

THE MIDNIGHT REVELRY



THE VILLAGE OF FARLEIGH'S WELL IS THE TARGET OF A VINDICATIVE FEY NOBLE. THE VILLAGERS HAVE BEEN SEEN PARADING THROUGH THE MISTY FOREST, LEAVING THEIR CROPS TO ROT IN THE FIELD. THE CHARACTERS MUST CONTEND WITH POWERFUL FEY CREATURES ON THEIR HOME PLANE IN THIS ACTION-PACKED ADVENTURE FOR LEVELS 1 TO 3.

BY CHRISTOPHER WALZ

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BACKGROUND

This section contains all of the background information you need to run this adventure. Included are: a plot overview, details on adjusting the adventure's difficulty for lower or higher level parties, and an in-depth look at Farleigh's Well.

See Appendix A for a list of monsters used in this adventure, Appendix B for treasure and custom magic items, and Appendix C for maps.

PLOT OVERVIEW

An evil fey noble, **Lady Rimeheart**, has corrupted a satyr, **Erasus**. She threatened to imprison the satyr in her frozen castle in the Feywild unless he acts on behalf of the Unseelie Court. If Erasus is unable to sate his hedonistic desires, he will be forgotten and slowly fade from existence. Erasus fears Lady Rimeheart and reluctantly does her bidding, but has plotted her demise since entering the pact.

Lady Rimeheart's motive concerns her past as a member of the Seelie Court. She was once called the Lady of Zephyrs and was a devout follower of Hanali Celanil, the fey aspect of Sune. Sune is a greater deity in the Forgotten Realms setting who represents beauty, love, passion, and artistry. The Lady of Zephyrs prayed for her goddess to guide a young Eladrin prince's eyes to her, hoping to win his heart. The prince, however, was unmoved and chose to accept his family's arranged marriage. Agents of the Unseelie Court approached the Lady of Zephyrs and corrupted her heart, creating a plot to murder the prince. On the prince's wedding night, following the traditions of Hanali, the Lady approached the newlyweds to weave a rose into the prince's crown. The Lady used Unseelie magics to transform the beautiful rose into a wicked dagger, plunging it into the prince's heart. At that moment her heart turned to ice, and her beautiful skin to a cold, pale blue.

The fey crossing near Farleigh's Well rests on the ruins of a church to Hanali, once kept by ancient Elven societies. Lady Rimeheart has instructed Erasus to carry out grand revels at the site. He forces the locals to drink and dance until they die of exhaustion, all in an attempt to scorn Hanali as she scorned Lady Rimeheart.

ERASUS THE SMILING

Erasus is an old satyr even by fey reckoning. He has ventured to many worlds on the Prime Material Plane but fell in love with Toril long ago. While he is capricious and often unreliable, he loves deeply and would not willingly harm his friends.

As a servant of the Seelie Court Erasus seeks to guide everyone he meets toward their own happiness. He is an optimist who always finds the silver lining or makes his own.

Erasus' faithful companion, Sir Downy, an intelligent owlbear native to the Feywild, never leaves his side. Centuries ago Erasus was captured by a hag and used as bait to lure the powerful owlbear out of hibernation. Erasus charmed the beast with song and convinced the owlbear to free him. They have journeyed through the Feywild and Material Plane ever since.

ENCOUNTER DIFFICULTY

This adventure has been playtested for 4 level 2 characters using material from the *Player's Handbook*. Encounters will include notes on how to adjust the scene to be more appropriate for lower or higher level parties. If you have fewer than 4 players, consider using the low level adjustments.

Every encounter details tactics for creatures and NPCs. It is recommended you use these tactics to create a challenging and rewarding experience for players.

FARLEIGH'S WELL

This small farming village has a population of 200, made up of 90% humans, 5% half-elves and 5% other common races. It is guarded by a militia of 12 **guards** and 5 **scouts**.

The Well, as the locals call it, is in the Sword Coast region, 2 days south of Daggerford along the Trade Way. The village is nestled against the Misty Forest, which, until recently, the locals avoided. Farleigh's Well has maintained peaceful relationships with the wood elves of the forest for decades.

The village has several notable landmarks.

The Well. This crumbling, hand-dug stone well serves as town centre and a frequent meeting place. An old, rusted plough thought to be Farleigh's rests against the well.

The Copper Pot. The only inn and tavern in town sits adjacent to the well. It is ran by Derry, a halfling commoner. Modest and comfortable rooms are available here, as well as food and a limited selection of ales and wines.

Marelanna's Cellar. A general store ran by Marelanna, a half-elf acolyte of Chauntea. The Cellar stocks agricultural and home goods. At your discretion, she may have some interesting non-magical items for adventurers.

The Granaries. Three large granaries dot the outskirts of the village. They are owned by Doran, a human noble with ties to Waterdeep.

FARLEIGH'S WELL



he fey are fascinating creatures. Never will you find such pure, untempered emotion in the mortal races. A faerie makes the best lover and the worst enemy - I've had both

—Laefwyn Dawncaller, Eladrin bard

This chapter details the characters arriving in Farleigh's Well, how major NPCs will interact with the characters, and how to uncover clues on what is happening. These sections may play out of order depending on the character's decisions.

ADVENTURE HOOKS

The adventure is easily adaptable to any fantasy setting and supports a number of hooks. Here are a few ideas specific to the Forgotten Realms:

- The characters have been contracted by a Waterdavian noble to investigate why shipments of grain have stopped.
- A member of the Emerald Enclave is concerned that the local wildlife has become increasingly agitated and wants the characters to investigate.
- The characters met travelers from the Well in Daggerford. The commoners raved about the House of Revels in the Misty Forest.

THE VILLAGE WALLS

Farleigh's Well is surrounded by a 6 foot tall palisade wall with two simple gates at the north and south ends. The gate is guarded by 3 hungover **guards**, their weapons lazily leaning against the wall.

As the characters approach, read this aloud.

