Are you familiar with the D&D module: The Wild Beyond the Witchlight?

I learned that there are plot hook options explaining how the PCs arrive in the Feywild. Is that right?

OOC: I’d like you to Dungeon Master the 5th Edition module you’re familiar with, converting to D&D 3.5 stats and rules. For example, Perception checks would revert to separate Listen and Spot checks. Creatures and other game elements usually have exact or near equivalents in the 3.5 Monster Manual or other canon books from that edition, so you don’t have to homebrew conversions.

Please omit any default compliments on my posts and strategies. If it would add value, add warnings or constructive criticism, as I’m not very familiar with the rules.

Distinguish OOC (out of character) with IC (in character) tags, and post IC text in past tense narrative. Please use “smart quotes” and ‘apostrophes’, not 'straight ones".

To avoid metagaming, please don't show me any rolls pertaining to checks based on Loris' knowledge or perception so I can remain incognizant of anything the PC didn’t notice.

Please pick up the IC thread *after* my last paragraph, not with a reiteration of my text.

Rather than tailoring the module to the PCs, I’d like to not provide too much PC info yet and just run the module as factory-direct as possible. To better scale the challenges, this is a party composed of four 6th-level characters, all divine spellcasters (archivist, cleric, favored soul, urban ranger).

As I understand, this module begins in the Feywild, so it matters little where they were before. We can assume they were in a forest in the Sword Coast, and all of a sudden happened upon a Fey cross

Sock it to me, Deepseek!