



MONKEYDM

FAERIELAND REALM

EXPLORE UNCHARTED TERRITORIES IN THE HEART OF THE FEY



MonkeyDM

Faerieland Realm

**AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 10 CHARACTERS,
FOR USE WITH THE 5TH EDITION RULESET.**



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Note

Within the MCU (*Monkey Campaigns Universe*) this adventure takes place after *Desert of Secrets*, where Waverly Voss Junior discovered the secrets of the Sandy Sea and the tomb of the Devil King.

Background

Before there was the incredibly successful explorer and archeologist Waverly Voss Junior, there was his father, Waverly Voss Senior. Unfortunately, the renowned Waverly died during an excursion in the Oasis Expanse. Before that untimely death, the halfling spread countless stories of his explorations, many of which have since travelled far and wide. It is said he once visited the Faerielands, where he drank water from a magic pool, thus granting him his intelligence and unparalleled luck. Reportedly, he even kept a travel journal of this journey, which he had shown to a few others.

Unfortunately, his death came with the tragedy known as the Doom, when the main temple of the Oasis Expanse let out an explosion of pure fire that devastated the realm and killed most of the capital's citizens, among which was Waverly Voss Junior.

Recently, his son, Waverly Voss Junior, travelled to the arid land that was once the Oasis Expanse. The hearty explorer asked around for weeks and looked among all bookstores, antique shops, until finally he gazed upon a leather-bound journal carrying his father's signature. This was that journal his father had spoken of. And he needed help to follow the same path. Thus, he'd perhaps feel a little closer to his father.

Plot Hooks

This adventure has 2 plot hooks, both of which work either for integrating the party into an on-going campaign or playing the adventure as a one-shot. They don't influence the story in any way.

- **Academy Associates.** The party has worked with the Almendrud Archeology Academy and its minds for a long time (perhaps in adventures such as *The Sunken City*, *Desert of Secrets* or *Perilous Expedition*). Now, they've been hired to work alongside the academy once again. More specifically, their task is to find Waverly Voss Junior in the forests outside Hornhall (or any other large city in your world).
- **Adventurous Upstarts.** The party is a band of adventurers who offer their aid to whomever asks for it. This time, their call was answered by Waverly Voss Junior, who offered great pay for what seemed like a small task: to meet him in a boring wood not too far from Hornhall (or any other large city in your world).

Chapter 1. Thinking with Portals

In which the party travels to a new realm.

Chapter 1.1. Not So Simple After All

Read this:

'This mission was supposed to be easy. You were supposed to travel not too far from the city gates, follow the directions and get to this cooky explorer, where you were gonna get paid, then turn back around. Yet, the woods seem to fight against you. The trees twist and turn and without realizing exactly how, you've spent the entire day spinning in circles. Now, you don't even know where you are. That is what is most peculiar. These woods shouldn't be so tangled. They've never been this tangled before. And yet, now, it appears something has twisted and turned them. You decide, if only briefly, to split up and call out to each other if you find a path. You go and go, all in opposite directions, until finally, AHA! A clearing! You step forward and... You are face to face with compatriots. Pretty as they are, you are sick of seeing their faces again. And what faces they are...'

If you are playing this adventure as a one-shot, this is the perfect time to introduce the party members to one another. Have them all reveal their appearance, names and abilities, as well as a little of the story.

GM NOTE: As the party is 10th level, it is highly unlikely they've never met. Give them a little time to discuss their rapport, their relationships, as well as how long they've been travelling together, whether they've been all together or they gathered over time, etc. After you feel their relationships are relatively well set up, it's time for them to keep going.

First, ask each party to make either a **DC 18 Intelligence (Arcana) or Intelligence (Nature) check**. All members who succeed on that check will realize that if they had all gone the ways they went, them meeting back up is impossible. This can only mean that this forest is enchanted. If any of them use the *detect magic* spell, the spell will reveal the forest is indeed heavily enchanted.

After having this realization, the party will begin to hear rustling leaves in the distance. They'll hear birds flying away. Detail to them how the sounds of footsteps approaches. Large footsteps. Gigantic footsteps. Something large is approaching. Any party member with a **passive Perception above 16** will notice a shadow on one of the larger trees. It's a gigantic shadow, of a creature who is opening its fanged mouth. The shadow slowly moves closer and closer, until it finally arrives in front of the party. It's a small red-haired halfling yawning. Weirdly enough, its shadow is still demonic and gigantic. His footsteps stop giving off sound. The figure smiles.

