



0-
LEVEL
FUNNEL
OF SHEER
ADVENTURE!

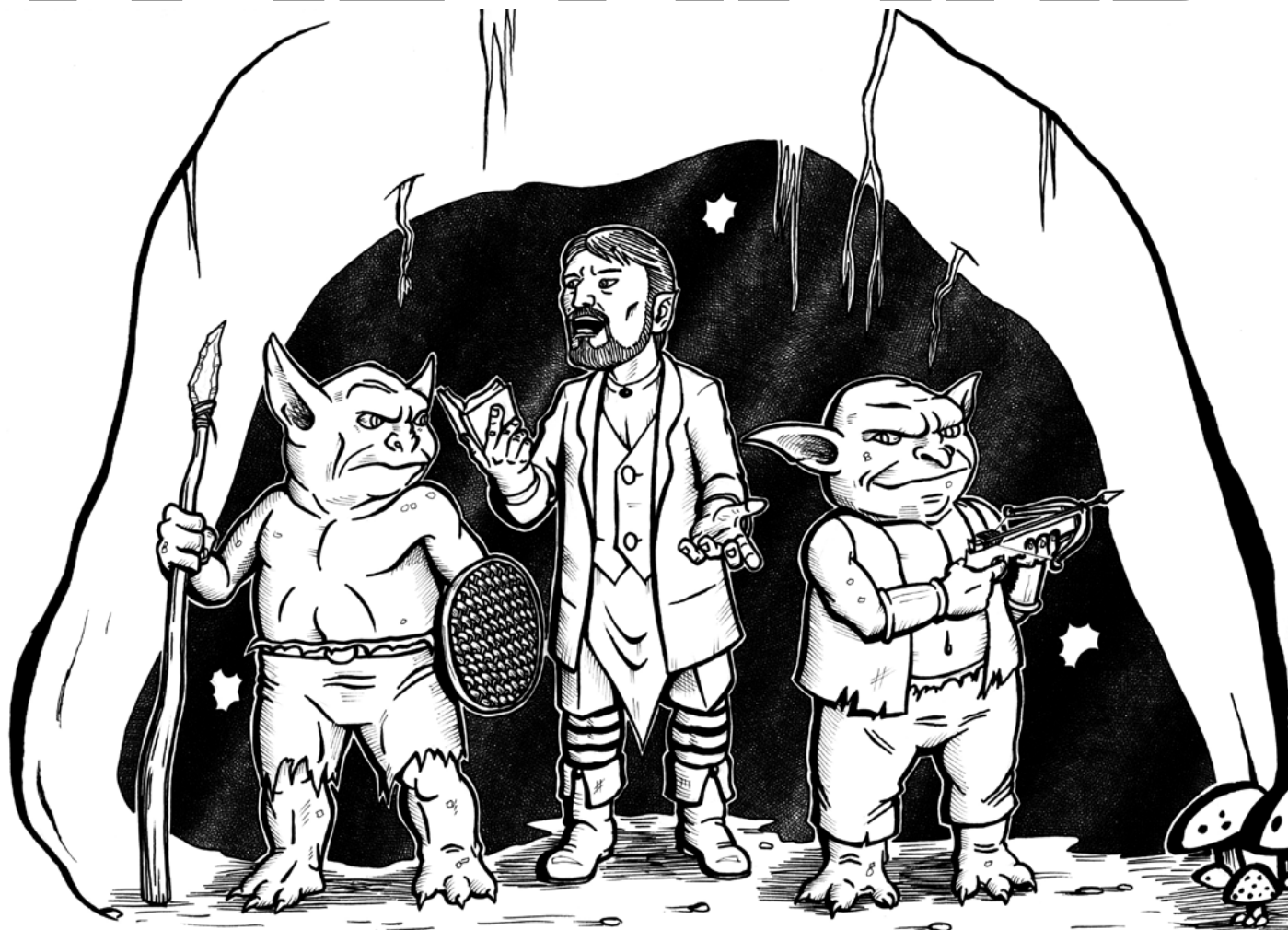
FAE HARD

COMPATIBLE WITH
**DCC
RPG**

James A. Pozenel, Jr.
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FAE HARD



FAE HARD is a 0-level funnel, intended for 16-32 0-level characters divided evenly amongst 4-8 players.

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BACKGROUND

Long ago Alboran, The Red King, was not a ruler but an ambitious faerie with dreams of power. Through sound alliances, quick wit, and a glib tongue, he managed to rise to leadership of the faeries of Noc Marb.

When his good friend, Reidmar the Joyous - king of Talla Aghmhor, tragically fell into despair and lichdom, Alboran took it upon himself to end Reidmar's reign of terror on the Lands of Faerie. However, instead of destroying Reidmar's phylactery, Alboran hid it away and magically encased Reidmar beneath the square, stone, faerie altar that sits atop Noc Marb. None in his court are aware of the entrapped faerie lich and only a few kings and queens of the Seelie Court know of Reidmar's true fate.

The interred presence of Reidmar has made Noc Marb, or Death's Hill, even more frightening and ominous to the local populace. Stories have surfaced over the years of strange phenomena, and green glowing lights atop the hill. Of course, these yarns are usually dismissed as products of an intoxicated mind.

Hamish MacGruber, a leprechaun, has heard tell of Reidmar's ultimate fate and seeks to free him in order to exploit Reidmar for his own schemes. It is rumored that Hamish is the progeny of Reidmar, sired while Reidmar was still known as *the Joyous*. Hamish was expelled from Reidmar's Talla Aghmhor due to his unsightly appearance and wicked disposition. Clearly, there may be elements of revenge to this enterprise other than just power alone.

Hamish desperately wants the lich's phylactery which he is certain that Alboran has in his possession. He will kill anyone who has the phylactery in order to retrieve it. Once he has the phylactery, Hamish intends to destroy Reidmar's prison with a bomb he's commissioned. He believes that with the lich's soul in his possession, he can control Reidmar.

If he has not found the phylactery and things are going against him, Hamish may opt to blow up the altar anyway. Hoping that by freeing the terrible evil, he may beg a boon or rise in power by serving Reidmar.

Playtesters: David Gillhespy, Jason Tomsic, Taylor Hawkins, Phil Rinke, Chris Jarvis, Doug Sokolowski, Mark Donkers, Clayton Williams, Laura Pirkola, Paul Linkowski, Truman Linkowski, Ophelia Pozenel, Tristan Pozenel.

PUBLISHER'S NOTES

1980s action flicks are synonymous with exaggerated scenarios accompanied by equally exaggerated violence and explosions. **FAE HARD** can be played as written or, for those Judges who wish their players to experience the adventure as a nod to the classic 1988 film **DIE HARD**, certain liberties are recommended.

The PCs will encounter the villain of the adventure, Hamish MacGruber, prior to the final act of the adventure and whilst some Judges may be used to playing it as the dice rolls, the adventure's conclusion becomes much more satisfying if the PCs get to face off against the evil leprechaun for the last time. As such, Hamish is assumed to escape after his first encounter with the PCs. Judges are also encouraged to have Hamish plummet from the top of Noc Marb upon his defeat by the PCs... that is if the PCs win, of course!

Dramatic, satisfying villain deaths are also a staple in 80s action flicks. Encourage your players to utilize one-liners when defeating enemies and as the Judge, ham up the behaviour of their adversaries so that when the PCs defeat the bad guys, it will be all the more satisfying.

Explosions! If there's a chance for something to explode, it should!

JUDGE'S NOTES

Color

Alboran is not called the Red King for nothing. His retainers and courtiers wear red in deference to their liege-lord. Noc Marb itself is festooned with red accents, paint and other trappings.

Hamish and his crew are wearing articles of clothing that are green. Judges should note descriptions where foes are openingly wearing green; a clever player could pick up on the nuance.

Faerie Mounds

This adventure takes place inside a faerie mound. The natural laws of the *Lands We Know* do not necessarily apply to the faerie's *Otherworld*. Time moves slowly as compared to the mortal realm. An evening of revelry inside the mound may last hours, but years pass outside its magical confines. Characters participating in this adventure might have been away from their homes for as much as 100 years of their mortal realm's accounting, but they have not physically aged much, if at all, during that time.

Escaping the confines of Noc Marb does *not* guarantee the characters' safety. They will be trapped inside of *The Otherworld/The Veil/The Fey Realms/Elfland* and will probably require the assistance of others and/or great magic to return home. It is possible for the characters to essentially opt out of the quest, but all the same you'll still have an interesting place to begin your campaign.

Faeries

Faeries are often considered small beings in the *Lands We Know*. Faeries inside Noc Marb appear to be the same size as the their mortal guests. In this adventure, Unseelie faeries play a significant role as antagonists and appear as the same size as the characters. However, the faeries can shrink if needed (to escape danger, avoid obstacles, etc.)

Random Encounter: Carl

Carl is Hamish's right-hand fey. He has long blonde hair, claws, ram horns, and fangs. He is assisting Hamish in locating *Reidmar's Phylactery* and recruited many of the Unseelie on this mission (including his brother Tuni).

After the party leaves *Level A*, roll a d12 each turn. On a '1', Carl finds the party. He attacks primarily with a short bow and largely seeks to stay out of melee during the early parts of the funnel. He will shrink and flit into one of the myriad tiny tunnels if the characters seek to close or prove too dangerous. If the result is a '12', Carl discovers that his brother Tuni, the Unseelie faerie encountered in *Area A-1*, is dead. If the party splits up, divide the random encounter dice in equal portions. If a 1 is indicated by a die, that party meets Carl (adjudicate multiple 1's as you see fit). If all the dice rolled adds up to 12, Carl has found Tuni. Additionally, the characters could mention that they've killed Tuni via conversations on the *Farspeaking Horn* (see *Appendix I: Items*), triggering Carl's all consuming desire for vengeance.

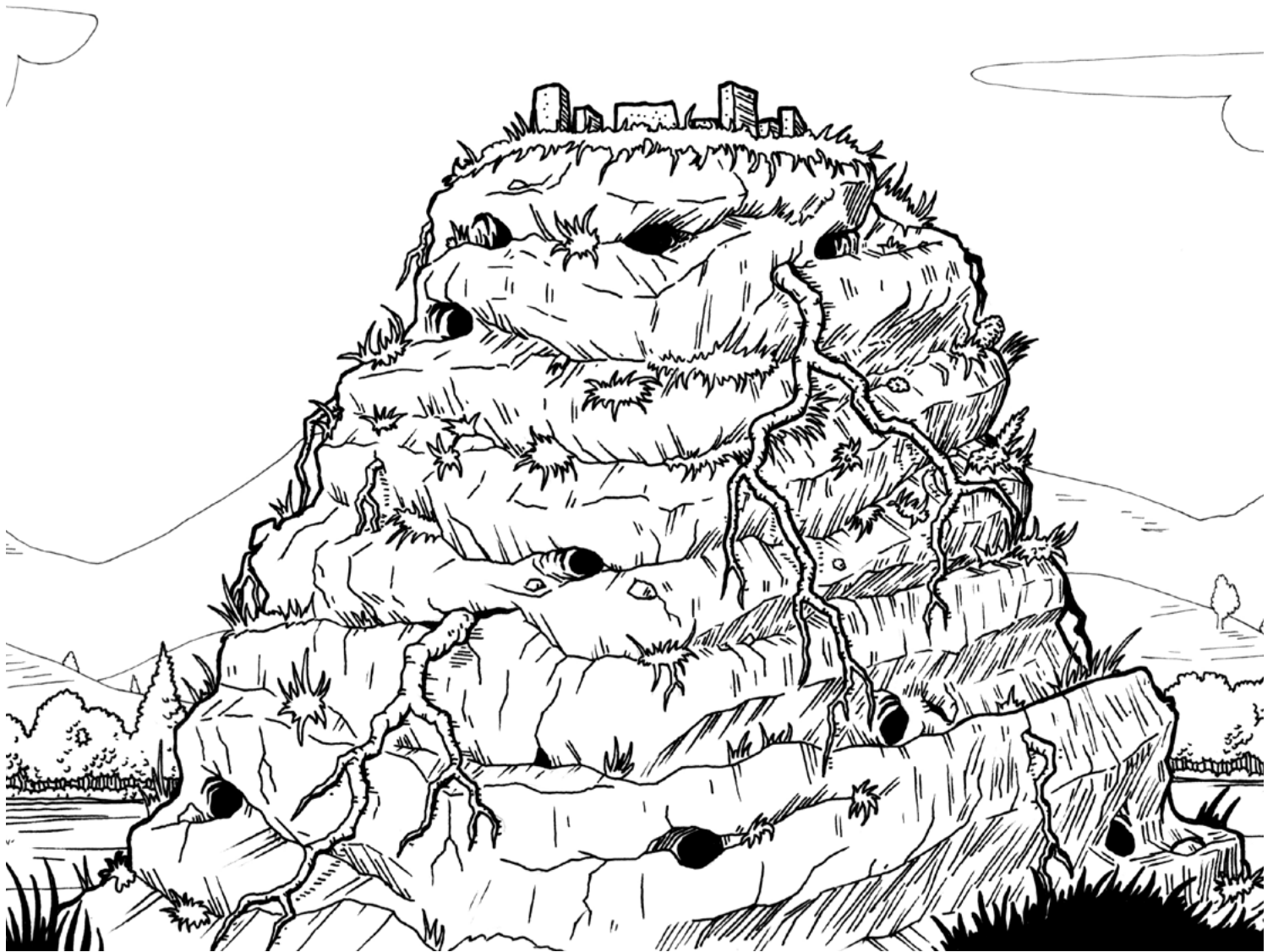
Once he discovers that his brother Tuni is dead, Carl becomes blind with grief and rage. Each subsequent turn a d6 is rolled instead of a d12. Once Carl finds the party, a battle to the death ensues.



Carl also possesses a *Farspeaking Horn* (See *Appendix I: Items* below for more information).

Carl, Unseelie Faerie: Init +1; Atk +3 serrated bone longsword (see *Splinter of the Slaughter* in *Appendix I: Items* below) melee (1d8+1) or +3 shortbow ranged (1d6); AC 13; HD 3d4+3; hit points 12; MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C.

