

Ildwych's Crystal Castle

A 5E-Compatible Adventure for Characters of 3rd–4th Level

THIS ADVENTURE IS SUITABLE for a party of four characters of 3rd to 4th level. Some encounters are much easier for groups including elves, fey pact warlocks, bards, or entertainers.

This adventure is set in the village of Summerwine Creek, and references characters and locations in *Over the Next Hill: Summerwine Creek*. Using the fairy ring in the center of town, they shrink down to Tiny size so that they can enter the castle. The castle is filled with puzzles, secret passages, treacherous spies, and magical oddities. Inside, they can learn how to free the villagers from Fey Prince Ildwych's power, or strike against Ildwych's connection with the Archfey.



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ADVENTURE HOOKS

Wise Elf's Torment. As the players explore Summerwine Creek, they discover the endless festival that is killing the villagers through sheer exhaustion. There are a few people in the village who know how to end Ildwych's celebration, but the Wise Elf Gwyn lacks the ability to do anything about it, and the sprite Barleybloom faces a conflict of honor.

When the characters spot **Gwyn**, languishing in the village's pillory (Summerwine Creek Area 5), the elf is delirious from sleep deprivation, and covered in rotten food and filth. Other villagers give only vague answers as to why Gwyn suffers this punishment: "Gwyn refused hospitality," or "That will teach them to be so damned haughty all the time. Not so high and mighty now, huh?"

Characters with even the barest compassion might engage Gwyn in conversation, though the six **commoners** deliriously assaulting the elf turn their aggression on the PCs if they try and help. With some prodding and a Wisdom (Medicine) check or one use of a healer's kit, Gwyn is lucid enough to explain.

"Prince Ildwych is ... up in the branches, over the village. In a tiny crystal castle. If you would free the village from him, walk thrice sunwise about the fairy ring, and say,

"As the turning of the hours, let me enter crystal towers. / As midsummer warms the land, let me enter as I stand. / As Seelie spread a joyful blight, shrink me to a sprite's own height."

"Whatever Ildwych's power here, you'll learn the truth inside his crystal castle."



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Barleybloom's Honor. The sprite named Barleybloom finds this whole festival to be beneath her—particularly her current, honorless assignment to watch over the farms. If the PCs investigate Marouf's farm (Summerwine Creek Area 7), they find Barleybloom trying to fend off a horde of two dozen **awakened shrubs**. She would like nothing more than for the celebration to end, but cannot openly act against Ildwych. She speaks cordially with the characters as long as they do not insult Prince Ildwych or threaten his life; honor demands that she avenge any slight to her sovereign. She accepts a sincere apology for a first offense, though.

If the characters suggest that they want to bring the festival to an end with a minimum of harm, Barleybloom equivocates, "It would not be proper for me to aid a scheme against my lord's wishes, of course, but I could teach you the necessary etiquette to visit his crystal castle... just to be sure there aren't any future misunderstandings! Stay away from the Gallery of the Bright Star and the Chamber of the Summer Rose in particular." She teaches them the same rite and rhyme that the Wise Elf Gwyn does, above. Barleybloom wishes she could go with the PCs, but is sworn to defend the farmland.

HISTORY

Though accounted young among the fey, Prince Ildwych already has a trail of victories and enemies in his past. The crystal castle itself was his first victory, won from a faerie named Oisín the Wanderer in a riddle-duel. He stole the *laurel of eternal summer* from the Queen of Air and Darkness. Most importantly, the crystal castle holds the secrets of the perpetual festival in Summerwine Creek.

Unbeknownst to Prince Ildwych, fey serving the Queen of Air and Darkness have infiltrated the undercroft, giving them stealthy access to most of the castle's rooms.

THE RITE OF THE FAIRY RING

The fairy ring in the center of Summerwine Creek is the center of dancing and drinking, from dawn to dusk and dawn again. The **commoners** caught up in Fey Prince Ildwych's magic and the gang of a dozen **satyrs** protect the fairy ring from any obvious threat. Simply cutting or stomping on the toadstools enrages the satyrs and many of the commoners, and only momentarily inconveniences Ildwych.

Walking three times sunwise (clockwise) around the fairy ring, even while speaking the words of the rite, is somewhat more covert. The satyrs know how the rite works just as well as Gwyn and Barleybloom do, though, and they are pretty sure the Prince does not want big folk visitors right now.

To convince them otherwise, one character rolls a Charisma (Deception) ability check against DC 15. On a success, they accept that the Prince expects them as visitors. On a failure, they usher the PCs away and offer them all a goblet of wine. Any character who drinks must make a DC 16 Wisdom saving throw or suffer disadvantage on Intelligence and Wisdom checks for 1 hour. Drinking more while inhibited in this way makes them fall under the fey charm. Characters may be able to hide that they have discarded the wine rather than drunk it.

To avoid their notice, the characters each roll a DC 12 Dexterity (Stealth) check. If at least half of the characters in the party succeed, the characters pick a moment in which the satyrs are sufficiently distracted by their other duties. If more than half of the party fails, the satyrs hustle them out of the fairy ring. At least to the satyrs, these mortals all look alike, and the satyrs will forget all about them in about two hours.

To perform the rite, the characters must each make a DC 10 Intelligence (Arcana) check. If at least half of the characters in the party succeed, the group completes the rite successfully. They and their gear shrink to Tiny size, and they are transported to the Grand Foyer of Ildwych's crystal castle. If more than half of the party fails, a cold northerly wind rips through the village. Each of the characters gain a level of exhaustion. They may try again immediately.

To perform the rite while the satyrs are interfering but not yet attacking, increase the DC of the Intelligence (Arcana) check to 15.

If goaded into attacking, the satyrs focus on chasing the characters away, and do not give chase.

