



# Tweeborn

## THE TWISTED GLADE

**I**thivellia is the domain of the archfae and the Seelie Court. These fae are reverent of nature but claim the glade as their own, shaping each of its verdant corners to fulfill their every desire. They nestle under the roots of the Dwynlei Oak, construct idyllic courtyards beside streams and creeks, and coax local fauna into performing for their grand balls.

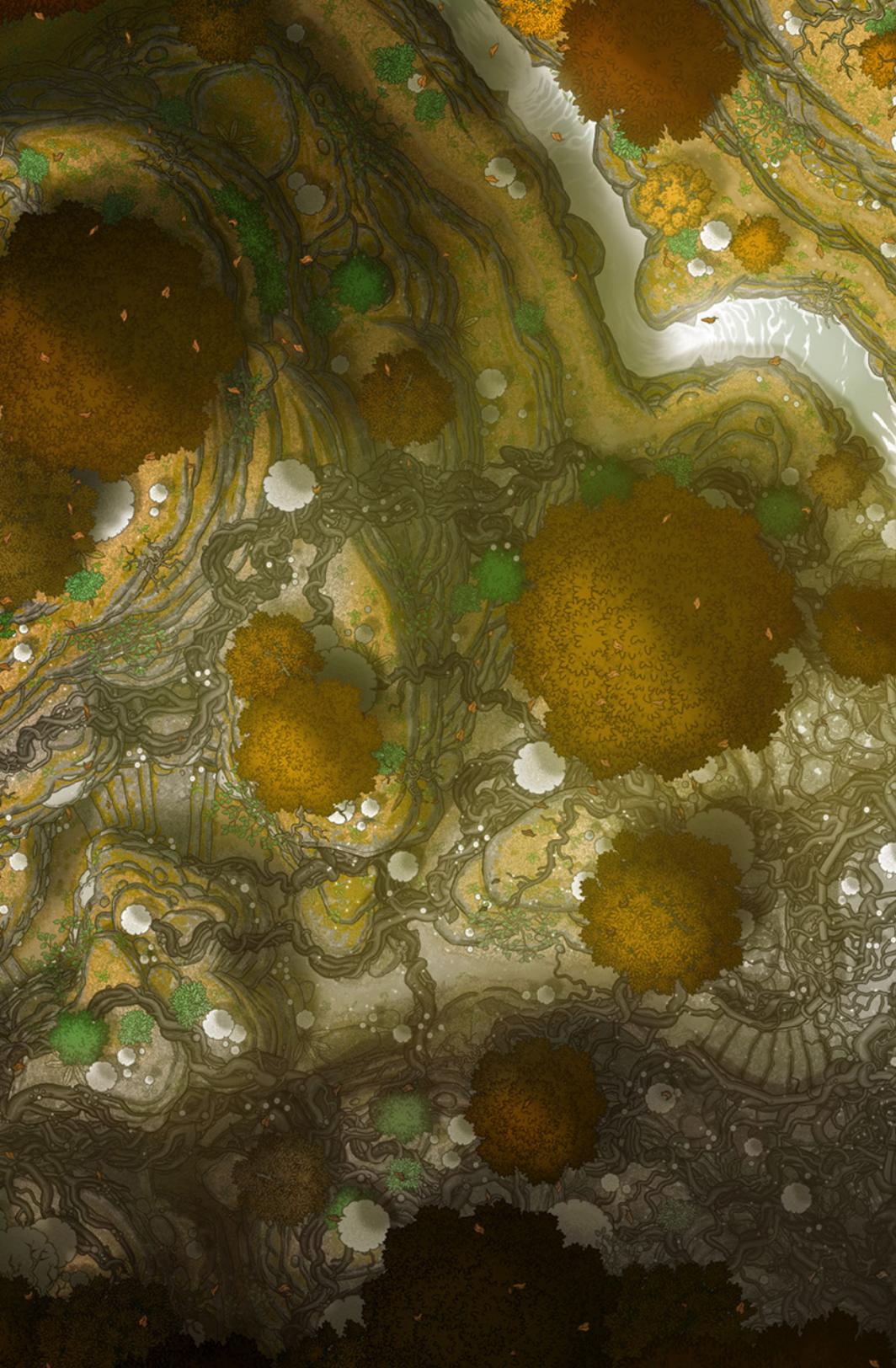
Now, for the very first time, their ability to manipulate the nature around them is limited. The newly emerged mycelium seems completely impervious to traditional fae influence; thus, any portion of Ithivellia that has fallen to the fungal network is lost to the lords and ladies of Ithivellia. As such, the land around Uvis's lab is abandoned. The archfae and their vassals have given up any attempt to repel the ever-expanding tangle of hyphae on their own. They tacitly agreed it would be far easier to leave that corner of Ithivellia well alone until the chosen adventurers could sort out whatever was happening there.