PLAYERS' INTRODUCTION



Near your village is Noc Marb, or Death's Hill. Its surface is honeycombed with curious grottoes, the summit is level, and a curiously square rock sits at its center. Most of the townsfolk consider the place haunted or belonging to "little folk". One night, curiosity got the better of you and you became a guest at the board of the Red King, Alboran, Lord Faerie of Noc Marb.

The seemingly endless night was intoxicating. The dancing and singing of the faeries all dressed in red and the twinkling lights made you forget about your mundane existences in your small and dull village. Then, like a thunderbolt, memories of home and the people you loved flooded your mind. In that frantic moment, you offended the king of the faerie mound or forgot your village's prescriptions for leaving a faerie hill.

Judgement was harsh to your mortal sensibilities. Your sentence was permanent servitude to Alboran. Now your life is a mind numbing tedium of cleaning, cooking, and serving. Each night you rest your tired bodies in the dreary cells beneath the apartments and feasting halls of Noc Marb.

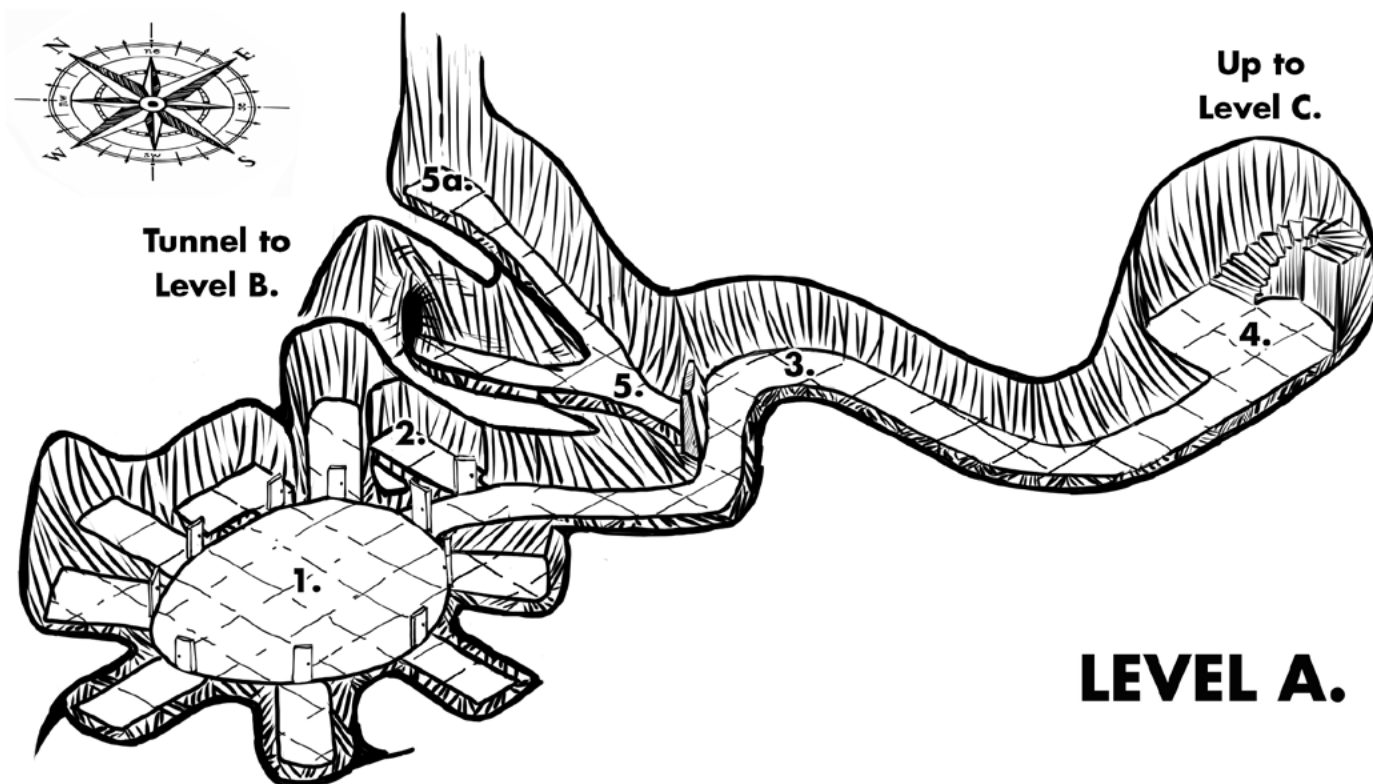
Each 0-level character should roll on *Table 1* to find out the manner in which they have come into thralldom under Alboran. Faerie race characters add 6 to the roll (See *Angels, Daemons & Beings Between, Vol.2: Elfland Edition* for a full write-up of a Faerie class). They should also roll d% to determine the number of years that have passed in the mortal realm since their enslavement.

TABLE 1**2d6 Result**

- | | |
|----|--|
| 2 | You fell asleep during the revelry. |
| 3 | You fell down exhausted from dancing for hours. |
| 4 | You failed to keep your mortal nature a secret. |
| 5 | You forgot to place a piece of steel or iron on the top of the entrance door. |
| 6 | You were walking home one evening from the local inn and a group of beautiful faerie maidens convinced you to accompany them to a feast. |
| 7 | You were stolen as a babe and replaced with a changeling (you have aged into young adulthood by reality shifting magicks). If less than 20 years have elapsed since you were enslaved, you ate or drank something that was forbidden to mortals (adjust the minimum age for longer lived races). |
| 8 | You have no idea as to why you've been imprisoned. Everyone laughs when you ask for specifics. |
| 9 | You brandished a weapon in the feasting hall and/or threatened a faerie. |
| 10 | Alboran said you could not leave. Later he offered you freedom in place of another mortal, but you could not or would not trick another to take your place in Noc Marb. |
| 11 | You got very drunk and enraged Alboran. |
| 12 | You challenged Alboran to a duel and lost. |
| 13 | You attempted to sneak out without seeking Alboran's leave first. |
| 14 | You are one of Alboran's many illegitimate offspring, but your mother made the mistake of trying to make a claim for your birthright. |
| 15 | You were humiliated in a boasting contest. |
| 16 | You are a prisoner of war from another band of trooping faeries. |
| 17 | For some personal reason, you resisted serving Alboran under magical <i>patron bond</i> . |
| 18 | You ventured from another Seelie Court to see the Red King. During the visit you shared a story of a long dead faerie king name Reidmar. Alboran inexplicably imprisoned you. |



LEVEL A. SLAVES' QUARTERS



Area 1. Sleeping Cells and Guard Room

As the evening's revelry draws nigh, you retire to your dungeon quarters. A series of explosions shake the ground and rouse you from your rest. You hear faint screams and then silence.

Suddenly, the door to the dungeons flies open. Ten small, dirty creatures with gray-green skin, pointy noses and ears wearing green caps march into the chamber. They cruelly slay the keeper of keys right before your eyes. They snicker at a job well done and cut the gaoler's keys from the red belt from which they hung. In an incredible stroke of luck, one of the keys on the ring comes free and falls. You watch the key fall and soundlessly bounce from the corpse's bloodied hand onto your bare foot. After a few minutes, the creatures exit the room cackling.

Anyone who has been away from the mortal realm for more than 80 years, easily recognize the creatures as goblins. All know that Alboran does not permit goblins within Noc Marb.

The key unlocks all the cells in this area. If players run out of brave souls, the Judge may opt to make new 0-level characters available from this area.

It is up to the participants to determine where all the 0-level characters are placed, but each cell

accommodates no more than four people. While the players take the inevitable action of freeing themselves, the Judge should allow 1d3+1 cells to be emptied before the reading the following text to the players:

The door suddenly swings open. A goblin and a goat-horned, insect-legged, blonde-haired faerie walks through the door. They are surprised to see you out of your cells, but quickly compose themselves and ready their weapons.

They do not bother calling for help, figuring to make quick work of defenseless slaves.

Goblin (1): Init +2; Atk bite 0 melee (1d3) or spear 0 melee (1d8) or shortbow 0 (1d6) ranged; AC 11; HD 1d6-1; hit points 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Tuni, Unseelie Faerie (1): Init +2, Atk spear +2 melee (1d8+1) or shortbow +3 ranged (1d6); AC 13; HD 2d4+2; hit points 8; MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C.

Tuni wears padded armor but his faerie feet are quite small for humanoids. His boots only fit someone with who succeeds rolling under their Luck score by 15.

Once the characters start searching the gaoler's body, read the following:

The gaoler's eyes flutter open. He sputters blood as he speaks his last words: "Glasgennaro! Glasgennaro... is... down at the... lake. She... knows... (wheezing cough)." Then his body spasms for the last time.

The characters' cells contain only mundane articles for living like wooden cups, plates, utensils and serving implements. **Note:** as servants of the mound, none of the characters have shoes.

Area 2. Storeroom

As you exit your sleeping cells, on the left is a long unused door. You have never seen the faeries of Noc Marb open it and you have often wondered what lies within. Whilst the door is locked, it is nothing more than old dry planks nailed together with cross braces.

A DC 8 Strength check breaks down the door quite easily, but the noise draws the attention of the goblins at *Area A-4*. The lock itself is quite simple; an enterprising player could improvise a way to open lock with a DC 12 Intelligence check or by providing sufficient role playing detail.

Inside this small earthen closet are piles of trade goods and tools. Some items might even be recognized as belonging to a character. Characters can retrieve their starting equipment as per their occupations and roll on the trade goods table before the storeroom is emptied. There are a couple notable exceptions to starting equipment: any actual weapons (swords, bows, and daggers) or animals are not in this room. Additionally, there is no footwear of any kind.

Towards the back, under several items, is an iron coffer about a foot long and half as wide. The chest itself is sitting on a small pressure plate that will shoot a large spike at whoever picks up the chest (DC 15 Reflex save or 1d8 damage). Due to the small confines, the trap may still hit someone if the triggering character avoids the deadly missile. The Judge may opt for Luck checks to resolve the iron spike's final destination. The chest has no obvious seams nor mechanisms that will open it.

This iron coffer is the powerfully warded *Phylactery of Reidmar* (see *Appendix I: Items*), which is central to Hamish's plans.

Judges should note who is holding the phylactery and in what manner it is carried. Hamish will attack that character above all others should he become aware of it being in their possession. If no one takes it, Hamish should easily be able to recover it after the party encounters him in *Level C*.

Area 3. Long Hallway

This hard packed earthen hallway is interrupted by a time worn, flat, black boulder still set into the south wall. Numerous small holes in the walls and ceiling lead into unknown parts of Noc Marb. You know from experience that Noc Marb's smaller fey denizens use these holes as tunnels to quickly move from place to place. Usually a buzzing hive of activity at all times, the holes are oddly quiet now.

Characters searching the walls of the hallway easily discover that the flat rock conceals a crawl space tunnel leading off to the north and *Area A-5*. The tunnel is wide enough to permit man sized creatures to transit. If the party has faeries, they may attempt to reconnoiter the smaller tunnels which run adjacent to the crawl space and intermittently transect the main tunnel.

Area 4. Guard Chamber and Stairs

Several goblins and two faeries (the first has bat wings and a hideous face, the second has a mosquito's proboscis and a rat's tail) are huddled in the guard's room, dicing for the effects of the recently slain. A table and chairs have been pushed aside. Beyond, stairs lead up to the east.

Goblin (4): Init -1; Atk bite +0 melee (1d3), bronze dagger 0 melee (1d4); AC 12; HD 1d6-1; hit points 4, 3, 3, 2; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Mako & Hinee, Unseelie Faerie (2): Init +2, Atk +2 bronze shortsword melee (1d6+1) or short bow +2 ranged (1d6); AC 13; HD 2d4+2; hit points 7 (Mako), 4 (Hinee); MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C.



The goblins have woven reed shields (after combat -- this and all subsequent encounters -- there is a 50% chance that they are still serviceable). Mako and Hinee wear padded armor. Their boots only fit someone who succeeds rolling under their Luck score by 12.

In the center of the room are the following items: a beautiful, long, mithril stiletto with a silver-plated hilt (1d3/1d12 if used for backstab, 100 gp value), 6 recently harvested faerie ears, a gold ring (10gp), a crystal flower (see *Fey Flower of Disjunction* in *Appendix I: Items* section), a goat's horn (see *Far Speaking Horn* in *Appendix I: Items* section), 2d100 copper pieces, and 1d3 semi precious stones worth 1d10 gp each.

Conversation on the Farspeaking Horn

Upon finding the *Farspeaking Horn*, roll 1d5 each turn. If '5' is indicated, the characters hear chatter between Hamish, Carl, Frets and other unidentified members of the raid. All speak common and the goblins do so with a thick accent and many grammatical mistakes. If the characters attempt to use the horn, Hamish immediately engages them in conversation. He attempts to find out how many there are in the party, discover their intentions, and refers to them as brave cattle herds attempting to prevent his cattle raid. Hamish further shares that this attack is merely being performed as retribution for Alboran 'stealing his gold'.





Area 5. Concealed Passage

This tunnel seems largely unused and smells strongly of wet earth and mold.

After crawling for 20', the characters come to a fork in the tunnel. Neither direction is remarkable in any way. Other smaller tunnels (used by faeries and other small denizens) intersect this one as well.

To the left, the tunnel leads to *Level B*, the *Underground Lake*. To the right, the tunnel leads to *Area A-5a*, *The Dumbwaiter*.

When the characters pause to decide which path to take, they are attacked by a swarm of Ballybogs, small mud covered creatures with spindly arms and legs. They spill from the small tunnels in the passage wall, yipping and hopping aggressively. They are guardians of the mound and will aid any character who says the passphrase of "*Yippee ki yay*". The Ballybogs will delay attacking for 1 round, awaiting the PCs saying the passphrase. They only speak a few words of pixie, but understand common and pixie reasonably well. They can lead the characters to the lake or Glasgennaro (*Level B*) or up to the *Household Servant Quarters (Level C)*.

Ballybogs (8): Init: +2; Atk: claw -1 melee (1) or mud jet +1 ranged (blindness); AC 12; HD 1d3; MV 20'; Act 1d20; SP mud jet ; SV Fort +1, Ref +4, Will -2; AL C.