THE CRYSTAL CASTLE

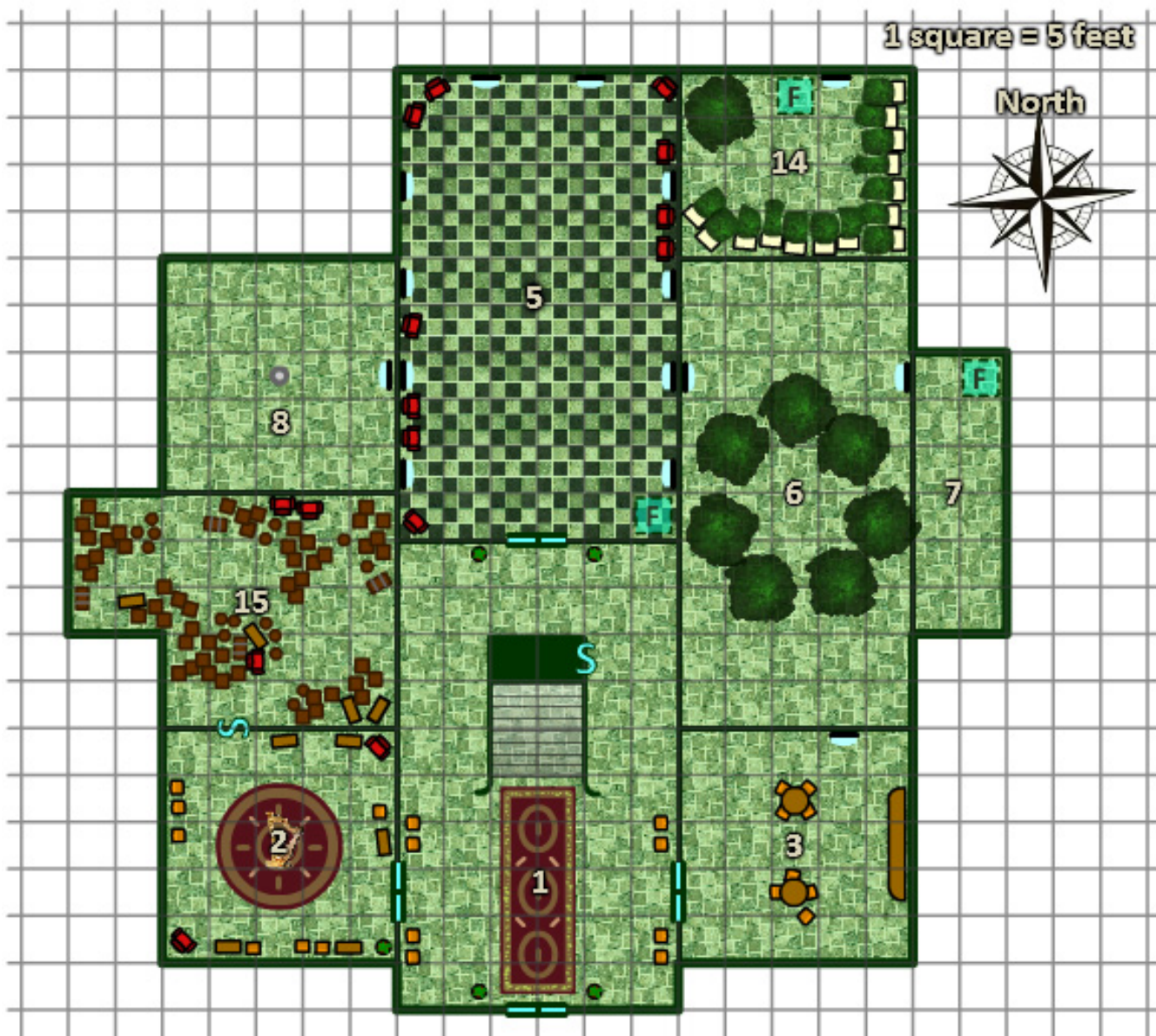
Prince Ildwych's crystal castle is sized perfectly for Tiny creatures. The statistics of creatures inside the castle have been adjusted to match the heroes' reduced size, so resolve combat as if the PCs are their normal size.

Where other castles have stonework, this one is built from magical, cloudy green crystal. Its furnishings are exquisite and lavish, made from tiny amounts of impossibly exotic lumber, or woven from the finest threads. The Prince favors white and silver in rugs, tablecloths, and curtains, to contrast the pale green of the walls and floor.

Other than the undercroft, all of the castle's chambers and corridors are brightly lit. During the day, the crystal diffuses and refracts sunlight, so that the walls, floor, and ceiling nearly glow a faint green; at night, Ildwych's servants light candles and lamps in each room.

1. The Grand Foyer

The Grand Foyer is one of the few understated rooms in the castle; the levitating chandelier is the only unusual decoration. A broad staircase leads to the upper floor. Two **resized sprites**, Yarra and Verben, are on duty here as door wardens.



They are harder to fast-talk than the satyrs, because keeping people out is their primary job. Charisma checks to deceive, intimidate, or persuade them have a DC of 18, and the two cannot usually be convinced with the same technique.

If conversation fails, Yarra and Verben can cause the chandelier to drip fire onto an enemy by speaking a command word as an action, requiring one non-flying target to make a DC 13 Dexterity saving throw or suffer 1d10 damage. The target takes no damage on a successful save.

The Grand Foyer has six obvious exits:

- ▶ the front door (going through this door returns the characters to their normal size)
- ▶ the left; faint music drifts through this open doorway (Area 2)
- ▶ the right; the smell of delectable food comes from this direction (Area 3)
- ▶ a corridor straight ahead, beyond the stairs (Area 5)
- ▶ at the top of the stairs on the left, a closed but unlocked door (Area 9)
- ▶ at the top of the stairs straight forward, a door that is ajar (Area 10)

There is also one hidden exit, a secret door in the side of the stairs. A DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals a concealed door. Through this door, a narrow set of stairs leads down into darkness (Area 4).

2. Musicians' Chamber

The Musicians' Chamber has numerous musical instruments on display, all of them of extraordinary quality: harps, lutes, pipes, drums of many kinds, and more. Each is worth 100 gp, and enlarge in size to match any pilferers when they leave the castle. The centerpiece of the room is a harpsichord that continually plays, even without a musician present. Its strings are in tune, but its music is oddly discordant. A bard, or any character with proficiency in the Performance skill or a musical instrument, recognizes that what it needs is their particular musical specialty.

