

CHAPTER 1

The Mycelial Gate



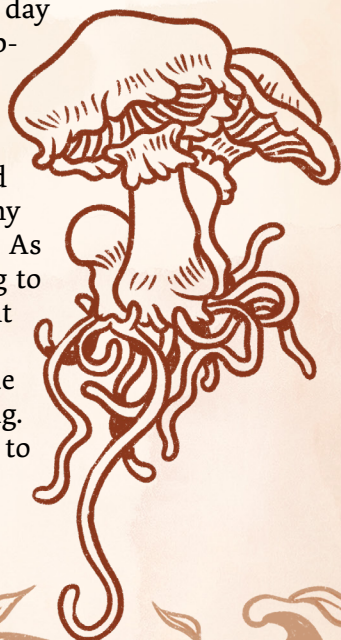
AN APPEARANCE, A DISAPPEARANCE

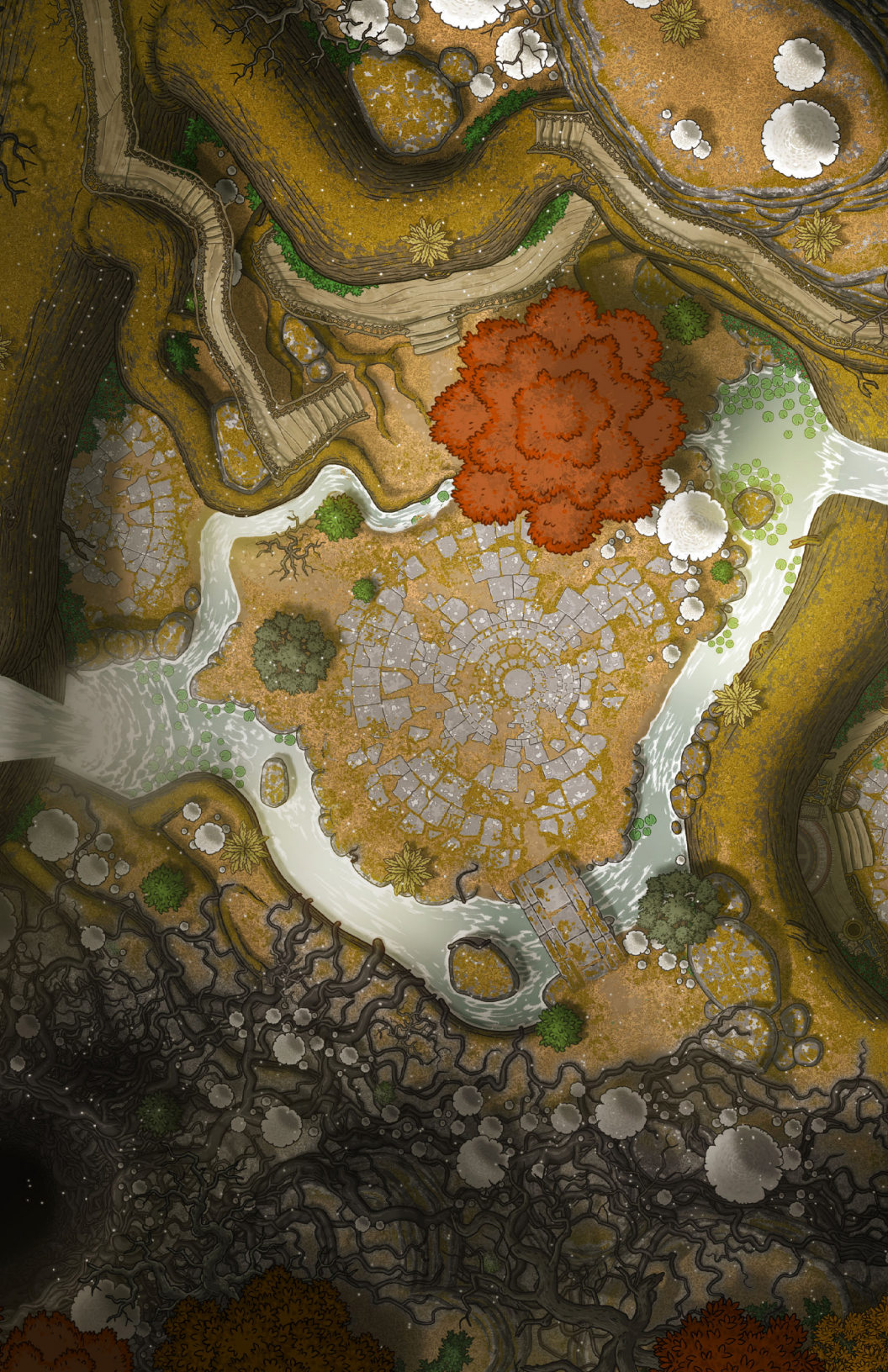
There is only ever supposed to be one way to gain access to Ithivellia. Lesser fae beings throughout the Principality know that their only hope of gaining the ears of the godlike archfae is to petition them via the proper channel. Yes, the Principality is the realm of tricks, illusions, and beguilement, but the archfae really do prefer to maintain a bit of privacy in their enchanted glade.