After the figure smiles to the party, its shadow will laugh and go back to normal. A *detect magic* spell, *detect evil and good* spell or a **DC 20 Intelligence (Arcana) check** will reveal his shadow is currently under the illusion magic of a fey spirit, though he himself is not magical. The halfling will introduce himself to the party and reveal himself as Waverly Voss Junior.

WAVERLY VOSS JUNIOR (ASSASSIN)

Information: Dressed for adventure and always with a wide smile on his face, Waverly Voss Junior is everything his father once was and more. He is affable, relaxed and funny, with a knack for the dramatic. His goal is to reach the same place his father did, in order to uncover some family secrets. Though he won't explain everything to the party, he'll be as forthright as he can be.

Voss will reveal to the party that this part of the forest is under the influence of the Faerielands, therefore it is almost impossible to traverse. He's surprised they have found him so quickly, since he's been wondering this forest for only a day or so. He'll ask the party for the date and once told, he'll smile and tell them that to him, it has only been a day, but it appears that weeks have passed in the real world since he sent his message to the Academy to send out for help.

Considering their predicament, he'll be thankful for the party's help and make them an offer. They'll each get 200 platinum if they join him in finding the portal to the Faerielands and go with him to follow in his father's footsteps.

GM NOTE:

If you want to, you can give them the entire story of Waverly Voss Senior. If not, don't bother. Also worth mentioning, you can replace their guide NPC. You can make it be any NPC you want, you can even keep Voss and give him a different set of abilities.

During their entire discussion with Voss, the party can attempt to discern if he is telling the truth by making **Wisdom (Insight) checks**. All checks will reveal he is telling the truth, but **checks above 17** will also reveal he feels somewhat confused and unconfident. If pressed on why, he'll tell them that his father's journal specified the travel as being much easier.

Once the party has agreed to help him, Voss will say his father's journal specifies he found his way to the Faerielands by finding a "hole too small for a thumb, but large enough for a household". He'll tell them that he's looked around everywhere, but hasn't found anything.

GM NOTE:

This particular riddle is the adventure's first puzzle. If you feel it's too simplistic (or too hard) you are welcome to change it.

The answer to this puzzle (and the way the party will find their way to the Faerielands) is to find a squirrel's hiding spot inside a tree knot. To do this, the party must first find squirrels with a **DC 18 Wisdom (Perception) check**. Once they've found squirrels, a successful **DC 16 Wisdom (Animal Handling) or Wisdom (Survival) check** will lead them to the squirrel's knots. If anyone places their eye to the knots, they'll instantly be sucked in, as if through a portal.

Once all party members have been sucked in, proceed to the next chapter.

Chapter 1.2. New Land

Read this:

'On by one, all of you gaze into this tree knot and find yourself mysteriously sucked in. The feeling is odd, almost as if you are simultaneously left breathless and given all the air in the world to hold in your lungs. You instinctively try to find balance, yet find none. There's no up, no down, no left, no right, no light. There's just a void. And you find a certain... peace within it. There's nothing you can change. Then, your eyes are forced awake! You sense humidity and hear the distant flow of water. Those of you who can see underwater see your friends. You are in a tunnel of sorts. You can just about make out a glimmer of light a few hundred feet away. Distant, yet present. There is direction.'

The party find themselves in a tunnel. If they look behind them, they can only see a continuation of the tunnel, but if they try to move that way, the shadows twist their heels back towards the light, as if they are not in control of their own bodies. It's quite the peculiar sentiment.

Once the party begin moving towards the light, Voss will begin reading from his father's journal. He'll tell the party that his father also mentioned a tunnel, while saying that it lead him "to a grove unlike any other".

Read this:

'You move towards the light, but what strikes you is that it too seems to move towards you. It draws nearer and nearer, coming closer and closer, until it meets you halfway. Here you are, the light blinding you for a few seconds. Then, as your eyes adjust, you gaze upon exactly what Voss had described - a grove unlike any other. Unlike any other because its grass is purple and its trees are blue. Voss looks at it and wonder.'

