

THE FEY'S FOLLY

A CROWN OF GOLD, A HEART OF COLD
CAN YOU UNVEIL THE TRUTH BEFORE THE FATE OF THE FEY IS ETERNALLY SOLD?





BACKSTORY

For countless seasons, the Court of Golden Roses thrived under the benevolent rule of the Summerheart family. When the last of their line, King Eldan, died unexpectedly without leaving an heir apparent, the court found itself plunged into uncertainty. Eldan's brother, Jovas, was away in the material plane, on a diplomatic mission that could not be abandoned hastily. Sensing an opportunity to protect the realm and perhaps elevate his own family, a satyr sage known as Talmah swiftly acted. Using his influence and political acumen, he helped his adopted son, Tomnus, ascend to the throne, who then became known as the Autumn King. Only after his son took power did Talmah realize the grave mistake he had made. Stricken with regret and horrified by the Autumn King's avarice and cruel temperament, Talmah withdrew from the court, entering into a self-imposed exile that only fueled the whispers of his regret.

As the Autumn King settled into his rule, he found counsel in Kazehaya, a jester who always seemed to know just what to say. Yet Kazehaya was no mere fool, but a hag in disguise with her own nefarious agenda. With a malevolent grace, she whispered her insidious advice into the ear of the young king, her words weaving the tapestry of a future she sought for her own cryptic reasons. Her counsel further hardened the Autumn King's resolve to extend his dominion, which inevitably led to the encroachment upon the Dusken Court, ruled by Queen Titania. The once-delicate peace that had been painstakingly maintained by the Summerhearts shattered, setting the Feyland on the edge of war and discord.

Unbeknownst to either the Autumn King or the conniving Kazehaya, the Dusken Court had already made its move. Medroros, a spy of unparalleled skill and one of Titania's most trusted agents, infiltrated the Court of Golden Roses. Disguised and deceitful, he gathered intelligence and bided his time, ever-watchful for the perfect moment to strike and topple the Autumn King from his ill-gotten throne. With each passing day, the Feyland teetered closer to a chasm of unrest and turmoil, as Medroros keenly sensed the tightening noose of time. If balance was not soon restored, the tensions rippling through the Feyland would erupt into open conflict, scarring the magical realm for ages to come. The only thing Medroros needs is a scapegoat, something to help him restore order for Titania.

PLOT HOOK

The party has somehow wound up in the Feylands, a fairytale expanse of verdant nature and eccentric creatures. Once they've arrived within the Feylands, they're greeted by the guards of the Fey King Tomnus, known as the Autumn King, and escorted to his castle. They're told he'll throw a ball in their honor.



ADVENTURE SUMMARY

Transported by arcane means to the whimsical yet ominous Feylands, the party is soon intercepted by the Court of Golden Roses. They're whisked away to Yasimaya, a castle where even the stones whisper secrets. Lavished with the surreal comforts of magical bedrooms, they find themselves ensnared by the illusory splendors of this realm. However, the merriment is short-lived. A grand ball, thrown in their honor, spirals into treachery as the paranoid Autumn King unveils a devious scheme to eliminate them. Just when the noose tightens, Medroros, a shadowy figure, intervenes, saving them from a gruesome fate.

Medroros sets before them a daring mission: locate Talmah, the exiled adoptive father of the Autumn King, and bring him back to destabilize the tyrant's rule. As they navigate the labyrinthine woods, treacherous ambushes by the Autumn King's minions keep them on edge. After weaving through fey obstacles and defeating once such ambush, the party finds the fabled Titania, who gives them her blessing and leads them to Talmah.

Finally, they encounter Talmah, who is haunted by his own inadequacies and fears. He agrees to confront his wicked son, but the party's meeting is interrupted by the malevolent Kazehaya. A battle of wills and magic ensues, culminating in her defeat and the discovery of her mystical mask. Now, they're faced with a momentous decision.

Will they send Talmah to confront his son? Will Medroros don the mask of Kazehaya, assuming her role to manipulate the Autumn King? Or will they gamble on leaving the Autumn King to his own devices, hoping he finds his way back to righteousness? Each choice harbors its own set of consequences, and the Feylands hold their breath, waiting.



CHAPTER 1: ENSNARED IN ENCHANTMENT

In which the party arrives in the Feylands.

NEW ARRIVALS

Read this:

"You don't recall exactly when and how you went to sleep, but as you slowly awaken, a radiant glow illuminates your surroundings—a world unlike any you've ever known. Your senses are overwhelmed by vibrant colors and ethereal fragrances as you find yourselves standing in an unfamiliar, magical forest. The air itself seems alive, whispering secrets you cannot quite grasp. How you got here is a mystery, but it's immediately apparent that you are far from home."

If you are playing this adventure as a one-shot, this is a perfect time for the party to introduce their characters. Talk with your party about their relationships. Ask them about how long they've been working together (if at all), the type of jobs they usually take, perhaps even parts of their backstory, and other details you might deem important. Once they've all introduced themselves, you can proceed.

