

# Treasured Guests of the Fae

New occupations, backgrounds, drives and rituals.

## Throne of the Forest Queen

A fairy tale-inspired incursion  
without a happily-ever-after.



# TROPHY

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# Treasured Guests of the Fae

The following are new options for treasure-hunters for use with the Inursion *Throne of the Forest Queen*, or any other session of Trophy.

## OCCUPATIONS

Artist (*skilled in expression, observation, symbols*)

Child (*skilled in innocence, wonder, smallness*)

Goatherd (*skilled in beasts, climbing, alertness*)

Spouse-to-Be (*skilled in charm, innocence, curiosity*)

Trickster (*skilled in deception, escaping, legerdemain*)

## BACKGROUNDS

Byronic Hero (*skilled in brooding*)

Frightened Runaway (*skilled in escaping*)

Lured Innocent (*skilled in following*)

Stouthearted Quester (*skilled in determination*)

## DRIVES

Seek a cure for your ailing mother in Muckling

Escape your awful family ties in Deverain

Break the geas placed by the Witch of Nevask



## RITUALS

Glamour (*appear more charming and attractive*)

Hospitality (*maintain peace while you share food & drink*)

Messenger (*send a message via a woodlands creature*)

Sleep (*send a person or animal into a deep slumber*)

## INCURSION

# Throne of the Forest Queen

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*Content warning: This incursion explores themes including hunting and body image issues, and may feature sexual content.*

The constant drizzle that has accompanied you through the tangled woods abates as you come into a clearing, golden sunlight streaming down. The stink of mud and leaf mold is cut through with a cleaner scent of pine and crisp mornings. A stag at the edge of the clearing casts a lazy glance at you before trotting further into the wood, its flashing tail an invitation to follow. You have reached the Queensweald, rumored home to salvation, inspiration, cures to fantastical diseases, and the stuff that dreams are made of. Only the stout of heart enter the realm of the Forest Queen; fewer still return.

Why then, if her favor is so hard to claim, do so many mortals seek it? Quite simply, it has value beyond gold. The Queen's power is nearly limitless. She controls the fae court of the forest, and can make the dreams of mortals into reality if she so chooses. For so long as people desire the impossible, they will venture in search of her.

### THEME

Glamour

### MOMENTS

- ◇ A ring of mushrooms in improbably lush grass, a sweet scent in the air, and the lazy drone of flies.
- ◇ The moon hangs low in the sky; twisted shadows grasp for you as wolves howl in the distance.
- ◇ A perfectly ripe green apple with red blush drops to the floor, a single bite taken out of it.

## INCURSION: THRONE OF THE FOREST QUEEN

- ◇ A light sunshower breaks out, the soft rain pleasant against your skin, a rainbow forming ahead.
- ◇ Wind gently whispering through reeds, fog rising from the marsh, odd lights moving in the distance.
- ◇ Warm, dry fingers in the small of your back, the scent of pine, a loving whisper.
- ◇ Thundering waters drowning out speech, cool spray in your face, treacherous rocks below.
- ◇ Flower petals brushing your lips, the sun warming your hair, the throb of desire.
- ◇ The rush of wind past your ears, claws sinking into flesh, thick copper blood on your tongue.
- ◇ A pretty cottage in the woods—currently empty—but warm, welcoming, and suffused with the scent of fresh baked bread.

## CONDITIONS

- ◇ You are transfixed by the sheer beauty of life.
- ◇ Little antler nubbins start growing from your forehead.
- ◇ Benign forest creatures flock to you, clumsily assisting with basic tasks and following you everywhere.
- ◇ Food from outside the forest tastes like bitter ashes, and water is brackish.
- ◇ Your clothes grow itchy; you long to tear them off and bare yourself to the forest.
- ◇ Your senses sharpen, scenting prey, and you long to chase and hunt and devour.
- ◇ Flowers appear in your hair and cannot be removed; if you cut them out, you bleed and they regrow.
- ◇ Slowly but surely your features are becoming someone's ideal of beauty. What flaws are corrected?
- ◇ You realize a memory you once held precious is trivial. Forget it.
- ◇ For just a moment, you cannot think how many days have passed, or when last you slept.
- ◇ Something about one of your companions appearance repulses you. What is it?
- ◇ The touch of iron on your skin burns. You discard any iron on your person, and will not willingly acquire more.