To gather information, a character may roll a DC 15 Intelligence (Arcana) check or Wisdom (Insight) check to recognize that the fey hold music sacred, and likely use this as some sort of test; success will surely be rewarded just as failure is punished.

To complete the music, a character rolls a series of Charisma (Performance) or Charisma (musical instrument) checks. The music shifts each time the performer successfully improvises a missing portion of the music. The first check has a DC of 10, and the DC increases by 2 for each subsequent successful check. If two or more characters attempt to complete the music together, only one need succeed each round for the musical challenge to continue.

If the characters succeed three checks before they fail three checks, the party receives the *songbook of Gruffydd* (see Appendix C), and a secret door opens in the wall. If the characters abandon the challenge once begun or fail three checks before they succeed three checks, a magical curse imposes disadvantage on their Charisma (Performance) or musical instrument ability checks until the next new moon. A *remove curse* or similar can end this curse.

If the characters bring Aedon, the Nightingale here, the bird sings the missing part of the song. The secret passage opens, but the *songbook of Gruffydd* does not appear.



3. Tea Room

The Tea Room holds two small tables and several chairs, and a long side table overloaded with delectable food. In fact, the food is perfectly suited to the characters' tastes, no matter how exotic or contrasting those tastes may be. Teapots, crystal wine carafes, and pitchers of sweetened fruit juices sit at the ready on another table. A full-length mirror in a carved wooden frame hangs from the wall; it is a portal mirror to the Reflecting Room (Area 12).

The food and drink are delicious and satisfying beyond comparison. For every five minutes spent eating and drinking here, a character randomly gains one of the following effects:

1d4 Result

- 1 *Cure wounds* (1d8 + 5 hit points)
- 2 Increase current and maximum hit points by 5 for the next 8 hours. A character may not choose this effect more than once.
- 3 Regain one spent Hit Die
- 4 Remove one level of exhaustion

The food and drink of fairyland are, of course, difficult to leave behind. Keep a record of how many times each character eats and drinks here (the number of five-minute intervals). When the characters attempt to leave the table, they must make a number of DC 13 Wisdom saving throws equal to the number of times they ate. For each failed saving throw, the character suffers one level of exhaustion.

To gather information, a character may roll a DC 10 Intelligence (Arcana or History) check. Characters with the Fey Ancestry racial feature automatically succeed this check. On a success, the character recalls the ruinous allure of fey food and drink, and tales of people wasting away once they could no longer dine upon such a refined repast.

GET DETAILS ABOUT SUMMERWINE CREEK!

Brandes Stoddard, *Over the Next Hill: Summerwine Creek*, EN World

ENsider, <https://www.patreon.com/posts/6110603>

Portal Mirrors

A network of magical mirrors connects many of the castle's rooms to the Reflecting Room (Area 12). Portal mirrors are often difficult to recognize for what they are, though sometimes they show what is in their destination room (literally or symbolically) rather than a reflection of what stands before them. Passing through a portal mirror requires the *mirror passage* spell (see Appendix B) or the *looking-glass key* (see Appendix C).

4. Undercroft

In the cool, dark undercroft, a team of fey spies serving the Winter Court has infiltrated the castle and escaped notice by the Prince's servants. Four **webwhispers** are here, clinging to the low ceiling. The floor beneath them is heavily shrouded in webbing; only the crates, chests, and other things that would normally be obstructions provide a safe place to stand without touching webs.

The webwhispers are more than willing to trade information with the characters. They have learned a few details about the castle, such as the secrets of the portal mirrors, how to get from the Musicians' Chamber (Area 2) to the Hall of Past Glories (Area 15), and the most direct path to Prince Ildwych's Master Bedchamber (Area 13). In return, they want information about the Prince's activities, such as the festival of Summerwine Creek—the activities of his agents, Buttercup, Honeysuckle, and Barleybloom, might do.

If the characters propose the idea of allying against Prince Ildwych, the webwhispers eagerly draft a contract between them and the Unseelie monarch—the Queen of Air and Darkness. Her frigid voice howls through the undercroft's deep shadows, and threatens harsh reprisals if the mortals violate their side of the deal. This is a mere projection of the queen herself, but she is indeed swift to avenge any betrayal.

If threatened, however, the webwhispers do not hesitate to respond with force. They can traverse the ceiling freely, spitting from a distance or reaching down to strike with their claws. In general, they are better served to stay at a distance

and focus their attacks on spellcasters or archers. Being knocked prone drops them to the floor, where they are substantially more vulnerable.

Leaping from one chest, crate, or other safe standing area to another requires a DC 10 Strength (Athletics) or Dexterity (Acrobatics) ability check. Characters that fail this check or deliberately step on a webbed area are restrained in place. A restrained character can use its action to make a Strength check against DC 12. On a success, the restrained condition ends and that space is no longer webbed.

The webs are flammable, as are the chests, crates, and other objects. Any 5-foot square exposed to fire burns away in one round, dealing 2d4 fire damage to any creature that starts in that space or moves through it while it burns. The room also fills with smoke if more than two 5-foot squares are burned away. All creatures in the Undercroft must succeed a DC 13 Constitution saving throw or be poisoned for 1 minute.

The one significant item here, carried by the webwhispers, is the *looking-glass key*. They drive a very hard bargain for it (such as "one month of service to the Queen of Air and Darkness"). It may, of course, be pried from their cold, dead hands.

This room has several exits. Each of them are fairly obvious from inside the Undercroft, and concealed or secret doors from the other side.

- ▶ The stairs at south end of the room lead to the Grand Foyer (Area 1).
- ▶ A third of the way along the east wall, a door leads to a spiral staircase up to the Ballroom (Area 5).
- ▶ Two-thirds of the way along the east wall, a door leads to an iron-rung ladder up to the Gallery of the Bright Star (Area 7).
- ▶ The stairs at the north end of the room lead to the Servants' Quarters (Area 14).

The goods found in the chests and crates include fabulous silks, candles, sheaves of pristine vellum, and other fine goods—but none of them can change size with the characters when they leave Prince Ildwych's castle, and thus they are worth almost nothing in a market of the big folk.