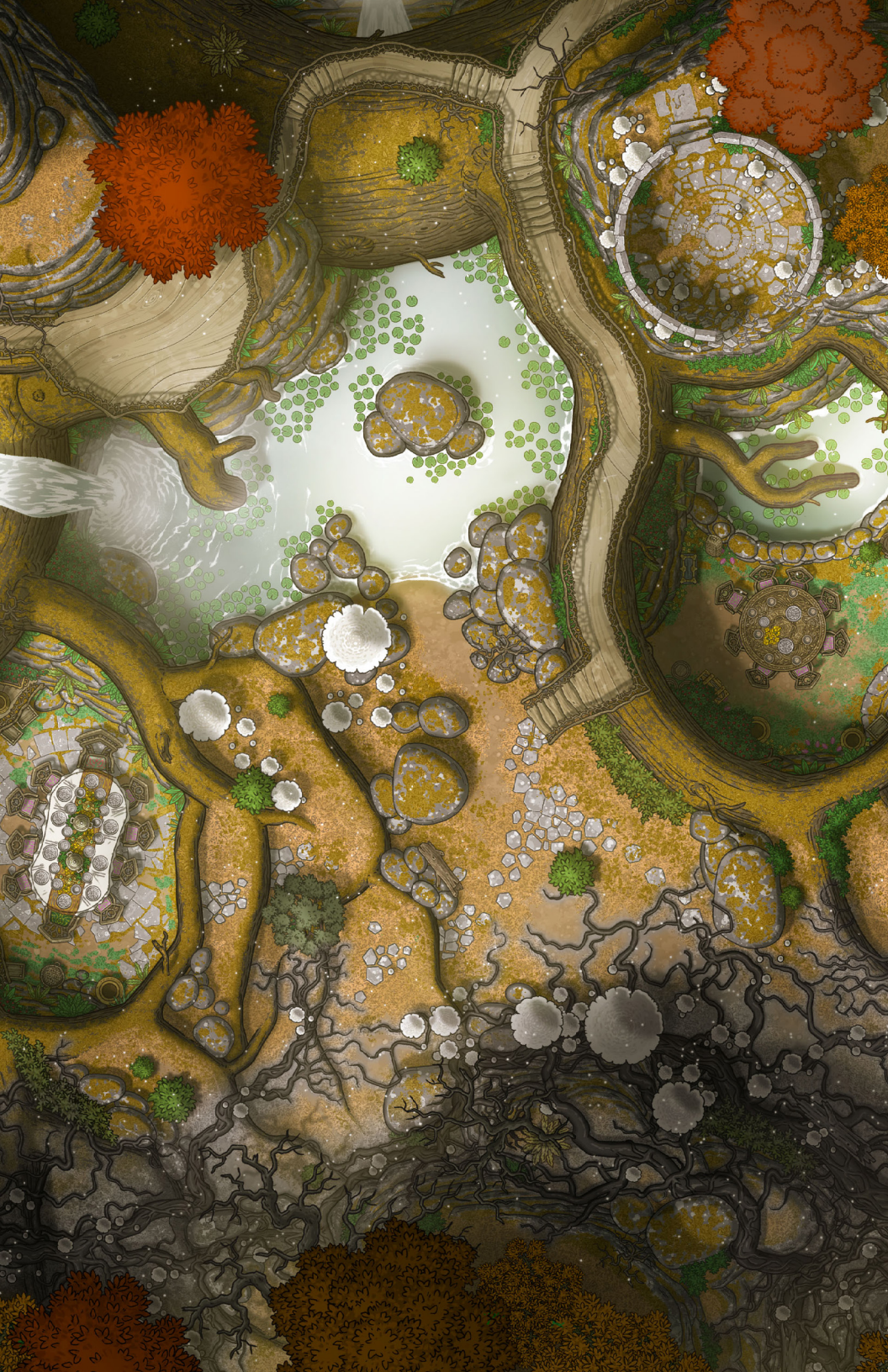
Thus, the emergence of the Mycelial Gate has put quite a strain on the patience of the archfae. This fungal portal is an *abomination*. Ithivellia is home to the lords and ladies of the Seelie Court, great and wonderful beings capable of miraculous arcane feats. But now, this wretched gate allows access not just to the “gross and unsettling” psigarics—or “mushroom men” as some archfae insist—but also *mere mortals* from the realm of men. Even worse, the portal is utterly immune to the spells and otherworldly powers the archfae wield. It’s just... a creepy little circle that seems to expand each day, and without fail, spits out more and more unsavory new arrivals.

