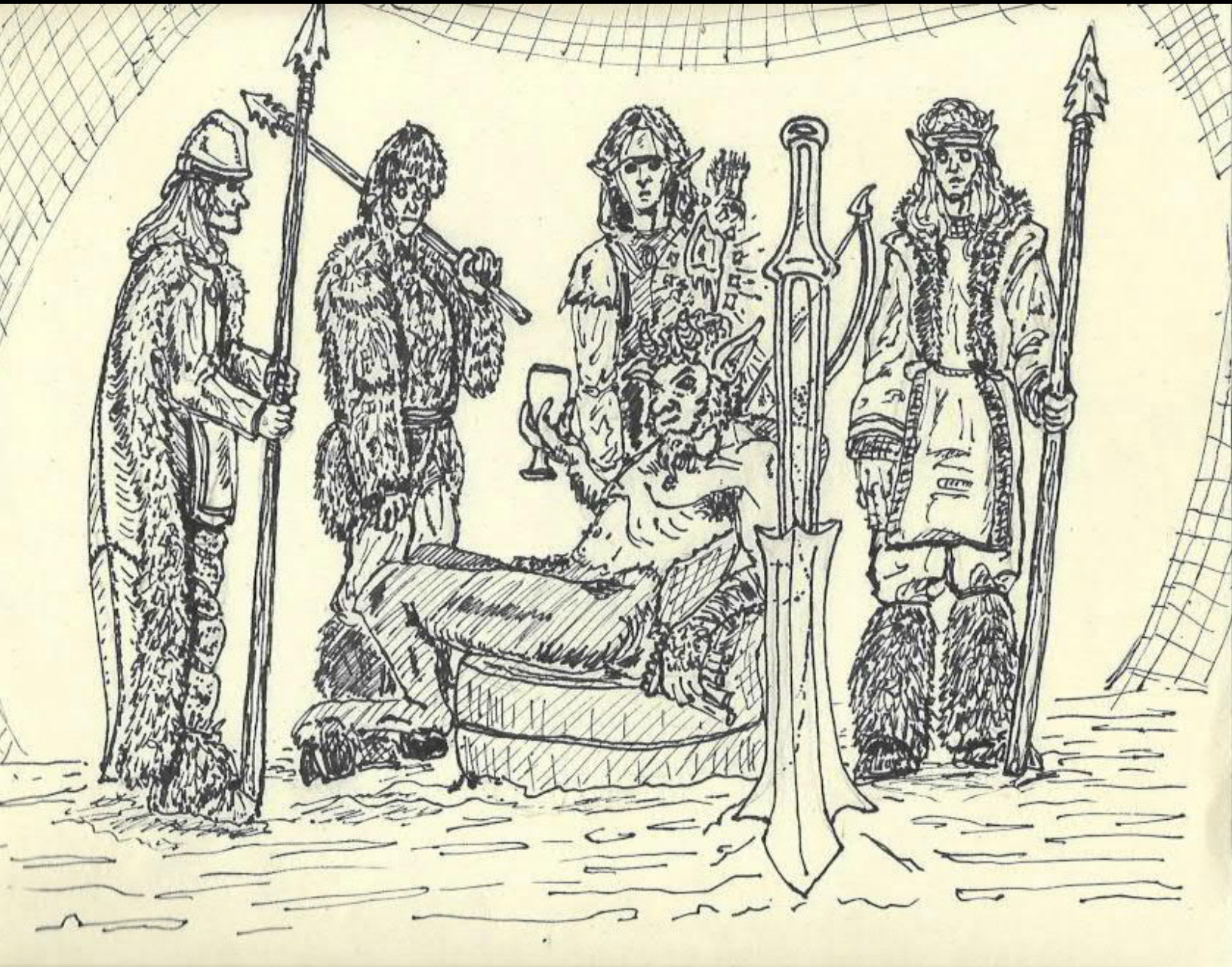


The Pallid Fields

A mini-hexcrawl in Faery



Todd Leback

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

The Pallid Fields

A mini-hexcrawl in Faery

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Introduction to Populated Hexes

Welcome to Populated Hexes, the series of 6-mile hexes in the world of Absalom! The goal is to provide a number of individual 6-mile hexes, fully populated with lairs and features, that can either be dropped into an existing campaign as a point of interest, the destination of a treasure map found in the bowels of a dark dungeon, or as a stand-alone mini-sandbox.