5. Ballroom

Dance and other displays of physical and social grace are central to nobles of the Summer Court, and the Ballroom is the most elegant room in the whole castle. The green crystal of its floor alternates, in checkerboard fashion, with tiles of black marble. Comfortable chairs and benches ring the (comparatively) enormous room, and three levitating chandeliers provide constantly-shifting colored light. The upper half of the room's walls are decorated with mirrors of every shape and size.

The first time the characters enter this room, it is empty. It may be populated when they pass through later, depending on the movements of Prince Ildwych.

The room has only one obvious exit, back to the Grand Foyer. One of the many mirrors is a portal mirror to the Green Circle Chamber (Room 6): a successful Wisdom (Perception) or Intelligence (Investigation) check against DC 20 reveals that one mirror on the north wall does not reflect the ballroom, but shows a mist-shrouded stand of trees. To use this mirror, the characters must cast *mirror passage* or use the *looking-glass key*.

There is another concealed door, a trapdoor among the floor tiles. A character examining the floor may find it with a DC 17 Wisdom (Perception) check, or by examining the room with a DC 20 Wisdom (Perception) check.

6. The Green Circle Chamber

The ceiling in this mist-shrouded room is higher than most; were its observers their normal height, it would seem to be some 20 feet high. From the green crystal floor, seven trees grow in a circle: two oaks, two ash trees, two hawthorns, and a cherry tree. Two **resized sprites** (Nennia and Rhys) and a **satyr** (Gram) tend these trees; Prince Ildwych likes to come to this small grove to relax and think. There is also a **webwhisper** concealed in the thick growth of the hawthorn tree. The room has no windows, but receives the same green light that shines through all of the castle's crystal walls.

Alerting Prince Ildwych

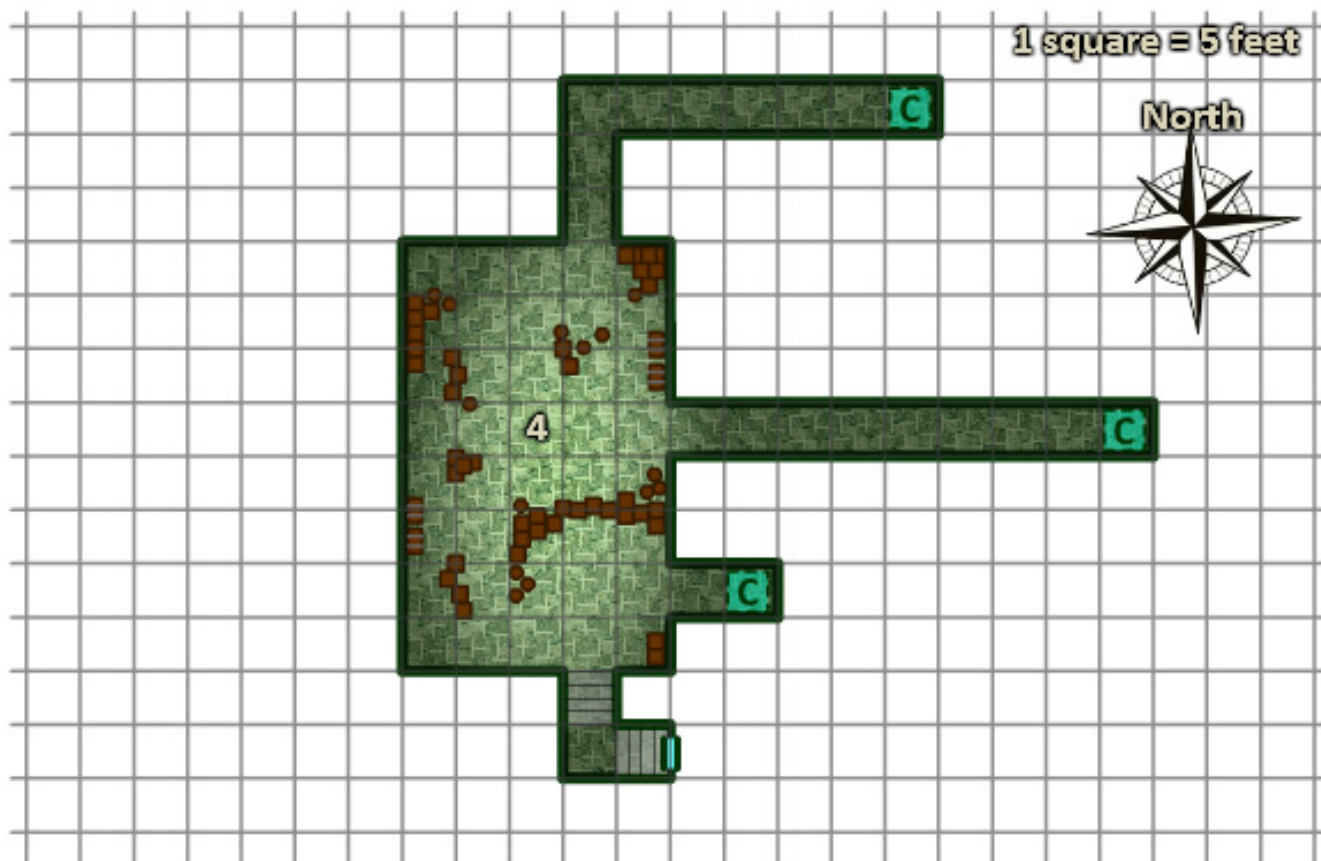
If not alerted, Prince Ildwych is in the Master Bed-chamber, whiling away the hours with the nymph Delyth. If he is alerted to intruders in the Gallery of the Bright Star, he gathers four **resized sprites** and moves to the Grand Ballroom, waiting in ambush if the intruders emerge from the portal mirror.

If the intruders do not emerge within 1 hour, Prince Ildwych assumes they have found some other way out of the Gallery of the Bright Star. He and his four guards begin a room-by-room search. Each time the characters enter a new room or stay in a room for more than 30 minutes, roll 1d12, rerolling 4s. If that roll matches the room number that the characters are entering, Prince Ildwych and his guards are present and invisible. If it matches a room number the players are already in, Prince Ildwych arrives. Areas 1, 2, and 3 have a clear line of sight to each other; if Ildwych and the characters are simultaneously in any two of these rooms, an encounter occurs.