Three guards are barely alert to your approach. One shields his eyes from the midday sun while the others pass around a waterskin.

The guards let the characters pass if they are not threatening or violent. If the characters succeed a **DC 12 Charisma (Intimidation or Persuasion)** check the guards tell them they were out at a party all night and have not slept.

As the characters pass through the gate 1 **dire wolf** and 5 **wolves** attack from a nearby stand of trees. The characters must pass a passive Perception test against the wolves' Stealth or be surprised. Any character speaking with the guards has **disadvantage** (-5) to their passive Perception.

TACTICS

The wolves use their *pack tactics* trait, attempting to always attack with advantage.

The 3 guards are **poisoned** due to being hungover and flee if 2 or more characters or guards are unconscious.

DEVELOPMENT

After the battle the guards confirm that animals from the Misty Forest have been acting strange recently. They believe it is the fault of the wood elves and advise not venturing into the forest. A **DC 16 Wisdom (Insight)** check reveals that they know more than they are letting on.

A **DC 12 Intelligence (Nature)** check reveals the wolves are acting out of character. A *detect magic* or *identify* spell cast on the wolves within 1 hour of death shows the wolves have been affected by powerful enchantment magic.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, remove the dire wolf
- If the party is level 3, add 1 wolf.

STRANGE SIGNS

As the characters explore Farleigh's Well they see a number of odd scenes. The encounters and skill challenges in this section could take place at any time while in the village.

Drunks and Layabouts. The night before the characters arrive Erasmus threw his biggest revelry yet. Many of the villagers are still feeling its effects. A **DC 12 Wisdom (Insight or Perception)** check will reveal that many of the villagers are still drunk or hungover. Some scenes the characters encounter include:

- A man and woman in the middle of lewd acts at the Well, while others watch and cheer.
- Farmers are passed out in the streets.
- Many merchant stalls and stores are closed, some left unlocked.

Otherworldly Roses. A **DC 16 Wisdom (Perception)** check reveals that some young people are carrying beautiful multicolored roses. They are woven into the hair or worn as pendants. These villagers have been singled out by Erasmus as particularly beautiful.

A **DC 10 Intelligence (Nature)** check reveals the roses are not native to the area. A **DC 20 Intelligence (Religion)** check determines they are holy symbols of Hanali Celanil. A **DC 22 Intelligence (Arcana)** check reveals that they were brought from the Feywild.

A *detect magic* spell shows faint enchantment magic coming from the roses, while an *identify* spell reveals the item's properties (see Appendix B).

THE COPPER POT

This inn and tavern is the largest establishment in Farleigh's Well. The building stands two stories tall, constructed with worn stones and a thatched roof. The inn is ran by Derry, a jovial but overworked halfling **commoner**.

The inn has seen a steep increase in patrons recently. The tavern is frequented by no fewer than 12 **commoners** and 2 **guards** at any time. There is a 50% chance any NPC is **poisoned** due to alcohol.

As the characters approach, read this aloud.

Smoke billows up from a tall brick chimney, carrying with it the smell of roasting mutton. You can hear laughter and mugs clanking together from just beyond the door. An old, dented copper spittoon hangs above the entrance.

Derry is happy to entertain any questions the characters ask and will give the party a free modest room and meals if all of the gate guards were saved.

Booming Business. For the past two months the Copper Pot has been selling out of ale and wine quicker than Derry can order new kegs. He appreciates the increase in business, but fears that he will not be able to keep up with demand.

Violent Drunks. Several fights have broken out in the tavern. Derry is shocked by this as most of the Well's residents are friendly, accommodating folk.

MARELANNA'S CELLAR

This is one of the few merchants to remain open since the revelries began. Mundane items from the *Player's Handbook* can be found here at normal cost. The store is ran by Marelanna, a half-elf **acolyte** of Chauntea.

As the characters enter, read this aloud.

This small store is meticulously organized and kept clean. A young half-elf stands behind the counter writing in a ledger. She wears a simple brown smock and apron emblazoned with a budding flower - the symbol of Chauntea.

Marelanna is concerned about the recent happenings in Farleigh's Well and wants to help. If the characters convince her they are here to help with a **DC 12 Charisma (Persuasion)** check, she will give the party 2 **potions of healing**.

Local Knowledge. Marelanna knows of the nearby temple of Hanali Celanil. She suspects the revelries take place there and can give directions to the characters. Additionally, if she is brought one of the multi-colored roses Marelanna identifies the object as a holy symbol to Hanali Celanil and determines they originated in the Feywild.

DORAN'S OFFICE

Any of the Well's residents can point the characters to Doran's home and office. He is distantly related to a Waterdavian noble and controls the grain trade out of Farleigh's Well. Doran is a human **noble**.

As the characters enter, read this aloud.

Outdated rugs rest under well-worn leather chairs in this haughty parlor. A middle-aged human with a round face and cropped beard sits behind a magnificent oak desk littered with scroll cases, ledgers, and at least one spilled ink well.

The merchant is furious that the town refuses to harvest what he calls "his" grain. His whole operation, from farmers to teamsters, has come to a grinding halt. If the characters tell Doran they want to help he will hear them out.

Hired Help. Doran offers the characters **150 gp** if they are able to solve the situation.

Misguided Suspicions. Doran sees little value in the Misty Forest's elven population. They are a barbaric, uncivilized group protecting a potential source of income. Doran suspects the elves are behind these troubles and cautions the characters from entering the Misty Forest.

PLAYFUL TRICKSTERS

This encounter should occur when the characters bed down for a Long Rest. It is likely this takes place in a room at The Copper Pot, but could also occur alongside a campfire.

When Erasmus opened the fey crossing, many of the Feywilds diminutive faeries made their way to the Prime Material Plane to trick and beguile humans.