The Mycelial Gate appeared the very same day Uvis Twiceborn—one of their own!—disappeared. It had been eons since the last archfae left Ithivellia, and while few of the lords and ladies lament Uvis’s absence, his departure has created something of a sour mood throughout the glade. For one thing, many doubt whether Uvis *intended* to disappear. As such, an epidemic of self-doubt is beginning to creep in. Are the archfae really as omnipotent as they once believed?

In either case, Uvis or no Uvis, the archfae have decided that it is time to do something. They simply will not allow this Mycelial Gate to forever taint their treasured domain.







Ithivellia belongs to the Seelie Court. On this point, they will not waver. As such, the five archfae who remain in the glade have accepted that they must rely on outside help. Fae magics are impotent as far as fungal portals go, so *apparently*, they must rely on powers unknown to the Principality.

For the first time, the archfae must request help from mortal creatures, the subluminary nobodies that have never before gained access to the copse beyond the veil. The Seelie Court shall summon a party of adventurers painstakingly selected by ethereal fae emissaries. The archfae shall grant these earthly heroes a gift of unbelievable value: entry into their glade. In return, these heroes will be responsible for settling this whole fiasco once and for all.

HOW TO GM ITHIVELLIA

Ithivellia is an unusual setting for a number of reasons. First and foremost, it is unlikely your players will engage in much combat while in the enchanted glade. Some plot hooks will involve duking it out with fae monsters. Still, for the most part, Ithivellian adventures will emphasize exploration, sleuthing, experimentation, and social maneuvering.

Typical rules regarding the fae (the significance of gifts, aversion to “cold iron,” etc.) will be as significant to the plot as you desire. If you have already established principles that determine how fae function in your setting, those are absolutely valid here. There’s no need to retcon any established lore. We present a few new quirky laws that govern fae behavior in these borough guides, but you can ignore them just fine and still have a sensical Ithivellian adventure.

Crucially, it is important that you use the archfae to their fullest throughout the adventure. These are complex characters that *want* to interact with the party. They should use their powers liberally and frequently support or hinder the party to suit their own needs. Don’t be afraid to let the archfae interrupt the story in wild ways; this is a zany fae adventure, so lean into the antics!

Finally: the archfae are immortal, but no one else is. If the party wants to use violence to pursue their goals, that is an option. However, the archfae will not stand by and let the adventurers sully their glade without a good reason.



ITHIVELLIA: THE BASICS

Ithivellia is a grand outdoor villa, a home for the most powerful Seelie Fae in the Principality. In the shade of the Dwynlei Oak, the archfae and their favored subjects relax in otherworldly luxury. They compose flowery poetry, traipse through recursive thickets, and conduct bizarre arcane research. They enjoy lives of magical excess that exceed what lesser fae can even comprehend. Five archfae rule Ithivellia and some 300 or so sycophants come and go as they please.

Though the archfae would never say so, Ithivellia is also the de facto capital of the Principality. The lords and ladies who while away their time in the glade's enchanted excess control smaller territories across the fae realm: twilight forests, temples of fairies, and depths teeming with sea fae. Ithivellia is where they meet and scheme, coaxing drops of arcane power from the archfae. The Principality is largely a static world, constant in its magical strangeness. Nevertheless, when significant changes come to the fae realm, these seismic shifts can trace their origins to Ithivellia.

Lesser fae—common pixies, centaurs, and the like—can seek a temporary home in Ithivellia. To do so, they must first find their way to the glade, a task more difficult than it may seem. Once present, they wait their turn before presenting their case to the Seelie Court. At the Sensory Theater, the lesser fae present new experiences they may provide to the archfae. If they can quickly demonstrate or otherwise convince the archfae of the uniqueness their experience might provide, they will be allowed to stay in Ithivellia for a time. As such, at any given moment, a smattering of comparatively banal magical beings roam the fae glade.

For the archfae themselves, Ithivellia is part paradise, part purgatory. It is the best possible home for each of them, an idyllic setting within which to pursue their many delights while doted upon by adoring vassals. And yet, Ithivellia's perfection means the archfae rarely feel the motivation to strive for true self-fulfillment.

WHERE IS ITHIVELLIA?

Many say that Ithivellia is the heart of the dense fae city of Ullha Tempia. This is perhaps metaphorically true, but it is geometrically misleading. Ithivellia's exact location is imprecise at best. At times, it is but a short walk from the flower district of Ullha Tempia. For some voyagers, it can be a trek of thousands of miles. The intentions of the traveler are what determine proximity at any given moment. Conceptually, Ithivellia is nowhere at all. In practice, Ithivellia is a glade only found by those the archfae wish to allow. That is: until now.

THE ARCHFAE

Immortality changes one's perspective. Archfae typically pursue lives of endless hedonism, hosting nonstop bacchanals and suppressing their anxieties and existential dread with hallucinogens, sex, and revelry. Some archfae inevitably succumb to madness. And yet, a select few pursue grand goals, driven to perfect their art, discover new magics, or reshape the very world itself.

