



A Spring Court Quest

A DUET ADVENTURE FOR 5E

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A Duet Adventure for PCs of levels 3-5

Introduction

This adventure takes place in the Wandering Meadows of the Fae Brightlands plane of Azuria and is scaled for characters of levels 3-5.

If you prefer to run the adventure outside the world of Azuria, we suggest setting it in a location dominated by fae or playful, nature-based powers.

How to Use this Adventure

This supplement assumes that you have access to the 5E SRD. Items or creatures that are not part of the SRD can be found in the appendix.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

Sidebar example

Text that appears in sidebars is optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the supplement.

Creatures with stat blocks appear in bold, magic items appear in italics.

Adjusting Combat

Regardless of whether you are running this adventure 1-on-1 or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. The combat should feel weighty, but fun. Some strategies include reducing or raising hit points or changing the number of combatants before the session begins or making adjustments during combat.

For more information and resources about playing this one-on-one style, please see dndduet.com.

Adventure Premise

In this adventure, an intrepid showman, Gavin Desantis, approaches the party with a request that he's willing to make well worth their while—for 3000gp, would they be willing to do him the small favor of traveling to the Fae Brightlands? Gavin specializes in exotic animals and their acquisition and display for his menagerie. He simply must, for this year's tour, acquire the rare yet adorable pseudocorn. He'll happily send his homunculus friend and business partner Squig along to assist them should they run into any trouble.

If the party agrees (or decides, for reasons of their own, to travel to the Brightlands and find or protect the pseudocorn), Gavin explains how they can move between the planes and arrive in the Brightlands on the borders of the Spring Court in the realm of Queen Amaryllis.

But what he doesn't say is that it will take more than their arrival and search to uncover the pseudocorn—they'll need to find gifts and attend the queen's elaborate Hatching Day festival in order for her to bestow upon them the pseudocorn. But be cautious—the fae have rules, whims, and wiles of their own.

Adventure Hooks

This adventure occurs on a different plane of existence and is intended to surprise your player and move the party in an unexpected direction. Use the following adventure hooks to get your party into the adventure:

- While the party is camping, a strange brown and gray bipedal creature (a **homunculus**) with small wings wearing a green and white striped vest improbably wanders up and introduces itself as Squig. Its human partner, Desantis, has a proposition for the party.

- As the party travels, they hear word of a mystically marvelous menagerie said to have recently passed through the area. After some time, they run across an assortment of animals, performers, and handlers encamped near a stream.
- The party spots the following notice on a bounty board: *Adventurers needed for acquisition work. This is the stuff of DREAMS and the reward will be great! Demand Desantis! at the Dapper Gentleman Tavern for Details.*

Adventure Background

Like the other rulers of the fae courts, Queen Amaryllis expects to be shown deference and respect in the form of an elaborate gift from anyone setting foot in her realm. But unlike the other queens, the monarch of the spring court is happy to have her gift originate from her own region of the Brightlands so long as it celebrates life, renewal, and rebirth.

Each year around this time, the queen throws a special Hatching Day festival, where creatures search far and wide across her lands to discover the bright orbs she's hidden in the grasses or among the trees. The one who brings the most impressive collection to her majesty will receive the most special gift of the Spring Fae Court, a creature of brilliance and blessing, the pseudocorn.

Gavin Desantis's backstory can be found in the Appendix. When he meets the party, the creature-trapper is in the midst of sourcing new magical creatures for his wondrously wonderful menagerie, Gavin's Glorious Gewgaws. The other creatures he can acquire on his own, but, after being barred from returning to Queen Amaryllis's court, Gavin unfortunately needs to outsource this particular mission to able-bodied adventurers who won't ask too many questions—he hopes.



Part One: Friend, Fae, Foe

A stocky, handsome young man with floppy auburn locks waves to you from beside a large fountain in the center of town. In a booming tenor, he calls out, “You must be the adventurers I’ve been searching for! Do, please, come over!” He gestures dramatically, waving you toward him, as the sunlight winks off his smile.

Gavin Desantis (Appendix) wears brightly colored clothing and hangs his thumbs through his suspenders while he speaks of the daring escapades and exciting locales that have contributed to his “world famous marvelous menagerie.” A charismatic man, he is used to being able to quickly wow his acquaintances with his sparkly personality and knowledge of rare creatures, but depending on their own proclivities and travels, the party may not be so easily swayed. Gavin makes quick use of his silver tongue trait, granting him advantage on Charisma (Deception) checks if he feels the party’s trust—or interest—is waning.

Gavin escorts the adventurers to his favorite tavern in town, The Dapper and Dame, buys everyone a round, and starts the song and dance of his offer. After whingeing on for several minutes, Gavin promises to get right down to the point—he has a special mission that can only be trusted the bravest of explorers. To have a perfect season and provide for the many workers who depend on his show for their livelihoods, his menagerie is in need of one final rare acquisition, one that Gavin is, unfortunately, unable to procure for himself. For 3000gp, would the party be willing to travel to the Brightlands for him to acquire a **pseudocorn** (Appendix)?

Success on a DC 15 Intelligence (Nature) check allows the PC to recall that a pseudocorn is an extremely rare, small fae unicorn.

The trapper of fantastical creatures explains that under any other circumstances, he would go and secure the creature himself, but his most recent trip to the Brightlands set him on the wrong side of a certain Queen of the Spring Court and he is, for the time being, persona non grata.

