



# Fey Encounters

## FEY ENCOUNTERS

Welcome to the preview of *Fey Encounters*!

*Fey Encounters* is a supplement designed to add whimsy and danger to your campaign in the Fey Realm. Whether your campaign is centered on this plane or your party is only making a short visit, this supplement provides 60 encounters that scale with every party.

In addition to guidance on scaling these encounters to every tier of play, many of these entries include advice on how the party could resolve the encounter peacefully. Many encounters offer developments that could shape future adventures depending on how the encounter was resolved.

This supplement covers a wide range of encounters, including battles with new monsters, discovering unique magical items, and surviving the unusual environment the Fey Realm is known for. This sample includes three encounters for your players to enjoy.

## FIRE WALKS WITH THEE

As the party travels through a forest, they can hear distant roars and blasts. If they follow in the direction of the sounds, the characters come upon a patch of devastated and crushed trees. Random small fires consume broken branches in this roughly 20-foot-radius area. A few hundred feet further is a similar burnt and destroyed patch, and a bit further, another one. A character who succeeds on a DC 13 Wisdom (Perception or Survival) check determines that these devastated patches are the footprints of a Gargantuan creature. After following these enormous tracks for a few minutes, the party can clearly hear the steps of the creature crushing trees and brush and they soon see a blistering colossus.

An ancient treant, the protector of the nearby woodlands, has been transformed over time by the elemental flames of the Fey Realm. Normally peaceful, the **elemental treant** has been cursed by a devious fey. The curse takes the form of barbed wire wrapped around one of the legs of the elemental treant. This cursed wire makes it unbearably painful for the elemental treant to stand in one place, which has led to its current path of destruction.

If the characters approach the elemental treant, they immediately notice the wire around its leg and gather that it is related to the treant's behavior. The elemental treant briefly speaks to the characters about its plight, but it can only stand still for up to a minute to allow the party to try and help. The curse can be broken by using *greater restoration* or *remove curse*. Alternatively, a character can remove the wire by making a successful DC 17 Strength check. Once the wire is removed, the elemental treant is grateful and ends its path of destruction. The treant attacks out of frustration if a party is in its way or fails to help after offering to do so.

**Development.** If the characters break the curse, the treant could become a powerful ally in future adventures.

## ELEMENTAL TREANT

*Huge Fey, Typically Chaotic Neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** fire

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 11 (7,200 XP) **Proficiency Bonus** +4

**Siege Monster.** The elemental treant deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The elemental treant makes two slam attacks or uses its Spit Flame twice.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 4 (1d6) fire damage.

**Spit Flame.** *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 76 (5d6) fire damage.

### SCALING THE ENCOUNTER

Surviving a battle with the elemental treant is all but impossible for tier 1 and tier 2 adventuring groups. As GM, it is important to drop hints about the possibility of resolving the conflict without violence or even fleeing, if necessary.



## FIELD OF BROKEN THINGS

The characters come across an empty field littered with broken and discarded objects. Any character with a passive Perception of 11 or greater notices these small, broken items under their feet. As they travel, the characters come upon a pile of broken things with a **boggart** sitting on top. The boggart—who answers only to Mender—is busy digging through the pile and does not notice the characters as they approach. If the characters stop to watch Mender, they see him pulling out broken objects such as spoons or hairbrushes and fixing them by using the *mending* cantrip.

Mender greets the characters warmly when he notices them. He explains that he came across this field of broken and discarded items not long ago and felt compelled to fix them. He could leave any time he wants but finds the repair work fulfilling.

If the characters show interest in his work, he offers them a chance to look around for anything they might want. Upon making a successful DC 18 Investigation check, the party can choose from the list below. Otherwise, roll a d100 to determine what they find among the broken and discarded items. If a character offers to help Mender, he gladly accepts their assistance. Once the character has assisted with the repairs, Mender leads the party to the magical item known as *Chucklechime* in thanks for their help.

### MENDER'S PILE

d100	Repaired Items
01–09	A set of wooden teeth
10–20	A story book, <i>The Fable of Mable</i>
20–29	A purple fish mounted on a plaque
30–39	A hairbrush carved from bone
40–49	A bag of 100 rainbow-colored ball bearings
50–59	A small toy rocking horse
60–69	A seashell that emits the sound of a cow mooing when held to the ear
70–79	A giant soup spoon
80–89	Ceramic salt and pepper shakers in the shape of a goblin couple
90–99	A key that fits any lock. Turning the key does not unlock anything, but it emits the sound of a kazoo
100	Chucklechime

## CHUCKLECHIME

*Wondrous item, uncommon (requires attunement)*

*Chucklechime* is a small brass bell that hangs from a green leather strap. As an action, you can ring the bell and cast *hideous laughter* (save DC 13) on a creature you can see that can hear you. Once used, this property can't be used again until dawn of the following day.

### SCALING THE ENCOUNTER

This encounter scales for all party levels as written.



## FEYMIRE SERPENT

The characters approach marshlands covered with thick, gnarled roots. The roots become so numerous the terrain is difficult and the characters' travel speed is cut in half. Characters who have a passive Perception of 12 or higher notice subtle shifting beneath their feet. Before the party can react, a serpent-like creature hiding among the roots attacks. The tail of the **feymire serpent** is made of roots, which the creature detaches from the ground in order to attack the characters.



## FEYMIRE SERPENT

*Huge Plant, Unaligned*

**Armor Class** 12

**Hit Points** 60 (8d12 + 8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (0)	3 (-4)

**Skills** Perception +2

**Damage Resistances** bludgeoning, piercing

**Senses** blindsight 10 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**False Appearance.** When the feymire serpent remains motionless, it is indistinguishable from normal tree roots.

**Knotty Disposition.** The ground in a 10-foot-radius around the serpent is root-covered difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

### ACTIONS

**Multiattack.** The feymire serpent makes one bite attack and one constrict attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Spit Flame.** *Melee Weapon Attack:* +6 to hit, reach 120 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the serpent can't constrict another target.

### SCALING THE ENCOUNTER

You can scale this encounter to a higher tier by increasing the number of feymire serpents. Use two serpents for a tier two party and seven serpents for a tier three party. For a tier four party, add 50 hp to each of the seven serpents.

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