Bring the party to map 1. Describe how Voss moves towards the tree in area 2. The party may explore the areas 1, 2 and 3. When they reach area 4, proceed to the next chapter.

AREAS OF THE FAERIELAND GROVE

1 - THE WATERFALL

The party can choose to drink water from this waterfall. Each time they do, roll on the Wild Magic table. This is due to the Faerieland's unstable magic.

Any party member can also make a **DC 22 Intelligence (Nature) or DC 16 Intelligence (Arcana) check** to try and discern the capabilities of this water.

Keep track of all party members who drink from the waterfall. It will bear importance soon enough.

If any party member drinks from the waterfall and another party member has the *detect magic* spell active, they'll notice their aura change in an odd way.

GM NOTE: If you don't like the effects on the Wild Magic table (or they feel too chaotic for you), feel free to swap them out for other such wild effects. This portion of the adventure should be fun and playful. What could go wrong? Everything. That's the fun part.

2 - THE TREE

Read this:

'As you approach Voss, he seems split between examining the locations and eyeing the journal. He turns his gaze towards you for a brief moment and begins speaking. "In my father's writings, he says he defeated a great plethora of beasts upon getting into the grove and that he did so with ease. I don't... See any beasts, but I imagine he must've done something of the sorts!" He laughs nervously, clearly disheartened.'

Any party member may choose to comfort him with a **DC 17 Charisma (Persuasion) check**. If they do, he'll thank them for it and hand them a *potion of invisibility* he's been carrying around a little while.

He'll also give people glances at the journal if they want them. Upon looking at the journal, two things are apparent. Firstly, Voss Senior writes about himself as a great hero. Secondly, there is a mention of "funny water giving funny powers", as well as a "naked friend" having no issue with the enemies whatsoever.

3 - THE RIVER

As soon as anyone party member gets within 5 feet of the river, a jet of water will flow out directly and form into a **water elemental**. The elemental will sit in silence and watch the party.

If any party member makes an attempt to go into the water with clothes on, the elemental will be angry and summon an additional **6 water elementals**. The 7 elementals will immediately begin fighting with the party.

If any party member attempts to swim through unclothed, they'll be able to do so and avoid the fight all together.

In addition, all party members who have drunk from the waterfall will not be attacked by the elementals. If a party member who is currently in combat with the water elementals drinks from the waterfall, the elementals immediately stop being hostile.

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MAP 1



GM NOTE:

This part is a puzzle of sorts, but what should be extremely obvious is the fight is VERY hard, intentionally so. The party should quickly figure out that the way to beat it is not through sheer force, rather through drinking from the waterfall so that they appear like fey and do not anger the water spirits. The “unclothed” way of solving this encounter will very rarely be figured out, but it is meant as a funny/unconventional solving method. You may choose to add additional clues towards that way of approaching this encounter.

GM NOTE 2:

What is also worth noting is that the party might just not interact with Voss in the start. If they do so, have Voss suggest to them that they drink the water from the waterfall 2-3 rounds in to help them figure out the encounter. Thematically, describe how Voss holds onto the journal and keeps reading even while in battle, looking for answers.

4 - THE OTHER SIDE

When the party arrives in this area, if they are not fighting any elementals, proceed to the next chapter.

Chapter 1.3. A Guide

Read this:

‘With the water elementals calmed, at least for now, you step past them on the other side of this wide river. In front of you expands an endless forest, which you could see, yes, but only now feels reachable. There’s trees and vines and distant sounds of beasts and other faerie creatures. What’s for sure is it doesn’t feel entirely calm. It feels disturbed. Voss hesitates next to you for a moment, before looking at his journal. “My father specified something along the lines of calling out for a guide. I truly wonder what that could be? Want to look for a guide ourselves?’

Ask the party to choose one party member to call out for a guide. That party member must make a **DC 15 Intelligence (Nature) check**. On a success, roll 1d6. On a 1-2, the party is approached by a **calamity monkey**. On a 3-4, the party is approached by a **tooth fairy**. On a 5-6, the party is approached by a **guiding fairy**.

GM NOTE:

These fairies are meant to help the party and walk around with them. Make them approach from a distance and latch onto the party. They should provide some comedic value and can even help in the encounters (if you so wish). They should be weird and messy and full of tricks. Let loose and enjoy roleplaying as chaotically as possible!