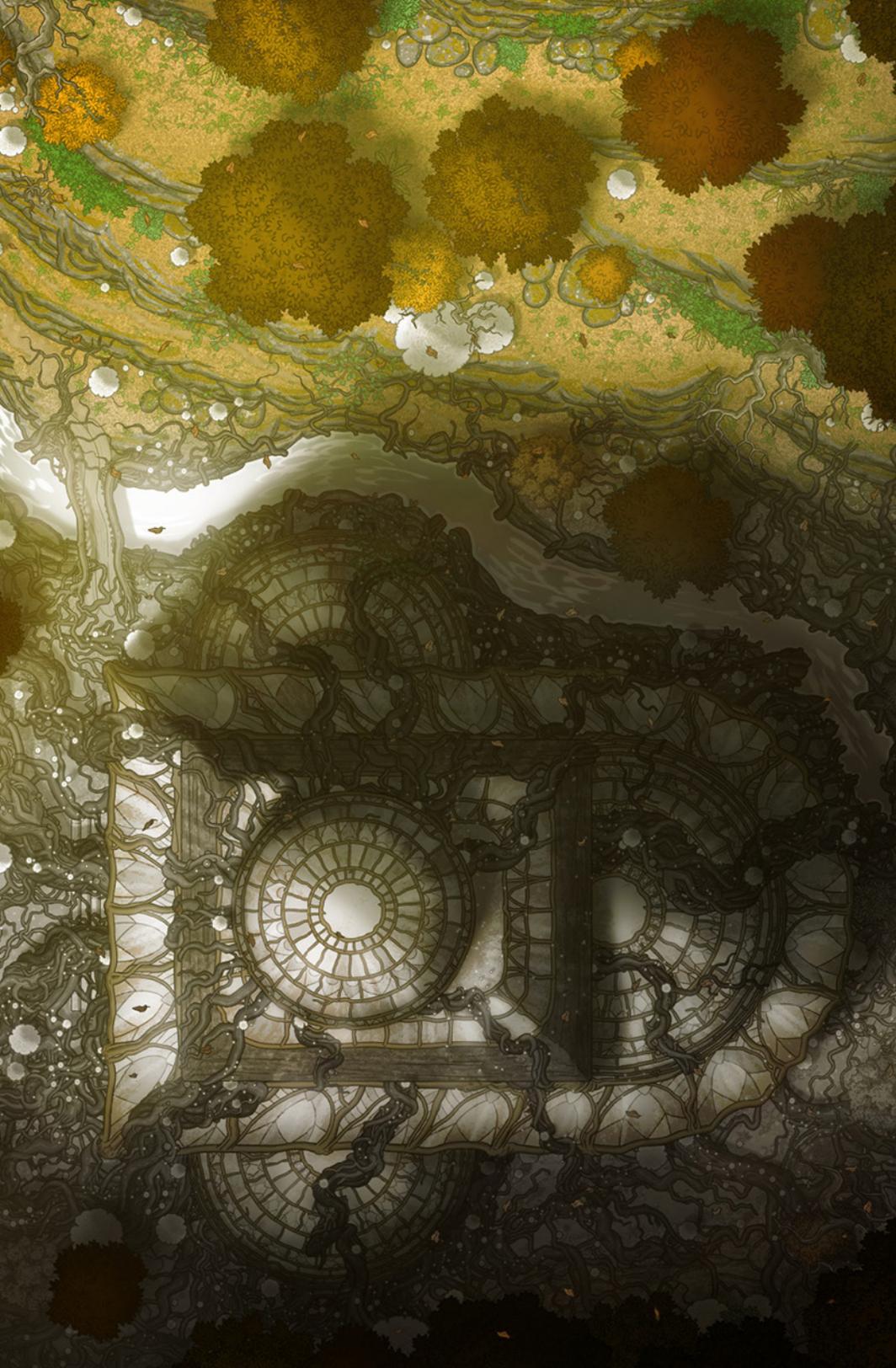
This is a convenient twist for the psigarics. It would be wrong to say they were anxious to interact with the archfae—"anxiety" is not an emotion that psigarics experience—but they were concerned that communication with Ithivellia's leaders would be counterproductive. Now that the Seelie fae have chosen to ignore the mycelial home, the psigarics can study and plan in peace.