To begin with, each party member can make a **DC 15 Intelligence (Arcana) or Intelligence (Nature) check** to understand their surroundings.

Success on either check will reveal to them that they are in the Feylands, not the material plane, and that the rules of these woods might behave entirely different from those of the ordinary world.

Once the party has tried to understand their surroundings a little better, they must choose whether they wish to stay put or keep moving in hopes of finding aid. Proceed based on their decision.

If the party chooses to stay put, the party must make a collective **DC 16 Dexterity (Stealth) check**.

If there are more failures than successes, the party is soon discovered by three **dryads** called Syllis, Lineare, and Moraea, who approach them inquisitively at first. If any of the party members are of an evil alignment, they must make a **DC 14 Charisma (Deception) check or Charisma (Persuasion) check** to avoid stirring the ire of the dryads and being attacked by them. Otherwise, they'll ask the party for the reason they're within the Feylands. If the party confesses their confusion, they'll offer to lead the party to the Autumn King, but not before granting the party a *wand of web*. While led by the dryads, the party will encounter the Autumn King's guards as they would have if they decided to move and look for aid (further below).

If there are more successes than failures, the party will hear the dryads frolicking in the distance and can approach them (aggressively or not), leading to the same interaction.

In combat, the three **dryads** will attack the same target, but not kill anyone. Upon being killed, their bodies can be looted with a **DC 12 Intelligence (Investigation) check**. On a success, they find a *wand of web* and a *potion of heroism*. However, killing them will have consequences in later chapters.



If the party chooses to keep moving, the creature leading the marching order must make a **DC 16 Wisdom (Survival) check** to lead the party. On a failed check, the party is led directly into a field of flesh-eating flowers. Each party member must succeed on a **DC 16 Dexterity saving throw** or take 2d10 piercing damage, as the flowers bite on them. For the sake of brevity, the party then quickly chops down the flowers.

Read this:

"As you enter the grand gates of Yasimaya, you're greeted by towers that stretch toward the heavens, seemingly woven from the golden tendrils of ancient, spellbound vines. The castle walls are composed of ivory stone, which shimmers with an iridescent glow, reflecting the various shades of twilight cascading from the sky above. The aroma of roses hangs heavy in the air, permeating your senses and lulling you into a sense of ethereal calm. The courtyard is teeming with life—faeries dart between flowers, giggling and casting tiny spells that make the blooms sing in melodious harmonies. Archways, adorned with intricate filigree, lead to opulent halls, their ceilings depicting ever-changing murals of legendary heroes and mythical creatures. This palace doesn't just house royalty; it serves as the very heart of the Court of Golden Roses."

GM NOTE: If you'd like to spend more time on this encounter, feel free to have the party fight any monsters of the plant creature type!

Then, regardless of whether the party has been led astray or not, they'll stumble upon the Autumn King's guards.

Read this:

"As you traverse through the mystical forest, you eventually come upon a moonlit clearing adorned with luminescent flowers and flickering fireflies. The atmosphere is enchanting yet foreboding, as if the very ground beneath your feet is watching your every move. And it seems it really is, as from the ground sprout a batch of elven warriors, weapons at the ready."

The **six guards** will refuse to introduce themselves, but ask why the party treads on the Autumn King's domain. Regardless of the answer they are given, they'll take the party into custody and offer to take them to the Autumn King's court.

GM NOTE: For the sake of keeping this adventure short, the true extent of fey social etiquette, curses, and the king's tyrannical rulership are not developed to their fullest in this first chapter. If time allows it, be sure to let the party walk through Yasimaya, meeting eccentric vendors who'll offer them products for free, only to expect something in return. Such interactions could help set the mood.

The party will be taken to the castle. There, they'll be informed by way of a servant that the king, having heard of new arrivals from outside the Feylands, has offered them free lodgings and a ball in their honor tonight, until the party can be returned home safely. If the party refuses, they'll draw the king's ire and will be cursed later, but not before being escorted to their rooms by the guards.

When the party reaches their rooms, read this:

"As the door to your assigned bedroom creaks closed behind you, the atmosphere shifts noticeably. Though still beautiful, there's an unsettling undercurrent that courses through the room. Vines lining the walls are thick and tangled, pulsating subtly as if alive, and the flowers blossoming from them appear lovely until you realize they have too many petals, arranged in spirals that make your head spin if you look too long. The canopy bed in the corner looks inviting, but the dark, twisted wood from which it's made seems to contort when viewed from the corner of your eye. Looking at all this, you're unsure if you're a guest... or a prisoner."