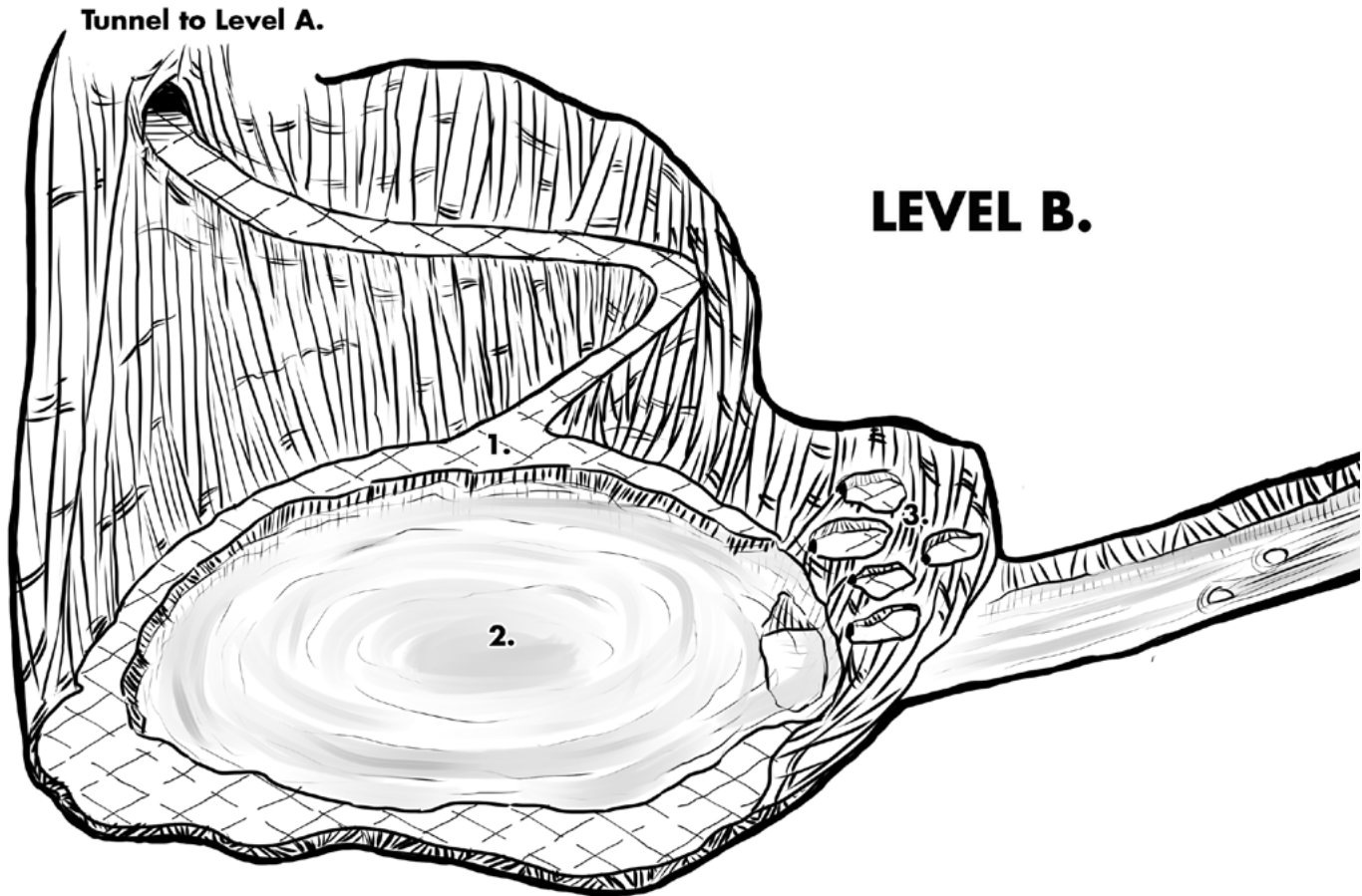
Ballybogs attack initially with mud jets which force their victims to make a DC 10 Ref save or be blinded until 1 action is spent clearing their eyes. After the initial blinding, the ballybogs attack by scratching and clawing. After half their number are slain, they must roll DC 14 morale checks or retreat grunting and slobbering back into the smaller tunnels of Noc Marb.

Area 5a. The Dumbwaiter

The tunnel comes to a dead end here. The terminus has an archway into a 10' square chamber. A round button is set into the jamb.

The square chamber is a dumbwaiter and its freight cabin is currently recessed into the floor. The button calls the dumbwaiter's freight cabin from below. Anyone standing inside the chamber when the button is pushed becomes trapped on top of the dumbwaiter as it ascends the shaft. If the trapped character attempts to jump off at this moment, they must make a DC 20 Ref save or be cleaved in twain by the cabin and the dumbwaiter shaft. Those who are standing in the tunnel see the cabin rise from below and momentarily pause for ingress. The cabin can accommodate 8 human sized characters. After a few moments the freight cabin continues its ascent. Upon arriving at the dumbwaiter's summit (*Area C-1, Porter's Office*), those trapped on top must make a DC 15 Ref save to jump off or be crushed to death in the mechanisms that operate the dumbwaiter.

LEVEL B. UNDERGROUND LAKE



Area 1. Fey Lake Shore

You see a shimmering light ahead of you as you reach the end of the tunnel. The air is noticeably moist and smells of wet earth and guano. Ahead lies an underground lake whose depths brilliantly shine. The light refracts from the center of the lake, casting glimmers of blue, green and white across the walls and ceilings. The shore of the lake is made of small pebbles and stretches all the way around the water save the southeast section of the cavern where many small rocky hollows rise directly from the water's surface.

Allow the characters a few moments to explore the shore area before reading the following:

A shrill squawking echoes through the cavern. Several dark flying creatures with black feathers and huge three-foot long bills, exit the rocky hollows in the southeast. Under their bodies they carry their long, sharp, clawed feet which, as they approach, look more like disfigured human hands than those of an avian creature.

Boobries (8): Init +2; Atk bill +3 (1d10) melee or claws +0 (1d4) melee; AC 13; HD 1d8; hp 6, 4, 4, 3, 3, 2, 2, 1; MV 40' flying or 30' swimming, Act 1d20; SP water dependent, limited shape change; SV Fort +1, Ref +2 Will +1; AL C.

Boobries attack with their bills as they speed along the surface of the water. Any characters in the water are preferred targets. If their target is on land, they speed to the water's edge and attempt to skewer anyone on the shore. Due to the maneuvering while flying, boobries usually attack every other round as they strafe targets in the water or on the shoreline and then proceed to wheel back over the lake for another run. If their bodies are ever wholly over land, boobries twist and convulse until they explode into a harmless spray of water.

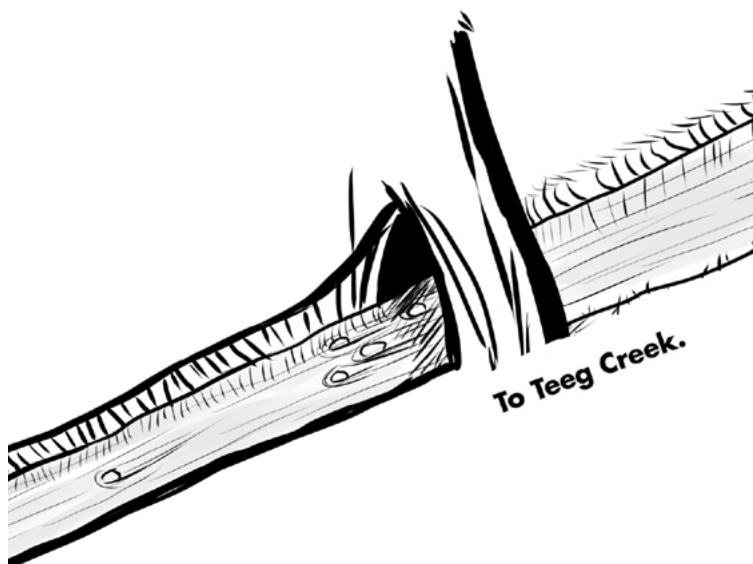
The characters can retreat away from the boobries, but the only safe place near the lake is the tunnel from which they entered. If the characters retreat to the tunnel and attempt to kill the boobries from range, the boobries return to their rookeries and squawk in protest.

Area 2. Fey Lake

A bright light issues from the turquoise lake's depths and refracts through the rippling water to play on the cavern surfaces. Its water is clear enough to make out the shapes and contours of the bottom.

Anyone entering the underground pool must make a DC 15 Strength check or be pulled under. Those who succeed may stay on the water's surface, but 1d4 rounds later they are once again subjected to the unnatural undertow. Up to two characters can be attacked in this way per round.

Once a character fails their saving throw, indicate their fate will be resolved later. The character has been delivered from harm by Glasgennaro and is in her lair at the bottom of the lake (See *Glasgennaro's Lair* below).



Area 3. Boobrie Rookeries

The boobries' roosts are nestled amongst the rocky hollows and niches that comprise the southeast corner of the lake. Guano covers the area making it slick for climbing and walking.

If the characters have managed to kill all eight boobries, they are free to pick through the debris. Scattered amongst the nests are 2d100 silver pieces,

Swimming characters notice that a gentle current is running from the lake to these rocky niches. Exploration reveals a tunnel that continues to the east.

If *Glasgennaro's Lair* has not been resolved, diving characters are subject to her abduction attempts. See *Area B-2* above for explanation.

If *Glasgennaro's Lair* has been resolved, the players may opt to use this tunnel as an exit from the mound. They must make two DC 10 Fort saves to swim the length of the tunnel. Those that fail take 1 point of damage for each failed save. Those characters who survive the ordeal come to the shores of *Teeg Creek*.



Read the following aloud:

Gasping for breath, you wearily pull yourselves from the stream. As you survey the woods around you, you hear a battle in the sky above Noc Marb. Flashes of light and screams of dying faeries fill the air. Ahead of you, four Unseelie faeries notice you. They close on your location.

Unseelie Faerie (4): Init +1; Atk +2 bronze spear melee (1d8); AC 13; HD 2d4+2; hit points 8, 7, 6; MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C.

Ristoof: hp 8; antennae, fetid resinous coating

Oolee: hp 7; beak mouth, covered with boils, bug eyes

Eedee: hp 6 ; bird feet, blackened body parts

Frako: hp 4; weeping blood, thorny skin



Each carry 1d3 gp and 1d16 sp and wear padded armor. Oolee has a *Farspeaking Horn* (See *Appendix I: Items* below for more information).

Glasgennaro's Lair

When the last character is collected by Glasgennaro and the activity on the shore has ended, read this to the players who have been taken:

You are seated on a patch of white sand. A handful of large rocks covered with green algae are scattered to and fro. Incredibly, a fish darts past your vision. You feel the pressure of water on your skin and see bubbles grow from your nose and mouth as you exhale, but as you breathe in you feel nothing unusual. A soft witch-light emanates from all around you with no definite source. Nearby is a small cave covered over in the same white sand. You see a handsome woman with long dark tresses and pale, white skin swimming towards you. Her eyes, lips and nails are deep green in color.

Glasgennaro is a Bean-fionn (Ban-Shoan) a type of faerie notorious for drowning those who come close to the waters they inhabit. She guards Teeg Creek, which issues from this lake under Noc Marb, from mortal activity. People from your village call her Holly Greenteeth. Folk warn children from playing in Teeg Creek as several stories of tragic drownings are associated with the body of water.

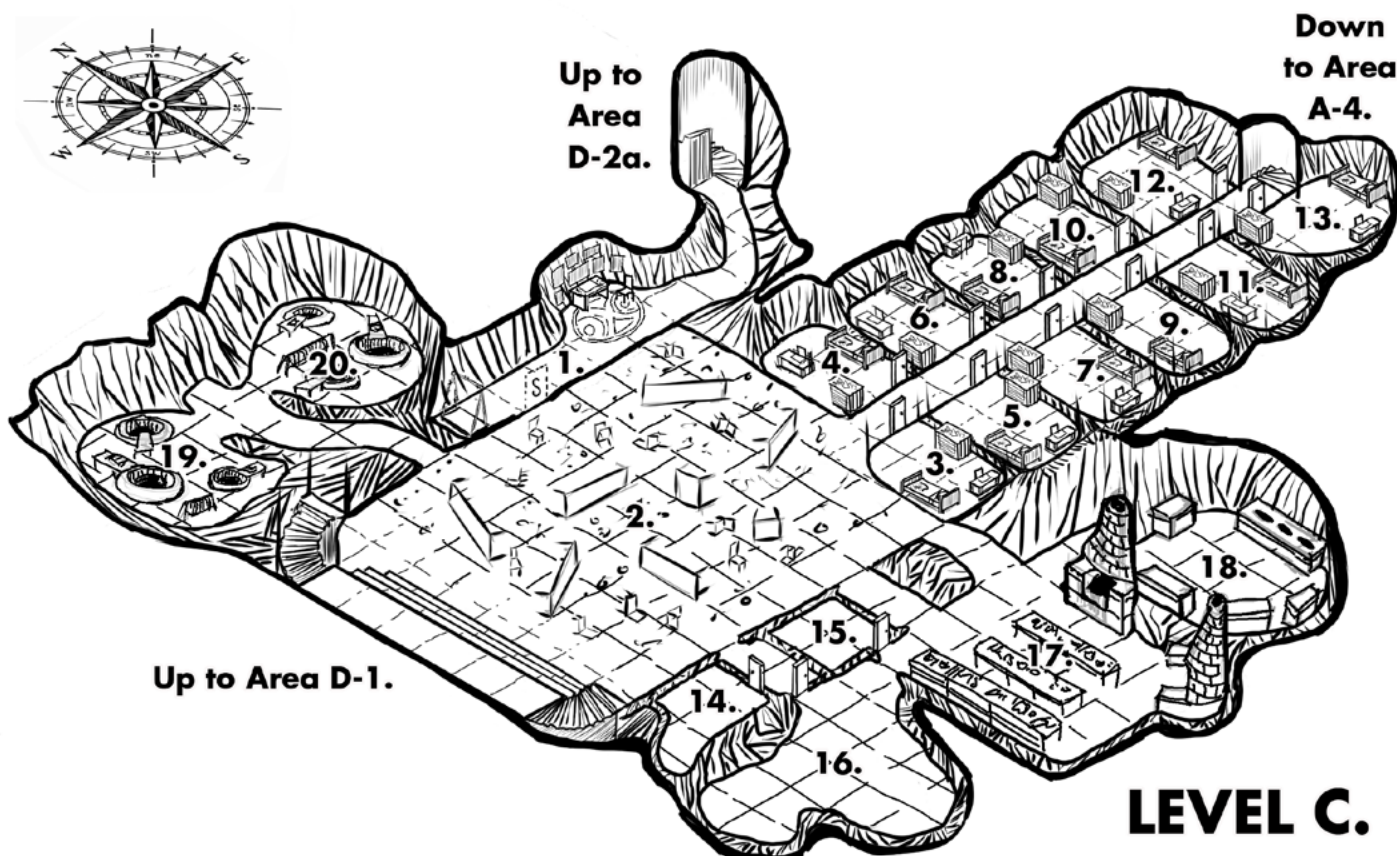
She shares all she knows of Hamish and his plan. The Judge should share as much of the *Background* (see above) as they see fit. She begs that they free Noc Marb from Hamish and his Unseelie mercenaries. Should the characters act respectfully and vow to rescue Alboran's Seelie Court, she points to the cave nearby and says:

"In yonder cave is a blade fashioned by a mage named Jacobee Grimm. He came to hate and fear us, the subjects of his observation and research. He poured much of himself into that iron brand. Its touch brings great pain to faeriekind. Use it with care and, more importantly, with my blessing. Go now and rid Noc Marb of Hamish MacGruber."