Of course, a garden untended inevitably spawns weeds. Uvis's lab has become a haven for unsavory beings, some of whom were never supposed to enter Ithivellia. There are secrets to be gleaned in this mysterious pocket of the glade, but only by those willing to put themselves at risk.

The supposedly watchful archfae are ignorant of many of these new developments in their home. Will the adventurers stamp out these arcane oddities, or will they turn a blind eye?







# PSIGARICS

There is a wide gulf between the psigarics of the wider Principality and those that live in Ithivellia. To understand the creatures of the royal glade, one must first understand how they differ from their counterparts elsewhere.

## *Psigarics of the Principality*



48 The fungal fae of the Principality are noteworthy beings wherever they appear, dissimilar from any other native populations. Psigarics live in the undergrowth of towering forests, along the curves of sun-dappled valleys, or within the dank depths of long-forgotten temples. Their networks are ancient, giving rise to untold generations of psigarics. Knowledge is imparted psychically, and siloed cultures develop organically; each psigaric network is thus advanced and distinct.

Crucially, in almost all instances, psigarics live in isolation. They occupy far-flung locales, and other varieties of fae consider them unsettling. As such, few psigarics grasp the complexities of fae customs, and only a handful of fae across the entire Principality comprehend psigaric physiology or magic in any capacity. This lack of understanding only reinforces mistrust and encourages further isolation.

While most fae are extroverted, epicurean, and mercurial, psigarics are altogether more cerebral. They spend most of their time *within* their mycelium, existing as ethereal magical psyches, detached from physical form, intermingling with one another in a mental web. They live their lives in dreams and imagination, tapping into the overwhelming psychic energy that floods the mycelium. Their existence is one of thought and memory, communication without semantic meaning, and whispered truths that could never be summarized in words. Each psigaric spends most of their

### GM NOTE

If your players ask questions about what the psigarics actually *do* all day or how they conceive of the world, it is acceptable to just say, “you are incapable of understanding.” Their actions and perspectives will seem alien because their entire mode of existence is alien. The adventurers don’t need to fully understand that, but they do need to accept it. Sometimes, different people have different lived experiences, and you just have to be okay with that!

time floating in an enlightening psychic mist, traversing emotional states and ideas much as a sublunary might traverse a city.

When confronted by curious interlopers, the psigarics attempt to explain this, but the very nature of their lived reality cannot be explained. An inquisitive centaur simply cannot comprehend what it means to enter a state of mycelial reverie.

As much as the adventurers may want to understand this phenomenon, they must eventually accept that they cannot. The experience of a psigaric is wholly foreign. For a human to ask, “what is it like to be a psigaric?” is akin to a volcano asking, “what is it like to be a blade of grass?” No answer could possibly satisfy.

**MAGIC.** Psigarics feed off of the magic of the Principality. As plants absorb sunlight, psigarics absorb the ambient energy of the realm itself through their mycelial network. This magic fuels their psychic bonds, ethereal ruminations, and, ultimately, the ways in which they manifest physically.