*GM NOTE: Alternatively, the party can choose to kill the guards with ease and keep moving on its own. Most parties won't opt for such bloodthirsty behavior, but if it does, offer it a chance to figure out it's not the right choice by making a **DC 12 Wisdom (Insight) check**. On a successful check, allow the party to realize they might become fugitives. If they follow through, the adventure is thoroughly derailed and you might need to go to chapter 2 and 3 with small alterations, only then returning to chapter 1.*

If the party willingly goes with the guards, you can proceed to the next subchapter.

Regardless of if they agree to it or not, each party member will be escorted to a separate room. Within the room, they can investigate the following objects: the bed, the window, and the wardrobe.

Any party member investigating the bed can make either a **DC 15 Intelligence (Investigation) check** or a **DC 18 Intelligence (Arcana) check**. A successful **Intelligence (Investigation) check** will reveal that the bed can morph slightly to accommodate any form, making for an extremely restful and deep sleep, almost magically so. A successful **Intelligence (Arcana) check** that there seems to be a subtle enchantment on the bed, one to alter or derive energy from one's sleep. Both bits of information can also be revealed through a *detect magic* spell.

Any party member investigating the window can make a **DC 15 Wisdom (Perception) check** to look at it only to realize a mirror-like quality to the things that can be seen through it, almost like they reflect the creature's feelings. Upon realizing this, any party member can make a **DC 16 Wisdom (Insight) check** to look deeper into the enchantment, realizing the mirror is a form of emotional divination, reflecting back one's feelings upon how it perceives nature. This seems, however, to be caused by nature itself, not the window, however.

GM NOTE: This information might help the party in later chapters.

Any party member who investigates the wardrobe will find it locked, but it can be opened with a **DC Dexterity (Thieves' Tools) check** or a **DC 14 Strength (Athletics) check**. Upon being opened, the wardrobe will be revealed to have a *hat of disguise*, a few bottles of expensive wine, and some bones.



Once the party has had their time to investigate their rooms, you can proceed to the next subchapter.

THE BALL

Read this:

"As you step through the grand, vine-encrusted archway, the atmosphere changes abruptly, like turning a page in a dark fairytale. You find yourselves in an expansive ballroom, its grandeur tinged with an unsettling elegance. Towering walls are adorned with intricate, shimmering mosaics that dance in the flickering candlelight—only, upon closer inspection, you realize the mosaic tiles are actually polished bones, and the candles rest in skeletal hands that jut out from the walls. The room's chandeliers are fashioned from interlocked ribcages, their lights casting eerie shadows on the floor below, which upon even closer scrutiny, seems to be made of compressed skulls, their eye sockets forming unsettling patterns that stare up at you. Tapestries hang from the ceiling, woven from silken threads and hair, telling enigmatic stories of the Feylands that you can't quite decipher. A haunting melody, played by unseen musicians, fills the air, inviting you to join the dance, if you dare."

The party now finds itself within the ball thrown in their honor. Show the party map 1. They can explore it as they see fit.

AREA 1 - POINT OF ARRIVAL

The party enters through here. Upon arriving, they are greeted by a **sprite** butler who offers them drinks. If they refuse the drinks, the **sprite** will feel disgruntled. This will have an effect later on in the adventure.

Here, the party can make a **DC 12 Wisdom (Perception) check** to notice Medroros (area 3).

AREA 2 - OSSUARY NOBLES

Read this:

"Surrounding the various open coffins and bones on display are a collection of laughing fey nobles, undisturbed by the grim surroundings."

At each area marked with 2 are **two nobles** discussing the party and surroundings. The party can speak with them, acquiring rumors about the Feylands, Tomnus and his rulership. If any of the discussions become unfriendly, the nobles will be left disgruntled. This will have an effect later on in the adventure.

GM NOTE: For the sake of brevity, this section has been kept to a minimal part of the adventure, only serving as a means to provide for a deathly atmosphere and show the party the depravity of this court: completely unfazed by hanging around the bones of other fey and humanoids. If you'd like to flesh out the world better and provide more fun NPCs, feel free to flesh out more of the NPCs the party can meet.

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AREA 3 - MEDROROS

MAP 1

Read this:

"Hidden in the corner of the chamber and watching with eager eyes is a slightly pale elven figure, who seems to not move its eyes off of you."

Here, the party can meet Medroros (see Medroros sidebar).

MEDROROS (CN ELF SPY)

Information: Medroros is a servant in the Court of Golden Roses, but that's merely a cover for his true role: he is a spy for Queen Titania of the Dusken Court. His mission is to infiltrate the Autumn King's court, gather intelligence, and await the opportune moment to topple the tyrant. Medroros is exceptionally pale with flowing white hair and captivating purple eyes. His androgynous appearance adds to the air of mystery surrounding him. He serves as a spy for Queen Titania of the Dusken Court.

Roleplaying as Medroros: Medroros is always on high alert, with a cautious demeanor. Speak in a hushed tone and maintain only brief eye contact. Drop cryptic hints to engage the party, revealing his true motives only when absolutely necessary.

