

GET OUT OF MY SWAMP!

At first, it's simple. You're hired to escort **Sir Henry Belloflore**, a man raised on prophecies, compliments, and zero self-reflection. He wants a crown, a bride, and applause. Then you hit Melmosa Island. And suddenly:

- A baker is dead
- An ogre is being framed
- A witch is wearing someone else's face
- And the swamp is side-eyeing everyone

This isn't a fairytale. This is a **true-crime swamp podcast** with magic.

HE NEEDS A HERO... MEANING YOU.

Quests TL;DR:

- You escort Henry through social disasters, emotional breakthroughs, and mud
- You help bury a woman whose name was almost forgotten
- You solve a murder that wasn't a murder but was still a crime
- You confront a witch who steals faces because being herself wasn't enough
- You decide if Henry becomes a king, a husband, a local swamp guy, or just... better?

Somewhere in here, you might also:

- Become cursed by colorful chimes (thought you will gain loot by solving a puzzle? Not this time)
- Perform improvised emotional theatre for ogre protestors
- Realize that ogres are normal guys
- And uncover that "destiny" is just peer pressure from dead people (and sometimes your mom)

WHY YOU'RE IN THIS MESS

Pick your trauma hook:

- **The Job Was Supposed to Be Easy**
You signed up to escort a noble. You did not sign up for moral philosophy, corpse guilt, or a witch who collects faces like sports cards.
- **The Market Incident**
You were chilling in Domani when a man in an impractical cape burst out of a fruit cart and said you "look quest-shaped." You've been running ever since.
- **They Paid You to Take Him Away**
The locals *begged* you. They gave you gold. They said "please." You didn't ask follow-up questions. That's on you.



STARRING:

- **Sir Henry Belloflore** – Pretty. Earnest. Raised by destiny and a terrifying mother. Has two horses named Destiny and Validation. Is doing his best (derogatory).
- **Datura** – Bog witch. Face stealer. Professional gaslighter. Could fix everything. Won't.
- **Princess Margherita (???)** – A runaway princess. Henry thinks she is his bride-to-be (while she is, probably, somewhere overseas)
- **Gubbo** – Firbolg gravedigger. Loves plushies. Respects the dead. His hugs can kill.
- **Arvi** – Firbolg medic. Confuses remedy for pain with pain au chocolat. But hey, at least the graveyard is near her hut.
- **Gul Pyregrip** – Ogre. Retired. Just wants peace and tea. Has been blamed for everything.
- **Livia Truchi** – Baker woman. Dead because jealousy + bad instructions + witch nonsense = tragedy.



HAPPILY NEVER AFTER

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

Get it via [DTRPG](#) or our [website!](#)

INTRODUCTION

There's something deeply off in the Domani Republic – and no, this time it's not the toilets. A man with perfect cheekbones is loudly announcing his destiny – and you are his escort in a quest for finding a wife... by following a suspicious map from the bog witch.

You've been hired to babysit a himbo noble through salons, scandals, and eventually a cursed swamp full of talking frogs and emotional damage. There are stolen faces. Dead bakers. A witch with way too much confidence. And a man who thinks beauty is a personality trait.

If you fail? People stay dead. Lies stay pretty. And Henry Belloflore remains exactly the kind of man the world does not need more of.

SOME FAIRYTALES HAVE LAYERS

