dislocation: Hips (Severity Degree 1, Chronic). Whenever you attempt a Strength roll or melee attack, you need to succeed on a DC 8 + (Severity Degree) Strength saving throw. On failure, the joint subluxates (partially dislocates). If you fail by more than 5, the joint dislocates. After a subluxation, you suffer a –1 penalty to all rolls with that joint until you take a long rest. After a dislocation, you must succeed on a subsequent DC 8 Strength check to put the joint back together, using 1 action. (I can receive help resetting it.) On a successful attempt to reset it, you can use the limb, but you suffer a –1 per Severity Degree penalty to all rolls with that joint until you take a long rest.

The symptom is always present.

Actions

Light Crossbow (Repeating Shot Infusion). Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) magic piercing damage.

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

Javelin. Melee or Ranged Weapon Attack: +1 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 2 (1d6 – 1) piercing damage.

Eldritch Cannon: Force Ballista (Bonus Action). +5 to hit, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 9 (2d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon. (20 uses)



DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 15 (+2) | 16 (+3) | 6 (-2) | 12 (+1) | 8 (-1) |

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Avoidance. If the displacer beast is subjected to an effect that allows it to make a 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.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.



1d10

Prank

- 1 The colors and labels of any of the party's potions get changed, making them difficult to determine which is which.
- 2 A party member's shoelaces get tied together during a rest.
- 3 A weapon gets glued into its scabbard with tree sap, requiring an action to succeed on a DC 8 Strength check to draw it. This could also be done with an entire quiver of ammunition.
- 4 The ropes holding a bridge together get loosened just enough that when a party member reaches the middle, it collapses.
- 5 Several trees fall across the party's path, and if they go around the surrounding brush, which extends for 300 yards on either side, the party comes near an owlbear den and disturbs 2 owlbears guarding their cubs.
- 6 A waterskin's contents get tainted with skunk musk.
- 7 The party's light sources (torches, lanterns, etc.) get seeded with pyrotechnics, causing bright lights and explosions, destroying lanterns (causing 1d4 slashing damage and 1 fire damage to anyone within 10 feet). Make an additional check for wandering monsters to be attracted by the commotion.
- 8 A wasp nest drops from a tree onto a party member, causing the party to be attacked by a **Swarm of Insects (Wasps)**.
- 9 4d6 gold coins carried by the largest party member get moved to the pack belonging to the rogue, bard, or other rogue-looking party member, then the large member feels a tug on the coin purse.
- 10 A small hole in the path, covered by leaves, requires a random party member to succeed on a DC 10 Dexterity check or twist their ankle, giving them a -1 penalty to all ability checks involving feet, such as dodging or jumping for 1 hour. If they fail, they must succeed on a subsequent DC 10 Sleight of Hand check or drop whatever they're holding in their hands.

FAST FOOD

The party first discovers that all of their rations or other packed food have been replaced with acorns or pine cones, depending on the type of forest they're in. If they do any amount of searching, a successful DC 15 Wisdom (Perception) check reveals high pitched chittering, like a squirrel but higher, in the trees. If they continue to investigate, another successful DC 15 Wisdom (Perception) check will reveal blue streaks zipping between the trees, and a successful DC 20 Wisdom (Perception) will be able to distinguish these streaks as the small fey creatures responsible for the tampering, four **quicklings**.

The quicklings will not attack the party unless the party takes the first shot, but they will continue with pranks if left alone, a new prank every 10d4 minutes. Roll or choose from the following table, or choose other pranks.

If the party attacks the quicklings, they will fight back, but as soon as one of them dies, they will flee.

SALLY FAIRY ANN

As the party continues on, they encounter Zenta Bejor, an elven artificer. As the party approaches, she has her back to them, holding a bow with glowing string and arrow. Without looking, while still holding the bow with her left hand, she raises her right hand to the party in a gesture to stop, then switches to raising her index finger. She tilts her head for a moment and then releases the bow string. The bow doesn't move as the glowing string snaps straight, and a glowing arrow strikes a tree with a loud thud and vanishes. She shakes her head in disappointment and turns around to the party.

"Seen any fey?" she says.

As she introduces herself and talks to the party, she asks about any fey creatures or signs of such that they've seen. She tells them that travelers have been reporting strange occurrences in the woods: trees turning colors, flying raccoons, berries biting people, and their vehicles and possessions being tampered with or ruined. If the party tells her about the quicklings, she listens intently and nods that this matches reports she's heard, and she's trying to figure out what's happening. She mentions strange colors, sounds, and movements in the bushes that seem...off...but she can't figure out the source.

WHAT IS DISPLACE?

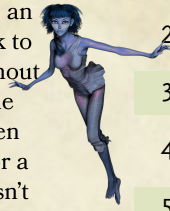
While talking, two **displacer beasts** attack the party, attempting to ambush them and gain surprise. If either is reduced to less than 30 hp, they will attempt to flee toward the portal tree to find another hiding spot and prepare another ambush.

AWAY WITH THE FAIRIES

The party notices strange flashing colors on the horizon. If they follow it, they will eventually come to a large oak tree with a large hole in the trunk, bright colors swirling out of it, and quick blue streaks moving along the ground, which they realize are four more quicklings. If the displacer beasts retreated, they will also be hiding in the shadows and attempt another ambush.

If the party defeats the creatures, they must find a way to close the portal. Cutting down the tree will close it. If they fail to close it, two more quicklings will come out every 2d6 minutes.

Every round, a random member of the party is affected by the fey magic until the portal closes as follows.



| 1d10 | Effect |
|------|---|
| 1 | Their skin and hair turns a <u>random color</u> . |
| 2 | One of their melee weapons becomes a Constrictor Snake and attacks them. |
| 3 | They grow wings and have a flight speed of 30'. |
| 4 | All spells cause 1d6 radiant damage to the target or area of effect, regardless of the purpose. |
| 5 | They are resistant to a random damage type. |
| 6 | Their feet are rooted to the ground. |
| 7 | They can neither cast nor be affected by magic. |
| 8 | They must succeed on a DC 10 Wisdom saving throw or become frightened of the tree. |
| 9 | They grow scales and gills. They can only breathe water but have +1 AC. |
| 10 | They become invisible (or visible if already invisible). |



DREAMS ARE STRANGE

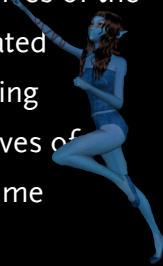
When the portal is finally closed, the party wakes up wherever they last took a long rest, no time has passed, and anything destroyed or consumed in the adventure is restored, but when mealtime arrives, each finds an acorn (or pine cone) in their rations.

CREDITS & COPYRIGHT

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Dale Critchley is the owner, lead writer, and chief tea drinker at [Wyrmmworks Publishing](#). He's been playing tabletop role-playing games since 1982 and launched Wyrmmworks Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated Wyrmmworks Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a full time pursuit.



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