If the party insists, Gavin demurs further and claims that a certain misunderstanding with a group of Satyresses was blown completely out of proportion and, as soon as he’s able, he’ll make things right with

Queen Amaryllis. But for now, will the party help? (If Gavin feels the party is readily swayed by gold, he jingles a sack of 500gp in front of them, the weight of the bag nearly causing it to burst.)

Roleplaying Gavin: You Know Your Party Best

Gavin does whatever he can—within reason—to convince the party to take on his request. For those who are altruistic in nature, he details the numerous needy children who, without his menagerie to bring them the wonders of the world, would rarely see a creature more intriguing than a sparrow. For those of a more natural persuasion, Gavin alleges that poachers will soon be swarming the Brightlands in search of the creature, and someone will need to intervene on its behalf soon and see it to safety.

Gavin’s homunculus counterpart, Squig, confirms its human’s claims to the best of its ability and tries to listen in on conversations between party members as they discuss Gavin’s offer.

Depending on what’s most fun for you and your party, you may want to have given Gavin and Squig opportunities to spy on characters in advance to learn how best to persuade them to take on the mission.

Pushing Gavin’s Offer

Gavin can go as high as 4000gp if characters really push and succeed on a DC 17 Charisma (Persuasion) check, but he may just as likely offer them 500gp less or threaten to find someone else for the job if they fail the check by 5 or more.



Finding a Faery Ring

After finally convincing the party to take on the mission, Gavin explains that in order to pass over to the Brightlands, they will need to venture into the forest and find a faery ring. They’ll know they’ve found it when they spy a 5-6 ft. diameter circle of perfectly white toadstools. Gavin also tries to persuade them to take Squig along with them to aid their search. Lastly, the trapper advises that the easiest way to find a faery ring is to not be looking for one. He laughs away any protest: “You’ve got a lot to learn about the fae!”

Squig is eager to go with the party. If allowed, it is as friendly as possible, but attempts to surreptitiously obtain, by Dexterity (Sleight of Hand) or flattery, the **pseudocorn** (or any other of the fae friends) for Gavin.

Roll on the table below for every hour of the party’s search through the forest. After the first two hours, a successful DC 15 Wisdom (Perception) check leads them to a faery ring.

Random Forest Encounter Table

d6	Encounter
1	<p>A young troupe of vulpine (foxlike humanoids) druids marches through the forest, diligently taking notes on their eloquent leader’s descriptions of the flora and fauna around them. The leader describes the party in vivid, literal detail, stressing the most readily apparent, though never unkind, details about the various members on their search through the forest. Such observations might include things like, “As you can see, children, it is rare for those of the paladin persuasion to smile, but they are fond of carrying giant shields.”</p> <p>If the party requests the vulpines’ aid, they roll their next Wisdom (Perception) check to find the faery ring with advantage, but they must each carry a vulpine cub on their shoulders.</p>
2	<p>At the top of the woodland hill above you, an impossibly large wolf appears, its white fur covered in vines. After a moment, a second wolf appears, with golden fur and a floral tail. The two are daemon wolves (Appendix) seeking to return to the Brightlands. They show no aggression toward the party, but</p>

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Appendix

Creatures

Daemon Wolf

Tiny remnants of the true daemon, the blessed followers of Fenrir and ancestors to all wolves, may still exist in the Brightlands or the Shadowlands, though they have largely disappeared from the prime plane. Each iteration differs depending on

Daemon Wolf

Large fey, neutral

Armor Class 14 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	7 (-2)	14 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Senses passive Perception 15

Languages Common, Sylvan

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Thunderous Bark (Recharge 5-6). The wolf barks at a creature it can see or hear within 60 feet, emitting a thunderous force. Any non-fae creature in the area must succeed on a DC 13 Constitution saving throw or be pushed 10 feet away from the wolf.

their plane of origin. Daemons descended from the earliest generations and touched by the power of the wolf god Fenrir are called Alphas, and they lead the most elite packs.

On the prime plane, daemon travel alone or in pairs, though they are incredibly fearsome when gathered together. Legends tell of packs of daemon driving back entire armies or ridding forests of fiendish incursions. Some believe that a reunion of the three iterations of daemon under an Alpha would bring back Hugh, the great warrior and first leader of the lycan people, who, the stories go, possessed the cure for the curse of lycanthropy.

Variant: Plane of Origin

Referred to simply as daemon in the Fae Brightlands and the Shadowlands, the wolves possess unique abilities depending on their plane of origin. Instead of the haunting howl of the daemon wolf, they gain the following actions:

Fae Brightlands Daemon

Languages Elvish, Sylvan

Warding Growl (Recharge 5-6). The wolf growls at a creature it can see or hear within 60 feet. Any non-fae creature in the area must succeed on a DC 13 Dexterity saving throw or be outlined in vibrant green light for 1 minute. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Realm of Shadow Daemon

Languages Elvish, Sylvan

Haunting Howl (Recharge 5-6). The wolf emits a terrifying howl to scare off a creature it can see or hear within 60 feet. Any non-fae creature in the area must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute.

Variant: Alpha

Descended from the original Daemon, these wolves are powerful and adaptable. Their magnificent antlers set them apart from later generations and speak to their status within the pack. They can also use their antlers to aid them in combat.

Alpha Daemon

Languages Celestial, Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

GM's Map

Map included in larger size at end of adventure.



Player's Map

Map included in larger size at end of adventure.



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