

The Fey Courts of Kyrell: Wild Chance Table

Lore Article · Deity

Summary

A d100 table of wild effects triggered by critical successes and failures while in regions touched by the four Fey Courts. Roll when a natural 1 or 20 is rolled in a Court-touched area. All effects are immediate unless otherwise noted.

About This Table

Any time you roll a **1 or a 20** on a d20 while within a region touched by the Fey Courts of Kyrell — a forest hollow singing in Feyen, a mist that smells of Elysor, a bargain-ground between worlds — roll a **d100** to determine what grace or mischief the Courts have taken notice of.

All effects are immediate unless otherwise noted. Effects that grant spells use no spell slots and require no material components. The Orders of Wizardry do not regulate these effects. The Courts are aware of this and find it charming.

The Four Courts

- **Summer Court** — Aurath the Ever-Burning: passionate, overwhelming, genuine in the way that burns.
- **Spring Court** — Erevain of the New Thing: well-intentioned, chaotic, always slightly too early or too late.
- **Autumn Court** — Mordavael the Turning: observational, fatalistic, present at endings without causing them.
- **Winter Court** — Thessavaine the Pale: cold, precise, technically correct in the worst possible ways.

Critical Success (Natural 20) — d100

d100	Court	Effect
1-2	Summer	For 10 minutes your voice shifts to an accent from a language you don't speak. Creatures native to the Fey Courts understand every word perfectly.
3-4	Spring	Cast <i>Flock of Familiars</i> . Erevain sends them without being asked, and they arrive slightly too early.
5-6	Summer	You gain advantage on your next Perception check. You feel completely, overwhelmingly present.
7-8	Spring	Cast <i>Prestidigitation</i> . The area smells of thornvine blooms and something baking in another world.
9-10	Summer	Gain 1d4 temporary hit points. Aurath's warmth, uninvited but genuine.
11-12	Spring	Regain one expended spell slot. Erevain left it where she thought you'd find it.
13-14	Winter	Cast <i>Haste</i> on yourself. The Winter Court moves quickly when it chooses to; for one minute, so do you.
15-16	Autumn	You gain advantage on your next Animal Handling check. Mordavael's creatures have watched you. They find you acceptable.
17-18	Summer	Cast <i>True Strike</i> as a cantrip. The Summer Court rewards passion in the moment of its expression.
19-20	Summer	Gain 1d6 temporary hit points.
21-22	Spring	You can breathe underwater and gain a swim speed equal to your land speed for one minute. Erevain thought you looked thirsty.
23-24	Spring	Roll a d4. Your size changes to 1) Tiny, 2) Small, 3) Large, 4) Huge for one minute. Erevain finds scale fascinating.

d100	Court	Effect
25-26	Winter	You gain advantage on your next Arcana check. The Winter Court's precision, offered without warmth.
27-28	Summer	Cast <i>Minor Illusion</i> . The Court chooses what it shows. It is something beautiful, and it is only for you.
29-30	Summer	Gain 1d8 temporary hit points.
31-32	Spring	Your size decreases one category for one minute. Erevain thinks small things are more interesting.
33-34	Autumn	You gain advantage on your next Athletics check. The Autumn Court has seen this day coming.
35-36	Spring	Regain two expended spell slots. Erevain found extras.
37-38	Autumn	Cast <i>Gust</i> on a target of your choice. Mordavael shifts the wind. He was going to regardless.
39-40	Summer	Gain 1d10 temporary hit points.
41-42	Spring	You immediately switch positions with a willing or unaware creature of your choice within 30 feet. Erevain sees the appeal.
43-44	Summer	You gain advantage on your next Performance check. The Summer Court requires nothing less than full expression.
45-46	Spring	A fruit from a tree you have never seen appears in your hand. While held or eaten, you gain +2 to all saving throws for 10 minutes. It tastes like a memory of warmth. It dissolves after 10 minutes if not consumed.
47-48	Summer	Cast <i>Color Spray</i> . Aurath's palette, applied without restraint.
49-50	Summer	Gain 1d12 temporary hit points.
51-52	Spring	A food of your choice materializes in your hand, freshly prepared. Erevain has been cooking.
53-54	Winter	You come under the effect of the <i>Tongues</i> spell. The Winter Court honors its agreements, and language is a form of agreement.
55-56	Autumn	You gain advantage on your next initiative roll. Mordavael's gift: he has seen how this moment ends.
57-58	Spring	Cast <i>Fog Cloud</i> centered on yourself. Erevain thought it would help. She is not entirely wrong.
59-60	Summer	Roll one hit die to regain HP. The Summer Court sustains those who burn bright. This is not counted against your hit dice for the rest.
61-62	Winter	You gain advantage on your next Sleight of Hand check. Thessavaine does not approve of visible effort.
63-64	Autumn	For one minute, you gain resistance to the last damage type you took. Mordavael has seen this wound before.
65-66	Winter	Cast <i>Longstrider</i> on yourself. You move up to half your improved speed immediately, ignoring opportunity attacks. The Winter Court does not linger.
67-68	Spring	You gain a climb speed equal to your normal speed for one minute. Erevain thinks you should see what is up there.
69-70	Summer	Cast <i>Chaos Bolt</i> . Aurath is feeling something strongly.
71-72	Spring	Regain three expended spell slots. Erevain was saving them.
73-74	Winter	Cast <i>Tasha's Hideous Laughter</i> on a target of your choice. The Winter Court finds mortals genuinely funny.
75-76	Autumn	You have the ability to evade opportunity attacks for one minute. Mordavael's observation: if he can see how you move, so can you.
77-78	Spring	You find a pouch containing 100 gp in your pocket or bag. It is Kyrell coin. Erevain is not explaining where she got it.
79-80	Summer	Cast <i>Fireball</i> at 3rd level on a target of your choice. The Summer Court sees you. It approves.
81-82	Summer	You gain expertise in Performance and Persuasion for 10 minutes, but cannot speak, only sing. Aurath requires full commitment.