As the party approaches him, Medroros will be as apprehensive and distant as possible, wishing to only give them minimal information. He will however tell them to be careful with the king, as he is in a rotten mood.



AREA 4 - TOMNUS AND KAZEHAYA

Read this:

"Guided by the undulating pulse of the music and the sea of masked dancers, you find yourselves drawn towards the back of the ballroom, where a throne of intricately arranged bones stands as a testament to the macabre elegance of the Court of Golden Roses. Sitting upon this grim yet regal seat is King Tomnus, his glamour shimmering as it masks his satyr form, with the enigmatic Kazehaya, adorned in her harlequin attire, whispering in his ear. As you approach, Tomnus' eyes fixate upon your group, his paranoia evident as his gaze sharpens and his posture stiffens."

The party now meets Tomnus (see Tomnus sidebar) and Kazehaya (see Kazehaya sidebar).

KING TOMNUS (LE SATYR NOBLE)

Information: Tomnus is the Autumn King, ruling the Court of Golden Roses with an iron fist. Adopted by Talmah, he became corrupted by his own power and paranoia. He has little trust for newcomers and has spies throughout his court. His obsession with maintaining his grip on power has led him to questionable alliances, including the sinister jester Kazehaya. His distrust goes as far as to hide his true form, maintaining a glamour to appear as an elf with chestnut hair and hazel eyes. His regal attire is always in autumnal colors: deep reds, browns, and golds.

Roleplaying as Tomnus: Tomnus is a study in contrasts—regal yet deeply insecure, intelligent but often blinded by his own paranoia. He speaks in a condescending tone, always maintaining an air of authority. Be overtly theatrical when portraying him, using grand gestures and dramatic pauses. He's the sort who would use five words where one would suffice, his sentences filled with metaphors and layered meanings meant to confuse and intimidate.

KAZEHAYA (CE NIGHT HAG)

Information: Kazehaya is not just a jester but a hag in disguise. She serves as the Autumn King's closest advisor, using her position to further her own dark agenda. Cunning, malevolent, and deeply manipulative, she delights in sowing discord and confusion. She wears a harlequin's mask and an intricate costume filled with contrasting patterns and colors. Her eyes are hidden behind the mask, but a malicious glint is almost always visible. Her form, even when standing still, seems to twitch and shift, as though she's composed of shadows and malevolent thoughts.

Roleplaying as Kazehaya: Kazehaya speaks in a whimsical, sing-song manner, but her words carry an underlying tone of menace. She's quick to laugh, but her laughter never reaches her eyes, which remain cold and calculating. She enjoys playing mind games with the characters, mixing truth with lies to keep them guessing. Her aim is to be a constant, unsettling enigma, making it hard for anyone to truly understand her motives or anticipate her next move.





As the party meets the King, he'll put on an air of false kindness, smiling and showering them in gifts. If the party offer him none in return, he'll use those as a pretext for his anger. If they do offer him some, he'll take them, but become more conflictual the more the discussion goes on, with Kazehaya laughing at his side. When you feel the party has been fully creeped out, proceed.

Read this:

"Suddenly, with a wild, paranoid rant about usurpers and threats to his reign, he gestures wildly, and the ground trembles beneath your feet. In an instant, the once-celebratory atmosphere is shattered as skeletal warriors, armed and clad in tattered remnants of once-grand attire, rise from the ground, their hollow eyes fixed upon you. Tomnus, lost in his delusion, has commanded his undead guardians to attack, leaving you no choice but to defend yourselves against the king's misguided wrath."

You can proceed to the next subchapter.

BROKEN BALL

The party is now attacked by a **centaur**, leader of the King's Guard, alongside **5 skeletons** who rise from the various coffins. When they emerge, all nobles will go to the side of the chamber and watch the slaughter with glee.

During the encounter, if the party damages any of the **nobles** on the side of the chamber, the noble will be left disgruntled.

Once the party has defeated all of the attackers, Tomnus will yell out for reinforcements. Then, read this:

"Swiftly and silently, a dense fog begins to envelop the grand ballroom, obscuring the opulent decorations and dimming the once-vibrant lights to mere whispers of their former glory. The music grinds to a halt, leaving only the sound of your own breaths and the soft, dissonant whispers of the fog as it swallows the crowd of fey revelers. In an instant, the floor beneath you shifts, pulling you away from the heart of the chaos and to the side. Emerging from the fog, a figure appears before you, his pale complexion and white hair almost ghostly in the dim light. With piercing purple eyes full of determination, he whispers urgently, 'This way, and quickly! There's no time to lose.' Guiding you through the twisting, labyrinthine halls, the man leads you away from the danger of the Autumn King's irrational wrath, his actions undeniably saving you from a perilous fate."

If the party have no met him already, Medroros will introduce himself and his allegiance, telling them he's always wanted to put an end to Tomnus' rule, but now the party can help him do so. He'll beg for their aid and tell them they must go and search for Tomnus' father, Talmah, who Medroros believes has been imprisoned by a great fiend or beast. If the party agrees to help, he'll grant them a map and a *potion of healing*.