Once the party has tried to get a guide and they decide to push forward, proceed to the next chapter.

Chapter 2. Dead Faerielands

In which the party discovers not all's well.

Chapter 2.1. The Faerielands

Thus, the party begins their search within the Faerieland! First off, establish who will be helming the trip. This is the person who, alongside Voss’ help (through reading the journal), will navigate the party for the following trip. To start it off, have the person roll a **DC 17 Wisdom (Survival) check**. If they managed to get a guide in the previous chapter, they make this check at advantage. If their guide is a **guiding faerie**, the check is an automatic success.

If the check is a success, roll once on the following table. If the check is a failure, roll twice.

GM NOTE:

This table is only a brief suggestion of a few of the encounters the party may come across in such a whimsical place. Feel free to spruce them up however you want to, add new ones or even forgo them all together. The amount of time you have for this session might heavily impact the way you go about things.

1d6 Encounter

1 **Rabble Rousers**. The party comes across **3d12 satyrs**. Their favorite team of tag just lost the championship and they are looking for a fight. The party can either take them on or try and calm them down.

2 **Scary Fairy**. The party is ambushed by a **bone fairy** not unlike those they’ll fight later. It’ll come out of the darkness and attack the party member with the least armor, hopefully doing some damage.

3 **Beast Parade**. A local fae lord called Osbus is having a parade of his favorite beasts. Amongst them is a **giant ape** who gets startled by the party and begins chasing them off. Osbus is not amused.

4 **He’s Late**. A rabbit-like humanoid is complaining about how late he is to a tea party. He’s broken his foot and can barely walk. If the party choose to heal/help him, he’ll thank them and give them a **clockwork amulet**.

5 **The Tea Party**. The party stumbles into a clearing where a few fae creatures are having a tea party. They are open to new guests. Each party member who drinks their tea must roll a d6. On a roll of 1-3, the tea is „trick tea” and they suffer 2d10 points of necrotic damage. On a 4-6, it is quite good tea and their hit point maximum is increased by 2d10 for the rest of the day.

6 **Cheerful Nymphs**. Some nymphs gather and take interest in the party. It’s been some time since they’ve seen someone who isn’t from the Faerielands. If the party talk with them and entertain them, they’ll give 2 members the effects of the *heroism* spell for the next encounter.

Once the party has had their encounter(s), describe how their travel draws out over the better part of the day, until the journal brings them to a so-called „settlement”.

You may proceed to the next chapter.

Chapter 2.2. Roughing Up

Read this:

‘With the help of the journal, you discover that by following the road ahead of you, it shouldn’t be long until you find a settlement, a village of sorts. Voss explains to you that, apparently, on a barren plain, his father discovered humans who have retreated to the Fearieland out of hatred for the normal world. They wanted to experience nature as it originally was, unaltered and untainted by the hands of humans. And so, you proceed. And, for the first time, the journal proves entirely truthful. You come across the distant signs of a village. You find a pathway and in the distance you can place walls. As you draw ever closer, it becomes sadly apparent, however, that this is no village any longer, but a ruin. It’s... dead. The walls have crumbled for most buildings and there isn’t a single sign of civilization. Whatever once was alive is now... nothing. You can’t help but feel saddened. This is all that’s left? If so... why?’

Bring the party to map 2. They start in area 1. On area 2 there is a **death wood**, which is hiding in plain sight as a fallen tree. On each area marked with 3 there are **killer vines**, hiding underneath the grass. (*Feytastic Compendium page 39; 50*)

As the party slowly spreads to investigate, these plants (which are responsible for the settlement’s demise) will slowly reveal themselves and strike at the party, though they’ll try to do so out of hiding.

GM NOTE:

Try to build tension in this scene. Have the party walk by the tree, describe how dead it looks, describe how desecrated everything around it looks, then as a party member is examining the tree, describe how the tree knot begins to blink and reveals itself as an eye, before immediately attacking.

In total, the party will have to fight **1 death wood** and **7 killer vines**. Once all of them have been defeated, proceed to the next chapter.