The sprites and the satyr think of themselves as humble gardeners, rather than primary defenders. If challenged or threatened, they plead for their lives. They initiate combat only if someone mentions an intention to harm Prince Ildwych. The first of them to act each round spends an action calling for help; there is a 50% chance another **resized sprite** answers the call and arrives in 1d4 rounds. Once two resized sprites have joined the battle, no more will arrive.

If engaged in conversation, the three are happy to explain their role as gardeners and talk a little about the other rooms here, but they are devoted to the Prince and do not voluntarily divulge his secrets. They are proud of their lord, however, and characters can easily gain their trust by praising him. In that case, the gardeners hasten to create the doorway to the Gallery of the Bright Star (Area 7), so that they can show these guests Ildwych's many trophies.

The webwhisper stays hidden and listens. If noticed with a DC 20 Wisdom (Perception) ability check or passive Perception score, it attempts



to flee. If the characters made a bargain with the webwhispers in the Undercroft, it joins them in any combat in this room.

The only obvious exit from this room is the portal mirror leading back to the Grand Ballroom (Area 5), which does not require special effort to use from this side. When the three gardeners are dead, unconscious, or willing to aid the characters, a doorway to the Gallery of the Bright Star opens.

7. Gallery of the Bright Star

The walls of this room display every trophy of victory that Prince Ildwych has received, and each of them is guarded by a small silver rune. The trophies include:

- ▶ the *laurel of eternal summer*, stolen from the Queen of Air and Darkness
- ▶ the *foxglove chalice*, won in a tournament
- ▶ the Summer Queen Titania's locket, which holds three of her tears; Ildwych won this for avenging the Frost-Prince's insult against her; worth 2,500 gp
- ▶ *Aedon, the Nightingale*, with a voice stolen

from the Satyr of the Emerald Bluff

- ▶ *Tegan's sash*, won for curing Lord Tegan's malady

The silver runes engraved near each trophy are minor magical traps. To erase a glyph, a character rolls a DC 15 Dexterity (thieves' tools) check. On a success, the glyph fades for 1 minute. On a failure by 5 or more, a sighing wind passes through the room and alerts Prince Ildwych that someone is tampering with his trophy room.

A concealed door here requires a DC 20 Wisdom (Perception) check to notice. On the other side of the door is a ladder of iron rungs that leads down to the Undercroft (Area 4).

8. Chamber of the Summer Rose

A waist-high wooden post, carved with a complex pattern of vines and inlaid with gold, stands in the center of this room. A flawless red-and-yellow striped rose rests atop it, glowing softly. In the east wall, in the shape of an arched doorway, there is a mirror set into the wall. Three of the Prince's most potent guards stand watch

here, magically invisible. All three are sprites (Cerridwyn, Snowmantle, and Luned), but use the statistics for two **knights** and a **druid**, gaining the **sprite's** Heart's Sight and Invisibility actions.

The three guards remain invisible until a character clearly threatens the Summer Rose, indicates hostile intent toward Prince Ildwych, or notices them despite their invisibility. If a fight breaks out here, Prince Ildwych is instantly alerted (see the Alerting Prince Ildwych sidebar).

The Summer Rose is the magical centerpiece of Ildwych's enchantment upon Summerwine Creek. As long as it remains intact, the festival can continue. (There may be *other* ways to end the festival, but this is one surefire way to end it.) It is as fragile as any common rose, though the druid Luned can mend it as long as she is alive.

9. Library

This room has shelves cut into two of its green crystal walls, and richly detailed tapestries covering the other two walls. The tapestries depict mounted Archfey hunting fantastical animals; a basilisk and a winter wolf are two of the most prominent. Two long wooden tables, and benches set with them, occupy the center of the room; strewn across the tables are torn pages of an old manuscript. One end of one table, farthest from the door, is occupied by a wizened-looking sprite librarian (use **druid** stats, adding the **sprite's** Heart's Sight and Invisibility actions). She seems deep in thought when the arrival of visitors interrupts her.

The librarian, Olwen, is working on deciphering a collection of fragmentary manuscripts. She is not generally responsible for the security of the castle, outside of the library itself. If approached peaceably, she grumbles about the difficulty she has had with her work. She is reassembling a spell for Ildwych's new servants—he hopes to receive new fey after his Archfey liege-lord hears of the festival's success.

To persuade her to accept help, one or two characters roll a DC 10 Charisma (Persuasion) check. If more characters than that attempt to

persuade her in a short period of time, she grows snappish and asks them to leave, as she feels badgered. On a success, she invites the group to look over the manuscripts and see what she might have missed.

