

# OF ALL CROSSINGS

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

## Terrain

Squares that are majority rock or bush are difficult terrain. Stones crossing the river take a DC 15 Athletics check to cross safely, at Disadvantage if raining.

## Setup

The party is crossing a stream when suddenly a Fey wind blows—the **Lady-of-All-Crossings** brings them to this world. She aims to draw them in as pawns.

## Prior Adventures Hook (Optional)

If the PCs have encountered **Willy-o-Souls** (see: Upon the Road) or **Auldfriend** (see: A Midday Dreary), they retain all relevant knowledge and may remake knowledge checks missed last time. The Lady is interested in the party as a wrinkle in various Fey plots and will more aggressively court their services, flattering them based on performance in prior encounters here. If Willy-o-Souls was defeated by them, she will show great deference to them and hail them as the “New Lords of the Forest.” If Auldfriend’s Coven is defeated already, she is complimentary. If they are in her service, she alludes to the truth without directly telling them about the coven’s plans. If she believes the party is hopelessly enthralled, she will attempt to encourage them into a foolhardy path of certain doom.

## The-Lady-of-All-Crossings

The **Lady-of-All-Crossings** (as: **Medusa** but made of water, her hair pulled back like a waterfall outside combat) is a water Fey that is bound to crossing points over small bodies of water. She fashions herself a minor deity governing liminal spaces, and plots against her superiors—the nearby Willy-o-Souls and the Green Hag Coven prevent her further ascension. Her ultimate goal is to obtain the **Star-Crossed Ring**, a Fey artifact that would expand her powers to match her projected stature. If combat breaks out, she may spend a Bonus Action to transition to the raining map variant and heal +10HP.

## The Crossing

The party arrives at the Lady’s crossing:

- The Lady greets them and explains they have crossed “between what should and should not be,” and as Lady-of-All-Crossings she must adjudicate this matter. She will violently oppose them if they try to cross the river without entering into an agreement with her, but lies and says she’s compelled against her will to do so.
- DC 15 Religion or Arcana check indicates no such deity, although there is a minor Fey of such description.
- The Lady says that, in return for a secret that leads to “what is coveted” (magic items of dangerous secrets), she will permit each to pass. If they are uninterested or seek alternatives, she makes them an offer:
- “I have not the power to grant what you seek without taking in return, for I have been much diminished by a foul thief. If you swear a Faerie oath to return me the Star-Crossed Ring, however, I will let you pass on faith alone.”
- If **Willy-o-Souls** or **Auldfriend** are still alive and the party blanches, she’ll try to sicc the PCs on them.

## The Star-Crossed Ring

The **Star-Crossed Ring** permits free traversal into and out of this Fey woodland realm (as **Ring of Mind Shielding** otherwise), so long as it is a starry night in a wooded place. The ring acts by transporting everyone within 30ft traveling with the wearer.

## Where Is the Ring?

The **Star-Crossed Ring** is in the possession of the Fey whose domain this forest lies within. If you decided who **Willy-o-Souls’** patron was, they take this role. If you’d like to follow the series to its conclusion, Fey Meadows Pt. 4 introduces **Grandeur** to take that part instead.

This encounter is created for **Fey Meadow Continued 2 Battle Map**, it can be downloaded here: [patreon.com/posts/fey-meadow-2-fey-94212035](https://patreon.com/posts/fey-meadow-2-fey-94212035)

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