### *Psigarics of Ithivellia*

The psigarics that live in and around Uvis’s lab are distinct from those that live outside the glade. For one, the psigarics that emerged in the aftermath of Uvis’s disappearance are *young*. They are “adults,” for lack of a better term, but they do not have centuries of communal knowledge to draw upon. They know enough to understand their strange pre-



dicament, but they have little context for what it means to be a psigaric in a broader sense.

It is likely that the psigarics achieved mental and physical maturity so rapidly precisely because of the bountiful fae magics that permeate Ithivellia.<sup>1</sup> The explosive mycelial development replicated thousands of years of growth and cultivation in natural circumstances. This has been an incredible boon for the psigarics, but it has also left them a bit... loopy. While their dreams and psychic explorations still reveal compelling metaphysical insights, there are fundamental gaps in their knowledge. Baseline comprehension of their surroundings is scattershot. Unlike the enigmatic but sage psigarics in ancient grottos beyond the glade, these psigarics vascillate between brilliant and altogether nutty.

### *Psigaric Desires*

The Mycelial Gate has revealed to the local psigarics a single earth-shattering epiphany: there is an even higher form of fungal existence possible, one that unifies the twin ecstasies of intellectual insight and spiritual nirvana.

Maddeningly, this godlike euphoria is yet unattainable. The fledgling Ithivellian psigarics have trouble ex-

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**1** The origin of this mycelial network also coincided with Diadne Bluemoon's arcane deluge... likely not a coincidence.

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plaining how they know that this form of psychic elevation is even possible, and they don't have a clue how they might go about unlocking this potential. Thus, what they want *for now* is more time. They want the archfae to ignore them, to grant them the opportunity to explore the Mycelial Gate and probe the magics of Ithivellia. They want help inspecting the secrets of Uvis's lab. If the party can help them ascend, they would be eternally grateful, but the psigarics fear revealing this desire. They wouldn't want the adventurers to misinterpret their wishes or, worse, rat them out to the spiteful and insecure archfae.

### Manifesting Psigarics

Many Ithivellian psigarics choose not to manifest physically in any capacity. They exist solely as formless psyches amidst the mycelium, hoping the archfae will leave them be so long as their network never expands to intrude on the Dwynlei Terrace.

Some psigarics choose to experience the world around them in material terms, grasping at the fallen leaves, moving about in three-dimensional space, and occasionally speaking with those brave enough to enter their territory. These manifesting psigarics will act as representatives when the adventurers choose to speak with the fungal fae.



## Nusbebor

The most gregarious of the psigarics, Nusbebor regularly tries to get the attention of nearby Seelie vassals. They listen intently to quiet fae gossip whispered near ponds or patios and try to imagine the context of such mysterious musings. On the rare occasion that a wandering dryad or satyr chooses to speak with them, Nusbebor reveals their impressive ability to ape body language. Some fae have nicknamed the cheery psigaric “Nusbebor the Mirror,” a playful jab at Taynoth and their similar mimicry.

## Biliddop

Deception and trickery do not come easily to psigarics. Biliddop, however, has learned a thing or two from the Ithivellians. They’ve been attempting to craft lies to keep the Seelie fae away. Unfortunately, these lies have been so bizarre and brazen (“we have become beings of pure fire and you will doubtless burn in our orbit” or “soon shall set—one final time—the sun for us all; use your time to be loved ones”) that most just see Biliddop as a hilarious weirdo.

## Ee-Yelzdumpod

Hopelessly nonliteral, Ee-Yelzdumpod—or “Yelz” for short—wants nothing more than for someone to explore Uvis’s lab and uncover the research stored within. Unfortunately, Yelz has yet to master anything close to proper syntax in semantic language. Yelz is familiar only with the imprecise language of symbols, memories, and notions. As such, they typically bombard passersby with a telepathic overload of largely incomprehensible images of alchemical equipment, goopy devils, and imperiled mushrooms.





## Gillihee

Occasional fungal insights point to the notion that *love itself* is necessary to achieve enlightenment. This is uncharted territory among the psigarics, for whom romantic love is entirely foreign. Nevertheless, Gillihee is trying to wrap their head around the concept. They will approach adventurers and politely request the commencement of a romantic relationship. Adventurers should tread carefully; psigarics *are* emotional beings, even if their feelings are notably hard to read.