See *Grimmsbrand* in *Appendix I: Items* below.



LEVEL C. HOUSEHOLD SERVANT QUARTERS



This level normally houses Alboran's servants. It is deserted. The characters should encounter Hamish here as he searches the mound for the *Phylactery of Reidmar*. See *Encounter with Hamish* below.

Area 1. Porter's Office

The character's find themselves in cramped hallway. A latched door is located near the lift. A small office is carved into the north wall and tacked above the desk are lascivious sketches of faeries.

The door leads to *Area C-2, Servant's Hall* and its obverse is concealed. The sketches are skillfully drawn and could fetch up to 10 gp if the right buyer is found. A bronze dagger and a vial of brown liquid are concealed behind one of the pictures in a small alcove. The liquid smells of juniper berries and, if drank, provides the imbiber with 1 temporary hit point until they rest. There are 3 such draughts in the vial.

The hallway continues to the east and ends at a circular staircase that leads up to *Area D-2a, Secret Hallway*.

Area 2. Servant's Hall

Normally, household servants of Alboran gather here for meetings and meals. The room appears to have been part of the recent unrest in the mound. Tables lay overturned, chairs are broken, whilst wooden dishes, crockery and utensils litter the floor. To the west, a staircase is visible. A hallway to the servants' quarters lies to the east and several archways open to the kitchens to the south and laundry to the north.

If the characters search the room, they quickly make a grim discovery. Behind one of the tables is the body of one of Alboran's footmen, Aubrie. It appears that he's been tortured and quite recently killed. An arrow, with enough force to overturn the chair upon which he sat, protrudes from his forehead. Aubrie is dressed in his red coat and his matching boots are magical *Faerie Kicking Boots* (see *Appendix I: Items*). Nearby is his bronze longsword.

The staircases in the west lead up to *Area D-1*.

Area 3-13. Servants’ Quarters

You know these rooms to be the quarters of Alboran’s household servants. The area is eerily quiet and still. Each room contains a bed, a dresser, a desk and chair.

For the sake of speed, Judges are encouraged to emphasize that this wing of the mound is painfully quiet and the contents of the rooms are monotonously the same. If players insist on exploring or looting rooms, use the following table to give each room some individual character. The characters are familiar with the occupants of the rooms, so names and household roles are also provided.



d12	Name	Role	Item(s) of Interest
1	Etri	Footman	Pair of red gloves
2	Argyl	Coachman	Large teddy bear
3	Alfrigg	Butler	3 empty bottles
4	Nid	Steward	1d20 cp, 1d16 sp
5	Eldan	Valet	Fiddle
6	Torho	Hallboy	Large sack (empty)
7	Nissa	Cook	1 lb. of herbs
8	Marigold	Governess	Wax writing tablet
9	Orla	Housekeeper	Wedge of cheese & an apple
10	Adhan	Nanny	Wooden toy
11	Dulci	Housemaid	Unfinished embroidery project & red thread
12	Tana	Nursemaid	Several yards of fine red faerie cloth (20 gp value). The magical cloth could be fashioned into a protective garment that grants +2 AC, with no check penalties, and a d4 fumble die.

Area 14-20. Kitchens, Pantries and Laundries

These kitchens, stores, and laundries are quite familiar to you. You’ve spent most of your captivity here cleaning pots and pans, scrubbing clothes, and assisting the household of Alboran. Normally these rooms bustle with activity from early in the morning until late at night. They are now eerily quiet. Food is still bubbling in cauldrons, or sitting on serving ware.

Areas 14-16 are storerooms and pantries. Areas 17 and 18 are kitchens. Areas 19 and 20 are laundries.

There is nothing of particular use in these areas. Characters looking for additional weapons can find other improvised implements with which to arm

themselves. Kitchen knives and tool handles can be easily pressed into service as daggers, clubs and staves.

Encounter with Hamish

As you poke around the rooms, a fae creature dressed in green boots hurriedly comes around the corner and is shocked to see you. He instantly looks relieved.

“Ah! You’re not with the gobbies, are ye? Thank the gods!”

Hamish makes small talk, claiming he was a guest in the feasting hall when the attack occurred. He managed to slip away and is looking for a way out.

He asks if the characters know of any exits as everything above is well guarded and a battle rages outside the mound's walls. Lastly, he offers the party a secret if they swear to protect him. Alboran is said to have a magical iron box that allows transport to the mortal realm. Hamish confesses that this box is the reason for his visit and perhaps a way out of this predicament.

Players will probably opt to interrogate Hamish. Here are some guidelines on how he might respond to the characters:

- If asked for a name, Hamish will respond with Wonillion Clay.
- If the characters ask Hamish about the color of his boots, Hamish immediately drops the act, stabbing at the nearest character and runs away.
- If the party presents the iron box to Hamish or is openly carrying the *Phylactery of Reidmar*, Hamish grabs the phylactery from whomever has it, stabs the holder, turns invisible and runs away.
- If attacked, Hamish turns invisible and runs away.

- If Hamish flees for any reason, before turning invisible and departing, Hamish sneers menacingly at the party, threatening to have his goblins come down and kill them all.

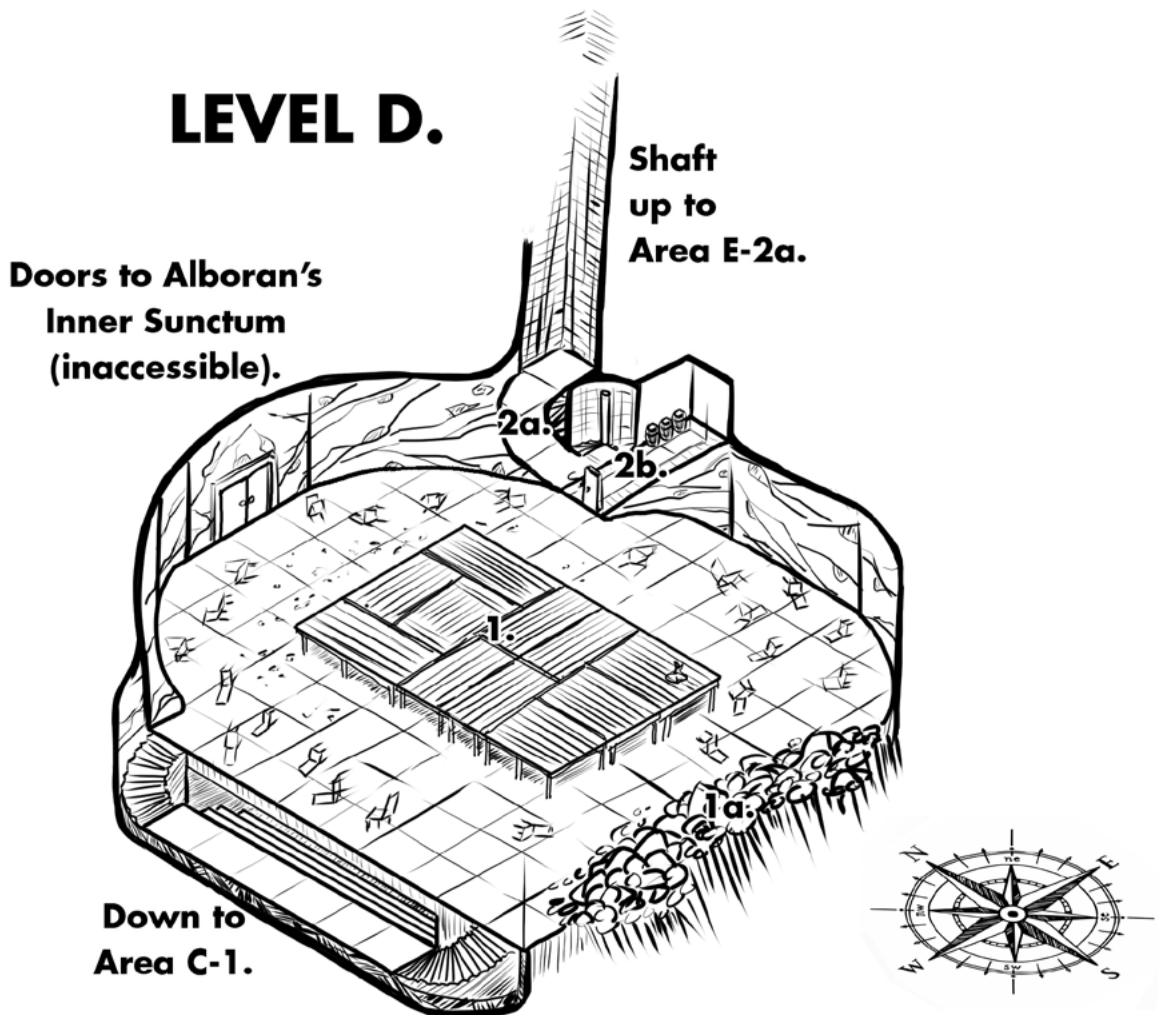
Hamish MacGruber (leprechaun): Init +2; Atk rapier +4 (1d6) melee; AC 15; HD 4d8; hp 20; MV 30'; Act 1d20, 1d14; SP invisibility; SV Fort +2, Ref +4, Will +4; AL C.

Hamish's rapier is of fine quality, fashioned from mithril, and alchemically silvered. It conveys a non-magical +1 to attack for those proficient in using a short sword. It is so well balanced and easy to use that any character may wield the blade as if they had proficiency (however, they do not receive the attack bonus). He also possesses a *Farspeaking Horn* (See *Appendix I: Items* below for more information.)

Once per day, Hamish can make himself invisible as if he rolled a 16-19 on the 2nd level Wizard spell *invisibility* spell check results.



LEVEL D. FEASTING HALL



Area 1. Feasting Hall

Alboran's feasting hall is in shambles. The long tables have been pushed together and chairs thrown aside. Broken plates, crockery, wine bottles, and glasses cover the floor where it was thrown off the tables. A few bodies lie in a heap near the eastern wall. Most of the inhabitants of Noc Marb are chained to the tables in the center of the room wearing expressions of terror or grim resignation. Goblins and Unseelie faeries keep casual watch on the hostages. Several are peering through the gaping hole in the wall. Outside the skies over Noc Marb are black with flying motes. It appears that faeries are battling for Alboran's home. From this vantage point it is impossible to say who's winning.

In this room are 6 goblins and 3 1st level Unseelie Faeries. If Carl has not been encountered yet, he is also present in this room.

Goblin (6): Init -1; Atk bite 0 melee (1d3) or spear 0 melee (1d8); AC 11; HD 1d6-1; hit points 4, 4, 3, 3, 2, 1; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Unseelie Faerie (3): Init +1; Atk +2 bronze short sword melee (1d6) or +3 shortbow ranged (1d6); AC 13; HD 2d4+2; hit points 7, 5, 4; MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C.

Jamy: hp 7; clawed hands, bug eyes, skeletal appearance, pallored skin.

Alix: hp 5; sunken eyes, covered with boils, antennae.

Freets: hp 4; no eyes (black pits), covered in open infected sores.

The broken glass on the floor presents a significant challenge to the mostly shoeless party. Each round an unshod character moves they must make a DC 10 Agility save or lose 10' of movement speed as glass shards become lodged in their feet. A character may spend a full round removing glass to regain up to 10' of movement, but their maximum speed is capped at -5' of its starting value until they rest or obtain healing.

Lying on one of the tables is a green-colored, leather sack. Inside is a glass cylinder about 1 foot in length and half a foot in diameter. Inside the cylinder, a magical fire roils within. This item is very important to Hamish's plans. It is the detonator to The Bomb located on top of Noc Marb. All attempts to break the glass fail. Using a *Fey Flower of Disjunction* (See *Appendix I: Items* below) causes the fire to go out immediately and renders the detonator useless.

Depending on the earlier encounters with Hamish in *Level C*, he might not be here. If Hamish is here, he attempts to crush the characters outright. Monsters take advantage of slowed or helpless characters either with ranged attacks or coups de grâce. The player characters should not count on the fey of Alboran's household. They are too afraid to act to help their liberators. If his losses mount or if he is under vigorous attack, Hamish takes the detonator and exits the battle for *Area E* by scampering through the collapsed wall (*Area D-1a, Collapsed Wall*).

Hamish, in classic action movie villain fashion, tells the party that he intends to blow up the faerie altar on the top of Noc Marb and there's nothing they can do to stop him. He alleges that Alboran cheated him of his gold and hid it in his sanctum. Destroying the altar is the only way to break the magic ward on the doors. Furthermore, Hamish pledges to grant a wish to those that aid him. Of course, this information is all untrue and designed to mislead the party.

Area 1a. Collapsed Wall

This area of the feasting hall is caved in. Rubble from the sundered wall forms a large pile under the hole that was ripped open by Hamish's initial assault.

