

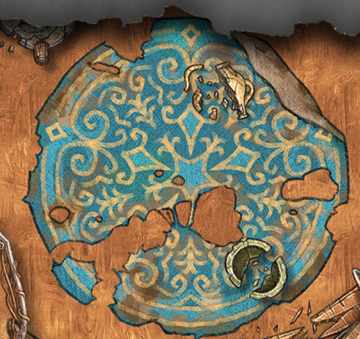
Cavern Crawls

#012



1st Level Dungeon

Frolicking Fey



GrimPress

Cavern Crawls

5^e

#012 - Frolicking Fey

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Frolicking Fey

1st Level Dungeon

Preamble

Frolicking Fey is a 1st level adventure for a party of 5 players. In this *Cavern Crawl*, the party must investigate the cause feywild creatures appearing in a sleepy elven hamlet.

Background

A small hamlet of elves has suddenly become romping grounds for mischievous creatures. The elder of the hamlet is a sour old elf who desperately wants his peace and quiet back, and he will pay adventurers to facilitate that goal. These fey are non-violent, and the elves do not wish for any of them to be harmed. The party will be provided with a means for capturing the chaotic creatures.

During the struggle to round up the creatures, the adventurers will encounter a shadowy figure. He seems to be in league with the chaotic fey and is responsible for their presence in the hamlet – for his personal amusement.

Quest Hook

Near a main road, the adventurers encounter a group of playful elven children that regale them with a wild tale of creatures running amuck in their nearby hamlet.

Following the children's directions, the party effortlessly finds the hamlet. A malcontented elder approaches the adventurers and pleads for help stopping the riot and offers *1,000gp*. The adventurers are encouraged to use non-lethal damage and spells. They will be provided with *nets* and cages to capture and secure the feywild denizens.

Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet a **trickster cleric**, a CR 5 humanoid cleric.

ROLEPLAYING THE TRICKSTER CLERIC

The trickster cleric is a harmless practical jokester. He looks for portals to the fey-wild in the wilderness, and uses his *mace of interdiction* to close them, trapping the fey creatures in this plane. He then helps these stranded creatures cause chaos. The trickster cleric will engage in combat only in self-defense.

Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:


- an *animated shield*
- a *bag of tricks*
- a *mace of interdiction*

MACE OF INTERDICTION

Weapon (Mace), Very Rare (Requires Attunement)

As an action, you cast *forbiddance* against feywild travel, as per the spell but without the damage component. The mace regains this ability after a long or short rest.

Cursed. While attuned, each use of the mace to cast *forbiddance* causes the user to forget part of their past. This curse can be removed by a *greater restoration* spell cast at 5th level or higher.



Mace of Interdiction



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Cavern Crawl Introduction



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Cavern Crawl Map

A1: Eating Hall

This room was a community dining hall. The table, chairs, and shelves have been destroyed. The pottery and plates remaining have been neatly stacked on the wreckage. Here the party can find 1x **sprite** and 1x **giant owl**. Read or paraphrase the following:

A single sprite is parading around atop a wrecked dining table. As you enter, the creature seems to be barking orders at a large white owl perched on a high ledge. The sprite turns to look at you, and throws a plate, shattering it against the wall. The rioter seems excited by your presence.

Roll Initiative!

The owl will stay out of the fight. The sprite will attempt to escape, riding the owl after one round of combat.

During the encounter with a **DC 12 (Wisdom)**

Perception check, sounds of laughter can be heard from outside. When the duo flee, roll 1d4+1 to determine to what room they will escape. (e.g., a roll of 3 will add the pair to encounter number A3.)

A2: Satyrfied

This room was a family activity space. Everything has been ransacked – everything save an ale keg, from which a pair of **satyrs** are drinking. Read or paraphrase the following:

Loud belches can be heard coming from within this room. A pair of red-faced satyrs with wide grins lounge near an ale keg. They seem to be preoccupied with their beverages.