# INCURSION: THRONE OF THE FOREST QUEEN

- ◇ Every time you try to lie, you feel your heart being crushed.
- ◇ If you are given a gift, you must give something of value to you in return.
- ◇ You can hear music in the air, and it compels you to dance.

## RING 1

**TERRORS:** A winsome young goatherd sits on a rock in a forest clearing, crying. He beseeches the party to look for his three missing goats. The rest of his herd watch the party with undisguised caprine disdain. As the party searches for the missing goats, they will come across three other individuals in need: a fox with its leg caught in a poacher's trap, an old woman whose sackful of honeypots has been stolen by ruffians, and two lovers who have been separated by a collapsing bridge. Unless the party go in search of the bandits, they are unlikely to encounter violence, but assisting those in need should provide challenges. Perhaps they will be rewarded for their kindness further in the forest?

Questions to ask the treasure-hunters:

- What in particular makes you empathize with this person's plight?
- What do you hope for their future, and how does this mirror your own dreams?

**TEMPTATIONS:** If the goats are returned, the goatherd will offer the party rewards from his meager possessions: a well-worn set of panpipes, a sturdy goat-horn comb, and a perfectly ripe green apple with red blush. He will show the party a hidden goat trail leading further into the forest, and offer warnings against the wiles of the fae, while telling of the great boons previous seekers have gained. The apple is faerie food; it is delicious, and eating it will provoke a Ruin check. The panpipes and comb are mundane, but if a treasure-hunter truly believes using it will have some mystical effect, it may amuse the forest to allow the item to be the focus of a Ritual.

Questions:

- Why do you think you will succeed where others have failed?
- Why do you help those who are in need?

# INCURSION: THRONE OF THE FOREST QUEEN

## RING 2

**TERRORS:** As the party presses further into the Queensweald, the landscape becomes more dramatic and difficult to traverse. There are alpine hills rising into mountains that must be scaled. Large, fast-flowing rivers to be forded. Dense, dark forest in which they become turned around and lose their direction. These varied terrains meld into one another with little rational explanation. Any attempt to examine their backtrail will be confusing and make no logical sense. They seem to be navigating on dream-logic. They will be stalked and hunted by wild beasts—bears, boars, wolves—all larger, sleeker, and smarter than they have any right to be. The world is full of primal, deadly beauty.

Questions:

- What are you really running from?
- What was standing in your way back home, and how does this obstacle remind you of it?
- What do you fear the most?

**TEMPTATIONS:** The landscape is more beautiful than anything the party has seen before. Let them be warmed by the sun, never dimmed by cloud. Refresh them with cool mountain waters. And if they hunt any creatures, or forage for berries and mushrooms, describe just how delicious everything tastes, though killing a majestic deer or eating the strange, vibrant plant-life will surely require a Ruin roll. The forest may be trying to kill them, but if they can survive it they will see it is truly a paradise. For each obstacle they overcome, show them they are on the right path—distant elf-song, a plume of hearth-smoke rising above the trees, a secure cave to rest the night. Reward them with moments of peace and beauty.

Questions:

- What does the wilderness provide that you were lacking at home?
- What was the most beautiful place you had seen before, and how is the landscape here more beautiful?
- What here gives you comfort?
- What tells you that you are on the right path?

# INCURSION: THRONE OF THE FOREST QUEEN

## RING 3

**TERRORS:** As the sun begins to set, the party will reach a forest glade, strewn about with faerie-lights and glow-worms, giving it a festive air. The inhabitants of the glade—playful fauns, willowy dryads, minor lords and ladies of faerie—will invite the party to a banquet. Refusing would be most rude. The scent of the food is intoxicating, its taste better, with all their favorite dishes laid out for them; the heady wine and sweet mead provide the soft warmth of drunkenness, with none of the ravages of excess. Their hosts are beautiful and attentive, catering to the whims of their guest without question or expectation of payment. They will ask only for tales of their past, and laugh at how foolish life is outside the forest. If the treasure-hunters wish to eat their own supplies rather than the faerie-food, their hosts will demand it be shared. There will not be enough, and it will not last. Again, eating the faerie-food will require a Ruin check. The fae are all monstrosities of the forest, and should be treated accordingly. They will take unkindly to any disrespect.