This gaping hole leads outside to *Level E*. The rubble that litters the floor is treacherous and requires a DC 8 Agility check to move over at full speed. Failed checks halve the character's movement for that round.

Area 2a. Secret Hallway

At the top the stairs a door leads out to the south. A small tunnel curves away behind you to the northeast.

At the end of the tunnel a worked stone shaft ascends into the darkness above. Several small faerie tunnels

intersect the shaft.

The shaft goes up about 30' to *Area E-2a, Concealed Entrance* and is easily free climbed. A DC 10 Strength or Agility check allows for 10' of movement. If the characters are able to employ ropes, iron spikes and/or other equipment improvisations during ascent, the climb for others is a DC 5 Strength or Agility check.

Area 2b. Butler's Cave

Bottles of wine and a pair of casks line the racks of this small room.

Most of the bottles are written in the tongue of the fey. Some are written in common or elvish. Characters could sell these rare vintages if they are able to secret them out of the mound at the adventure's conclusion.

The bottles with fey script are magical *Faerie Wine*. If a character chooses to partake in *Faerie Wine*, consult *Appendix I: Items*.

The latch for a secret door to *Area D-2a* is located under an empty, dusty bottle on the far left hand side of the eastern wine rack. When the door is unlatched, it pivots into the room.



LEVEL E. SUMMIT OF NOC MARB

LEVEL E.

Shaft down to
Area D-2a and
Area E-2a.



As you climb the gaping hole in the side of Noc Marb, you see faeries astride birds, bats and insects. The sky is thick with Seelie and Unseelie combatants. Flint tipped arrows streak through the sky, finding homes in birds, bats, and faeries, else fly out of sight.

If the Judge is inclined or thinks there's just too many survivors at this point, he may force everyone to make a Luck check to avoid falling missiles or corpses from the battle above. Those that fail the check should roll a d6 and apply their Luck modifier: (1 or less) crushed by a dead flying mount, 2d6 damage and pinned by the weight of the corpse (DC 15 Strength check to extricate the pinned character); (2-3) struck by a dead faerie, 2d4 damage, DC 10 Reflex save for half; (4-5) struck by an arrow, 1d6 damage; (6 or more) incoming arrow, roll a d16 attack, dealing 1d6 damage if successful.

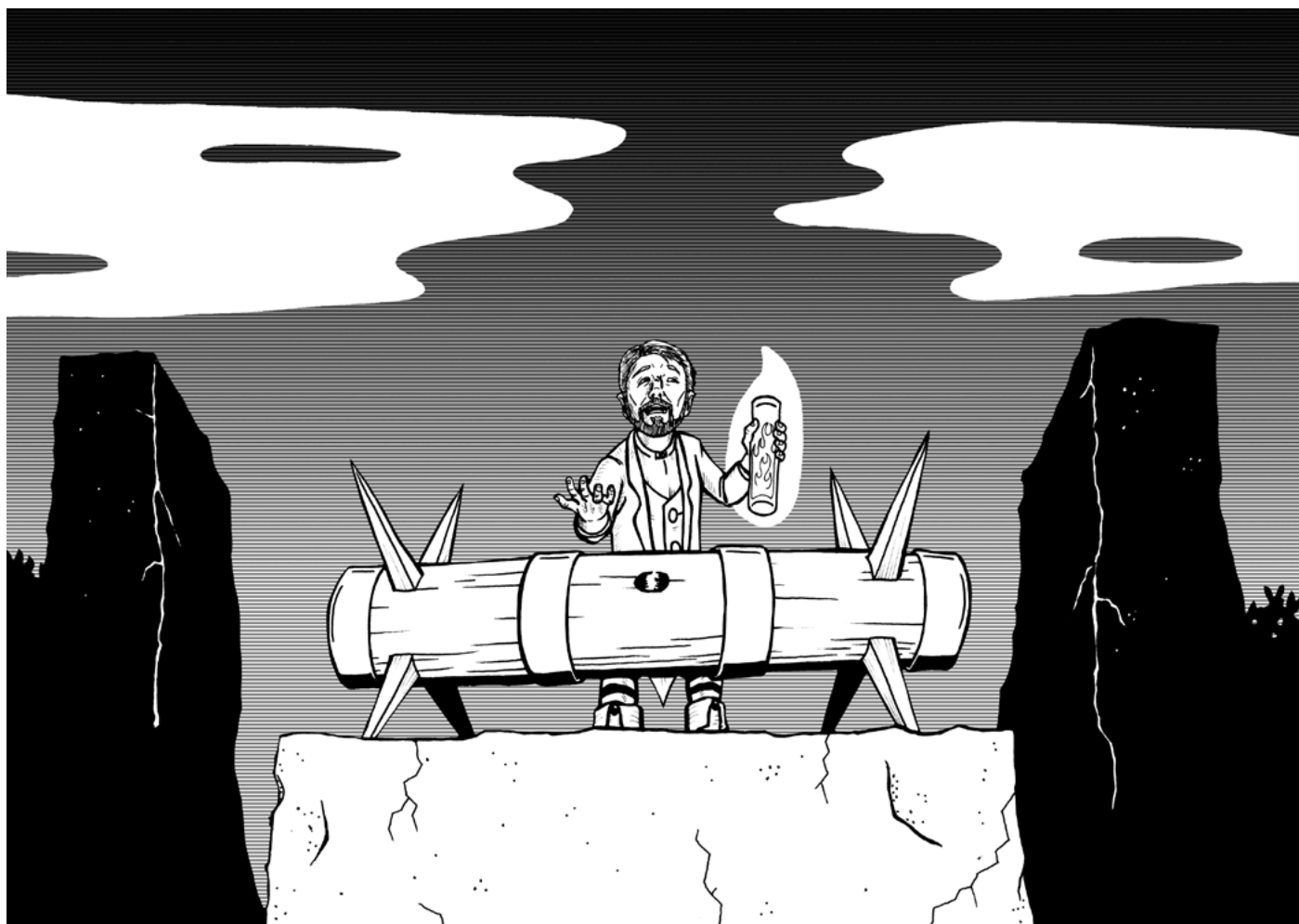
Area 1. The Bomb

Sitting on the strange stone block atop the summit of Noc Marb is a huge cylindrical device of unknown purpose. The cylinder lays on its side and a circular depression descends into its depths. Four great collars of metal gird the cylinder and eight huge spikes protrude from within.

The magical bomb is not armed until the glass cylinder in Area D-1, the *Feasting Hall*, is placed in the circular depression. Four rounds after doing so, the bomb starts to pulse with energy and explodes, dealing 10d6 damage to anyone foolish enough to remain on the summit. The blast also frees the encysted entity, Reidmar the Deathless.

If Hamish has decided to arm the bomb (either because he has the phylactery or out of desperation), he will make his way here. Before placing the detonator in the bomb, he proposes that the characters join him and offers them wishes once his pot of gold is recovered from Alboran's sanctum. Should the characters agree, he inserts the detonator and runs back over the ridge of the hill for cover. If characters don't do likewise, they are hit with the full force of the bomb.





Reidmar is freed by the blast, read the following aloud:

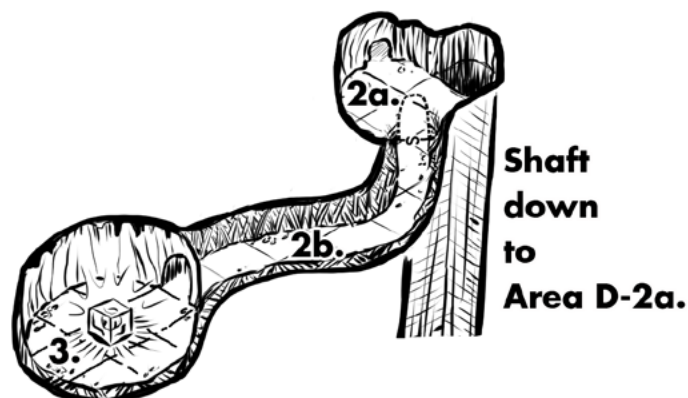
A great explosion rocks the ground, sending out shock waves that bend the boughs of the trees encircling Noc Marb. From your vantage point, you see a flash of orange fire illuminate the night sky. Black smoke and the smell of sulfur hang heavy in the air. As the smoke begins to clear, a sickly green light grows in intensity, piercing and illuminating the billowing smoke. You feel a loathsome, unnatural presence spreading from the blast's epicenter. You realize that something terrible has been loosed upon the world.

The summit of Noc Marb is now deeply cratered. At the foundation of the blast's center is a square, glass block. Shards of glass litter the crater floor. Hovering above the catastrophe is what appears to be a small skeletal faerie. Its deep, empty eye sockets emit a baleful green light.

If Hamish possesses Reidmar's phylactery, he will demand the lich-faerie recognize him as his son and grant his birthright. If he does not have the it, Hamish will wheedle and beg to serve Reidmar. Either way, it is now up to the Judge to play out the remainder of the encounter. See *Conclusion* below.

Area 2a. Concealed Entrance

The shaft ends at a small alcove. One of the curiously formed grottoes on the face of Noc Marb opens into the alcove. Looking through it, you see the battle raging outside the mound.



Humanoid characters may use the viewport as an exit to *Area E*. At the rear of the alcove, a secret door leads to *Area E-2b*.

Area 2b. Secret Crawl Space

The secret door moves aside revealing a crawl space that winds off into the darkness. The tunnel is lined with sticks that have been woven together.

The tunnel is small in width, requiring non-faerie characters to slide along on their bellies at 10' per round. The last 30' of the crawl space is structurally weaker and characters must make a Luck check. Those failing must make a DC 10 Reflex save or fall through the tunnel into the *Feasting Hall (Area D-1)* below, suffering 1d6 damage. If successful, the character manages to hang on to something and can pull himself up the next round requiring no additional checks. If the faeries in the *Feasting Hall* are still present, they fire on hanging characters with their shortbows.

Area 3. Queer Encystment

Ahead a strange green glow and barely detectable hum sets your nerves on end. As you draw closer to the source of the light, a buzzing sensation uncomfortably settles into the back of your brain. The crawl space opens into a small chamber with what appears to be a glass block sitting at its center. The block of glass illuminates the room in eerie green light and something appears to be suspended within.

Getting close enough to discern what the block contains requires a DC 10 Will save. Those succeeding can see a tiny, insect-winged, skeletal fetus. This is Reidmar, in a weakened form, encased in his magical prison. The block itself is impervious to physical harm.

Anyone making contact with the encystment must make a DC 14 Will save or immediately flee the area at maximum speed. The feelings of horror last 1d4+1 rounds and the DC to avoid falling through the tunnel (see *Area E-2b* above) is increased to 15 due the frightened character's frantic movement. Additionally, those failing the save must also make a DC 8 Fort save or become corrupted by the experience. On failure,

characters roll 1d10 applying their Luck modifier as if fumbling: (6 or less) the caster develops an irrational fear related to (1) corpses, (2) un-dead, (3) rabbits, (4) waterfowl, (5) eggs, (6) needles, such that he flees in fear if he fails a DC 10 Will save whenever he sees such a creature or object; (7) the caster is especially susceptible to fear, receiving a -2 penalty to saves to resist it from now on; (8) minor corruption; (9) major corruption; (10+) greater corruption.

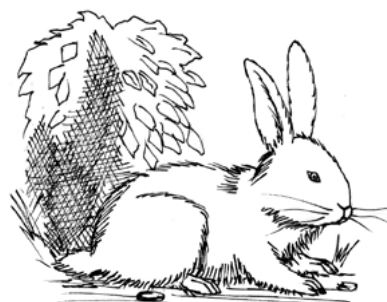
Judges should note this chamber lies directly beneath the stone block and magical bomb on the the *Summit of Noc Marb (Level E)*. If Hamish detonates the bomb whilst PCs are in this area, they are disintegrated instantly by the explosion.

Conclusion

For weal or woe, you have managed to remove the yolk of faerie enslavement. Many years have passed in the Lands We Know. Will anyone in your village remember you? What ties will you still have to the community you grew up in? Is staid village life something you can stomach anymore? Have not your destinies been changed by the day's events and time spent in Noc Marb?

If the party defeated Hamish, Alboran is indebted. He offers all survivors patronage and aid in subsequent adventures. Anyone agreeing to this arrangement rolls a *patron bond* as if cast on another. The spell check is at +8 and will achieve at least the lowest level of success. Elves and Wizards may initiate their own *patron bond* for even greater access to Alboran, receiving a +8 to their spell check as well.

If Hamish was able to free Reidmar, Alboran still seeks to patron the characters, but the characters must cast *patron bond* themselves. Alboran will be obsessed with discovering Reidmar's whereabouts and aims to imprison him once again. To Alboran's thinking, perhaps these plucky slaves will be able to render service to those ends.



If the character's escaped without attempting to aid in the defence of Noc Marb, they may have made a powerful enemy in Alboran. Worse yet, Hamish succeeds in gaining a faerie lich as a thrall or ally. As events and plots unfold in the *Otherworld*, repercussions could manifest in the *Lands We Know*. As adventurers, the characters could be called upon to staunch terrible phenomena like mysterious crop failures, epidemics of wasting disease, and other tragedies only to discover their role in creating them in the first place.

Regardless of the outcome, all that survived should receive a point of Luck and enough experience points to begin their 1st level careers.



APPENDICES

Appendix B: Bestiary

Ballybog

Ballybogs are mud-covered creatures of very small size. Their bodies are almost completely round, with their heads rising from their bulbous bodies without benefit of necks. They have long spindly arms and legs which look too thin and weak to support their weight. These faeries can be helpful or baneful, but are usually so unintelligent that it is hard to determine their temperament. Typically, they do not speak, instead relying on grunts and slobbering.

Ballybogs live at or near peat bogs. They are relatively harmless, but quite unpleasant. Their function and purpose has never been ascertained, though some believe that Ballybogs are guardian spirits of bogs.

Ballybog: Init: +2; Atk: claw -1 melee (1) or mud jet +1 (blindness) ranged; AC 12; HD 1d3; MV 20'; Act 1d20; SP mud jet; SV Fort +1, Ref +4, Will -2; AL C.

Ballybogs attack initially with mud jets which force their victim to make a DC 10 Ref save or be blinded until they spend an action clearing their eyes. After the initial blindness, the ballybogs attack by scratching and clawing.