After the characters have gone to bed, 4 **pixies** and 3 **sprites** set a mischievous plan in motion. The encounter should flow like this:

- The faeries sneak in through a window, door or other entrance. If one of the characters is keeping watch, the pixies use *dancing lights* or *phantasmal force* to create a distraction.
- After gaining access to the room, two sprites pull a length of braided grass taut near a character's bed while a pixie pours water from a rose petal onto the sleeping character. If the character gets out of bed, they must succeed on a **DC 10 Dexterity saving throw** to not be knocked prone.
- The third sprite empties a pouch of shelled walnuts, covering a 5 foot square area. Any creature moving across this area must succeed on a **DC 10 Dexterity saving throw** or be knocked prone.
- Two pixies target two characters with *phantasmal force*, making them believe the other shoved them.
- After the faeries have had their fun, all 4 pixies cast *sleep*, trying to knock the entire party unconscious so they can escape.

Detecting the Faeries. If the characters are keeping an overnight watch, a successful **DC 15 Wisdom (Perception)** reveals the door or window opening. The faeries do not become visible to do this, so attacks or other actions are made with **disadvantage**.

TACTICS

A pixie always Hides before casting a concentration spell, such as *phantasmal force*. When the spell is cast, any awake characters check their passive Perception against the pixie's Dexterity (Stealth).

If the faeries are detected the pixies cast *confusion*, hoping to create an opening for their escape. If attacked in combat, the pixies will cast *polymorph*, turning the attacker into a toad.

Befriending the Faeries. A character who succeeds on a **DC 15 Intelligence (Arcana)** check can spot the tell-tale signs of faeries and knows the playful fey rarely harm the targets of their pranks. Succeeding on this check also reveals that faeries enjoy a good performance, joke, or song. If the characters are not violent, 2 pixies appear and introduce themselves.

Big Secrets. The faeries know about Lady Rimeheart and Erasus, but are afraid to tell the characters, fearing the Unseelie Court may hear. A **DC 18 Charisma (Intimidation or Persuasion)** check will convince the faeries to tell the tale. Likewise, if the sprites detect at least half of the characters are good aligned, they tell Lady Rimeheart's story.

If Intimidation is used, they offer no further assistance. If the characters do not threaten the faeries, a single pixie will accompany them through the Misty Forest, guiding them to the temple of Hanali and casting beneficial spells.



THROUGH THE MISTS

Unlike portals to the elemental Inner Planes or alien Outer Planes, fey crossings are simple affairs. A circle of mushrooms, a bank of fog rising from a lake or a sunbeam piercing through the canopy may all lead to the Feywild.

—Valendriel Se'mora, *Planar Cartography*

This chapter presents a number of encounters that occur in the Misty Forest. Most groups will not be able to complete all of these in a single 5-hour session; choose whichever seems most fun for you and your players. It is recommended you use at least one combat encounter.

FINDING THE PATH

The revelers have not been particularly careful to hide their tracks. The characters can follow their trail with a **DC 12 Wisdom (Survival)** check.

The thick foliage and patchy fog of the Misty Forest counts as a **lightly obscured area**. All characters have disadvantage on Wisdom (Perception) checks that rely on sight. Additionally, the entire area counts as **difficult terrain**.

As the characters enter the forest, read this aloud.

Scraps of food and broken bottles litter a freshly beaten path into the mists. A cool breeze that smells like autumn rain quietly blows from the thick, shadowy forest.

The journey from Farleigh's Well to the temple of Hanali Celanil takes 2 hours. Characters are free to take one Short Rest along the way.

If the characters take a Long Rest, a group of 6 wood elf **scouts** and 2 **veterans** surround the camp and force the characters out of the forest. If the characters resist the elves, they are knocked unconscious and drug out, left in a field of wheat near Farleigh's Well.

THE LOST REVELER

In their drunken hike through the Misty Forest, the most recent group of revelers unknowingly left Laran, a young human **commoner**, behind.

At the start of the encounter, read this aloud.

A sapling bends and snaps as a panicked human, no older than 20, stumbles in front of you. The young man's tunic is torn in and small cuts cover his arms and hands. He picks himself up, startled to see you. "Are... are you here to rescue me? I got lost and the others never came back."

Laran has **one level of exhaustion** from lack of food and sleep. If the characters give him at least 1 day of rations and succeed on a **DC 10 Intelligence (Survival)** check they are able to accurately tell him how to get back to Farleigh's Rest.

INTELLIGENCE AND SURVIVAL

Chapter 8 of the *Dungeon Master's Guide* has recommendations on using variant ability scores and proficiencies. Here, Intelligence represents a character's ability to recall landmarks and Survival represents a character's aptitude at navigating the wilderness.

Splendid Tales. Laran tells the characters about his time at the revelry. He depicts a world where colors are more vibrant and food and wine are so good they are impossible to turn down. He says the revelry was led by a creature with ram's horns and a deep, infectious laugh. A **DC 15 Intelligence (Arcana)** check reveals he is describing a satyr.

HARASSED BY THE UNSEELIE COURT

Members of the Unseelie Court have taken advantage of the fey crossing. 2 **quicklings** (see Appendix A) have killed a wood elf scout and want to pin the murder on an unsuspecting humanoid.

Both quicklings have possessions from their victim as well as the murder weapon, which they attempt to plant on the characters using their incredible speed and Sleight of Hand. A character must succeed on a **DC 18 Wisdom (Perception)** check to notice an item has been planted on them.

At the start of the encounter, read this aloud.

A sound like buzzing flies erupts from the undergrowth near you. Listening closely, you can almost hear shrill voices in the sound. There is a sudden gust of air as something brushes past you at lightning speed.

TACTICS

The quicklings must plant an item on each character before they are satisfied with their trick. If the characters engage the quicklings, they dart between the characters making each of their dagger attacks against a different character.

The quicklings rely on their *blurred movement* trait to defend against opportunity attacks. They end their turn no less than 35 feet from any character.

REWARDS

The quicklings have taken **10 gp** and a *potion of climbing* from their victim.