There are at least eleven archfae, though some suspect a few more exist.¹ Of these eleven, only six still live in Ithivellia—five, if one disregards Uvis. The other five have chosen to depart the halcyon glade in search of meaning that cannot be found at home.

ARCHFAE POWERS. Each archfae possesses unique gifts,

powers granted to them at the dawn of time, or so they say. Nevertheless, some abilities are commonly wielded by each.

First and foremost, archfae can weave complex charms and hexes effortlessly; at all times of day, the archfae are juggling a dozen or more basic spells without even thinking about it. These spells can bolster their persuasiveness, manipulate light and shadow, or draw out the latent energy of nearby plant life. None can be certain whether the archfae are *actually* beautiful or whether their ambient magical auras deceive any who behold them.

¹ Spells that transform memories are common among higher fae. It is altogether possible that some archfae hope to remain secluded from their kin and have thus cast potent spells to erase any evidence that they ever existed.

Each archfae holds a deep connection to the natural world within the Principality and beyond. They can never become lost, they never go hungry, and they are friends to both plant and beast.

Finally, the archfae share traits typically associated with demigods of other realms. They are exceptionally intelligent and strong. They stand far taller than the mortal races. They innately excel at the arts, athletics, rhetoric, and strategy.



THE PARADOX OF GODHOOD. The archfae see themselves as gods. They are the ultimate masters of their realm; not even the supposed omnipotent beings who control other worlds would dare interfere with the Principality. Nevertheless, the archfae know themselves to be fallible. They are not upfront about this, of course. Their confidence and arrogance are unmatched. Still, there is a seed of doubt and insecurity in the heart of every archfae.

UNSEELIE FAE

A mirror court of Unseelie fae thrives in the shadows of the Principality. Much as Ithivellia is inaccessible to those the archfae would keep out, Gàradh Nimhe only exists in whispers. Ithivellia's lords and ladies know the names of a select few leaders of the Unseelie Court, but these wicked villains keep the extent of their capabilities a closely guarded secret. There are conflicts between Seelie and Unseelie fae, proxy wars carried out by vassals across the enchanted plains of the Principality. Yet, there has never been an all-encompassing conflict that brought woe to Ithivellia itself. As such, the archfae largely ignore the existence of the Unseelie Court. Such trivial matters as "defense" and "war" are better left to responsible servants.

This intrinsic defeatism is fueled by the central contradiction of their essences. The archfae are *immortal*, yet they are certain that their lives are each a work of art of unbelievable depth and beauty. This necessitates joy, tragedy, triumph, and loss. And thus, these gods of the Principality must be intermittently defeated, not because they lack power, but because the aesthetic laws of the universe require it.

This creates an unavoidable conflict. With infinite lifespans, how can an archfae know when they must commence their redemption arc? Is it ever possible to become the villain of one's own story when there's an eternity to right every wrong? Is there any reason not to continue napping and drinking for *just one more day*?

ON IMMORTALITY. As far as anyone knows, the archfae are truly immortal. They will never die naturally, and thus far into forever, none has ever been permanently vanquished. This does not mean that there is no way to conclusively end the existence of an archfae, but it does mean no one has ever been able to find one.

The Archfae of Ithivellia

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It is impossible to comprehend the bizarre complexities of life in Ithivellia without a thorough understanding of the godlike beings who rule it. Each will be expounded upon in further chapters, but a quick summary follows:





Swee Bellora'la Twilade (she/her)

The self-proclaimed “Matriarch” of all fae. Judicious and judgmental, obsessed with notions of fairness and tradition above all else. Patron of the arts. Hyper-protective of the glade. Often associated with foxglove.

Maestro Slidon (he/him)

The ultimate bard, an unrivaled storyteller, composer, and improviser. Lover of tricks and japes, but also napping and drinking. Spiritually bonded to raccoons, those native to the Principality and other realms.

Atheri the Empath (she/her)

An extremely mystical archfae that most believe to be mad. Spends most of her time wandering the Everlasting Garden. Innately understands the emotions and motivations of others but does not use this deep connection toward any clear aim. Weaver of enchanted fabrics.

Jaynoth the Mirror (they/them)

The most robust and physically imposing archfae. Genuinely liked by most, largely because their behavior and appearance always reflect the preferences of those with whom they speak. A master of games and sport, beloved by nymphs and satyrs.

Diadna Bluemoon (she/her)

The most capricious of the archfae and the biggest proponent for more excitement and intrigue in the glade. A fan of mortals for their unpredictability. Romantic and listless, determined but inscrutable. The most powerful archfae, but only in sporadic bursts.

Uvis Twiceborn (he/him)

Presently missing. The alchemical mastermind of the archfae, prone to sudden bursts of insight or inspiration. Aloof and standoffish but focused and curious. Spent the last few centuries obsessing over mushrooms, much to the chagrin of his peers.