Boobrie

The boobrie (boo-bree) is a waterbird about three feet high which can either swim in or fly over water. This faery is water-bound and cannot come onto land without destroying itself.

Boobries have black feathers and a huge bill extending out about three feet from its body, which it uses to catch fish when meat is not available. It has large, sharp claws which often resemble disfigured human hands.

The boobrie often preys on ships transporting sheep and cattle, which are its favorite foods. It mimics the sound of a particular animal's young to lure it to the side of the ship, where it is captured in the long talons and dragged underwater. When thwarted in its quest for meat, its cries of anger sound like those of an enraged bull.

Boobrie: Init +2; Atk bill +3 (1d10) melee or claws +0 (1d4) melee; AC 13; HD 1d8; MV 40' flying or 30' swimming, Act 1d20; SP water dependent, shape change; SV Fort +1, Ref +2 Will +1; AL C.

Boobries attack primarily with their bill. If their target is on land, they speed to the water's edge and transform into water horses. They rear up and strike with their hooves (Act 2d20, Atk +1 (1d4) melee) while maintaining physical contact with the water. If their bodies are ever wholly over land, boobries twist and convulse until they explode into a harmless spray of water.



Unseelie Faerie

Unseelie faeries abhor the mortal realm. They seek to harm humans, and delight in bringing woe to all that cross their path. Some are spirits of the restless dead, intent to wreak even more unhappiness from beyond the grave. Unseelie faeries are ugly, malicious, and evil. The Unseelie put their passions first and use their power as the ends to every means.

Unseelie Faerie: Init +2, Atk weapon +2 (by weapon) melee (by weapon +1), or bow +3 ranged (1d6); AC 12; HD 2d4+2; MV 30'; Act 1d20; SP reduce size, harmful spell 2/day, infravision 60', stealth, iron vulnerability; SV Fort +0, Ref +1, Will +2; AL C

Faeries can freely change their size from a tiny winged form to human sized. When a faerie has reduced its size add 2 to its AC and Ref saves. While in tiny form, a faerie's movement changes to 10' on land and gains flying 30'. Wearing any sort of armor reduces a faerie's flying speed to 20'. Medium armor slows a faerie's flight speed to 10' and heavy armor renders flight impossible. A faerie's weapons deal -3d on the dice chain while it is in its tiny form.

Faeries use bows, clubs, daggers, rapiers (treat as a short sword), and spears. Faeries' weapons are made from non-ferrous materials like bronze, knapped flint, stone, bone, wood, and, in rare circumstances, mithril.

Faeries are quite stealthy, receiving a +3 bonus to sneaking silently and hiding in shadows.

Faeries are extremely sensitive to the touch of iron. Direct contact for even a moment causes an intense burning sensation, and exposure at close distances is painful. A faerie may not wear iron armor nor wield iron weapons. Direct, prolonged contact with iron causes 1 hp of damage per round. Being struck with an iron weapon or impliment forces a faerie to make a DC 8 Fort save or lose their action die for the next round. If a faerie is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks.



The Unseelie's appearance varies wildly. Roll 1d4 times on the *Unseelie Features Table*.

Unseelie Features Table

Roll 1d4 times.

d24	Feature
1	Bat wings
2	Horns
3	Cat eyes
4	Clawed hands
5	Pallored skin
6	Sunken eyes
7	Huge fangs/razor sharp teeth
8	No eyes (black pits)
9	Beak mouth
10	Mosquito proboscis
11	Blackened body parts
12	Hideous visage
13	Bird feet
14	Skeletal appearance
15	Weeping blood
16	Thorny skin
17	Covered with boils
18	Antennae
19	Tusks
20	Rat tail
21	Insect legs
22	Covered in open, infected wounds
23	Fetid, resinous coating
24	Bug eyes

If the Judge wishes to play this adventure as a normal adventure rather than a funnel, It would be this author's recommendation to use the Faerie class in *Angels, Daemons and Beings Between, Vol. 2: Elfland Edition* for the Unseelie faeries.

Appendix I: Items

Faerie Wine

The wine itself is clear as morning dew, seems to sparkle with a supernatural light, and smells of blossoms and honey. Its flavor is peppery with strong notes of plum and molasses. It is made from faerie guarded elderberry patches, and brewed on the night of a full moon. It is jealously guarded by those who make it, and acquiring it is no small task.

Each time Faerie Wine is drank by non-fey they must make a DC 13 Fort save. Elves receive a +4 bonus on the save. Those that save are euphoric and tipsy gaining +1 to their damage rolls but suffering -1 to their initiative, attack, and reflex saving throws. Effects are cumulative with a duration of 1 turn for each glass consumed. Failure to make the save imposes the same modifiers as above, but also forces the imbiber to roll a d12 on the following table.

d12	Result
1	Love philtre. Character falls hopelessly in love with the next faerie (Seelie or Unseelie) he sees.
2	Brew of Lethe. Character forgets the village of their birth and believes themselves a member of the fey.
3	Permanent amnesia. Character has no starting occupation nor can he remember his identity.
4	Seizures. Anytime the character is subjected to a Fort save (including this one), they must roll an additional DC 10 Fort save or fall prone and convulse uncontrollably for 2d20 rounds.
5	Otherworldly bound. The imbiber is in service to the Faerie Courts forever. He may finish a current adventure in the <i>Otherworld</i> , but is unable to leave its environs once the adventure is concluded.
6	Faerie sight. The imbiber permanently gains the ability to see faerie folk (concealed or disguised) and their magic. By concentrating, the character manifests this ability for 1 turn. At any time while faerie sight is in use, the Judge may impose a -1 penalty to his next action or save as the creatures of the <i>Otherworld</i> momentarily distract him. Additionally, faeries usually magically blind those who profess to see them.
7	Insensate. Numbed to all outside stimuli for 1d6+1 turns, the imbiber is -4 to initiative, attack and reflex saves.
8	Fey. Character is permanently transformed into a faerie. (See <i>Angels, Daemons and Beings Between, Vol. 2: Elfland Edition</i> for a faerie character class).
9	Death. Character explodes in a shower of flower petals, light, and glittering dust.
10	Sex change. Permanently changes to opposite sex. Ignore this result if rolled again.
11	Addict. Character cannot stomach mortal wine, ale or spirits. They become addicted to this extremely dangerous beverage.
12	Lobotomized. Character's Personality or Intelligence score is permanently reduced by 3 points (50% chance of either, minimum of 3).

Faeries' Kicking Boots

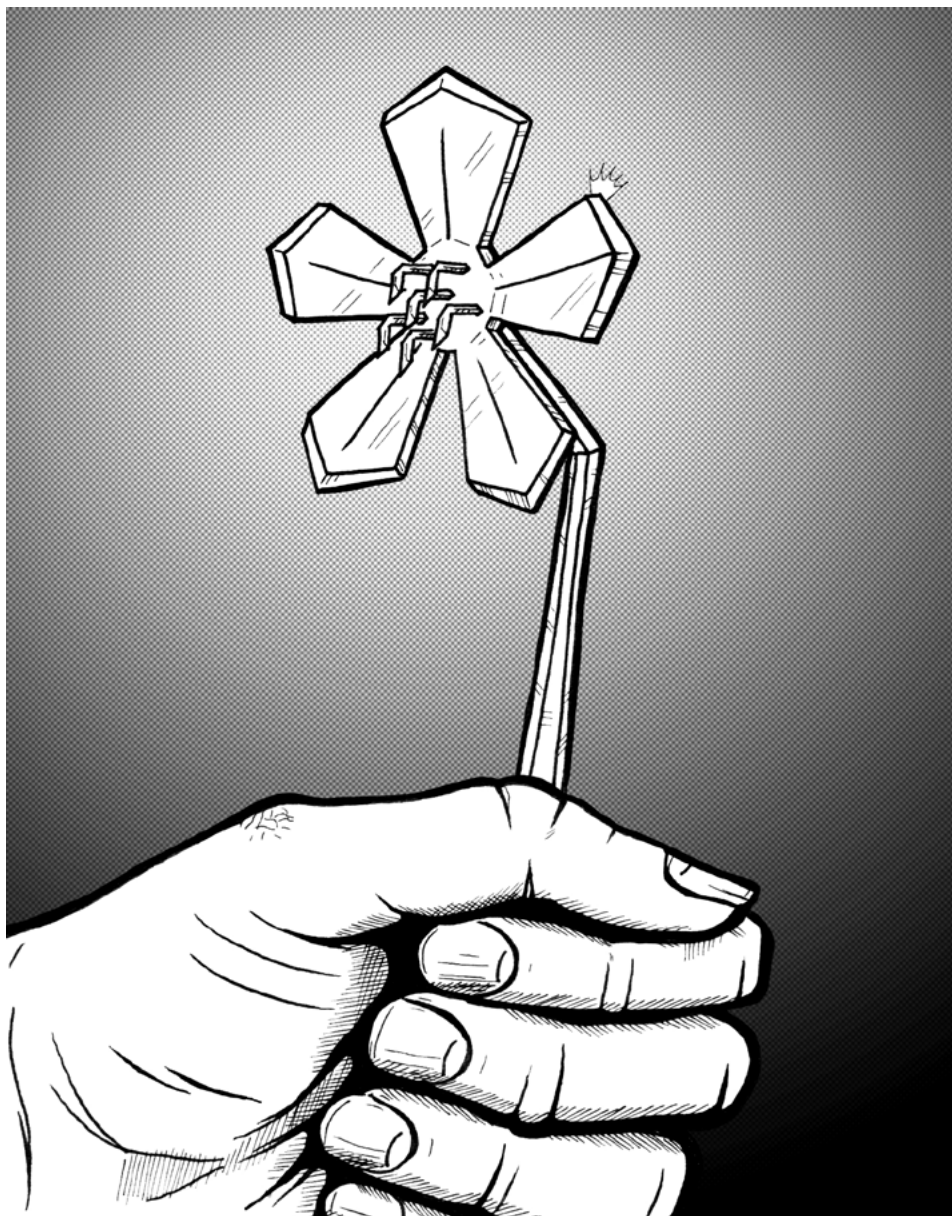
These light, leather faerie boots cause the wearer to make fists with their toes when its magic is activated. While active the wearer gains an additional secondary kick attack that is resolved with a d14 action die. This attack may not be combined with a Dwarf's shield bash nor may it be combined with any two-weapon attack. The wearer may use this additional attack for up to 1 turn after which his legs cramp painfully reducing their speed by 10 feet for the next hour.

Farspeaking Horn

Hamish MacGruber has enchanted several horns with the ability to communicate over long distances. When two of these horns are within 1 mile of each other, the owners may converse as if standing next to each other. Unbeknownst to Hamish and his followers, the horns are also monitored by alien and otherworldly presences that listen for 1d20 rounds after their first use on any given day. During each round it listens, the presence might act according to its own whims. Roll a d20: On a **1**, the entity strikes against the user and his allies. On a **20**, the creature aids the user. The nature of the blessing or bane is up to the Judge.

Fey Flower of Disjunction

These glass or crystal flowers appear to be exact replicas of small woodland flowers. Stamens gently tinkle against the pistil when picked up. The vibration and sounds are queer to the holder and suggest that magic is trapped within the exquisite glass sculpture. If vigorously shaken at a magical effect or item, the flower expends its magic canceling energy. The result is the same as if the user cast *dispel magic* obtaining a spell result of 21 (consult the *DCC RPG Core Rulebook*). Once used, the flower cracks and shatters.

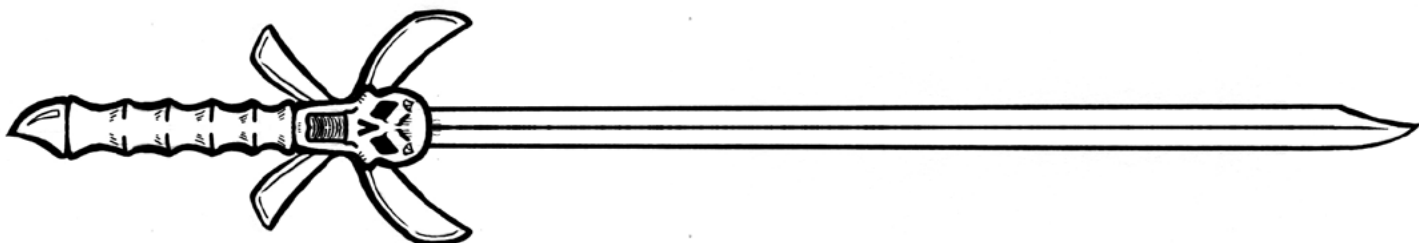


Grimmsbrand

+1 Cold Iron Longsword; Banes: vs Elves, Defender, +2 AC bonus; vs Fey, Festering wound, sword inflicts an additional 1d6 damage, and 1d4 damage on following round; Powers: Reads Pixie, Elvish & Goblin, Cleave; Special purpose: destroy fey habitats, slay fey and chaotic creatures; Int 5; Comm: simple urges; AL L.

Jacobee Grimm was a learned man who, after years of sagely study, became increasingly concerned with legends of dangerous faeries and aloof enclaves of elves. His xenophobia reached a fevered pitch after a near death experience with a will o' wisp during a late night's walk home.

Jacobee carefully avoided working the iron of the sword with heat, beating it into shape and hardness with only his own muscle power. Months passed as the sage laboriously crafted and chanted over the blade, focusing his hate and irrational fear into the weapon. In the end, his efforts were a success. The blade known as *Grimmsbrand* has laid many an elf and faerie to their final rest. At some point, fey forces gained control of the sword and hid it away in Noc Marb. All faeries and elves who see the blade instantly recognize it, and view the wielder with great suspicion if not outright hostility.