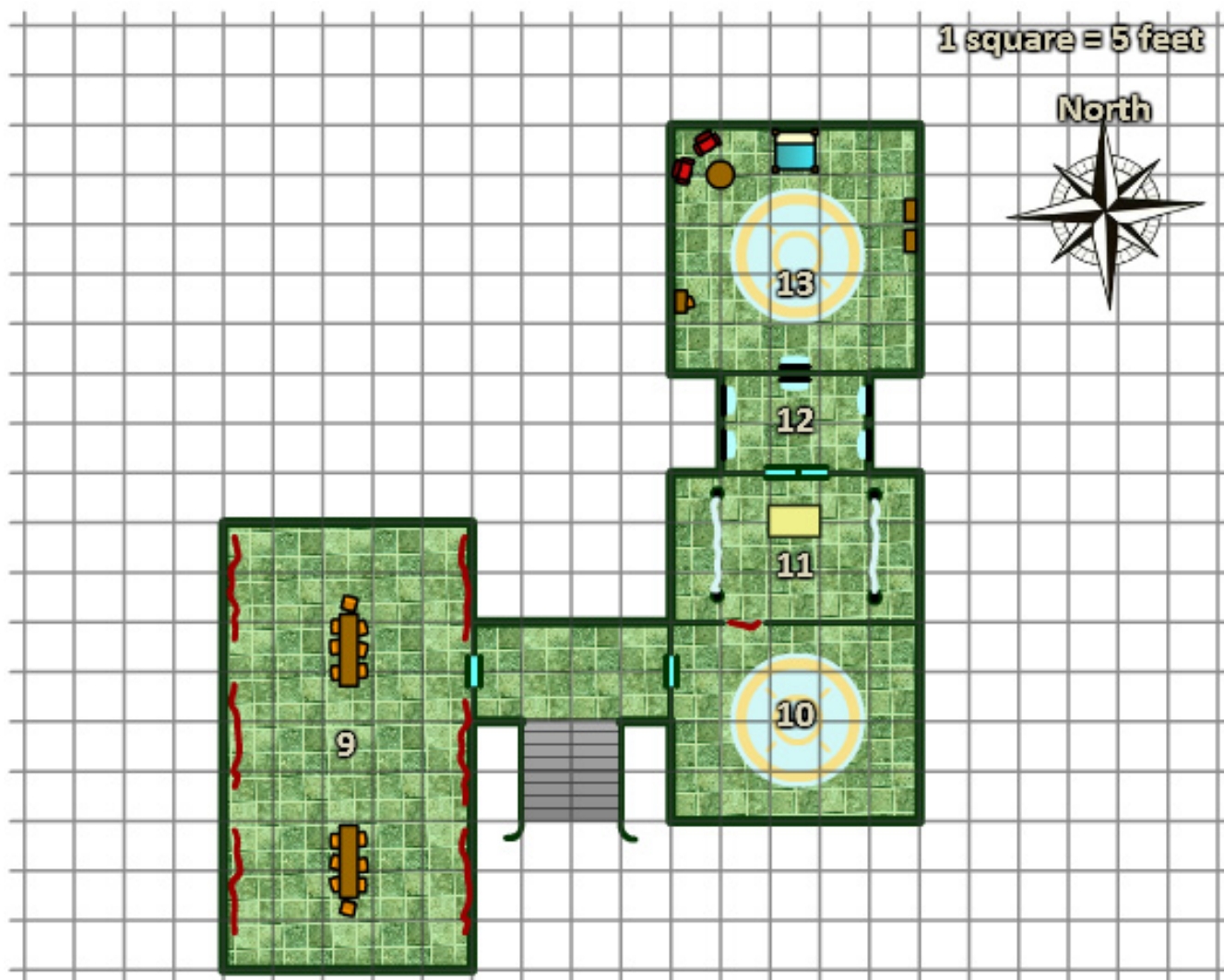
To reassemble the manuscripts, characters roll DC 13 Intelligence (Investigation) checks; the group needs two successes before accumulating three failures. If they succeed in this challenge, they recognize how the fragments interrelate. They also comprehend some additional notes that Olwen has scattered around: the detailed description of the *mirror passage* spell. With these notes or a hasty copy of them, any character able to cast a spell of 1st level or higher can temporarily learn the *mirror passage* spell (see below), as long as they hold the manuscript in hand. Olwen is not supposed to let that out of her sight, but a DC 13 Dexterity (Sleight of Hand) or Charisma (Persuasion) ability check (or other approaches of the players' devising, of course) can resolve the matter.

If combat begins, or if Olwen runs out of patience with them, Olwen's first action is to activate the tapestries, conjuring a basilisk and a winter wolf. The conjured creatures look like three-dimensional versions of embroidery, rather than real monstrosities. If the characters defeat Olwen in battle, Prince Ildwych is alerted (see Alerting Prince Ildwych, above). The characters can easily claim the copy of *mirror passage*.

The library has no obvious exits other than the one to the Grand Foyer.

10. Antechamber

This room prepares visitors for entry into the room beyond it (Area 11). Wooden pegs on one wall to hold a guest's cloak, outer robe, coat, or hat. On the right side of the door into the next room, a ceramic washbasin on a stand holds the purest water from the highest springs. On the left side of the door, a small box made of finely-wrought gold and silver hangs from the wall, suspended by a silver chain. A thick white rug covers the center of the room. The doorway to the



next room has no door, only a silk curtain. Upon closer examination, the box is sealed shut by a puzzling mechanism, rather than by any typical lock. The box is intended to put visitors into a state of receptive inquiry and vulnerability, as they attempt to unravel its secrets, before they proceed to the next room.

To open the box, a character must work alone and succeed on three DC 12 ability checks before accumulating three failures; one Intelligence (Investigation) check, one Intelligence (thieves' tools) check, and one Wisdom (Insight) check. With each success, describe pieces of the box shifting, sliding, or unfolding to reveal another piece of the puzzle. On a success, the character opens the whole box and they gain the effect of the *bless* spell on all ability checks they make for the next 8 hours. Each failed ability check inflicts

1d6 psychic damage, and failing three times sets off a wailing alarm, alerting Prince Ildwych of the characters' presence. (See the Alerting Prince Ildwych sidebar, above.)

11. The Patron's Shrine

In this chamber, Prince Ildwych sustains his feudal obligations to his Archfey liege-lord by performing rites upon the shrine's altar. Four posts in the room support the thick white curtains that surround the shrine. The altar is delicately carved wood, and upon it are green candles in silver candlesticks. The smell of sandalwood incense is overpowering.

The front of the altar has a pair of doors, and within is an illuminated vellum scroll detailing a rite to call the attention of the liege-lord's envoy. The rite invokes the Archfey known as the Silver

Knight (or any other Seelie Archfey of your choosing). A character could bargain with the envoy for the Silver Knight's favor (or even to seal a pact, if a character wished to enter the warlock class). Alternately, were the characters to slay the envoy, the Silver Knight's bond with Ildwych would be severely damaged. This might earn them considerable enmity from the Silver Knight, were he to find out who was responsible.

To call an envoy, a character lights candles, burns incense, and recites an incantation in Elvish or Sylvan. The character must succeed a DC 12 Intelligence (Arcana, Nature, or Religion) check. On a success, the envoy Maeldwyn appears from a mote of light; it uses **gladiator** statistics, but it also has the following action, which it uses on its first turn:

Fey Glamour. All creatures within 60 feet that can see or hear Maeldwyn must succeed a DC 13 Charisma saving throw or become charmed for 1 minute. Once used, the envoy cannot use it again until he completes a short or long rest. If the envoy engages the target(s) in conversation for at least a minute, he can use this action without the targets knowing they have been affected.