You can proceed to the next chapter.



CHAPTER 2: DUSKEN FOREST



In which the party goes on a search through the forest.



RUN AWAY



As the party is led away by Medroros, read this:

"As you descend the narrow, spiraling staircase, a cool, earthen aroma envelops you. Soon, the walls transition from polished stone to an earthy tunnel, held up by intricate root formations that intertwine like ancient, gnarled fingers. The roots pulse softly, glowing just enough to light your way. Strange symbols, woven into the very bark, seem to shift as you move past them, creating the sensation that the tunnel itself is alive, watching."

Medroros will explain to the party that this tunnel system was built by the king to escape in case of an attack. Now, the party must use it to reach safety. They are to follow his map until they reach Titania's court, while he'll stay behind to ensure their escape. Then, he'll let the party go.

As the tunnel is only 5 feet wide, the party must choose a marching order. Then, once a marching order is chosen, they must run through the tunnel. While in the tunnel, they'll encounter the following hazards:

1. First, the runes on the various roots will begin glowing, letting out a poisonous fume. Each party member must succeed on a **DC 12 Constitution saving throw** or take 2d6 poison damage and fall asleep.

2. At the exit of the tunnel, the party encounters **1 guard** plus **an additional guard** for each party member who fell asleep. The party must not defeat all guards, only get away from them.



GM NOTE: Escape encounters played within the theater of mind don't require much consideration of space and terrain, but the final encounter with the guards might need some better-defined space. The tunnel opens into a clearing, then a large wood. The guards all circle the tunnel's opening. The party only needs to break their lines and run through, be it through spells, shove attacks or distractions.

Once the party has overcome all hazards and wandered in to the forest, you can proceed to the next subchapter.

JOURNEY THROUGH DREAMS

Read this:

"Upon entering the Forest of Dreams, the air grows thick with a surreal, dream-like quality. The trees tower above, their bark resembling silver and their leaves shimmering in shades of twilight. Luminescent creatures of folklore and fancy flit among the branches—faeries, will-o'-the-wisps, and stranger beings still. Flowers with faces murmur cryptic riddles as you pass, and moonbeams dance through the foliage, casting fleeting, ethereal glows. With each step, a surreal sense of timelessness takes hold; here, dreams and reality blur indistinguishably. Then, you feel them overtake your senses. You fall into a deep, unexplainable slumber."

The party falls asleep and can take a long rest. While they are sleeping, count the number of curses they've accumulated from their various deeds using the following guide:

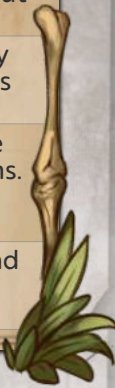
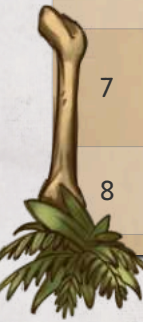
- If they've killed the **dryads**, they have +1 curse.
- If they looted the dryads' bodies, they have +1 curse.
- They have +1 curse for having met Tomnus.
- For each ball guest they left disgruntled, they get +1 curse.

Each party member must now roll 1d20. Going from lowest to highest, each party member must roll on the Fey Curse table below and gain a curse, repeating until the party has received the appropriate number of curses. The curses last until they are removed.

d8

Curse

1	Curse of Croaks. The creature is polymorphed into a frog. All its statistics become that of the frog. If brought to 0 hit points, it dies.
2	Curse of Vulnerability. The creature becomes vulnerable to slashing damage.
3	Curse of Bloodshot Eyes. The creature is blinded.
4	Curse of Lethargy. The creature's movement speed is halved.
5	Curse of Babbling. The creature is cursed to speak in rhymes. Whenever it speaks without rhyming, it takes 2d4 psychic damage.
6	Curse of Musical Paths. The creature's every footstep creates music. It automatically fails all Dexterity (Stealth) checks.
7	Curse of Opposites. Whenever the creature speaks, it says the opposite of what it means. "Go right" becomes "Go left". "I love you" comes out as "I hate you", etc.
8	Curse of Donkey's Head. The creature's head becomes that of a donkey. It has disadvantage on all Charisma checks.