## Ispum

Mycelial reverie typically renders psigarics relaxed and agreeable, even when manifesting physically. Ispum, however, bristles at the notion that the psigarics are so close to godhood. They see the heightened magic of the archfae and crave that energy. Ispum wants to somehow *eat* the archfae to gain their powers. While the other psigarics shun this strange attitude, Ispum is quite vocal when speaking with the local fae: they want to consume—quite literally!—the magic of the archfae. Weirdly, Ispum’s notion of how the psigarics might ascend is not that far from the truth.

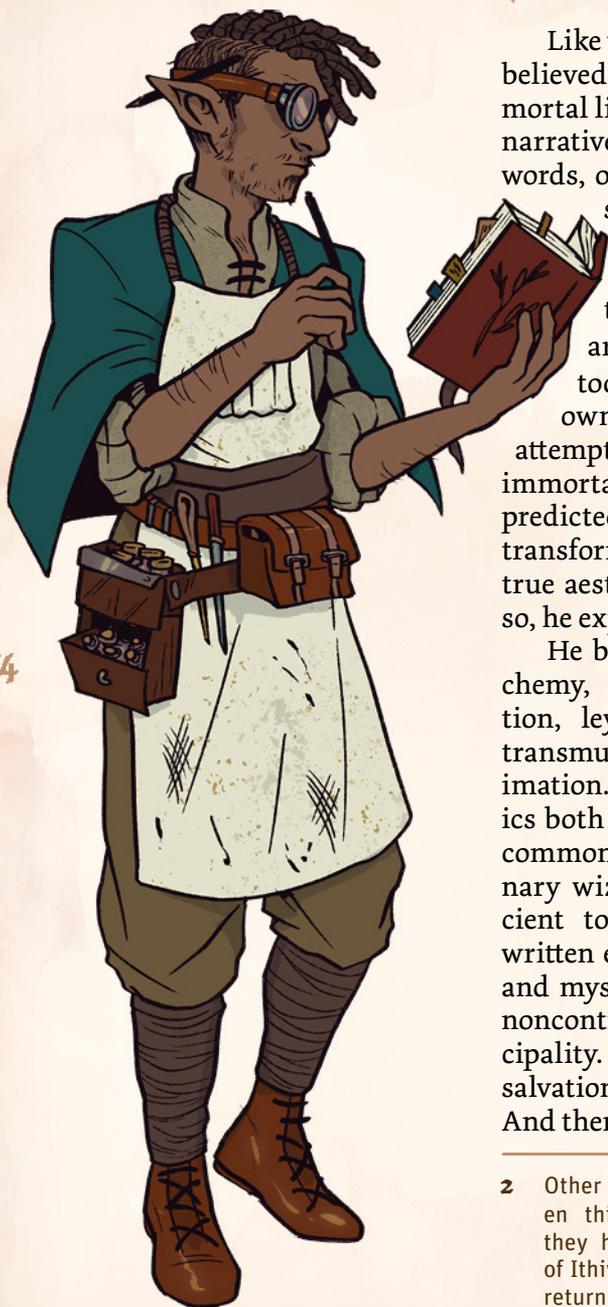
53

# UVIS TWICEBORN

The reclusive archfae Uvis has disappeared, but his impact on Ithivellia remains. He was not a convivial man; in fact, he spent most of the past few millennia actively avoiding his archfae kin. Many Seelie fae questioned whether Uvis even *deserved* the title of “archfae.” Yes, he had been around since the primordial dawn of the Principality, and he certainly demonstrated an impressive mastery of metamorphic magic. And yet, he did not seem to embody the *ideals* of the Seelie Court.

This is an uncharitable reading. Uvis epitomized the curiosity of the fae, the same way Diadne exemplifies caprice or Ilidon exemplifies inspiration. Notably, Uvis spent the first few eons of his existence in constant communication with his godly kin, incessantly prodding at their idiosyncrasies or presenting subtle social experiments. It was only when he grew tired and distrustful of his equals that he retreated into his research.