DEVELOPMENT

If at least one of the quicklings are captured, they can be interrogated with a successful **DC 14 Charisma (Intimidation)** check. If the quickling is completely restrained, including all of its limbs, this check is made with **advantage**.

If a character has an item planted on them by a quickling and are searched by the elves in the *Trespassers!* encounter below, the elves immediately attack and cannot be persuaded to relent.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, remove 1 quickling.
- If the party is level 3, add 1 quickling.

PLANAR PREDATOR

The planar activity near the fey crossing has attracted the attention of a **phase spider** that senses an opportunity for easy prey.

At the start of the encounter, read this aloud.

A large, ghostly spider takes form near you. With a sudden pop of displaced air the form solidifies, leaping toward you with serrated fangs.

TACTICS

The phase spider catches the party by surprise unless they can see into the Ethereal Plane. It prefers targets separated from the party, such as forward scouts. Remember to make this attack with **advantage!**

After its initial attack the phase spider uses its *ethereal jaunt* ability and repositions itself to a safe location. It follows these hit-and-run tactics throughout the encounter.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, reduce the phase spider's hit points to 26.
- If the party is level 3, increase the phase spider's hit points to 45.

SPIRIT OF THE FOREST

The Misty Forest is home to several treants, one of whom has taken interest in the fey crossing. A month ago this treant passed through the area to see the crossing for himself. While he is concerned that fey are entering his home uninvited, the treants move at an incredibly slow pace. They will not act on the planar portal for several months.

However, in his passing the treant saw promise in an old hawthorn tree. He touched the tree and spoke its name, creating an **awakened tree**.

As the characters approach, read this aloud.

A tall hawthorn tree rises 30 feet from the forest floor. Names and symbols of love and marriage have been painted across a split trunk. In the center bark twists to form vague facial features with a crudely painted beard.

A **DC 12 Intelligence (Investigation)** check reveals generations of names carved into the bark. However, the newest epigraphs have been painted rather than carved.

If any of the characters carry open flames, such as from a torch, or have slashing weapons drawn the tree attacks. If the fire and weapons are put away, it can be calmed down with a **DC 12 Charisma (Persuasion)** check.

TACTICS

The awakened tree only attacks creatures carrying fire or slashing weapons. It will use its Action to grapple other creatures.

If brought to 10 or fewer hit points, the awakened tree surrenders and offers the characters whatever information it can give.

REWARDS

Characters who succeed on a **DC 10 Intelligence (Investigation)** check find **10 gp** worth of coins littered around the tree.

DEVELOPMENT

If the characters befriend the tree, it will tell them about the treant who awakened him. It also confirms that many generations of people from the Well have been married under the tree, but now they only gather for raucous parties. The tree has heard Erasmus' name, but has never met the satyr himself.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, reduce the awakened tree's hit points to 51.
- If the party is level 3, increase the awakened tree's hit points to 68.

TRESPASSERS!

The Misty Forest is the realm of Melandrach, a wood elf king who harbors a deep distrust of humans. The people of Farleigh's Well know to tread lightly and never to hunt in the forest.

1 wood elf **veteran** and 3 **scouts** have tracked the characters and set an ambush. They only want the characters to leave the forest but will use violence if threatened or attacked.

At the start of the encounter, read this aloud.

Without a sound a slender elf with thick black hair falling to his shoulders pulls himself from the foliage. Two fine elven blades hang at his hips, his chainmail forged in the shape of oak leaves.

"Halt, trespassers. You are in the realm of Melandrach, King of the Forest. Submit and no harm will come to you under these boughs."

The elves demand the characters return the way they came and leave the forest untouched. The veteran will search each of the characters, making sure they have not hunted in or otherwise harmed the forest.

If the characters have foraged for food or are carrying evidence of the dead scout from *Harassed by the Unseelie Court* above, the elves attack.

Silver Tongues. The characters can convince the elves they are here to help with a **DC 16 Charisma (Deception or Persuasion)** check. If any of the characters are wood elves, this check is made with **advantage**. If any of the characters are half-orcs or goblinoids, it is made with **disadvantage**.

TACTICS

All of the wood elves have the following traits:

- Speed: 35 feet.
- *Mask of the Wild:* The wood elves may always attempt to Hide in the Misty Forest.

The scouts begin the encounter hidden 10 feet off the ground in nearby trees. Remember that attacks from a hidden creature are made with **advantage**!

The elves knock the characters unconscious if brought to 0 hit points. If all characters are unconscious, they are drug from the forest.