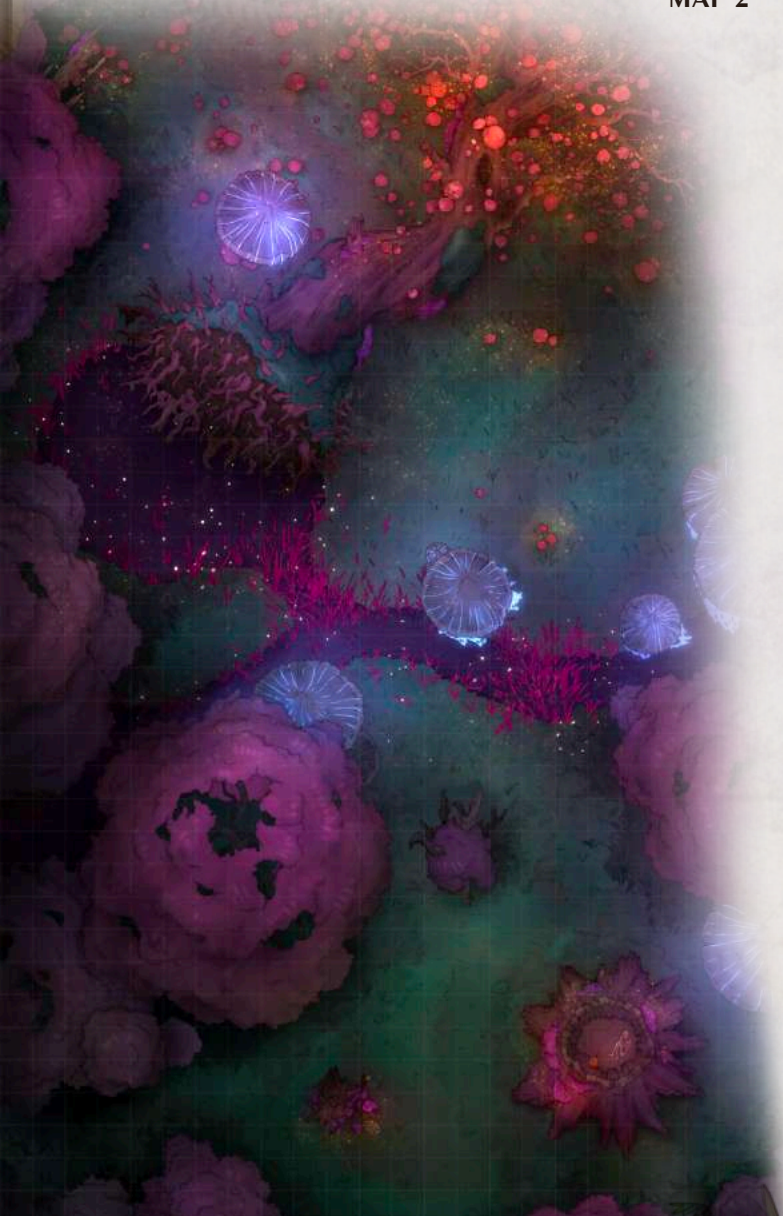




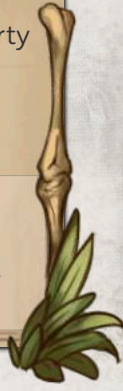
When they awaken, they find themselves in the same place, unchanged, but for the curses they've gathered. Then, the party must continue their journey through the woods. First, they must choose a marching order. Then, the person leading the marching order must make a **DC 15 Wisdom (Survival) check**. The party encounters one of the encounters on the table below based on the rolled amount.

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MAP 2



Rolled Amount	Encounter
5 or lower.	Whispering Woods. The party enters a grove where the trees seem to be whispering secrets, their leaves rustling in an uncanny imitation of hushed voices. Each party member must succeed on a DC 15 Wisdom saving throw or 2d4 psychic damage.
6-10	Illusory Glade. The party encounters a beautiful fey, attempting to lure the party into a dance to feed off their life force. If the party refuse to dance, the first party member to receive will receive a curse. If they accept, they take 2d6 necrotic damage, then the fey will disappear in a puff of smoke.
10-15	Trollkin's Bridge. The party stumbles upon a bridge guarded by a troll . He asks the party a riddle: <i>A knight in armor without a lance, I bear a castle, yet not for defense. In gardens and woods, I quietly dwell, moving in patterns, like a slow-spun spell. My path is silver under the moon's soft gaze, and when I retreat, I leave no trace. The answer is a snail.</i> If the party answers correctly, they can pass the bridge and remove a curse. If they make three incorrect guesses, they each gain a curse, then can pass.
5 or lower.	Dreamflower Meadow. The party stumbles upon a field of calming flowers, beckoning them to sleep. If the party sleeps, each party member can remove a curse.



After the party has had their encounter, they continue on.

Read this:

"As you venture deeper into the enchanted expanse of the Feylands, your path is suddenly adorned by a grand spectacle of nature's resilience and the passage of time. Before you lies a gargantuan tree, its once towering form now gracefully surrendered to the embrace of the earth. The trunk, a monumental structure of silvered bark and ancient wood, spans the width of your path, creating a natural bridge that connects the undulating mounds of lush, verdant earth on either side. The air here is thick with magic, and the scent of ancient blossoms fills your senses. Despite its fallen state, the tree radiates a gentle luminescence, casting a soft, ethereal glow upon its surroundings. It does however seem to reflect a certain anger, an aura of fear, almost."