Like the other archfae, Uvis believed that the arc of his immortal life would bend toward narrative perfection. In other words, on a long enough time scale, the chronicle of Uvis's life would be the greatest story ever told. Unlike the other archfae,<sup>2</sup> however, he took that matter into his own hands. Where Ilidon attempts to achieve greater immortality through art, Uvis predicted that only profound transformation could yield true aesthetic perfection. And so, he experimented.

He became a master of alchemy, tarot, runic inscription, ley lines, spontaneous transmutation, and golem animation. He harnessed magics both unique to the fae and commonly available to subluminary wizards. He studied ancient tomes—that is, tomes written early in his lifetime—and mystic texts from realms noncontiguous with the Principality. In short: Uvis sought salvation through scholarship. And then he disappeared.

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<sup>2</sup> Other archfae have also taken this extra step, though they have taken their leave of Ithivellia to do so, never to return.

**ACTIVITIES.** Unsurprisingly, Uvis spent most of his time in his lab, testing new alchemical formulae or poring over arcane texts. He would occasionally visit the Dwynei Terrace to discuss matters of glade-wide importance or watch petitioners at the Sensory Theater, but this was an exception and not the rule.

**POWERS.** Uvis considered his greatest gift the scale and breadth of his intellect, but “being really smart” is hardly a power reserved for archfae. His unique arcane ability was the ability to reshape matter. Though Uvis was a studied alchemist, he rarely *needed* alchemy to perform his transmutations. He could turn lead into gold with a flick of his fingers. He could also breathe life into a wooden marionette, carve marble with his mind, or summon the moisture from a blade of grass. The scale of these transformations might have seemed small compared to Atheri’s grand illusions or Swee’s far-ranging enchantments, but the strength and complexity of his metamorphic magic far exceeded any attempts his kin could muster.



**PLOT HOOK:**

## EXPLORE UVIS'S LAB

The psigarics are unified in their wish for *someone* to explore the laboratory Uvis had used for his experiments. They are certain that the lab holds additional secrets that will elucidate the nature of their genesis, Uvis’s disappearance, and any potential threats to the archfae.<sup>3</sup>

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- 3** The psigarics actually don’t believe the archfae to be at any risk of upcoming calamity, but they understand that framing the situation as such is more likely to convince the party to venture into the dangerous lab.
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The lab is unlocked but overgrown and teeming with dangers. The psigarics are too afraid to manifest inside the lab, and thus they can only reveal vague impressions of what they perceive of the lab from within their network. They will tell adventurers the following details, assuming the adventurers have proven themselves trustworthy:

- ◊ Fungal golems guard the lab against intruders
- ◊ Recently, some wicked spirit from a far-off corner of the Principality snuck into the lab
- ◊ If Uvis recorded any notes regarding his experiments, they would likely be found in his study on the third floor

### *Features of Uvis's Lab*

Ever since the incident, Uvis's lab has been exhibiting strange magical traits.

The most noteworthy effect is that fae magic is rendered wholly inert throughout the area. Atheri cannot instinctively divine what's happening within these walls, and Swee's enchantments will immediately cease to sway anyone within the vicinity of the lab's

mycelium. This may prove advantageous for the party if they need to temporarily escape the effects of some lingering hex.

Next, alchemical potions and poisons which one must typically imbibe now emit their effects in a short radius. Simply walking near enough to one of Uvis's sleeping potions might cause an adventurer to suddenly fall unconscious. Ambling recklessly through the laboratory will wreak havoc on unsuspecting explorers. Luckily, potions and poisons that originated outside the lab remain unaffected; healers with stocks of medicinal tinctures won't find their stores depleted after a trek through the building.

Finally, terrestrial magic—wizardry, pyromancy, or divine incantations—is amplified but also perverted by the twisted aura of the lab. A mage may bring forth a ball of fire only to find it emerges as an icy boulder instead. A priest who heals their companion may accidentally overfill their comrade with vigor such that they immediately vomit. Consult the table of magical mishaps for a list of potential effects.