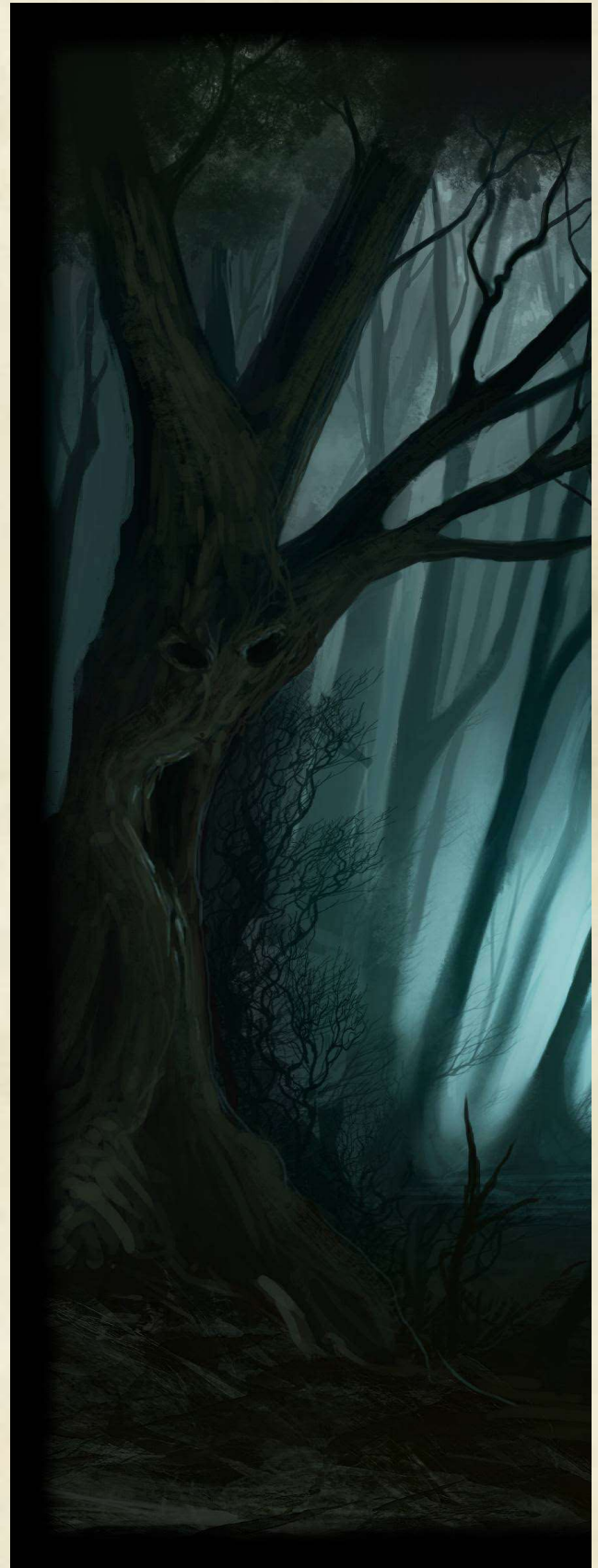
REWARDS

The elves carry **25 gp** in coins. The veteran has 1 *potion of healing*.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, remove 1 scout.
- If the party is lev 3, add 1 scout.



THE PLANE OF FAERIE

The Feywild is a place of uncontrolled life and emotion. You feel everything more deeply there. None of our tongues have the words to express how purple tastes or the smell of a ballad, but the Fair Folk do.

—Marsissa Silverhills, horizon walker

The final chapter deals with the characters crossing over into the Feywild and encountering Erasus. Throughout this chapter be sure to relate how the Feywild looks and feels. This is probably the characters' first experience on another plane and should be breathtaking.

Refer to the *Plot Overview* at the beginning of the adventure for more information on the relationship between Erasus and Lady Rimeheart.

OPTIONAL RULE: FEYWILD MAGIC

The Weave is particularly erratic in the Feywild and causes unexpected effects. Those born in the Feywild have learned to control the chaotic Weave. However, characters from the Prime Material Plane are subject to wild magic surges (see *Player's Handbook* page 104) any time they cast a spell of 1st level or higher.

CROSSING OVER

The area around Hanali's temple rises in a gently rolling hill. If the characters have aerial scouts, such as a familiar, they see a ruined colonnade on a cleared hilltop. The columns are crafted in an ancient elven style that seems to spiral in on itself.

A bank of dense mist sits at the top of the hill. This mist is the fey crossing and can only be crossed by a creature in revelry. The revelers cross while drinking and singing.

As the characters approach the hill, read this aloud.

Empty bottles and clothes litter the ground near this hillock. Through the dense tree cover you can make out the shapes of crumbling walls and columns. There is a distant sound of pipes being played on the edge of your perception.

If the characters climb the hill without taking the necessary steps they see the ruins of a temple. Despite being eerily beautiful there is nothing remarkable about the site.

Using the Fey Crossing. To cross through the mist into the Feywild, the characters must be drinking, dancing, singing, or some other form of merrymaking. A successful **DC 15 Intelligence (Arcana)** check reveals that planar portals are often activated by some element of the other plane.

A successful **DC 10 Intelligence (Investigation)** check allows the characters to discover enough unopened bottles in the area to supply the party.

If a character crosses over alone, it appears as if they simply vanish in the mist. They are nowhere to be found on the hilltop and cannot see or hear characters on the Prime Material Plane.

As a character crosses over, read this aloud.

You feel the cool breeze of the Misty Forest give way to a warm spring zephyr. The sound of panpipes becomes more distinct as you near the end of the mists. Exiting the fog you see a beautiful open-air marble colonnade. The smell of wine is heavy in the air.

After crossing over, the characters find themselves on a well-kept stone walkway leading up the hill. In order to return to the Prime Material Plane, a creature must willingly partake in food or wine created in the Feywild.

THE HOUSE OF THE WINSOME ROSE

The temple of Hanali Celanil, known as the House of the Winsome Rose (see Appendix C), still stands in the Feywild. Graceful green marble columns make up this large colonnade. The walkway to the temple is lined with rose bushes bearing the flowers seen in Farleigh's Well. A small vineyard grows to the west.

DESCRIBING THE FEYWILD

The planes offer the Dungeon Master a lot of freedom in describing the world. Unlike the Prime Material Plane, these places do not follow real world laws. Take the opportunity to describe the vibrant, multi-hued grass and eerie dancing lights in the distance. The Feywild should feel like a painting or storybook come to life.

PORTAL GUARDS

2 **centaurs** and 2 **blink dogs** guard the fey crossing. They stand 40 feet uphill from the characters.

As the characters collect themselves, read this aloud.

A pair of centaurs with striking elven features peer down toward you. Two hunting dogs with long, tapered ears play near their hooves. Each centaur carries a pike made entirely of oak.

The centaurs are allies of Erasus brought here to guard the revelers. If the characters used violence in *Playful Tricksters* above, the centaurs attack immediately.

If the characters are nonviolent, the centaurs ask them to surrender their weapons and bring them into the temple.

Breaking the Watch. The centaurs can be tricked into leaving their post with a successful **DC 18 Charisma (Deception)** check. A character might convince them danger lurks on the other side of the fey crossing or that a reveler has been attacked.

TACTICS

The centaurs begin combat using their *charge* ability on heavily armored characters.

The blink dogs use their *teleport* action to safely reach archers and spellcasters.