The party will be ambushed by **two centaurs** sent by Kazehaya to kill them. If they looked through the windows in their rooms and discovered that nature reflects the emotions of the creatures around it, they are not surprised.

Once the party has defeated the centaurs, you can proceed to the next subchapter.



TITANIA'S AID



Read this:

"As you emerge from the forest, you find yourselves in an open space framed by columns of pure, white marble. Awe-inspiring statues of legendary fey creatures and gods line the pathways, gazing down with serene wisdom. The castle of Greyglade unfolds before you, more open-air amphitheater than fortress. Majestic pillars support levels of balconies filled with celestial flora and singing birds. The architecture draws heavily from ancient Hellenic styles, yet seems touched by an otherworldly hand. You feel as though you've stepped into a timeless space where art, nature, and divinity converge. Standing amidst this splendor, on a raised dais surrounded by blooming cherry blossoms, is Queen Titania herself. Her presence is both ethereal and commanding, with eyes that hold the wisdom of ages and a gentle smile that belies the strength beneath. Her gown, woven from the very essence of twilight, shimmers with the colors of a setting sun, capturing the delicate balance between day and night. As she descends gracefully to meet you, the air is filled with a symphony of unseen voices, whispering in awe and respect, leaving no doubt in your mind that you stand before the heart of the night fey, the undying Queen Titania."

The party now meets Queen Titania (see Titania sidebar). She should be the antithesis to Tomnus.



TITANIA (CG SATYR NOBLE)

Information: Having been queen for thousands of years, Titania is wise, welcoming and, most of all, cherished by her people. She's an emotional ruler, but never lets herself get overwhelmed by personal desires.

Roleplaying as Titania: Whereas Tomnus left the party no chance to speak and angrily stated his case, Titania will listen to them with kindness and trust. Free of any ties, she'll offer the party a way to return home, mentioning only that, should they wish to help them, she'll be forever grateful.

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MAP 3





CHAPTER 3: THE FATHER

Titania will listen to the party's story and hear of Medroros' plan. To use the party as a proxy will give her the deniability needed not to cause the ire of Tomnus and maybe achieve peace. As such, she'll give the party the information she's gathered up on Talmah. Alongside this, she'll give the party two *potions of healing* and remove one curse from each party member. Then, they can be on their way.

Read this:

"As you venture back into the woods, this time led by Titania's blessing, you come upon a secluded glade, its center dominated by a mesmerizing pool. The water sparkles with an inner light, like captured moonbeams, and the surface ripples with arcane symbols that seem to rewrite themselves every moment. As you approach, the water seems to hum a haunting melody, vibrating with enchanting energies. An instinctual understanding dawns upon you; this is no ordinary pool, but a magical passage—a doorway to another place, perhaps another time."

You can proceed to the next chapter.

In which the party finds Talmah.

AT THE EDGE OF EVERYTHING

Read this:

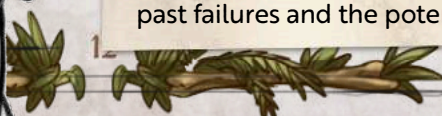
"As you step through the pool of water, you emerge through a towering pink portal, fashioned from intricately carved white stone. You find yourselves in a paradox of a landscape. The atmosphere is heavy with the scent of cherry blossoms, yet there's a distinct chill in the air. To the side of the portal, a majestic cherry blossom tree stands alone, its branches heavy with soft pink petals. An ethereal light radiates from the tree, casting an otherworldly glow upon its surroundings. Snow blankets the ground, contrasting sharply with the warmth emanating from the hot spring pools that dot the area. Mist rises from these pools, swirling in strange patterns as if guided by an unseen hand. Here, amidst this natural beauty and contradiction, you find Talmah, seated on a rock, his gaze lost in the swirling mists of the hot springs. It is undoubtedly him, within this sanctuary that feels simultaneously serene and haunting—a place that seems to exist between seasons, between worlds. It's as if you've stumbled upon the very core of the Feylands' disquiet, a place of beauty and melancholy where an exiled and broken man has chosen to hide from his past and his responsibilities."

The party now meets Talmah (see "Talmah" sidebar).

TALMAH (CG SATYR)

Information: Once the guiding hand behind the Court of Golden Roses, Talmah is the adoptive father of Tomnus. Plagued by guilt and regret for empowering his son who later turned corrupt, he chose self-imposed exile over confrontation. As for looks, he is an old satyr with graying fur and time-worn, curling horns. He wears simple, weathered clothing, in stark contrast to the grandeur he once lived in. His eyes are filled with the sorrow and wisdom that come from living a long, complicated life.

Roleplaying as Talmah: Talmah is soft-spoken and introspective, appearing older and wearier than his years. While he holds a wealth of knowledge about the Feylands, he's hesitant to offer advice, still grappling with the weight of his past decisions. He listens more than he speaks and takes long pauses before answering any questions. His tone should convey a mix of resignation and hope, as he's caught between his past failures and the potential for future redemption.