**D8**    **MAGICAL MISHAPS**

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- 1**    The spell is dramatically amplified, causing magical scars to emerge across the caster's body.

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- 2**    The fundamental essence of the spell transmutes: fire becomes ice, mind-reading becomes foresight, etc.  
The spell is effective and aids the party, but not in the way the caster planned.

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- 3**    The target of the spell is randomized, though spells targeting an ally will still affect an ally, and those targeting a foe will still affect a foe.

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- 4**    The spell is cast twice.

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- 5**    The spell consumes no resources, be they physical, mental, or otherwise.

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- 6**    The spell is amplified, but its effect is delayed by at least 5 seconds.

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- 7**    Immediately after casting this spell, all allies can also cast the spell, even if they would not otherwise be able to.

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- 8**    The spellcaster produces the optimal version of their spell, and then they immediately fall prey to a vivid hallucination that reveals details of Uvis's final moments.



## Fungal Golems

Uvis spent many centuries experimenting with various mushrooms and molds, devising new alchemical compounds, fungal runes, and—most consequentially—golemic forms. These fungal golems were never intended to act as sentinels. Uvis merely wanted assistants in the lab that were more diligent than the capricious petitioners that typically sought to join in his research.

Since Uvis's disappearance, however, the golems have become increasingly territorial. They understand that their former master wanted to keep his research secret, and thus they do what they can to honor that wish. They were built for strength, of course, but they also know the lab intimately well. Therefore, they will strategically sling alchemical solutions at their targets, opting for highly acidic or explosive reagents first. These are not the unthinking clay golems of the realm of men but clever research aids who know the basics of alchemy.

These golems may be constructed from fungal materials, but they are not true

fungal fae like the psigarics. The two varieties of beings share no kinship, and the golems will immediately attack any psigarics that manifest in their vicinity.

## Tulg Reemith

The incident in Uvis's lab created a unique opportunity for the Unseelie fae. The shadowy opponents of the Seelie Court are always looking for ways to undermine the Ithivellians. Most assume they never try to disrupt the glade itself because they have no ability to *enter* it. This is false. The rulers of the Unseelie Court know how to enter Ithivellia; after all, it was once their home too. The tricky bit is doing so without getting caught. The archfae sense all that occurs within their domain, but they are currently incapable of divining anything in Uvis's blighted laboratory.

One Tulg Reemith (he/him) took advantage of this fact. Tulg is an agent of the Unseelie Court, a vassal of the archfae Gregish Downwise. He waltzed right into Ithivellia, smack dab in the center of the archfae blindspot. Tulg has spent the past few days rummaging through Uvis's lab, looking for

clues that might aid the Unseelie Court in their quest to destroy Ithivellia.

Tulg has made remarkably little progress. He has uncovered reams of notes that Uvis collected, but he has no con-

text with which to understand them. He has no knowledge of alchemy or mycology and lacks a proper familiarity with the web of relationships that connect Ithivellia's archfae. He also has no means of escaping from the lab now that he has emerged here; something about the mycelial network has disrupted his ability to teleport away as planned. He is stuck and beginning to panic.

If the party stumbles across Tulg, he will fight them. He will do his best to beat the party's mage—if

### WHO IS GREGISH DOWNWISE?

Gregish is a hypogean villain banished from Ithivellia long ago, an ancient subterranean being who was once one of the rulers of the royal glade. At the dawn of time, he sat upon the Dwynlei Terrace along with the other archfae. Then, after one too many slights and faux-pas, Swee wielded her trickery and magic to exile the being from Ithivellia for good. Of course, this is all long-forgotten lore now. "Gregish Downwise" is a name remembered by none but Matriarch Swee. Nevertheless, Gregish imparted onto Tulg the intentions necessary for him to enter Ithivellia, knowledge that Gregish only possessed because this was his former home.



they have one—within an inch of their life before demanding the party teleport him out of Ithivellia. If they refuse or find themselves incapable, Tulg will attempt to kill the party. He wields an enchanted quarterstaff, supposedly torn from the Dwynlei Oak eons ago. Tulg also has the ability to temporarily turn the fungal golems to his side; beings of mushroomy constructions are easily swayed by Unseelie magic, even in the context of the mycelium's magical interference.