THE PSIGARICS

12 Not all lesser fae are created equal. Each Seelie noble maintains their own tacit hierarchy of beings within their domain, with elves, nymphs, and unicorns typically taking the top spots. Unseelie creatures such as hags, ogres, and goblins sit at the bottom, as they are “fallen” fae sworn to the enemy.

Beneath *even these* vile creatures are the psigarics, fungal creatures so entirely alien that most barely recognize them as fae. They live in pockets of moist overgrowth throughout the Principality, existing more as a mysterious psychic network than as a recognizable community. While each lattice of mycelia may seem like a mere tangle of fungal roots, they are, in fact, homes for countless psigaric individuals.

Each psigaric can manifest physically as an octopus-like bloom, emerging from its mycelial network in a flourish of tentacles topped with a bulbous cap. Despite what some may say, each psigaric is an individual with unique behaviors, personality, and desires. Nevertheless, each troop of psigarics maintains a close psychological bond, which likely leads to the inaccurate characterization of psigaric “hive minds” or “collective consciousnesses.”



Unlike other fae, psigarics are not drawn to trickery, magical mayhem, or romantic aesthetic philosophy. They are neither capricious nor mischievous. They have no mouths but can speak telepathically with any creature that possesses a capacity for language. They have a strong communal spirit and refuse to fall prey to selfish desires. Most importantly, they live in a careful symbiosis with the magical flora and fauna of the Principality. The other fae may think of psigarics as lesser beings, but they know the truth: a universal magical cycle connects the entire realm, and the psigarics play a critical but unseen role.


Perhaps most importantly, psigarics cannot roam freely. They can only travel as far as their mycelial networks will allow. As such, the archfae of Ithivellia have never been forced to confront a single psigaric. Even if a fungal fae hoped to petition the lords and ladies in the Sensory Theater, they would be incapable of entering the glade. The Mycelial Gate changes that. A troop of psigarics now lives in Ithiv-

ellia, the domain of the Principality's highest rulers, and there is seemingly nothing anyone can do about it.

The Mycelial Gate

A fungal bloom exploded from the lab of the archfae Uvis Twiceborn. A network of mycelium slowly began to take over much of Ithivellia. At the epicenter of its growth, a great iterative folding of fungal biology warped space in ways hitherto unseen in the Principality. The tendril-like hyphae wrapped around themselves, pulled at the fabrics of the universe, and inverted the magical tethers that bind worlds to themselves. In other words: the mushrooms made a portal.

Arcane gates such as these are of little use to fae. When a fae wants to travel back and forth to the realm of men, they need not summon complex extradimensional openings. They just find a natural precipice—some archway of stone or wood—close their eyes, and pass through it. So long as one *desires* to pierce the threshold between realms, it shall happen.



This Mycelial Gate is a mockery of fae magic. Or at least, that's what the archfae believe. Its inner workings are a mystery to the superlative minds of Ithivellia's rulers. Here's what they *do* know:

- ◊ The gate is fixed in Ithivellia. The fungal network that stretches out from Uvis's old lab continues to expand, but the Mycelial Gate neither moves nor changes shape.
- ◊ The point in space that the Mycelial Gate connects to changes intermittently.² It briefly opened up in a field in Kanderis, then a goblin village in the Silliar Ghats, and at one point, the library of the Grand University of Material Sciences. How or why the portal's opposite terminus moves is anyone's guess.
- ◊ Crossing the portal requires only that one touches the mycelium. There is no intentionality required. This means it is trivially easy for oblivious sublunaries³ to stumble through the gateway with no knowledge of how they arrived.
- ◊ Once inside the Mycelial Gate, one is pulled through a network of interdimensional fungus. The process is unusual, though typically painless.
- ◊ It is believed that no archfae has crossed through the Mycelial Gate.

Typically, when a traveler arrives in Ithivellia via the Mycelial Gate, one of the archfae simply charms the being and convinces them to return from whence they came. However, there is always the possibility that the gate will eventually bring forth someone or something immune to such charms. There are minds that even the archfae cannot unfailingly reshape.

2 GMs: this is your cue to place the other end of the portal wherever it's convenient. Want to scoop the party as they exit a tavern? That's fine. Want to make them trek up a mountain first? Totally okay. Place the portal in a location that aids your narrative.

3 Seelie fae typically refer to non-fae mortals from the realm of men as "sublunaries," a reference to the notion that Principality lies "beyond the moon." In truth, the Principality's geometric relation to astral bodies is unfixed.





What Do the Psigarics Want?

The psigarics of Ithivellia are still wrestling with how they ought to think about their new position as residents of the archfae glade. They are not proud, exactly, but they are pleased to be in the presence of great and powerful beings.

They are distraught, however, by Seelie Court's desire to destroy, dismantle, or otherwise deactivate the Mycelial Gate. The psigarics are still trying to understand precisely what this fungal portal is and how it works, and they have bluntly urged the archfae to leave the network alone.