KAZEHAYA ARRIVES

To begin the discussion, Talmah will ask the party how they've discovered their location. If the party tell him the truth, he'll shake his head in resignation, hoping that he would've been left alone forever. Then, once the party (inevitably) ask him about his captor, he'll reveal that there is no creature holding him here but himself. He'll say, "I'm the only fiend that needs containment". The party must then persuade him to come with them with proper arguments and a **DC 16 Charisma (Intimidation) check or a Charisma (Persuasion) check**.

GM NOTE: The true nature of what constitutes a "proper argument" might heavily depend on your philosophy as a person and as a GM, but the general idea should be that the party appeals to this father's heartstrings, persuading him to come and save his son.

Once he agrees to come with the party, Talmah will also confess to how he found Tomnus abandoned and angry as a young child, taking him as his own and trying to turn him into a sage. He'll confess he saw much of himself in the angry young boy but hope that anger would disappear in due time. Then, he'll offer the party sleep briefly before they return, since he too must rest.

At any point during the discussion, the party can make a **DC 15 Wisdom (Insight) check**. A successful check will reveal that he is hard to read, but feels generally remorseful.

GM NOTE: Finding Talmah alone, alongside the evil nature of his son and his moral ambiguity should help sow some doubt in the party's minds. Perhaps he's the evil one, the monster, even. The offer to let them sleep should also keep them on their toes, maybe even doubt him a little.

As the party is sleeping, read this:

"As you each find a comfortable spot to rest within the sanctuary's beguiling beauty, sleep takes you swiftly. Soon, however, those of you who are sleeping are thrust into a shared dreamscape, a nightmarish version of the sanctuary you just left. In it, Talmah stands before you, his eyes void of emotion, his hands soaked in a mysterious, dark substance. He mouths words of betrayal, though no sound escapes his lips, leaving you to wonder: Is this a warning or a revelation? Jolting awake, you find the once-serene space now twisted, shrouded in an otherworldly mist. The cherry blossom tree's gentle glow has darkened, casting eerie shadows across the snow. Emerging from this unsettling atmosphere is the harlequin figure of Kazehaya. Her mask twists into a wicked grin as she materializes a claw from the surrounding fog. 'Did you enjoy your little dream? It's so hard to tell what's real here, isn't it?' Her laughter pierces the air, cutting through the uncertainty that now lingers—especially regarding Talmah, who remains a silent, enigmatic figure amidst the turmoil."

Show the party map 3. They must now fight Kazehaya (**night hag**), as well as **two shadows**. In addition, a party member of your choice who attempted to sleep must have its maximum and current hit points reduced by 1d10 by Kazehaya's Nightmare Haunting.

During the fight, Talmah will attempt to help the party on the first round of combat, then retreat to the cherry blossom tree (area 1).

Whenever a party member ends its turn within one of the hot springs (each area marked with 2), it gains 1d10 temporary hit points. If it is the second time it ended its turn inside the same hot spring, it takes 1d10 fire damage.

Once the party has defeated Kazehaya, read this:

"With a final, defiant strike, you pierce through Kazehaya's defenses, her claw falling limp. Her harlequin garb darkens, as if absorbing the last vestiges of her malevolent magic. 'So, the dream ends,' she rasps, the twisted mask on her face cracking and splintering, revealing a flash of the hideous visage underneath. As she falls, her body disintegrates into a swirling cloud of dark mist that is quickly absorbed by the sanctuary, as if the very land itself is purging her malign influence, leaving the mask behind, on the ground, awaiting a new user. The cherry blossom tree's light brightens once more, the mist lifts, and a sense of uneasy peace settles over the sanctuary. Yet questions still linger, most pressingly about Talmah's true role in these tangled events."



The party must now make their choice with regard to the fate of the Feylands. Do they return home Talmah, hoping he'll save his son? Do they take up the mask and hand it over to Medroros, undermining the Autumn King? Or do they just let it all go and return home with Titania's help.

Once the party has made their choice, proceed to the next subchapter.



THE END



The party's adventure has come to an end, reaching one of the conclusions below based on the choices they've made:

1. A New Mask (The Bad Ending). Without Kazehaya's nightmare powers, Medroros isn't strong enough to keep the Autumn King in check, and his constant sabotage gives him away. All out war starts between the two courts.

2. Father Figure (The Good Ending). Talmah returns home to advise his adoptive son, turning him into a decent, albeit resentful king. In due time, Medroros exploits Tomnus' weaknesses enough to have him abdicate, and peace is restored.

3. His Own Man (The True Ending). If the party leaves Tomnus alone, the young king slowly realizes the error of his ways now that Kazehaya's influence is removed, blossoming into a beloved king who unites the two kingdoms.

Regardless of what ending they received, the party receives 3,000 gp for their troubles.



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