Chapter 2.3. Going Down

Read this:

‘You draw your breath and look around you. It seems the plants are over and done with. The first thing you observe, however, is a kneeling, saddened Voss. He looks at the journal, and you can hear his subtle weeps. He looks towards you and holds the tome in his hands. „I don’t know if I can do this, folks. In the entirety of his journal, my father speaks of how easy it was for him. Nothing stopped him. He had no issue with the waters, no issue with dead trees or whatever this was, no issue with the forest. And here I am... a failure! Hardly keeping up. Maybe I’m not cut out for this. Maybe it’s too hard for me.’

Voss is having a rough time coming to terms with the fact that his father spoke of grandeur, but had his own issues. This is the perfect time for the party to aid Voss, speak with him and perhaps even bond a little.

GM NOTE:

Some parties don’t due peptalks. Some parties don’t do that much roleplay. Regardless of what type of party you’ve got, cater this part of the adventure to them. Faerieland Realm Fun is an adventure that is vague on purpose, so that you can make it fit your party. If you want them to roll to help Voss out, do it! If they just have to talk, that works too.

Once the party has spoken with Voss and helped him regain focus, Voss will breathe in deep and give them the journal, saying he needs a break from it for a little while.

The party member with the journal can make a **DC 15 Intelligence (Investigation) check** to have a look over it. Regardless of if they succeed or fail, they’ll find that the next few pages detail Voss going for a swim and finding a path that rejected him, but since he wouldn’t be rejected, he decided to fight against it, until finally he was thrust upon an underwater realm, where he found what he calls The Fountain of Luck.

On a success, the party will also find that he details placing his clothes on a small boat before going on that swim. That boat is the boat on area 4. The party may be inclined to investigate all boats and may do so with a **DC 14 Intelligence (Investigation) check**. Each boat aside from the marked one have nothing special around them. The one marked with area 4 has a small, barely visible underwater tunnel next to it, down which the party have to swim to reach the next chapter.

GM NOTE:

Since on a failure, the party discovers no clue of a boat, they might require some help. This is where they should get creative. If they are aided by a guiding fairy, then they’ll simply be guided to the boat, where they’ll need to make a **DC 18 Intelligence (Investigation) check** to find the tunnel. Otherwise, have them roll a **DC 15 Wisdom (Perception) check** to look around for clues or the like. On a success, they’ll see the boats and wonder if they have anything to do with Voss Senior’s journey.

Once the party finds the tunnel and begins swimming down it, proceed to the next chapter.

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MAP 2



Chapter 3. The Fountain

In which the party reaches the Fountain.

Chapter 3.1. The Fountain of the Golden Frog

Read this:

'Though the current may be fighting you, you swim and swim and swim. You push with eagerness and determination, hoping this is perhaps where you're meant to go. Then, as if following your will, the course of the water changes. It begins egging you on, pushing you from behind. You speed up and gain in force. You quickly dash underwater, deeper and deeper. You feel your lungs being pushed in by the pressure. It's getting harder to breathe, until finally, you feel a strong UMPH. You are pushed out as if from a catapult and find yourself on a piece of rock. You're unsure as to wherefrom, but you hear subtle music. Harps. Around you, you spot countless little fairies, smaller than all you've seen before, all of which are shining with bright light. They look oddly and they buzz all around you. You lift yourself from the rock and find yourself... In front of a large basin. A golden frog sits atop it. You've made it.'

Bring the party to map 3. This is the Fountain of the Golden Frog. The party can begin approaching it and Voss will do the same while clicking his heels in joy. They begin in area 1. As they reach area 2, the small fairies will begin getting in front of them, stopping them from moving. They'll stare them in the face for a few brief seconds, before suddenly growing exponentially. 4 of the fairies turn into [bone fairies](#), then instantly attack. Roll initiative!

Throughout the fight, the fairies, who look corrupted and like they have fiendish influence on them, will begin to shout in sylvan that "No one is to take from his luck again!" They are trying to protect the pool with the golden frog and will do so at all costs. They'll switch focus to whoever is closest to the pool.

Once all of them have been killed, proceed to the next chapter.

Chapter 3.2. The End

With all the fairies defeated, the party can choose to drink from the pool. Voss will do so first. After he does, he says he feels more empowered than ever before. If anyone lost a limb during the battle with the fairies and they drink from the pool, they instantly regrow that limb, but hear a laughter inside their head, like someone just gained access. This is the influence of the Golden Frog. You may have this play a role in further adventures.

The End.

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MAP 3



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **WARMTAIL**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