Phylactery of Reidmar

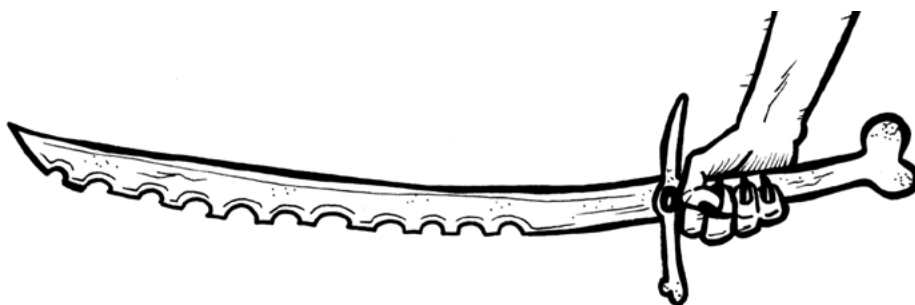
During the ritual of undeath, Reidmar placed his fey soul in an iron needle, hidden inside an egg, hidden inside a fae duck, hidden inside a fae hare, hidden inside a small iron chest. His soul is well protected for the iron chest has no seams nor a lock. The iron chest is warded against entry as if under the effects of *ward portal* with a spell check result of 32+. Once the ward is removed and the chest is opened the hare will jump out and run as fast as it's able. If the hare is slain, the duck emerges from the hare's corpse and flies away. Treat both as under a permanent *haste* effect that grants them triple movement speed and increased AC (AC 16, hp 15, MV 120'). Once the duck is slain, it lays a black egg that has a strong sulfur smell. If the egg is broken, it releases a cloud of toxic gas. It affects all within a 30' radius as if *choking cloud* was cast with a 32+ spell check result. With the egg broken, the iron needle will fly on its own, attacking anyone who seeks to possess it, dealing 1 point of damage up to twice per round until all are dead or the needle has been caught in some manner. Once the needle is secured, melting the iron needle with magical fire releases Reidmar's tormented soul.

Splinter of the Slaughter

This bone-white, serrated blade is rumored to be fashioned from the leg bone of a soul stealing, accursed member of the *Host of the Unforgiven Dead*, or the *Slaugh* (Sloo-ah). The *Splinter of the Slaughter* is a +1 bone longsword. The sword contains echoes of necromantic power and critical hits are always resolved with a d10 on *Crit Table U: Un-dead*. The wielder may choose to take a -3 penalty to their attack to use the blade in a saw-like manner. A successful attack deals an extra 1d4 points of damage and opens a bleeding wound that deals 1 point of damage until stanchied or 3 rounds pass. Warriors and Dwarves may use the **Serrated Blade Attack Mighty Deed** below without taking the penalty to attack.

Deed Die	Serrated Blade Attack Result
3	Attack deals an extra 1d4 points of damage and opens a bleeding wound that deals 1 point of damage per round until stanchied or 3 rounds pass.
4	Attack deals an extra 1d4 points of damage and opens a bleeding wound that deals 1 point of damage per round until stanchied or 5 rounds pass.
5	Attack deals an extra 1d5 points of damage and opens a bleeding wound that deals 1 point of damage per round until stanchied.
6	Attack deals an extra 1d5 points of damage and opens a bleeding wound that deals 1d3 points of damage per round until stanchied.
7+	Attack deals an extra 1d6 points of damage and opens a bleeding wound that deals 1d3 points of damage per round until stanchied.

The *Splinter of the Slaughter* reduces the effectiveness of healing and rest for its bearer. Temporary ability score loss healed during rest is reduced by 1 point. For example, a night of rest while adventuring heals no temporary ability score loss, whilst a good night of rest only heals 1 point. Restoration and healing from magical sources is always reduced by 1 point.



NOC MARB



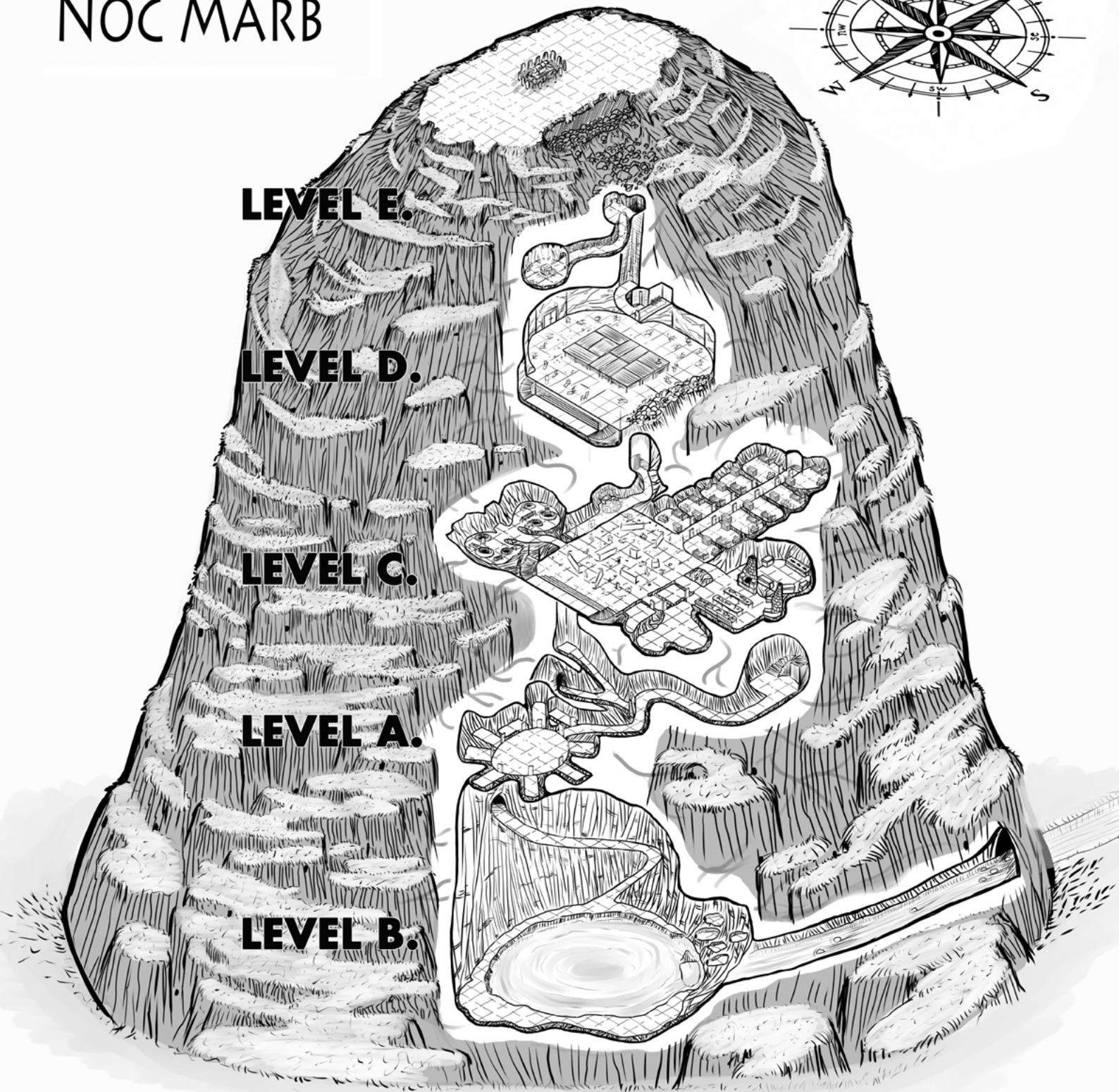
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Appendix P: Patrons

Reproduced below from *Angels, Daemons, & Beings Between: Elfland Edition* are the two principal demi-patrons highlighted in this adventure.

ALBORAN THE RED KING

The Red King, Alboran, is always elaborately dressed in red. Alboran is the mightiest of the faeries in the area of Noc Marb. His charges are the brownies, leprechauns, sprites and fairies who inhabit the area around the ancient hill. The Fair Folk of Noc Marb always wear red garments as a homage to their protector and benefactor. The faeries feast nightly in his hall and good food and drink are always at his board. Alboran loves good stories and lively company. He does not suffer impolite behavior and deals with offenders harshly.

Noc Marb is a faerie mound honeycombed with curious grottoes. Its summit is level, and a curiously square rock sits at its centre. Depending on whom you ask amongst the local human population, the old hill is either haunted or belongs to faeries. Most folk have enough good sense to avoid the area at night because the Good Folk are about. Stories tell of wayfarers being taken along on the faeries' roamings and never seen again.

Alboran's *patron bond* ceremony must take place in the vicinity of Noc Marb.



Invoke Patron check results:

- 12-13 The caster gets a boost of luck from Alboran. He receives a +2 bonus on his next attack, save, skill check or spell check.
- 14-17 The caster becomes invisible for 1d4 rounds. He must concentrate to remain invisible and cannot attack or move more than half speed. If the caster performs any strenuous activity, the invisibility dissipates.
- 18+ The caster can cast a glamour on an object or place. A pile of nuts or rocks appear as gold coins. Lights appear to dance in the distance. A terrain feature such as a tree or a cave opening could be altered or made invisible. The glamour lasts for an hour per caster level. If the caster reveals that Alboran helped make the illusion, or a creature succeeds at a DC 10 Will save to disbelieve, or the glamoured item is touched by iron, the effect ends.

PATRON TAINT: ALBORAN

When *patron taint* is indicated for Alboran, The Red King, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

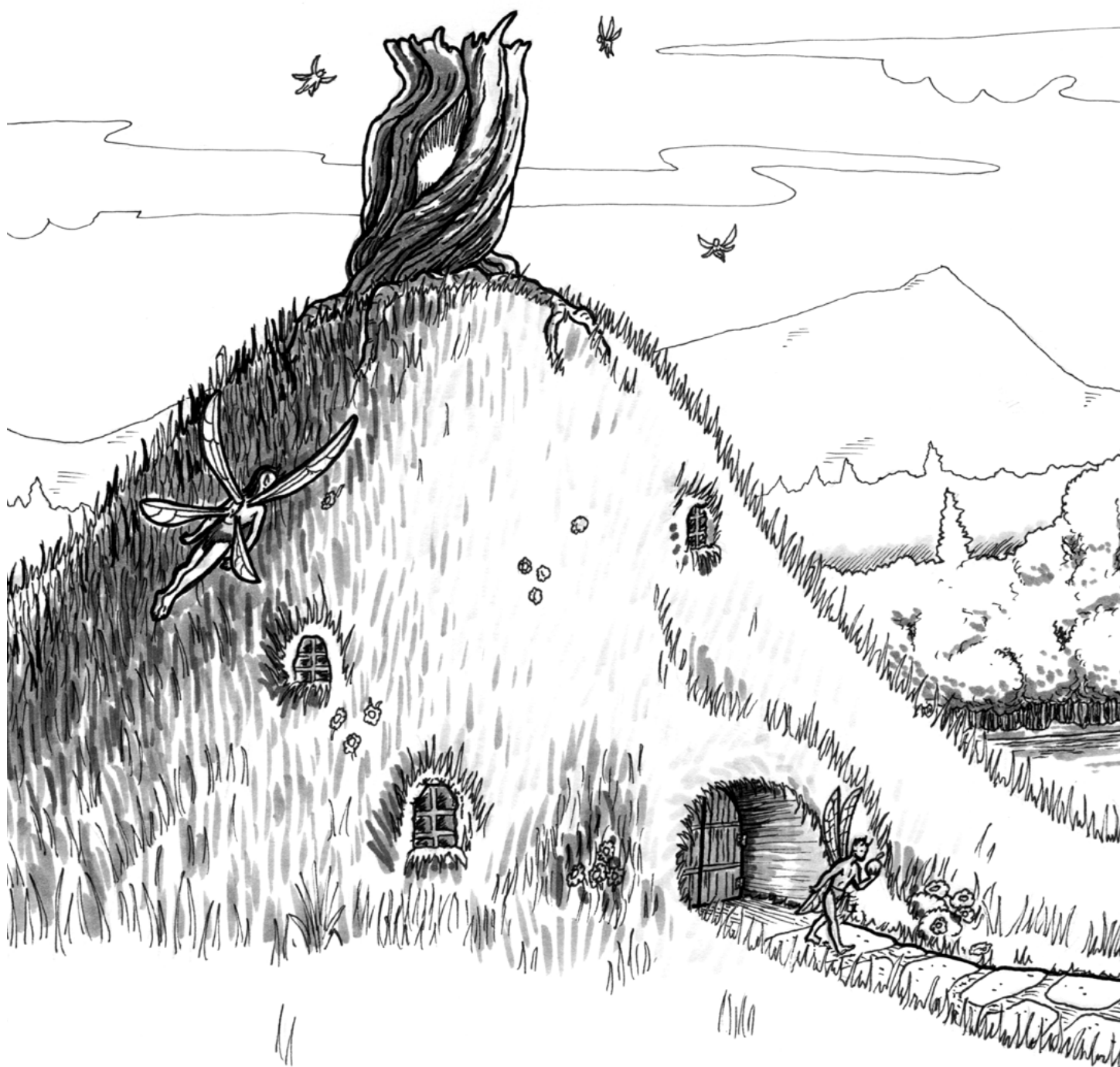
Roll	Result
1	The caster must leave out some milk every night for the faeries that might be in the area. The second time this result is rolled, the caster must always have some sort of alcoholic beverage to pour as libations into bodies of water where the faeries live. The third time this result is rolled, the caster must also leave food out for the faeries. Failing to observe any of these courtesies results in all sorts of faerie tricks (i.e. - hair ratted, laces and/or armor buckles cut, thorns in his clothes, being led around in circles in forests, etc.).
2	The caster must wear red as a prominent item of clothing (hat, cloak, cape, tunic, etc.). The second time this result is rolled, the caster must wear an additional red colored item. The third time this result is rolled, the caster must dress primarily in red from head to toe.
3	When the caster is resting, a faerie comes and borrows a random item from the caster's belongings. The item is returned a day later cleaned, maintained or mended. The second time this result is rolled, the Little Folk who borrowed the item also leave 1d4 gold pieces for the owner. The third time this result is rolled, a group of faeries visit the caster at night, but they do not reveal themselves right away. While unseen, they ask the caster for a warm place to dress their children and tidy them up. If the caster helps them, they reveal themselves and go about their business. The faeries visit and ask the same thing on many different occasions and each time they leave a gold or silver trinket worth 1d100 gold pieces. If the faeries are refused at any time, the caster loses 1d3+1 Luck permanently as the faeries curse him.
4	The Good Folk of Noc Marb need the caster's assistance as soon as possible. A minor problem has occurred or is about to occur (e.g. - a farmer has plans to destroy a faerie hedge, a piece of iron has been left in a sacred location, a goblin has taken a faerie child, a mortal has built or is building their house on a faerie track and the caster must get them to move or have the doors and windows open for the faeries before the next full moon). The second time this result is rolled, the situation is more dire and will involve a fearsome monster (with HD roughly equivalent to the caster's) who is terrorizing the Fair Folk of Noc Marb. The third time this result is rolled, the threat to Alboran and the Little People of Noc Marb is supernatural in nature. A Lord of Law or other such power is attempting to control or destroy the faeries of Noc Marb.