The psigarics want more; that much is clear. They are not entirely forthright regarding their true intentions nor the extent of their ongoing research. Nevertheless, their one demand remains: do not interfere with the Mycelial Gate until the psigarics can understand it more completely.



A SUMMONS

The archfae of Ithivellia have decided to rely on mortals for help. Ithivellia will not last long if the Mycelial Gate continues to dump interlopers into the glade. As such, they have deployed vassals across the realm of men in search of a suitable crew of problem solvers. These agents are in constant communication with the archfae, receiving telepathic updates on the Mycelial Gate's movements across the realm. As such, once they find suitable deputies, the whole group can hurry toward the portal and arrive in Ithivellia as quickly as possible.

The archfae have only called upon a handful of vassals to seek out a competent party. They may underestimate the difficulty of finding capable heroes, or they may overestimate the capabilities of their servants. In either case, it seems overwhelmingly likely that the individuals selected by the fae agent will be far from the most capable adventurers in the realm. So be it. They'll have to do.





Relloty'n Sunstruck

Relloty'n (she/her) is a “watcher,” a shapeshifting gatherer of experiences. Most watchers wander the planes observing uncommon events or participating in unusual rites. Relloty'n, however, works directly for archfae Swee Bellora'la Twilade. Swee believes that, as the merciful queen of all fae, she ought to be familiar with all of the oddities and idiosyncrasies of the vast universe. Thus, she instructs Relloty'n to regularly report back to Ithivellia to explain what she has seen. Relloty'n has visited every corner of the realm of men as well as many other stranger planes of existence. Despite her unfathomable age and breadth of experience, she still approaches each new experience with a sense of childlike wonder and excitement. She may not be the perfect judge of character, but it is unlikely she will be fazed by any quirks the party exhibits.



Dros 'Three Beer' Tubir

Most fae are considered dangerous or unwanted guests in urban settings outside the Principality. Dros (he/him), a charismatic satyr, is a treasured patron at dozens and dozens of taverns and alehalls across the realm of men. Dros is typically just a drunken wanderer, but he owes Taynoth the Mirror more than a few favors—the archfae has used their influence to get Dros out of deserved punishments on many occasions. Dros regularly meets alleged “heroes” when sharing tales by the hearth, and he figures he can gauge their might with incredible accuracy so long as he gets a chance to wrestle ‘em.

GM NOTE

If your party has already befriended a fae—maybe one of the shallow fae of Muc-Mhara?—you can always assign them the role of pitching this new adventure. So long as the particular fae NPC is not openly antagonistic with the Seelie Court, just about anyone can offer this mission to the party. In general, it’s preferable to use a known NPC as the emissary so that the party is more likely to trust them.



Veevey

All fae are born in the Principality, but that birth is *occasionally* metaphorical. Some are native to other realms but gain the favor of powerful lords and ladies. Veevey (she/her), a sloth-like fel'dær, grew up in an undisturbed grove in the northern reaches of Onotanic. When loggers came to destroy her home woods, Veevey tricked the lot into angering a nearby dragon who summarily ate them. Maestro Ilidon found this encounter so funny that he immortalized it in a comic opera, invited Veevey to the premiere, and then claimed her as his mortal champion. Veevey spends her days traipsing through woods, valleys, and swamps. Her keen senses help her to find other curious wanderers in the world's most secluded locales.

Fae Gifts

The vassals each bear a gift to bestow upon the party of their choosing. These gifts are crafted by the high artisans of the Seelie Court, the archfae's most talented smiths responsible for creating puissant and unusual magical tools.

The strength of each gift is initially artificially diminished. The items are useful and impressive now, but the promise of an even more powerful artifact is intended to entice the party to follow through on the summons. With luck, the allure of magical boons will convince the party not to abscond from their responsibilities to the gods of the Principality.



THE CRÈADHA CROWN

This legendary artifact is said to be one of the greatest treasures of the archfae, one of seven mythic crowns constructed for the various vassals of the Seelie Court. The hypogean fae—unusual underground creatures—received the Crèadha Crown. In the eons since, the hypogean fae have defected to the Unseelie Court. They returned their crown to Ithivellia in an unexpectedly honorable act.

Initial Effect

Allows its bearer to speak with burrowing creatures, grants exceptional vision in total darkness, and the ability to remain totally oriented when exploring caves or other subterranean spaces.

Enhanced Effect

Grants its bearer the power to walk through stone or mud and the ability to travel back and forth to the Principality via any natural archway.



UVIS'S CENSER

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It's an unusual gift, but in the right hands, Uvis's Censer can be an exceedingly useful tool. Most fae potions, incense, and perfumes are designed to lose their enchantments when they leave the Principality. Uvis's Censer helps to preserve, enhance, and disperse the effects of a wide range of alchemical substances. Of course, Uvis would never want his censer to end up in the hands of some subluminary sellswords, but he's not presently around to forbid the archfae from using it as a bargaining chip.