60



## Uvis's Research

Tulg has a collection of Uvis's research notes stashed away in his messenger bag. While he cannot make heads or tails of this research, educated parties should be able to decipher enough to be worthwhile.

### **THE BASICS**

*No technical expertise required*

Uvis was experimenting with psigarcic spores in an effort to summon a portal. It would seem that his research was successful.

### **MYCOLOGICAL DETAILS**

*Requires prior mycelium research or knowledge of natural sciences*

Most psigarcic mycelium draws energy from the Principality, but it *should* be able to harness other magics as well. With enough arcane fuel, the mycelium would allow any linked psyche to enter a higher state of being, a form of fungal godhood.

### **ARCANE DETAILS**

*Requires a successful investigation of Diadne Bluemoon or proficiency with magical arts*

A staggering amount of magical energy would be needed to jumpstart the growth of the

mycelium. With enough magic, psigaric mycelium will fold in on itself, creating a portal. These sources may exist elsewhere throughout the cosmos, but the only sufficient font within the Principality is Dladne's amorphous titanism.

### ALCHEMICAL DETAILS

*Requires familiarity with the Enchanterie or alchemical expertise*

The structure of psigaric mycelium is eerily similar to the arcane composition of the archfae themselves. The body of an archfae could be *transmuted* such that one's psyche could exist within a mycelial network. Uvis created two potions capable of inducing such metamorphosis; one has already been used.

### Uvis's Diary

The psigarics are certain that Uvis's personal diary is somewhere within his study. Alas, no matter how long the adventurers look, they will find no paper within, no journal of precious thoughts.

The true diary is hidden in plain sight. Uvis recorded his thoughts in the winding shapes of the manicured my-

### GM NOTE

The psigarics haven't yet been able to read these notes because they'd have to see the pattern of the mycelium *from the outside*. As they are afraid to manifest within Uvis's lab, they have never actually witnessed the mycelial script in three-dimensional space. If the party transcribes the fungal patterns, the psigarics will easily comprehend the script.

celium in his study. The adventurers will have to recognize the unique patterns in the hyphae... There is a logic to their arrangement, a code, a script. Uvis must have used the exotic gardening equipment stashed in the room to carefully sculpt the mycelium to record his thoughts without the risk of those thoughts being discovered. The party can then try to decipher the text or carefully record the patterns and seek assistance from the psigarics, Atheri, or one of the more linguistically-minded Ithivellian vassals.

#### FIRST ENTRY

My research is complete for now. I have achieved mastery over the psigaric mycelium. I cannot do anything further until Diadne enters her elevated state. I must alert Maestro Ilidon of my intentions. He is one of the few here I can trust, and I suspect Diadne will heed his advice.

#### SECOND ENTRY

Ilidon and I spoke, and we hugged after finalizing the details. I'm surprised to realize how much I will miss him when I unshackle my mind and soul. What a relief to know that I will not have to spend my next eternity alone.

#### THIRD ENTRY

I had assumed no one would be able to stop me once I entered the network, but it has just occurred to me that Taynoth would be strong enough to wrench my formless essence from the mycelium. I must ensure that I have fully ascended before Taynoth decides to interpret my disappearance as some new challenge to overcome.

#### FOURTH ENTRY

This will be my final entry. Why I continue to record... I cannot say. Diadne has just achieved her true form. I shall consume my potion first; I would not want her to witness the painful process of my unmaking and rebirth. If she beholds the unsightly metamorphosis, I fear she will not have the courage to join me. I will be with you soon, my beloved. This shall be an ecstatic conclusion to our lives, a finale earned, a tale made retroactively more perfect.

#### FIFTH ENTRY

Must record quickly... body is unraveling. A mistake in my projections. If Diadne does not join me, the gate will flounder for no fewer than 100 million years... searching for a substitute font. Does one exist? Without Diadne, I will be trapped alone and incomplete. She is not here yet... is she coming? Is she...