SPELLBURN: ALBORAN

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster must drink a bottle of alcohol to Alboran's name and health before casting the spell. The caster suffers a -1 to his Intelligence as well as any other ability score loss incurred.
2	A wave of second sight washes over the caster and he catches a glimpse of a faerie out of the corner of one of his eyes. The faerie is attired in red and seems to be aiding the caster with his spell. The caster need only spend half the amount of the declared <i>spellburn</i> . After the spell is complete, the caster must not regard or acknowledge the faerie. The caster must make a DC 15 Will save to hide all traces of recognition. If the caster fails, the faerie glares at the caster and spits in one of his eyes, blinding it. If the save result is a 1 , the faerie blinds the caster in both eyes. The blindness lasts until all the ability score loss is healed.

- 3 The caster is whisked away for a full night of revelry at Noc Marb. The experience is but a wink of time in the caster's realm, but he returns quite tired from all the festivities (expressed as Strength, Agility and Stamina loss).
- 4 A host of glowing motes appear and converge around the caster. As they pass through his body, they sap the caster of his vitality (expressed as Strength, Agility and Stamina loss). The tiny lights occlude his vision and distract him for 1d4 rounds during which he is -1 on all attacks, skill checks and spell checks.



REIDMAR, THE DEATHLESS

Long ago, Reidmar was a member of the Seelie Court. An aristocratic lord of his own faerie mound, Talla Aghmhor, or Happy Hall, indeed Reidmar's personality was reflected in the name of his dwelling -- he was joyous, happy, and kind.

Legend claims that during one evening of feasting, Talla Aghmhor was called upon by a wandering troubadour. The faerie minstrel must have had darkness in his heart to sing a melancholy tale of fey lovers killed by internecine rivalry. Reidmar was furious that such an unhappy tale was told in his Joyous Court. Courtiers openly wept and the psychic shock took a deep hold on Reidmar as well.

At that moment, the unending joy was somehow sundered in famed Talla Aghmhor. Some placed blame the undoing of Talla Aghmhor at the minstrel's feet, suggesting that the act was malicious and planned by archrivals in the Unseelie Court. Others suggested that the happiness of the place flowed from its faerie king, Reidmar. Once his joyous reverie was broken, so too was Talla Aghmhor.

The next evening all of Talla Aghmhor attempted to continue on as before. Reidmar feigned happiness but in secret was tortured by the death of the faerie lovers in the minstrel's tale. In private, he began consulting spirits and sages to discover what happens to faeries when they die. Conventional wisdom indicated that faeries join the Unseelie Court upon death. Other tales were far worse, only suggesting that the fey's soul dissolves and everyone forgets that the departed ever existed.

This knowledge was too much for Reidmar. The possibility of turning to something so diametrically opposed to his own way of life gnawed at Reidmar's fey soul. Unseelie faeries are cruel, evil and hateful. The alternate fate seemed even more excruciating - to be gone from all memory.

Later a sorcerer of no mean skill was a guest at Talla Aghmhor. Deep in his cups and having consumed faerie wine, the sorcerer lost all propriety and told of magic that would stave off death forever. Reidmar wrung the secrets from the sorcerer with wine and promises, and later on, threats and torture.

Armed with the arcane formulae, Reidmar set about to manifest its dark magicks at whatever the cost. It was all a success, but obtained at great cost. Reidmar has become everything he feared -- a withered skeletal faerie with rotting wings, glowing bones, clawed hands and black pits lit with evil energy where eyes used to be. He is now neither Seelie nor Unseelie. He exists as something altogether separate, his soul hidden away in a small iron chest. The absence of his soul renders him immune to the laws and traditions of the Faerie Courts. Death will not take him and the Faerie Courts fear him. It only remains to see what Reidmar will do next.



Invoke Patron check results:

- 12-13 An icy calculating logic clarifies the caster's mind. Wisdom and experiences gleaned over untold millenia inform his next action. The caster receives a +3 to their next action or saving throw.
- 14-17 Necrotic energies wreath the caster's hands. The next creature the caster attacks takes an additional 1d6 damage. Both the caster and target must make a Fort save or lose a point of Strength. The caster receives a bonus to their saving throw equal to double their permanent *invoke patron* spell check bonus granted from their *patron bond* ceremony.
- 18-19 A cold, skeletal hand appears from thin air and plunges into the heart of a target within 30 feet of the caster. The target must make a Will save or takes 2d6+CL damage and succumbs to a freezing paralysis that lasts 1d6 turns. Those who succeed take 1d6 damage and are free to act, but their teeth chatter and their bodies shiver until the damage is healed.
- 20+ The caster selects a target within 30 feet. who must make a Fort save or their bones become incandescent with intense heat. As the now alight bones cook their ligaments, connective tissues and muscles, the target's speed is reduced to half, all actions are resolved at -1 die step and they suffer 1d6 points of damage per round for 1d4 rounds. The reductions on speed and action dice last until all damage inflicted by this effect is healed. Healing is further complicated for the target due to the internal nature of the damage. All magical healing, with the exception of healing potions, have their effectiveness reduced 1 die step.

PATRON TAINT: REIDMAR

When *patron taint* is indicated for Reidmar, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster's skin pales considerably. Lips and other body parts where blood is close to the surface fade to a dull pinkish-white. The second time the result is rolled, the caster's eyes sink in their sockets. Any fat in their face or body melts away. The caster permanently loses 1 point of Personality. The third time the result is rolled, the caster takes on a markedly skeletal appearance. Their skin becomes taut on their body as if stretched over the bones. Muscles become thin and wiry. Lips, eye sockets and other areas become wrinkled and blue-black in color. The caster suffers a -2 in social interactions with most people and loses 1 point of Strength. Furthermore, damage from bludgeoning sources moves one step up the dice chain.
2	The caster is affected by the ghastly fey energies of Reidmar. If human, the caster becomes sensitive to iron as if they were an elf. An elven caster's sensitivities worsen. They take 2 hp of damage per day of direct contact with iron. When struck by iron weapons, an elven caster takes +1 damage with each successful attack, and if the elf is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks. The second time this result is rolled, the caster becomes sensitive to sunlight and spending more than an hour outside during the daytime makes them uncomfortable. A -1 penalty to attack rolls, skill checks, and spell checks is imposed upon the caster. It takes a full hour in deep shade or at night for the penalty to abate. The third time this result is rolled, the caster suffers 1 hp of damage per full hour of exposure to sunlight and has a -2 penalty to attack rolls, skill checks, and spell checks. Taking precautions against direct exposure to sunlight may mitigate damage, but not the penalties to act.

- 3 The caster's bones begin to glow with baleful faerie energy. At first there's only a small amount of light. If the caster is in full health, it may only be visible at night or in shadow and only emanating from their fingertips and around their eyes and nose. The second time this result is rolled, the light brightens. The full skull and other parts of bones close to the surface of the skin are visible. Anyone seeing the caster this way may become frightened. The third time this result is rolled, the caster's bones are incandescent. The caster's bones are visible through his skin both day and night. Anyone seeing the caster this way will most certainly mistake him for a member of the un-dead. If the caster has other taints which have robbed him of body fat and muscle tissue, these effects are much more pronounced. It will be unlikely for the caster to interact directly with normal society ever again.
- 4 Symbols of law and goodness affect the caster as do plants and iron. The first time this result is rolled, for 1d3 hours after casting a spell, the caster can be turned by holy symbols of lawful or otherwise good deities. Boxwood, blackberry stems, rowan and iron may also be wielded for the same effect. If a symbol of law or goodness is also fashioned from boxwood, rowan, or iron, the cleric uses a d30 to resolve their turn attempt. The second time this result is rolled, the caster must make a DC 12 Will save each day or suffer from the same condition for 1 full day. The third time this result is rolled, the condition is permanent.

SPELLBURN: REIDMAR

When a caster utilizes *spellburn*, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	The caster feels the un-dead hand of Reidmar as he lends his assistance. Bitter cold takes root in the caster's breast and their teeth chatter and their body shivers until the ability score damage is completely healed.
2	Reidmar's touch temporarily enervates the caster as part of the <i>spellburn</i> process. For every 10 points of <i>spellburn</i> requested (rounded up), the caster loses one caster level. This level drain affects only their casting level. All subsequent spells are cast with the new caster level value. Access to higher level spells are not lost (they do become harder to successfully cast without the caster level bonus, however). If their caster level goes below 1, they cannot cast spells until their caster level is restored. Caster levels regenerate with regular rest as a lost ability score point (i.e. - a night of rest restores 1 caster level).
3	A banshee's scream pierces the air with waves of psychic and sonic energy that amplify the caster's spell. The wash of energies fatigues and weakens the character (expressed as Strength, Agility and Stamina loss).
4	Reidmar will assist the caster, but begs a boon in return. Within 24 hours of the <i>spellburn</i> , the caster is struck by a creeping cold that renders him paralyzed. The caster loses the spellburned attributes while in the grip of the paralysis and sees a vision of his master's desire. If the caster successfully undertakes the quest (most often a side trek taking no more than 5 days), he is rewarded as Reidmar sees fit.



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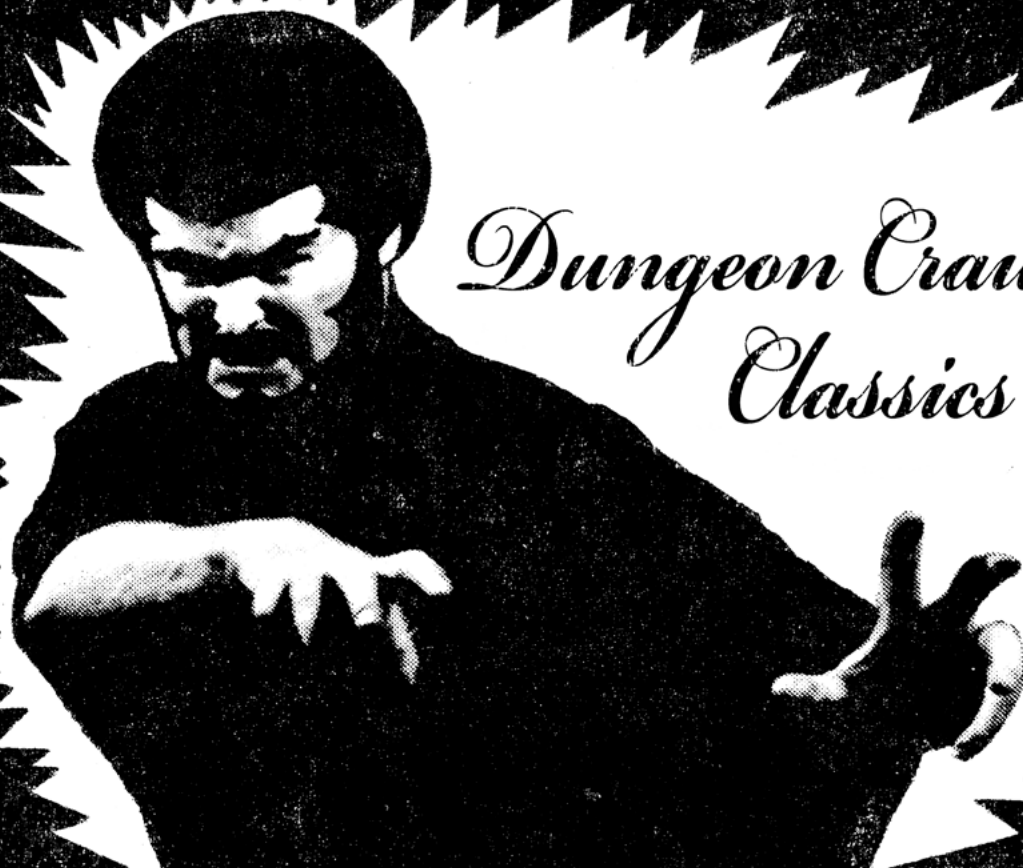
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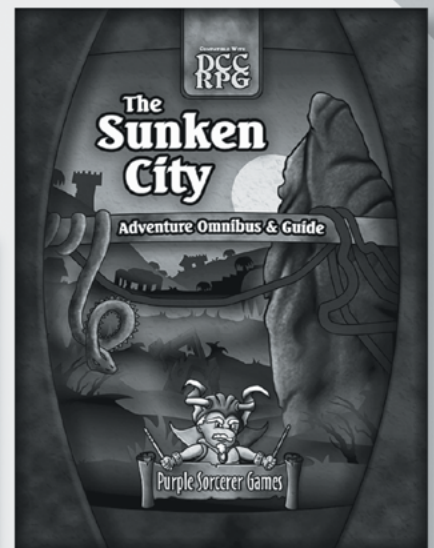
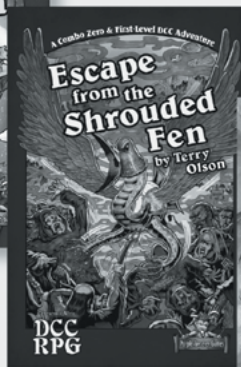
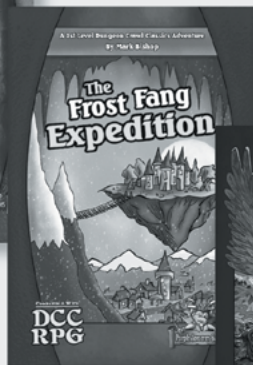
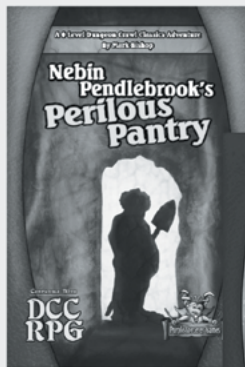
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