These supplements use the Old School Essentials rules published by Necrotic Gnome, but like many OSR products, pretty much any system can be easily adapted.

Maps & Scale

Each hex will be presented with two hex maps: a smaller map with locations and features noted, and a larger map with only major features noted that can be printed and used as a player handout.

The scale represented on the maps included in these products are as follows:

- ❖ Large hex = 6 miles, face to face.
- ❖ Subhex = 1.2 miles, face to face.

Hexcrawling Rules

Thirdkingdom Games produces supplements that are used throughout these releases. Two of them – Domain Rules and Hexcrawling Basics – are free to download and are designed to work in conjunction with this series. You can find out where to pick up these and other supplements in the *Populated Hexes* line at patreon.com/Populatedhexes.

The following books will be useful to have access to throughout the series. Many of them are free!

- ❖ *Old School Essentials Classic Fantasy Rules Tome*
- ❖ *Old School Essentials Advanced Fantasy Genre Rules*
- ❖ *Labyrinth Lord Basic and Advanced Edition Companion*
- ❖ *OSRIC*
- ❖ A variety of other OSR resources

Absalom

The world of Absalom is one of constant change, where Law and Chaos are more than abstract philosophical ideas but are instead metaphysical realities that shape the very world itself.

Absalom is dominated by Cycles, each lasting between two to four hundred years. Each Cycle is divided into an Apex – when Law holds sway – and a Nadir – when Chaos sweeps over the lands, driving back the light of Civilization.

Cycles are marked in the beginning by the Apex and ascent of Law, and the end by the Nadir. During each Apex the civilizations of Man do their best to expand their domains and bring law to the land; these civilizations often shrink, or even crumble, during the Nadirs as barbarians, beastmen, and worse fall upon the kingdoms of Man.

Campaign Setting

The following assumptions are made in this setting:

Starting Date

This series is set at the beginning of the Sixteenth Cycle of recorded history. There have been many civilizations that have risen and fallen, some of Men, some of others.

Humanocentric

The adventurers will be human, setting out to explore the new world with the ebbing of the forces of Chaos. Non-human classes are certainly allowed – and indeed, these supplements present rules for many non-human classes – but the base assumption is that most PCs will be human.

Chaos Storms

During Nadirs – and occasionally in an Apex – events called Chaos storms can spontaneously occur, changing the very landscape, distorting distances, and wreaking havoc upon the nature of reality. Maps from the previous Cycle may prove unreliable.

The Gods

Gods are real but are local. They are the Small Gods of Terry Pratchett or the hearth deities of ancient

Rome. Belief gives strength and power to spirits of the world.

Using Populated Hexes

As stated above, each 6-mile hex can be used as a mini-setting, a drop-in adventure location that is encountered during travel, or as part of a greater hexcrawl. Elements can be added or abandoned as needed, as is true of all supplements.