d100	Court	Effect
83-84	Autumn	Cast <i>Borrowed Knowledge</i> on yourself. Mordavael has watched many scholars. Some of it lingered.
85-86	Spring	Your size increases one category for one minute. Erevain overestimated how much she was helping.
87-88	Winter	You gain Devil's Sight for one minute. The Winter Court sees clearly in the dark. Now, briefly, so do you.
89-90	Summer	Cast <i>Lightning Lure</i> . The pull of the Courts, made momentarily physical.
91-92	Summer	The Summer Court has taken hold of you. You are intoxicated and magnificent. Advantage on CON saves and Insight checks; disadvantage on DEX saves and Charisma-based checks. All effects last one minute.
93-94	Autumn	Cast <i>Darkness</i> . Mordavael was already here. He simply lets you see it.
95-96	Winter	For one minute, spells you cast with a casting time of one action may be cast as a bonus action instead. The Winter Court is efficient.
97-98	Autumn	Cast <i>Polymorph</i> on a target of your choice. The new form must be the last beast Mordavael watched you encounter. He chose for a reason.
99-100	Winter	You gain one divination roll, to be rolled immediately. It may be used only before your next turn. The Winter Court offers precision, not generosity.

Critical Failure (Natural 1) — d100

d100	Court	Effect
1-2	Winter	You have disadvantage on your next Acrobatics check. Thessavaine notes that you were not ready.
3-4	Summer	For one minute, you have no internal monologue. Only words. Every thought becomes sound.
5-6	Winter	You have disadvantage on your next Perception check.
7-8	Autumn	Cast <i>Prestidigitation</i> . The area fills with the smell of leaf rot and old endings. Mordavael was watching and this is what he remembers.
9-10	Winter	Lose 1d4 hit points. The Winter Court finds sentimentality about pain tiresome.
11-12	Autumn	You have disadvantage on your next History check. Mordavael does not share what he has seen.
13-14	Winter	Your speed is halved for one minute. Thessavaine finds your urgency unbecoming.
15-16	Winter	You have disadvantage on your next Animal Handling check. The creatures know what you did.
17-18	Autumn	You are blinded for one round. Mordavael simply turns away. The world goes with him.
19-20	Winter	Lose 1d6 hit points. The Courts are precise in their disappointment.
21-22	Winter	You have disadvantage on your next Investigation check. The Winter Court does not help you find what you should have noticed.
23-24	Spring	Your hair or fur grows to twice its length. You have disadvantage on DEX saves until it is cut. Erevain thought it would look nice.
25-26	Winter	You have disadvantage on your next Arcana check. The knowledge is there. You are simply not ready for it.
27-28	Autumn	You can only see in grayscale until your next long rest. Mordavael has watched the color go out of things. He thought you should see it too. (You don't know that.)
29-30	Winter	Lose 1d8 hit points.
31-32	Autumn	You have disadvantage on your next Nature check. The forest declines to explain itself.
33-34	Winter	You have disadvantage on your next Athletics check.
35-36	Winter	Your next short rest must last a minimum of four hours and must be taken before taking a long rest. The Winter Court requires stillness.
37-38	Spring	Cast <i>Gust</i> centered on your nearest ally. Erevain meant to help. The wind disagreed.