Initial Effect

Allows for the use of fae powders and liquids in other realms, creates magical mists from any input, and allows its bearer to direct this mist toward any desired foes or allies.

Enhanced Effect

Bestows the bearer with a small supply of enchanted potions, incense, perfume, tea, or poison each day, levitates and follows its bearer without needing to be held.

THE HONEST MIRROR

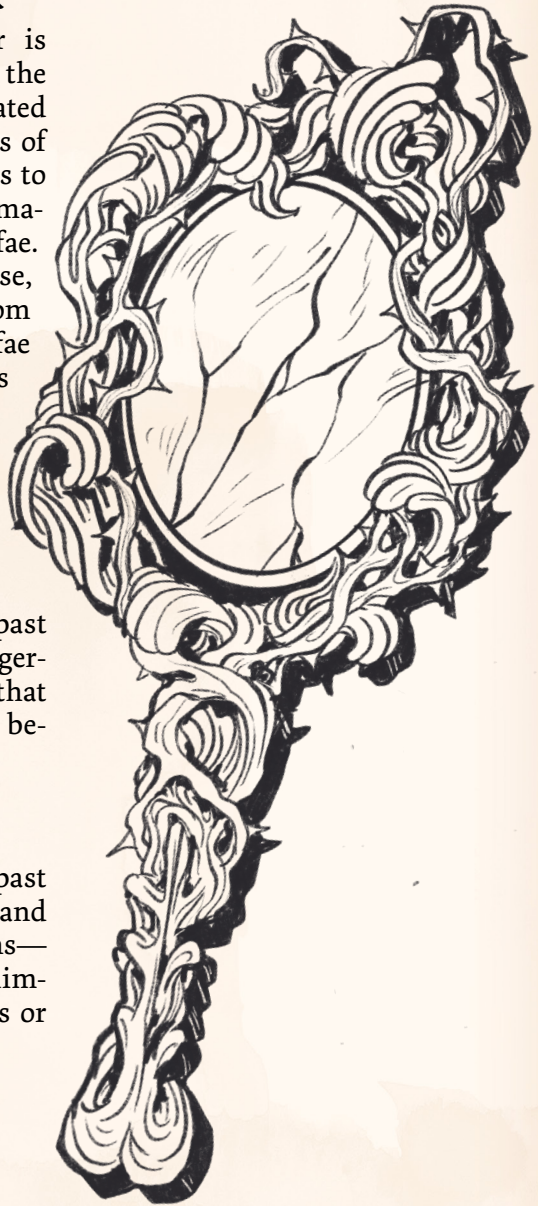
This ornate hand mirror is “truthful,” but rarely in the way one expects. It was created by one of the high artisans of the Seelie Court as a means to see through the lies and manipulations of the archfae. This artisan was, of course, permanently exiled from all Seelie lands. The archfae are happy to part with this item, not because it lacks value, but because they, themselves, are so afraid of what it can do.

Initial Effect

- 22** Allows its bearer to see past most illusions, identify forgeries, and gaze upon sights that are otherwise harmful to behold.

Enhanced Effect

Allows the bearer to see past illusions cast by archfae and reveals fundamental truths—often unsettling—about a limited number of individuals or objects.





PLOT HOOK:
**ACCEPT THE
SUMMONS**

Eventually, one of the agents of the Seelie Court will approach the party of adventurers. There will be an unusual conversation, potentially a challenge or two, and then the agent will present a gift. In all likelihood, the party will have a largely passive role in all of this. They may be as confused by the fae agent as the archfae are by the gate itself. As such, the best thing the party can do is demonstrate their value, remain confident, and then choose for themselves whether to accept the summons.

Meet with the Archfae Agent

The fae agents are traveling beyond the Principality in an effort to meet likely candidates for this mission. As such, there is a strong likelihood that Rellotyn, Dros, or Veevey will cross paths with the party as a natural result of their simultaneous journeys.

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While any agent might eventually find the party, they are each combing distinct locales.

RELLOTYN is most likely to find the party in dangerous or highly unusual locales: volcanoes, secret castles, the astral plane, magic islands, pocket dimensions, arcane prisons, and so forth.

DROS frequents cities, namely places of ill repute: taverns, dueling pits, gambling halls, and brothels. He has also befriended a number of aristocrats and monarchs, so he may attend balls, operas, and gallery openings (though he'll be drunk when he does so).

VEEVEY is a quintessential naturalist. She wanders forests and meadows, fens and deserts, sierras and grottos. In other words, Veevey patrols the connective tissue that links cities and villages to dungeons, or at least that's how adventurers might see it.