These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

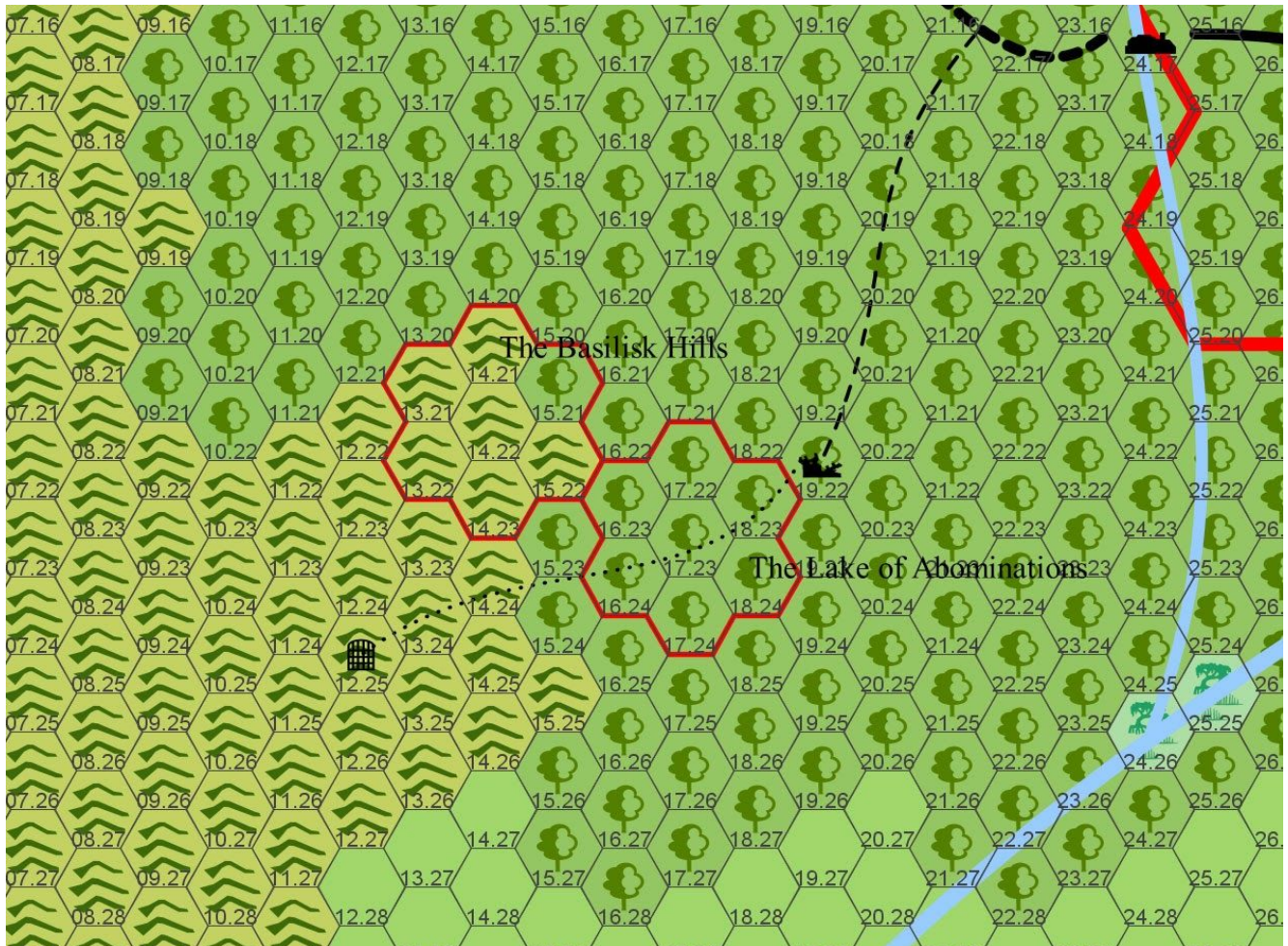
Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded

alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed in each hex. Broadly speaking, the intention is to introduce character options – to bring some of D&D 5e into B/X. These rules can be used or abandoned, as desired.