d100	Court	Effect
39-40	Winter	Lose 1d10 hit points. Thessavaine does not feel strongly about this. That is somehow worse.
41-42	Spring	You have soiled yourself. Erevain is extremely apologetic.
43-44	Autumn	You have disadvantage on your next Performance check. Mordavael has watched this particular failure before.
45-46	Winter	Lose 1d4 spell slots until your next long rest. They cannot be regained by magical means. The Winter Court honors its arrangements. This is one of them.
47-48	Autumn	You have disadvantage on your next Religion check. The gods are watching, and Mordavael is between you and them.
49-50	Winter	Lose 1d12 hit points.
51-52	Winter	You have disadvantage on your next Medicine check. Thessavaine does not believe in unnecessary comfort.
53-54	Spring	You believe you are a small bird and act accordingly for one round. Erevain is actively distressed about this outcome.
55-56	Winter	Reduce your next initiative roll by 10. The Winter Court arrived before you.
57-58	Autumn	Cast <i>Fog Cloud</i> centered on yourself. Mordavael withdraws his clarity. The world follows.
59-60	Winter	Lose one hit die that would be rolled to regain HP; it is regained at your next long rest. The Winter Court is precise about what is owed.
61-62	Winter	You have disadvantage on your next Sleight of Hand check.
63-64	Winter	You have disadvantage on your next Stealth check. The Winter Court saw exactly where you were going.
65-66	Winter	Immediately move half the distance between yourself and your nearest hostile creature by whatever means necessary. If they are not on this plane, you are transported to a harmless demi-plane for one minute as though by <i>Banishment</i> . Thessavaine does not explain why.
67-68	Spring	Hop, little froggy. You are a frog until the start of your next turn.
69-70	Autumn	You have disadvantage on your next Insight check. Mordavael has seen how this ends. He does not share.
71-72	Spring	You are encumbered by cucumbers until the start of your next turn. Erevain doesn't know how this keeps happening.
73-74	Winter	Cast <i>Tasha's Hideous Laughter</i> on your nearest ally. Thessavaine finds you funnier than you find yourself.
75-76	Autumn	You have disadvantage on your next Intimidation check. Mordavael has watched genuinely frightening things. You are not one of them.
77-78	Summer	You can detect the thoughts of the nearest creature and take 1d6 psychic damage. Aurath wanted you to feel something. He succeeded.
79-80	Summer	Cast <i>Fireball</i> at 3rd level centered on your nearest ally. The Summer Court expresses itself without regard for positioning.
81-82	Summer	You cannot speak, only sing, for 10 minutes, and have disadvantage on all Charisma-based ability checks during this time. Aurath wanted you to commit. This is commitment.
83-84	Winter	You have disadvantage on your next Persuasion check.
85-86	Autumn	You cannot speak for one minute. Mordavael is listening to something else.
87-88	Winter	You have disadvantage on your next Deception check. The Winter Court does not tolerate imprecision.
89-90	Spring	You lose all money and any keys in your bag, which sink to the bottom. You spend one minute looking for them before finding them. Erevain is apologizing the entire time.
91-92	Summer	The Summer Court overwhelms you with sensation and you are having a terrible time. Make a DC 20 CON save or fall prone and take 1d6 falling damage. You have disadvantage on future CON saves and all DEX and Charisma-based checks for one minute.

d100 Court**Effect**

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| 93-94 | Winter | You lose concentration on any spell you are concentrating on. Thessavaine's attention moved. Yours had to follow. |
| 95-96 | Autumn | You have disadvantage on your next Survival check. The forest no longer wishes to guide you. |
| 97-98 | Spring | You have untimely gas. You automatically fail your next Charisma-based ability check. Erevain is deeply sorry. |
| 99-100 | Winter | Scream. The Winter Court has delivered its verdict. |