The centaurs and blink dogs choose to knock characters unconscious. If the entire party is knocked out, they are brought to Erasus.

If any centaurs are killed, the blink dogs use *teleport* to retreat to the temple, where they warn Erasus. The centaurs fight to the death.

REWARDS

If the characters are not seen by the centaurs, they can collect 1d4 + 1 **winsome roses** (see Appendix B) from the bushes.

DEVELOPMENT

If the blink dogs warn Erasus, the satyr Hides in the temple and Sir Downy prepares to attack anything that comes through the doors. Any remaining blink dogs will defend Erasus.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, remove 1 centaur and all blink dogs.
- If the party is level 3, add 1 blink dog.

A TALE OF TWO COURTS

Erasus (see Appendix A) and Sir Downy, his intelligent **owlbear** companion, are inside the temple of Hanali. Erasus plays his panpipes while Sir Downy lounges on a large pillow.

There are several paths the characters can take to meet Erasus. If the characters were friendly to the centaurs, they are brought inside the temple to meet Erasus. If they were knocked out, they are bound, disarmed, and brought to him. If the characters attack the temple, use the encounter notes below.

As the characters enter the temple, read this aloud.

Long feast tables and cushioned couches fill the interior of this open-air colonnade. Barrels of wine inscribed with ancient Elven script decorate the walls. Large canvases line the walls depicting idyllic scenes of lovers, poets, and artists.

Erasus sees the characters as potential allies. If he is met on friendly terms, he offers the characters food and drink. If the characters are brought to him by the centaurs, he unbinds them as a show of good faith, relying on Sir Downy to protect him.

ROLEPLAYING ERASUS

This scene asks the Dungeon Master to roleplay Erasus. Use these to help you bring the character to life.

Trait. Erasus always has a smile on his face and finds the humor in even the most dire circumstances.

Ideal. Everyone should be free to pursue their own happiness (Chaotic).

Bond. When Erasus makes a promise, he cannot break it. He rarely makes promises.

Flaw. Erasus can never deny a beautiful person.

Harm to the Prime Material Plane. Erasus is aware of what his actions have done to the Prime Material Plane. He regrets that his revelries have caused harm, but cannot stop hosting them due to his pact with Lady Rimeheart. Wisdom (Insight) checks and divination magic reveal the satyr's regret is truthful.

Allying with Erasus. Erasus tells the characters Lady Rimeheart's story and how he is being held ransom by the sinister fey. He says the Unseelie Court noble despises humanoids and takes pleasure in toying with them. Erasus asks for the character's aid in defeating Lady Rimeheart, who is due to check in on the satyr the following day.

If the characters refuse, Erasus says that the fey crossing will not work without his blessing. A successful **DC 13 Wisdom (Insight)** reveals that he is lying, hoping to trick the characters. A **DC 15 Intelligence (Arcana)** check tells the character only an Archfey would have such power.

If the characters attacked either the centaurs or Erasus himself, they must pass a **DC 12 Charisma (Deception or Persuasion)** with **disadvantage** to convince Erasus to release them.

FIGHTING ERASUS

If the characters attack Erasus and Sir Downy, use these tactics, rewards, and plot developments.

Sir Downy is an **owlbear** with the following changes:

- Alignment: Chaotic Good
- Intelligence: 10
- Languages: Understands Common, Elvish, and Sylvan but can't speak

TACTICS

If the centaurs and blink dogs are still alive, they enter the temple after 1 round. They defend Erasus using their *charge* ability whenever possible.

Sir Downy stands between Erasus and the attackers, engaging as many melee combatants as possible.

Erasus uses his panpipes (see Appendix B or *Monster Manual* page 267) to put the characters to sleep. If any of the characters make their saving throw, he uses *intoxicating words*. He then casts *Tasha's hideous laughter* on a heavily armored character. Erasus uses his Legendary Action to *disengage* if he is threatened or *hide* behind an object, gaining **advantage** on his next attack.

Erasus and Sir Downy choose to knock the characters unconscious instead of kill them.

If Erasus is brought to 10 or fewer hit points and Sir Downy is still alive, Erasus surrenders. If the owlbear has died, Erasus fights to the death.

REWARDS

If the characters kill Erasus, they can take his **panpipes** (see Appendix B).

A successful **DC 12 Intelligence (Investigation)** check reveals a **hat of disguise** shoved between two cushions. Erasus used the hat to live among humans.

DEVELOPMENT

If all of the characters are knocked out, Erasus waits until they wake up and asks them to help him defeat Lady Rimeheart. He is impressed with the bravery it took to fight a fey spirit and thinks the characters can solve his problem.

If Erasus is killed there is nothing pointing to Lady Rimeheart. The Dungeon Master is encouraged to turn her into a villain who hunts the characters.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, reduce Erasus' hit points to 36 and Sir Downy's to 34.
- If the party is level 3, increase Erasus' hit points to 58.

LADY RIMEHEART

If the characters agree to help Erasus, they will encounter Lady Rimeheart the following day. They can take a Long Rest in the temple.

As Lady Rimeheart arrives, read this aloud.

A cold breeze seizes the air, making the hair on your neck stand on end. You hear the sound of wings as giant snow owls fly overhead, pulling a slender silver carriage through the sky. Icicles hang from the carriage's windows.

Landing in the center of the colonnade, a woman wearing an antique noble's dress and cloak steps out. Her pale blue skin is lined with frost.

Lady Rimeheart's carriage is pulled by 3 **giant owls**.

If Lady Rimeheart notices the characters, she senses Erasus' treachery and attacks immediately. If the characters are successfully hidden, she forces Erasus to prepare food and wine for her while Sir Downy desecrates a statue of Hanali Celanil.

Ambush! The characters have time to prepare an ambush for Lady Rimeheart. With the help of Sir Downy, they can move the statues, barrels, tables, and other items to create hiding spaces. Lady Rimeheart does not expect her slave to disobey her and does not inspect the area for enemies. Use only her passive Perception against the characters.