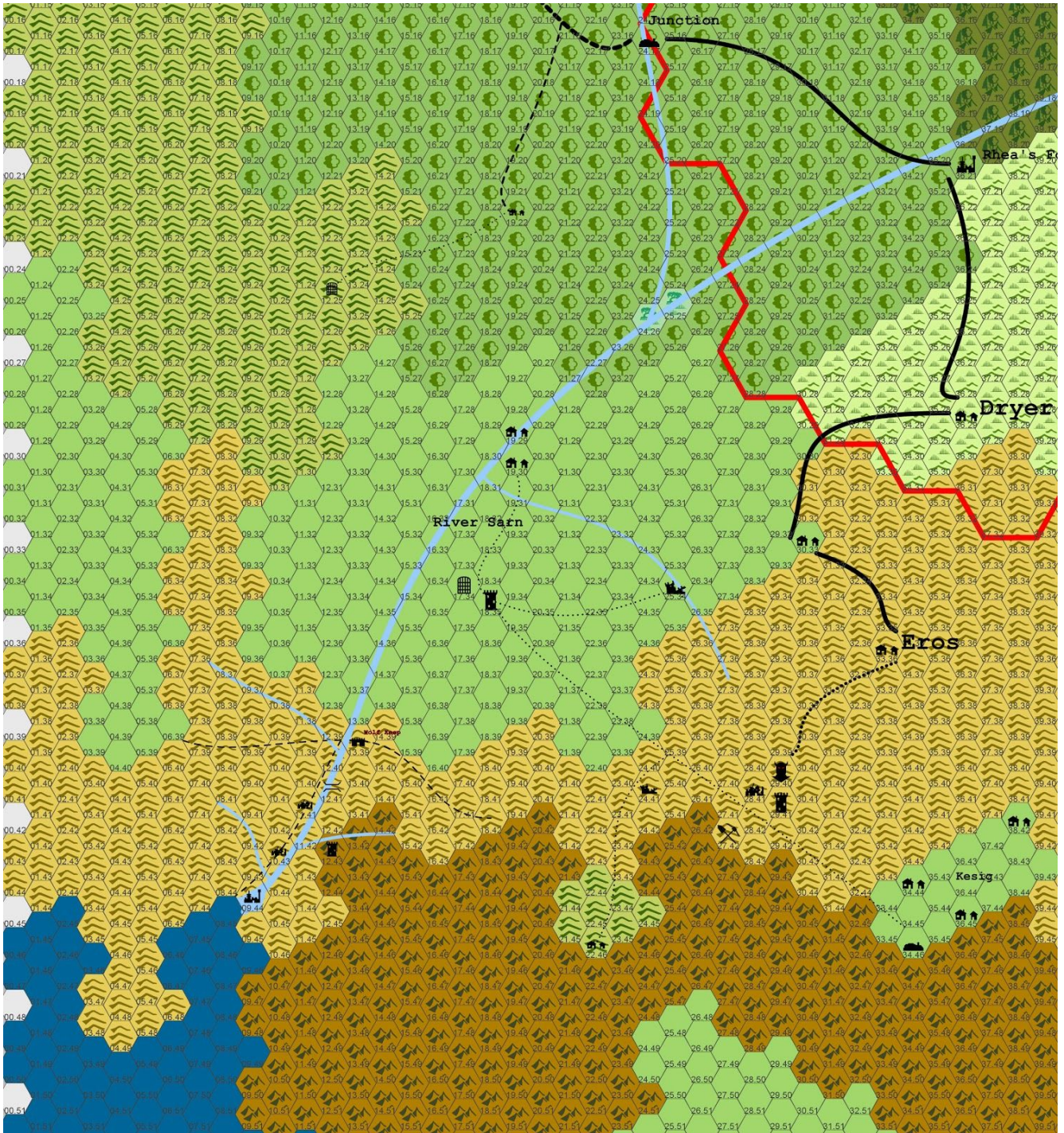
This Release

These four hexes comprise the domain of the Pallescent Duke, a Lord of Faery described in Hex 16.24. The Duke is a Lord of the Winter Court, and as such his demesne reflects the icy coldness that is winter.

You can support more hexes and additional supplements at patreon.com/Populatedhexes.



Introduction to Populated Hexes



The Pallid Fields

These four hexes comprise the domain of the Pallescent Duke, a Lord of Faery described in Hex 16.24. The Duke is a Lord of the Winter Court, and as such his demesne reflects the icy coldness that is winter.

Characteristics

The following characteristics hold true of the Pallid Fields.

Border

The domain is bordered by a low stone wall of dry-laid fieldstones, marked in red on the map. Regardless of the amount of snow on the ground the wall is always visible and free of snow.

Time

The days are short, with only about six hours of daylight. Dawn and dusk are long, stretched-out affairs, lasting several hours each

Climate

It is snowing a majority of the time. On a roll of 1d10, it is snowing on a result of 4-10. On a result of 4-7 it is a light dusting, on a result of 8-9 a heavier snowfall, and on a result of 10 a blizzard, reducing vision to 45 feet. If it is not snowing the sky is a shocking shade of blue.

The air is bitterly cold. Those not dressed for the weather lose one point of Constitution an hour, dying when they are reduced to 0. Even mortals that come prepared are affected; they must Save vs. Death every day they remain (even indoors) or lose one point of Constitution, unless magically protected. There are several locations where this is negated: the hot spring in Hex 75.21, the Crooked Still tavern in Hex 76.21, and Neluthien's palace, at the Duke's whim.

Magic

Spells that produce flame or heat are cast as if two levels lower or at half efficiency; a *fireball* cast by a 6th-level magic-user does only 3d6 points of damage while a *wall of fire* can only create a wall of 600 square feet.



