

FEYWILD ENCOUNTERS

Scroll of Malevolence #043

THE PARTY FIGHTS...

1. **{Mothmen}** A colony of halfling-sized mothmen descend from the trees to devour anyone carrying an open flame.
2. **{Spider Bards}** Their silk-strung instruments weave intricate webs of magical music to trap their prey in.
3. **{Pied Piper}** The shrill sound of their pipe means its feeding time for their rats, and they have a lot of rats to feed.
4. **{Grizzly Dragon}** More bear than dragon, it's eating as much as possible before it goes into a century-long hibernation.
5. **{Fey Hunter}** Crew bored of slaying wild beasts and instead hunts lost mortals who accidentally wander into the Feywild.
6. **{Satyr}** A short, loud-mouthed satyr whose friends want nothing to do with him because he always gets in drunken fights.

THE PARTY MEETS...

1. **{Devil}** Tricked into a bad deal with a fey prince that promised them the prince's soul but trapped them in the Feywild.
2. **{Hag}** Knows every winding path out of the

Feywild and will reveal them in exchange for the party's ability to feel joy.

3. **{Sprite Mercenaries}** Running through rigorous training drills in preparation for an upcoming battle.
4. **{Farmer's Wife}** A doting old grandma who's convinced herself she isn't lost in the Feywild but is just having a bad dream.
5. **{Caged Wolf}** A silver-tongued wolf stuck in a trap. Guilty of eating several babies.
6. **{Mushroom}** Can induce hallucinogenic passion trips during which time passes twice as fast on the material plane.

THE PARTY DISCOVERS...

1. **{Story Book}** Full of grim "fairy tales" involving people back on the Material Plane. Anything they read comes true.
2. **{Fountain of Youth}** Anyone who drinks this sparkling spring water randomly ages 1d10x10 years forward or backward.
3. **{Ruins}** A knightly order's keep they brought here to hide from their enemies.
4. **{Werewolf Graves}** A small graveyard filled with the bones of lycanthropes. Each grave is marked with the lycanthrope's skull.
5. **{Party}** The trashed city of a wild party with traces of exotic drugs strewn about.
6. **{Twilight Shrine}** A creature who prays at this unseele shrine is doomed to watch the Feywild's perpetual sunset forever.

