

# The Gardens of Folly

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This overgrown hedgemaze was once a great display of wealth and status. Rumors say that the wealthy Lady & Lord Folly long ago hid their riches within the gardens.

**d6 Rumors (Choose 3 to be true & 3 to be false)**

1. Hedge-goblins use fowl magic to curse those who enter with memory-loss and confusion.
2. The marble statues throughout the maze come alive at night time and feed on flesh.
3. The fountain in the center hides a healing spring that can restore youth.
4. A wish-granting fairy is lost in the maze, and any who set it free will have great fortune.
5. Lord & Lady Folly now exist as vampires, and will feed on those who disturb their tomb.
6. Anyone who is still in the maze when the sun sets is turned to stone.

**d8 Scenerios (Adjust result based on your selected truths from the Rumors table)**

1. 1d4 Hedge-Goblins / Menacing Squirrels
2. A statue with an uncanny look seems to move in the corner of your eye
3. A stone sundial seems to display the wrong time, it suggests you've been here for hours
4. A memorial stone to seems to contain a riddle: "Within the heart lies the greatest treasure: Love"
5. The brambles are thick here, make an easy Save to avoid becoming tangled up
6. A gap in the hedge allows passage through to another part of the maze
7. The sound of running water is heard, as a small fountain seems to still flow
8. A fairy is tangled up in brambles / a majestic butterfly flies around overhead

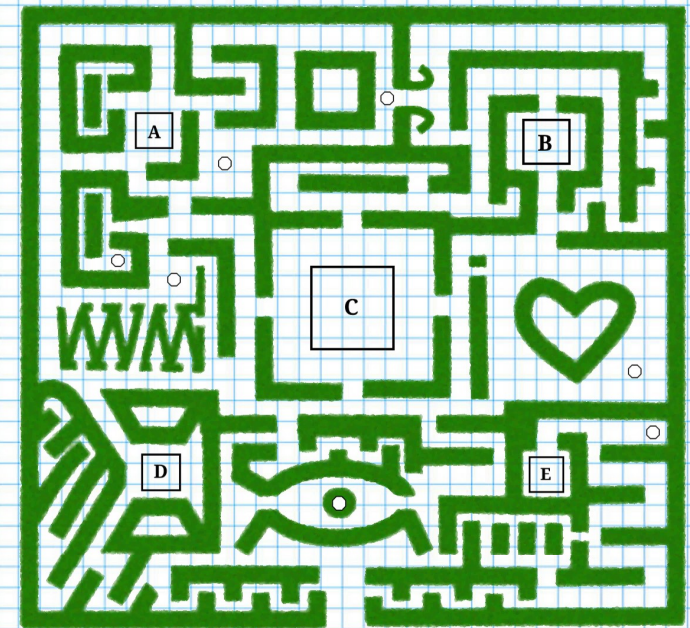
## General Information & Suggestions

- The fairy can grant a small wish of good intention if players help it
- A heart-shaped key can be found in area \_\_\_ and opens a hidden treasure vault in area \_\_\_
- The hedges become much more dangerous after Sunset: statues or vampires may prey upon the players
- The sense of time is hard to determine while in the maze. Any time you roll for a scenerio, after the first two, roll 1d4. On a 1, the Sun sets upon the maze.
- Drinking from the spring can reduce a character's age by 1d6 years.
- The hedge is generally tall and impassable, to those flying above the maze an illusion masks its true layout
- Roll scenerios when disired or when players come across the symbol: ○

## Key Locations:

- \_\_\_ The Grand Fountain
- \_\_\_ Statue Garden
- \_\_\_ The Folly's Tomb
- \_\_\_ Hidden Vault
- \_\_\_ Tangled Overgrowth

## Notes:



**GM's Key** (Fill in using "Key Locations" & other suggestions)

A.

B.

C.

D.

E.