Flora & Fauna

Faery is filled with normal animals of every variety, and the Pallid Fields are no exception. Animals in Faery are slightly larger than animals from the normal world, and slightly more intelligent. Some (1 in 6) can even speak the language of Faery. Common animals present in the Pallid Fields include squirrels, martins, foxes, wolves, badgers, mice, and birds (cardinals, owls, and hawks the most common). There are no snakes, amphibians, or other typically cold-blooded creatures.

The Pallid Fields are largely grasslands, flat fields that stretch in all directions, with stalks of grass breaking through the blanket of snow. Trees on the map indicate areas with small copses of trees; these stands are rarely more than a half-mile in diameter and the trees within are spaced relatively far apart. The trees are largely deciduous, bare of leaves, a mixture of oaks, walnuts, chestnuts, and sycamores. Occasionally one will come across a lone holly tree bearing vivid red fruit.

The Palace of Neluthien

The palace of Neluthien, the Pallescent Duke, is visible from all areas within the Pallid Fields. It is a towering oak tree, nearly five hundred feet tall and fifty feet in diameter.

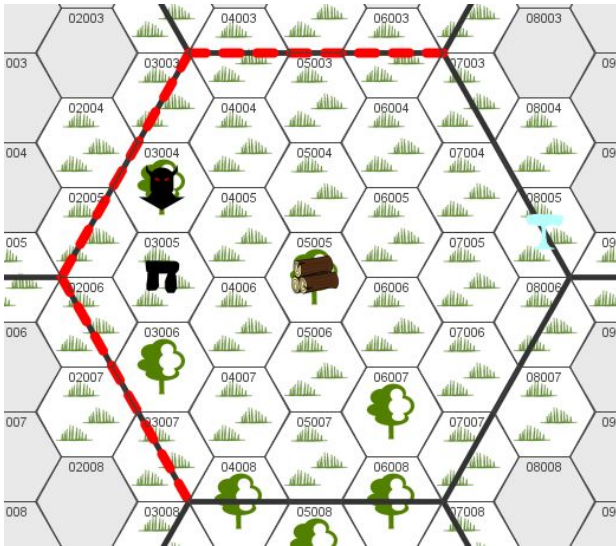
Beyond

Crossing over the low stone wall surrounding the Pallid Fields, one enters the Wilds, an area of Faery that is untamed and dangerous, claimed by no Lord

or Lady. Wild fey roam these lands, and it is dangerous for both mortal and faery to travel through.



Hex 75.21 - The Gateway



Resources: Vegetable, industrial (rare woods, 1); Mineral, mined (ore, 2)

0304. The Wise One

Rickritt, a giant owl, dwells within the woods in this subhex. A curious creature, more friend to the Duke than subject, she flies where she wills both in and out of the Pallid Fields, always keeping one eye on the stone circle just south of her nest for Neluthien.

She nests in a large holly in the middle of a copse of trees. The holly is studded with red berries. In order to approach the Duke's castle an individual must carry a berry from this specific tree, given to them willingly by Rickritt. See Hex 76.21.

Rickritt's only child, a fledgling named Medichep, has gone missing in the Wilds. Were the adventurers to recover Medichep and bring him home, Rickritt would gift them a great treasure, a branch from her holly tree. If planted in the ground it will rapidly grow, attaining a height of 30 feet in a matter of minutes. Once per day an individual may pick 1d4-1 berries from the tree. If consumed, a berry heals 1 point of damage and allows the eater to make a new save against poison or disease, should they be suffering from said ailments. An individual can only benefit from one berry per day.

Rickritt, giant owl (1)

AC 6 [13], **HD** 4* (21 hp), **Att** 2 x talons (2d4/2d4), 1 x bite (1d4+1), **THACO** 16 [+3], **MV** 30' (10') / 180' (60') flying, **SV** D10 W11 P12 B13 S14 (F4), **ML** 8, **AL** Neutral, **XP** 135, **NA** 1, **TT** See below.

- ❖ Like most creatures of Faery, Rickritt is immune to sleep and charm spells. Her mind cannot be read by mortal magic, and she can see in the dark as well as a Man can see in daylight.
- ❖ Rickritt has the following spell-like abilities, usable as noted:
 - Always on - *pass without trace*
 - 1/day - *detect magic, divine weather*
 - 3/day - *speak with animals*
- ❖ She can automatically succeed on an attack roll or saving throw of her choice twice per day.
- ❖ There's a 1-2 in 6 chance for every hour spent in the Pallid Fields that Rickritt will notice the newcomers and pay them a visit. She will circle high above them briefly, then land and attempt to gauge their purpose in the Pallid Fields.

