

GRANDEUR'S TRIAL

Dungeons & Dragons 5e Compatible, Rec. Lvl 6-8

Terrain

Squares that are majority rock or bush are difficult terrain (excluding the flat stone around the altar). The Pillars of Law around the altar are 10ft tall but only extend suitable cover up 5ft, and have their respective Law carved onto their base. The altar is 5ft up.

Setup

A Fey known only as “**Grandeur**” has summoned the party to face judgment. While traveling between wooded places, they appear on the north end of the map.

Grandeur

Grandeur (as: **Chain Devil** with type Fey, ethereal silver-gold body and chains made of vines) is a timeless being that never lies, but always twists the truth. **Grandeur** makes macabre deals with those who appease her in life (see: Upon the Road, Willy-o-Souls), and delights in constraining her subordinates (see: Of All Crossings). The observance of the Law of the Woods is **Grandeur's** utmost concern—a law she invented and enforces. While her machinations are winding she is utterly, voluntarily, bound to this code: she will not defy it, nor punish one who has not defied it. She wears the **Star-Crossed Ring** (see: Of All Crossings), but does not need it to traverse from this place—rather, she flaunts its power over those who lack.

Law of the Woods: Discerning Offenses

Grandeur has watched some of what the party has done beyond these woods, and sensed all that happened within. She will make judgements on the following Laws:

- Always greet the stranger.
- Never flee the fight.
- Always reap from slaughter.
- Do not profane the waters.
- When exacting revenge, always state the offense.

These rules supplant any idea of morality or alignment for **Grandeur**. Some are more abstract, e.g. looting the corpse of a foe is reaping from slaughter. **Grandeur** will review what the PCs have done and determine where offenses lie—these may feel like a stretch to the PCs, but they will be given a chance to defend themselves (per that last rule).

Grandeur Awaits

Grandeur awaits between Pillars of Law:

- **Grandeur** is very cordial while inviting the party in, explaining they've been accused of offenses, and they may offer a defense. Grapes and wine are available.
- Each of the 5 Pillars represents one of the Laws, and those found guilty are tied to them to “endure revenge.”
- The Altar brims with otherworldly power, a solid platform of glowing energy like a solid slab of fireflies: those who stand upon it suffer 20 psychic damage if they utter a knowing falsehood.
- Each PC is bid to stand in turn upon the Altar. They are informed of their offenses and asked to justify themselves. If they can explain how they did not violate the Laws of the Woods, especially if it uses clever or exotic reasoning, **Grandeur** will be satisfied. A DC 18 Persuasion may be substituted for players who desire.
- If the party is acquitted, **Grandeur** offers each PC any potion.

Grandeur's Revenge

If the PCs are found guilty or refuse to defend themselves:

- Vines shoot out from the relevant Pillar (DC 18 Dex save or dragged within 5ft and restrained).
- **Grandeur** cheerily informs them she intends “take revenge on behalf of the wood.”
- If the PCs fight normally, resolve the fight as per usual (**Grandeur** may trigger the vine grab from pillars as a Bonus Action in combat).
- If the PCs submit to the revenge, **Grandeur** lashes them to half health and rends something “of their very soul”—a memory, ability, desire, or knowledge. This is sent “spiraling to the stars,” and **Grandeur** informs them the only way to find where it went and get it back is to use the **Star-Crossed Ring**.

This encounter is created for **Fey Meadow Continued 3 Battle Map**, it can be downloaded here: patreon.com/posts/fey-meadow-3-fey-94796065

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