Questions:

- You spy your favorite food on the table. What is it?
- What is the most welcoming thing about this glade?
- Despite the beauty and grace of your hosts, what unnerves you about them?
- What about your appearance do you wish were more like your hosts?

**TEMPTATIONS:** The fae host are universally alluring, and bedecked in fine silks and glimmering jewels. The cutlery is made of precious metals, extravagantly sculpted, and even the plates carved of rare woods. Exquisite artworks hang from trees, like a sylvan gallery. If anyone shows interest in an item—or a person—offer it as a gift. Please. Insist. They simply must take it. These are, after all, mere baubles compared to what can be offered to them by the Queen. And there is not far to travel. They will give directions to the Queen's palace, and warn of the need to traverse the domain of the Horned Knight. If anyone has made a particular impression on one of the host, explain how they may extract a boon from the Knight if they manage to capture him in his own hunt.

Questions:

- What is your most treasured possession? What here would you trade it for?
- Who here fills you with desire? Who do they remind you of?
- What tale do you tell the fae to justify your search for the Forest Queen?

# INCURSION: THRONE OF THE FOREST QUEEN

## RING 4

**TERRORS:** The last obstacle between the party and the Queen's domain is the territory of the Horned Knight, a powerful, wild, and gorgeous monstrosity. The party will see him stalking the woods, walking like a man, crowned in antlers, entirely naked. He will smile lovingly as he chases them down with his wild hunt of twisted goblins and warped beasts. Those he catches will be gently embraced before being dismembered and eaten, or turned into hunting-beasts themselves. Those quick or crafty enough to evade him will earn his respect, and passage to the Queen's court.

Questions:

- How do you see the features of the one you love the most in the Knight?
- The Knight's musk stirs lustful thoughts. How does he smell to you?
- Which of the hunting beasts terrifies you the most? How do you know it was once human?

**TEMPTATIONS:** The luscious pelts of the hunting beasts would make fine trophies for those able to best and skin them. If a treasure-hunter does so, ask them how they begin to take on aspects of the pelts they wear. Ask them to describe what one wish they would ask of the Horned Knight if they were able to catch him. If they try, be prepared to describe the exquisite release as his antlers pierce their flesh and leave them dying on the forest floor. Give a cunning treasure-hunter who comes up with a plan to catch the King everything they ask for and more besides—except an exit from the forest.

Questions:

- What would you ask of the Knight if you were able to catch him?
- Have you ever killed before? Who? What?
- How does it feel to have the powerful at your mercy?

# INCURSION: THRONE OF THE FOREST QUEEN

## RING 5

**TERRORS:** The party finally reach their destination, the court of the Queen. She will graciously extend her invitation to them, indefinitely. Abusing her hospitality—for example, by trying to leave early—will result in gradual but inescapable punishment. The Queen is no mere monstrosity; monstrosities serve her. While she is personable and curious of mortals, she will brook no disrespect. Her wrath is swift, sudden, and creative. Attempts to oppose her desires are all but doomed to failure. She wishes to bestow her love and gifts upon the greatest of the petitioners, and will not hesitate to play the treasure-hunters against one another until only one remains worthy. Only one can be the greatest, after all.

Questions:

- Why are you better than your compatriots, more deserving of the Queen's favor?
- How far will you go to prove your superiority?
- What can you give the Queen no one else can?
- What makes you realize you will never leave here, alive or dead?

**TEMPTATIONS:** In the center of a large clearing, there is a lake and, despite the soft warmth of the sun, a palace made of ice rises from the center of it. The palace is exquisite, and glitters in the sunlight like diamonds. It is filled with material wealth beyond the dreams of mortals. The Queen will offer great prizes for those who entertain her in contests of skill, wits, and valor. It is within her power to grant the party literally anything they may wish, and any such wishes are granted generously though not necessarily without consequence.

Questions:

- What do you really want from the Queen, more than anything else?
- Does your Drive really matter anymore?
- How could you serve in the Queen's court?
- What about the Queen makes you love her?