Roll Initiative! The drunken satyrs will run around the room, avoiding the party. Any damage or being netted will cause them to surrender immediately. During interrogation, a successful **DC 12 (Charisma) Persuasion check** or **(Charisma) Intimidation check** the pair will result in a sad tale of being stranded, far from home. They only intended to “drown their sorrows”.

They do of the **trickster cleric's** involvement.

Animated
Shield

A3: Fuzzballs

This once opulent sitting room has been shredded by the unwanted guests. Melodic fey laughter can be heard from near the ceiling. A group of 3x **sprites** fly around with a *bag of tricks*. They will use it to summon 1x **giant goat**. Read or paraphrase the following:

A group of sprites fly around the room with a rust-colored bag. One reaches into the sack and produces a fuzzball, which they fling in your direction. When the ball hits the ground, it grows rapidly. Suddenly, it becomes a giant goat. It looks at you with puzzled eyes and lets loose an ear-piercing bleat. Gasping belly-laughter can be heard from outside.

A successful **DC 12 (Intelligence) Investigation check**, will determine that the one laughing is hidden from view.

Roll Initiative! The goat can't fit through the door and the sprites will attempt to escape to **A4** if the goat is defeated, leaving behind the *bag of tricks*.

A4: Dancing Shield

This room is a waiting area, and is being ransacked. The 5x **sprites** (plus any that previously escaped) have activated an *animated shield* and are using it for merriment. Read or paraphrase the following:

A few sprites ribbon dance around a floating, spinning shield. Two ride atop it. The ribbon-holders launch themselves at you with wild eyes and mischievous intent!

Roll Initiative! Three sprites will try to grapple the party with the ribbons; **DC 8 Strength check** to avoid the attack. The party will gain an *animated shield* from the encounter.



A5: Council Room

This grand room, normally where the elder conducts his business, is strikingly unmolested compared to the rest of the hamlet. On a high-backed chair sits a bizarre man. This is the **trickster cleric** that has plagued the hamlet with the chaotic fey.

A grand man sits at the table's head. His vibrant clothes and hat seem peculiar. He has the painted face of a clown, and wields a gaudy mace. He talks with a suppressed giggle.

"Greetings, friends! Are you enjoying the merriment?"

This trickster is not hostile, but will defend himself by using his abilities and divine power to evade. Any **sprites** that escaped previous encounters will be here, and will aid the cleric.

If cornered, or reduced to half hit points, the trickster cleric will surrender and end his *forbiddance* spell effect, sending the fey creatures on their way home. With a **DC 12 (Charisma) Persuasion check** the party can get him to talk about his motives and his magical weapon. With a very high roll he may even warn them about the **curse**. His god revels in his pranks, and spreads its divine influence through such actions.

Having regained his "peace and quiet," the elder will honor the deal and pay the adventurers *1,000 gp*. The villagers offer to help the trickster cleric find someone that can restore his memory, so that he may regain his former life.

Trickster Cleric

Medium Humanoid, Chaotic Good

Armor Class 16 (studded leather)

Hit Points 57 (9d8 + 17)

Speed 35 ft.

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

Saves Cha +6

Skills Deception +6, Insight +7, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Common

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Rebuff Charms. The trickster cleric has advantage on saving throws against being charmed, and magic can't put the trickster cleric to sleep.

ACTIONS

Mace of Interdiction. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 2 (1d4) force damage. The target must succeed on a DC 10 Strength saving throw or be shoved 10 feet away and knocked prone.

Conjure Copy (1/Day). As an action, the trickster cleric can summon a perfect copy of himself, disappear and then reappear up to 30 feet away. The copy is immobile and has 1 hit point.

Folded into Nothing (1/Day). As an action, the trickster cleric can become invisible until the end of his next turn. The trickster cleric becomes visible if he attacks or casts a spell.

Spellcasting. The trickster cleric casts one of the following spells, requiring no material components, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *light, thaumaturgy*

3/day each: *charm person, disguise self, blindness/deafness, mirror image, pass without trace, beacon of hope, dispel magic*

1/day each: *dimension door, freedom of movement, hallow, modify memory*



Trickster Cleric