Allies. Erasus and Sir Downy will fight alongside the characters. When acting as an ally, Erasus **loses all Legendary Actions**.

RUNNING ERASUS AND SIR DOWNY

The encounter with Lady Rimeheart asks the DM to focus on a lot of NPCs. Try one or both of these options to reduce the bookkeeping:

- Roll their initiative as one, using an average of +3. Use average damage instead of rolling.
- If one of the player characters is knocked unconscious, let them control Erasus or Sir Downy.

TACTICS

The giant owls use their flyby ability to maneuver around the battlefield. If attacking a melee combatant, they attack and then fly out of reach.

Lady Rimeheart begins combat by casting *hold person* on a heavily armored character. Then she casts *scorching ray* (dealing cold damage) on three characters. If engaged in melee, she uses her *rime touch* action, otherwise she attacks with *chromatic orb*. She casts *misty step* to escape being cornered or to close on an archer, allowing her to use *rime touch*.

Lady Rimeheart uses her reaction to cast *shield* on the first attack that would hit her in a round.

Lady Rimeheart uses her Legendary Action to cast a cantrip unless she can target 2 or more enemies with *cold snap*.

Erasus remains at range, using *vicious mockery* and his shortbow. If Sir Downy is brought to 30 or fewer hit points, he Dashes and makes shortsword attacks against Lady Rimeheart.

Sir Downy protects Erasus, engaging as many of the giant owls as possible.

REWARDS

When she is slain, Lady Rimeheart's body collapses into a pool of icy water, leaving behind a wand, her cloak, and a fist-size piece of ice.

The wand is a **wand of rime** (see Appendix B).

The cloak functions as a **ring of warmth**.

The piece of ice served as the Lady's heart. It cannot melt and is painful to touch with a bare hand. It has no magical properties but is a trophy of the characters' heroics and may lead to new adventures.

DIFFICULTY ADJUSTMENTS

Make the following adjustments if your characters are lower or higher level:

- If the party is level 1, remove 2 giant owls.
- If the party is level 3, add 1 giant owl.

CONCLUSION

If Lady Rimeheart was defeated, Erasus is freed from his pact and promises to stop the revelries. The fey crossing, however, will remain open for a year and a day and could create endless adventures for the characters. The satyr offers to use his *hat of disguise* to live as a human in Farleigh's Well and watch over the town. In time, the locals will accept him for what he is and let him help Derry at the Copper Pot.

Regardless of Erasus' fate, Farleigh's Well will return to normal. While the locals may not thank the characters, the region is indebted to them.

APPENDIX A: CREATURES AND NPCs

CREATURE AND NPC LIST

All of the creatures and NPCs used in the adventure, with *Monster Manual* page reference:

- Acolyte, 342
- Awakened tree, 317
- Blink dog, 318
- Centaur, 38
- Commoner, 345
- Dire wolf, 321
- Giant owl, 327
- Guard, 347
- Noble, 348
- Owlbear, 249
- Phase spider, 334
- Pixie, 253
- Scout, 349
- Sprite, 283
- Veteran, 350
- Wolf, 341

CREATURE AND NPC STAT BLOCKS

For creatures and NPCs that are not in the *Monster Manual* please refer to these stat blocks.

ERASUS

Medium fey, chaotic neutral

Armor Class 16 (Studded Leather)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Perception +2, Performance +7, Stealth +6

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Magic Resistance. Erasus has advantage on saving throws against spells and other magic effects.

Innate Spellcasting. Erasus's spellcasting ability is Charisma (spell save DC 13). Erasus can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

1/day each: *charm person*, *Tasha's hideous laughter*

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Intoxicating Words. Any creature Erasus chooses within 30 feet that can hear him must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

LEGENDARY ACTIONS

Erasus can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Erasus regains the spent legendary action at the start of his turn.

Cast a Cantrip. Lady Rimeheart casts a cantrip.

Disengage. Erasus uses the Disengage action and moves up to 15 feet.

Hide. Erasus uses the Hide action.

LADY RIMEHEART

Medium fey, neutral evil

Armor Class 14

Hit Points 65 (10d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws CON +3, CHA +5

Skills Intimidation +5, Perception +4, Religion +4

Damage Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Magic Resistance. Lady Rimeheart has advantage on saving throws against spells and other magic effects.

Innate Spellcasting. Lady Rimeheart's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Lady Rimeheart can innately cast the following spells, requiring no material components:

At will: *chill touch*, *dancing lights*, *ray of frost*

2/day each: *chromatic orb* (cold only), *shield*

1/day each: *hold person*, *misty step*, *scorching ray* (cold damage)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 2 (1d4) cold damage.

Rime Touch. Lady Rimeheart touches one creature she can see within 5 feet of her. The creature must succeed on a DC 13 Constitution saving throw or take 13 (3d6 + 3) cold damage and be stunned until the start of Lady Rimeheart's next turn.

LEGENDARY ACTIONS

Lady Rimeheart can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Lady Rimeheart regains the spent legendary action at the start of her turn.

Cast a Cantrip. Lady Rimeheart casts a cantrip.

Cold Snap. Lady Rimeheart freezes the air around her. Creatures within 10 feet of Lady Rimeheart must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion.

QUICKKLING

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)

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.

APPENDIX B: MAGIC ITEMS

MAGIC ITEM LIST

All of the magic items used in this adventure, with *Dungeon Master's Guide* page reference:

- Hat of disguise, 173
- Potion of climbing, 187
- Potion of healing, 187
- Ring of warmth (stats used to represent Lady Rimeheart's cloak), 193

UNIQUE MAGIC ITEMS

Several of the items in this adventure do not appear in the *Dungeon Master's Guide*. Their stats are presented here.

SATYR'S PANPIPES

Wondrous item, rare (requires attunement by a character proficient in any wind instrument)

These simple panpipes are enchanted with fey magic. Some sages claim that Hyrsam, the first satyr, crafts each set himself. While attuned to the panpipes, you can play them as an action. Any creature you choose within 60 feet of you that can hear the pipes must make a DC 13 Wisdom saving throw. Choose an effect from the list below.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the panpipes for 24 hours.