If the characters bargain with Maeldwyn, he keeps them talking long enough to use Fey Glamour on them. He presses for as strong of terms as possible, with opposed Charisma (Persuasion) ability checks. Through Maeldwyn, the Silver Knight can grant a single use of any bard, druid, or warlock spell up to 5th level, and he presses for goods or services worth approximately 100 gold pieces per level of the spell. If the characters get the better of him in negotiation, they can haggle him down to goods or services worth 50 gold pieces per level of the spell. Maeldwyn cannot take sides against Ildwych without some proof—forged or not—that Ildwych has betrayed the Silver Knight. The Patron's Shrine has two obvious exits: the veiled doorway back to the Reading Room (Area 10) and wooden double doors leading to the Reflecting Room (Area 12).

12. The Reflecting Room

This small room has nothing of interest except for five large mirrors. All five of them are portal mirrors, and their images are cloudy and indistinct until a person's touch reveals an image related to the destination:

- Rich food and drink (Area 3)
- Finely-dressed people dancing a waltz (Area 5)
- A single rose, softly glowing (Area 8)
- A hammock made from fern fronds (Area 14)
- Prince Ildwych's personal symbol (Area 13)

Travel through these mirrors requires either the *looking-glass key*, found in the Undercroft (Area 40), or the *mirror passage* spell, found in the Library (Area 9).

13. The Master Bedchamber

This room has no obvious doorways, and can be reached only by travel through portal mirrors. An ornate canopy bed dominates the room, along with a few other pieces of furniture to match the wealth and luxury of a king among the big folk. A floating chandelier provides additional light in this room. If Prince Ildwych has not yet been alerted (see the Alerting Prince Ildwych sidebar), he is here with the nymph Delyth (use **dryad** statistics). He is quick to attack interlopers who would intrude on his personal sanctum, and Delyth fights by his side. If fighting in this room, he gains additional Lair Actions.

On initiative count 20 (losing all initiative ties), Ildwych can choose one of the following:

- Call two **resized sprites** or two **satyrs**. They arrive at the beginning of his next turn. Ildwych may not call more than four creatures at a time in this way, and not more than eight total.
- Rain fire down on enemies with the floating chandelier. One creature, or all creatures in a five-foot radius, must succeed Dexterity saving throws or take 1d10 fire damage.





- Invoke the Silver Knight, to make his glaive or bow swift and sharp. Ildwych makes an attack with his glaive or his bow. This action fails if the characters have soured the Silver Knight's opinion of Prince Ildwych.

A side table in the corner holds much of the prince's nonmagical wealth: three chrysoprase stones (worth 50 gp, 55 gp, and 65 gp), two pieces of jade (worth 95 gp and 125 gp), and one alexandrite (worth 550 gp).

14. Servants' Quarters

This long chamber offers little personal privacy for the sprites, satyrs, and other minor fey who live here, but they are unconcerned with the social mores of the big folk. They sleep on beds or hammocks made from leaves and fern fronds, much as they would do in the forests of the

Feywild. Nine **resized sprites** and six **satyrs** live here, coming and going as their service to Prince Ildwych demands. There are also beds for all the fey who have departed for Summerwine Creek.

One end of this room has a concealed door that leads to stairs down to the Undercroft (Area 4). The fey are not aware of this door. From this side, a character must succeed a DC 15 Wisdom (Perception) check to notice it. The other end of the room has a circular portal mirror linked to the Reflecting Room (Area 12).

These fey have no interest in combat, and attack intruders only in defense of themselves or a clearly expressed threat against Prince Ildwych. They would prefer not to get involved in the politics of their social betters. They have little in the way of treasure, as most of their possessions are clothing, food and drink, or wildflowers.

15. Hall of Past Glories

The Hall of Past Glories reflects the many past owners of the crystal castle. It is a jumbled, densely packed room of paintings, statuary, disused furniture, and trophies whose significance is long forgotten to most. There may be a few treasures of worth among the castoffs.

To dig through the junk, a character makes a DC 15 Intelligence (History) check. If successful, describe a piece of artwork that the character finds, worth 150 gp. To continue searching, a character must roll a DC 14 Strength (Athletics) check to shift worthless, heavy junk out of the way. On a success, a character may roll a further DC 20 Intelligence (History) check. On a success, describe a piece of artwork that the character finds, worth 300 gp to the right buyer, but exceptionally inconvenient to transport. Any valuable items discovered here do expand to a usable size for Small or Medium creatures when removed from the castle.

On any failed ability check in this room, the character must roll a DC 12 Strength saving throw, as a heavy object threatens to fall on them; the character suffers 1d10 points of bludgeoning damage on a failed saving throw.

CONCLUSION

If Ildwych is defeated and *plane shifted* away, the crystal castle remains in Summerwine Creek until the next dusk or dawn, then returns to wherever Ildwych has gone. Naturally, Ildwych seeks the Silver Knight's aid in avenging this insult from petty mortals.

If defeated and slain, the castle begins to crumble, falling from the tree branches. The characters and any items that have been changed in size (items not described as "naturally sized for Tiny creatures") return to their normal size, just as if they had left the castle through the Grand Foyer.

The characters might very well complete their goals the castle without even encountering Ildwych. The prince realizes that only someone of great cunning and resourcefulness could have achieved such a thing. He hurriedly shifts the crystal castle back into the Feywild, in order to plan his next move and seek information about who might have done such a thing.

If the characters bargained with the webwhispers in the Undercroft, the Queen of Air and Darkness takes steps to make certain that they uphold their end of the bargain. She wants nothing so much as to put them in her debt, and make them aware of it.

APPENDIX A: MONSTERS

NPC STAT BLOCKS

Prince Ildwych

Medium* fey, neutral good

Armor Class 16 (scale armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Resized. Either this creature or the observer has changed in size. Damage dealt to this creature in its Tiny form carries over proportionally to its Medium form, and vice versa. If an effect on the resized sprite caused this, the effect ends when the sprite dies, and it returns to its Tiny size.