In either case, once the party meets a Seelie agent, they will have a brief window to prove their worth. The agents have been instructed to avoid making it evident that they are judging potential candidates, but those working on behalf of the Seelie Court tend to



have a discerning air. So long as the party demonstrates even moderate competence, the agent will whisk them away to the Mycelial Gate.⁴

Travel Through the Mycelial Gate

Wherever the Mycelial Gate's non-fae terminus appears, there is likely to be some hubbub. Sublunaries tend to fear that which they do not understand, so the sudden appearance of a writhing portal will undoubtedly cause a commotion. What's more, if someone *does* decide to touch the fungal ring, they'll get sucked in, only to return either seconds or days later, likely stumbling around in an enchanted daze.

- ⁴ Feel free to expedite this process however you see fit. You can decide the gate just happens to be nearby at the moment, that the fae has some means of teleportation, or you can just do a sort of "time skip" in-game while the party travels to the Mycelial Gate.

Scholars, guards, and religious zealots will flock to the gate, and in all likelihood, kingdoms will attempt to regulate access to the gate for as long as it lingers in one place.

All in all, adventurers should be prepared to push through a crowd of bewildered and opinionated strangers as soon as they make their way to the gate. This will draw attention, especially if their fae escort elects to approach with characteristic fae pageantry.

Luckily, all the adventurers need to do is touch any part of the gate, and the tendrils of the mycelia will tenderly haul them inward.

Travel through the Mycelial Gate is far from instantaneous. This fungus warps the space between realms, but it does not do so "efficiently." The journey takes somewhere between one minute and one hour, though the reason for this wide range is not presently understood. While traveling through the gateway, adventurers may undergo strange experiences.



d6 MYCELIAL GATE ENCOUNTERS

DESCRIPTIONS

1	Psigaric interrogation	A number of psigarics approach the travelers, emerging from the mycelia in the portal. They fail to introduce themselves but demand the party answer a number of questions about their experience with the portal.
2	Vivid hallucinations	Psychoactive compounds in the gateway trigger unique hallucinations for each of the adventurers. Are these visions of the future? A glimpse into another realm? Or just the ramblings of their overactive minds?
3	Dazed returner	The adventurers briefly cross paths with a mortal on their way back to the realm of men. This creature has been enchanted by one of the archfae and is murmuring cryptic sweet nothings directed at no one in particular.
4	Agitated beast	The gate has swallowed some curious local beast—a bear, wyvern, or troll. This creature thrashes about violently; it is confused and will not stop fighting until subdued.
5	Fungal rejection	The Mycelial Gate is displeased with the party's presence. It fights back at their intrusion, constricting them, emitting toxins, and employing psigaric "antibodies." The gate cannot return the party home, but it will try to slay them before they arrive in Ithivellia.
6	Fungal acceptance	The Mycelial Gate is inexplicably fond of the party. It bestows them with gifts, whether the adventurers want these gifts or not. The party gains abilities akin to the psigarics—the ability to travel via mycelia, communicate telepathically, or secrete noxious spores.



Get the Lay of the Land

Life in Ithivellia is strange. The lengths of days and seasons are unfixed. The party may arrive in Ithivellia on a cool moonlit summer night, only to find that the sun is at its zenith an hour later and that the leaves have begun to fall. Psigaric interlopers will pepper them with questions about the gateway, and Seelie sycophants will scoff and gossip in hushed tones. There are few buildings but endless pathways, gazebos, and a *chaise longue* around every corner.

The archfae will want to speak with the party. They will do so among the thrones on the Dwynlei Terrace. They will explain their desires or at least those desires they wish to share. In truth, each archfae wants something slightly different; these motivations will become increasingly salient as the adventurers work toward finding an appropriate solution. The one thing most can agree on is that they must find a reasonable solution regarding the Mycelial Gate. Ithivellia cannot persist peacefully if the portal remains open. Swee will then take the party aside to discuss a few particular details.⁵

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Finally, the adventurers will be on their own. They will have no chaperone, and there will be few limits as to where they can venture. They can leave via the gate whenever they wish, but they will be hunted for the crime of dereliction of duty. They can attempt to access the rest of the Principality, but they will likely become lost in the endless winding thickets beyond the glade.

Eventually, the adventurers will come to terms with their situation. They must either help the archfae or go home. They will have to interview fae and psigarics alike, investigate the particularities of Ithivellian life, and explore stranger locales within the glade. They're free to proceed as they like, though they should be aware that the archfae are always watching.

5 This additional conversation relates to her suspicions regarding Diadne Bluemoon, as described in *Ithivellia O2: Six Thrones*.

GM NOTE

While the party should feel free to pursue any leads they want in their quest to close the Mycelial Gate, Diadne Bluemoon will be most interested in their activities from the outset. She has her own reasons to glom onto the party, but for pure gameplay purposes, she can act as a helpful tour guide throughout Ithivellia. She can offer the wisdom of an archfae, with the added roleplaying bonus of coming across as confoundingly untrustworthy. With Uvis missing for the duration of this quest, Diadne is ultimately the main character of any adventures in Ithivellia.