- **Charming Melody.** The creature is charmed by you for 1 minute. If you or any of your allies harm the creature, the effect ends immediately.
- **Frightening Strain.** The creature is frightened for 1 minute.
- **Gentle Lullaby.** The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone uses an action to shake the creature awake.

Additionally, any fey creature within 1 mile can hear the pipes being played. Satyr panpipes are never given to outsiders and may lead to hostile interactions with the fey.

WAND OF RIME

Wand, uncommon (requires attunement)

This wand is cold to the touch and looks like a spiraling icicle. The wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts and is destroyed.

The wand has the following properties:

- While holding the wand, you can cast the *ray of frost* cantrip as a 1st level character. If you expend 1 charge from the wand, you can cast *ray of frost* as a 5th level character. The wand has a +5 spell attack roll, regardless of your proficiency bonus or ability scores.
- The wand leaves a thin layer of frost on any non-living object it touches. The frost lasts for 1 minute regardless of other conditions. Additionally, the wand can be used to freeze up to 1 cubic foot of water for 1 minute.

WINSOME ROSE

Wondrous item, uncommon

These multi-colored roses only grow in the Feywild. They are cultivated by Hanali Celanil's acolytes and used as holy symbols. In order to use the rose's magic, a creature must willingly accept the rose as a gift. You cannot use Deception, Intimidation, or Sleight of Hand to force a creature to accept the rose.

You can cause a creature within 30 feet who willingly accepted the rose to make a DC 12 Wisdom saving throw. If the creature fails, they are affected by the *charm person* spell. When the effect ends, the charmed creature does not know it has been charmed. After using this effect three times, the rose wilts and is destroyed.

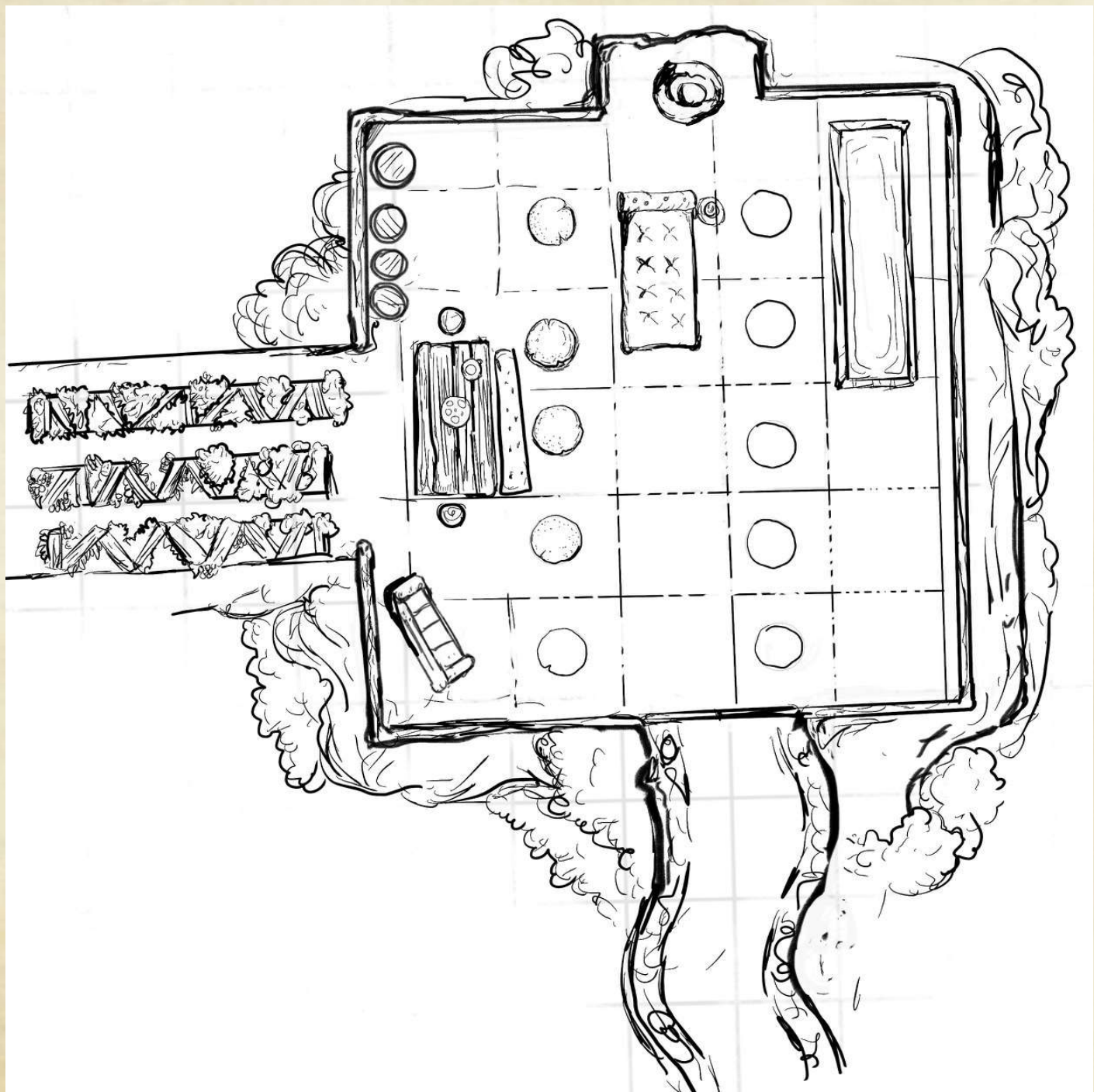
APPENDIX C: MAPS

FARLEIGH'S WELL



Credit: E. B. Moreno

THE HOUSE OF THE WINSOME ROSE



1 square = 10 feet
Credit: Robert Walz