Equipment. Prince Ildwych wears a suit of *mithral scale armor* and wields the *midsummer glaive*. The effects of these items are included in his stats.

Protection of the Archfey. When Prince Ildwych would fall to 0 hit points, he instead has 1 hit point and is *plane shifted* to the Feywild. This feature fails if Ildwych no longer has a good relationship with the Archfey that he serves. His *mithral scale armor* travels with him; the *midsummer glaive* does not.

ACTIONS

Multiattack. Ildwych makes two glaive attacks or two shortbow attacks.

Midsummer Glaive. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage. Additionally, Ildwych may force a creature struck by this weapon to make a DC 12 Constitution saving throw, suffering 5 (1d10) fire damage and be blinded until the end of his next turn on a failed save. On a successful save, the creature only suffers the fire damage. Once Ildwych activates this power, he may not do so again until the following noon.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. Ildwych touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, he also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. Ildwych magically turns invisible until he attacks or casts a spell, or until his concentration ends (as if concentrating on a spell). Any equipment he wears or carries is invisible with him.

Resized Sprite

Medium* fey, neutral good

Armor Class 15 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+1)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Resized. Either this creature or the observer has changed in size. Damage dealt to this creature in its Tiny form carries over proportionally to its Medium form, and vice versa. If an effect on the resized sprite caused this, the effect ends when the sprite dies, and it returns to its Tiny size.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.



WEBWHISPER

Webwhispers are stealthy, vicious fey formed from arachnophobic nightmares. They have the bodies of gnomes, halflings, or goblins, but the heads and mandibles of spiders. Webwhispers serve a variety of masters in the Winter Court.

Unseelie Agents. The Queen of Air and Darkness and other powerful Unseelie fey use webwhispers for espionage and sabotage. Ettercaps have long hunted sprites and pixies, so the Unseelie created webwhispers to counter them: smaller, much more intelligent, and reasonably loyal if one does not show weakness.

Inventive Tacticians. Much like the small humanoids from which they were made, webwhispers do all that they can to turn their limitations into strengths. Whenever possible, they fight while clinging to a wall or ceiling outside opponents' melee reach, and use their acidic spittle to give ranged opponents a very bad day—especially those observed wielding fire or fire magic.



APPENDIX B: NEW SPELLS

Mirror Passage

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When you cast this spell, you place your hand on a mirror. If it is a portal mirror, you and up to 6 willing creatures touching you teleport to the other side of the portal mirror link.

If it is not a portal mirror, the spell fails. Roll a Constitution saving throw (as if maintaining concentration) against DC 10; on a success, you do not expend a spell slot.

Webwhisper

Small fey, neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Spider Climb. The webwhisper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It may fight normally while doing so.

Web Sense. While in contact with a web, the webwhisper knows the exact location of any other creature in contact with the same web.

Web Walker. The webwhisper ignores movement restrictions caused by webbing.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Spit. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target takes 6 (1d6 + 3) acid damage and must succeed a DC 13 Constitution saving throw or be poisoned until the end of the webwhisper's next turn.

Using Mirror Passage

The *mirror passage* spell is intended for use in this adventure without occupying a Spells Known or Spells Prepared slot, by holding the notes from the Library (Room 9) in hand. It attaches a small cost to convenient movement around the castle, as an alternative to the *looking-glass key*. Outside the scope of this adventure, if portal mirrors are not a part of future adventure locations, simply make the manuscript and the *looking-glass key* not enlarge with the characters when they leave the castle.

APPENDIX C: MAGIC ITEMS

Aedon, the Nightingale

Wondrous item, rare (requires attunement)

This mechanical songbird is cunningly fashioned of bronze, and lacquered black. Its eyes are ruby chips, lending it a sinister aspect. As a bonus action, you can command Aedon, the Nightingale to sing for 1 minute. All of your allies within 30 feet add 1d6 to their saving throws against the frightened condition, and receive a new saving throw against any frightened condition currently affecting them when the song begins. Frightened enemies within 30 feet suffer 1d6 psychic damage at the start of each of your turns.

Once you command Aedon, the Nightingale, to sing, you may not do so again until dusk has passed. On rare occasions, Aedon sings without being commanded; this is a “free” activation.

Foxglove Chalice

Wondrous item, rare

This cup looks like a foxglove flower, and its normal size is appropriate for a Tiny creature. When you drink water or wine from it, you must succeed on a DC 15 Charisma saving throw. On a success, you suffer 2d10 poison damage and ends one curse placed by one of the fey. On a failure, you suffer 4d10 poison damage and has the poisoned condition for one hour.

Laurel of Eternal Summer

Wondrous item, rare (requires attunement)

This laurel wreath is made of interwoven green and gold leaves. When worn like a crown, it grants you cold resistance. Whenever you make a Charisma (Performance) or Charisma (musical instrument) check, you can treat a roll of 9 or below as a 10.

Looking-Glass Key

Wondrous item, uncommon

This gleaming silver key has a mirror shine. Its normal size is appropriate for a Tiny creature. When touched to a portal mirror, it transports you and anyone in contact with you to the other side of that portal mirror. It may be used any number of times, but not more than once per minute.

Midsummer Glaive

Weapon (glaive), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic glaive. It shines with light equal to a torch.

When you hit a creature with the *midsummer glaive*, you may force it to roll a DC 12 Constitution saving throw or suffer an additional 1d10 fire damage and become blinded until the beginning of your next turn. Once used, this power recharges at noon.

Songbook of Gruffydd

Wondrous item, rare (requires attunement)

You gain a +1 bonus to spell attacks and saving throw DCs for bard spells that you cast, and a +1 bonus to damage for bard cantrips that you cast while holding this songbook.

When you perform songs from this songbook during any short or long rest, you grant up to 10 allies resistance against the first source of psychic damage they receive. If unused, this benefit fades the next time each creature completes a long rest.

Tegan's Sash

Wondrous item, rare

This sash is naturally sized for a Tiny wearer. It grants the wearer an additional 5 current and maximum hit points. This increase does not stack with hit points granted by the *aid* spell. 