0305. The Circle of Stones

The circle of stones is identical to the one in the mortal world (found in Hex 14.21): nine weathered columns of stone, each as tall as a man, arranged in a circle some 20' in diameter.

The air within the circle is somewhat warmer than that of the Pallid Fields, and snow rarely remains for long on the ground within, reflecting the typically warmer conditions on the other side of the Veil separating the two worlds.

Neluthien may only open the gate between Faery and the world of Men once per year, on the last day of the last month, and it only remains open from sunup to sundown. It may be opened via ritual magic at any time, however, regardless who casts the spell.

0505. Silveroak Tree

A rare silveroak tree can be found in this wooded grove, with leaves of frosted silver that tinkle softly in the breeze. The wood is greatly prized by mortal Man, and the tree itself would be worth the following amounts, were it cut and brought back to Absalom:

- ❖ 1,000 gp in rare wood suitable for fine woodworking.
- ❖ 800 gp worth of wood suitable for special components.
- ❖ One of the higher branches is straight of grain and completely free of knots or blemishes, and can be used as a principle worth 1,200 gp. If used to create a magical item related to cold, the value of the branch is trebled.

Cutting the tree without permission, however, would likely bring down the wrath of Neluthien upon the adventurers.

0605. Hot Spring Haven

Halfway between the standing stones and the Duke's court is a small pool, no more than thirty feet

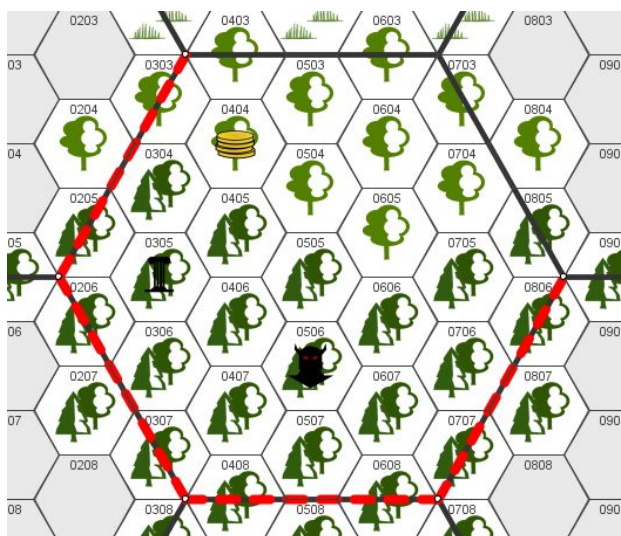
in diameter, fed by a sulfurous hot spring. The surrounding air is warmed by the springs, and mortals may rest by their waters without suffering the sapping effects of the Pallid Field's chill.

Ambassadors and visitors – from the warmer parts of Faery and the mortal world – will camp by the banks of the hot springs while visiting the court. Whenever the adventurers enter this subhex roll 1d6. On a result of 1 there is at least one temporary resident camped next to the spring. Roll on the following table to determine the resident.

1d6	Resident
1	A Lord or Lady of Faery, accompanied by an entourage of 1d20 lesser fey beings.
2	An adventuring party from the mortal world (min. level 4, roll to determine composition).
3-4	An emissary from a warmer part of Faery, comprising 1d6 individuals.
5	1d6 random residents of the Pallid Fields, enjoying the warmth much as Men enjoy a sauna.
6	A powerful, unusual creature from a different world, such as a dragon, ogre magi, etc.



Hex 75.22 - Winter Wood



Resources: Animal, game (small mammals, fur and meat, 2)

This hex is entirely forested and changes from sparse deciduous woods in the north to a slightly denser mixture to the south. Eventually, beyond the borders of the Pallid Fields, the wood becomes thicker and predominantly evergreen, turning into the massive forest known as “the Big Black Wood”.

There is only one permanent inhabitant of this hex, a massive treant named Lerasdril, but the woods are filled with all manner of small game, and Neluthien’s faeries can often be found here hunting them for sport or food.

0303. Spring

A small spring can be found here, burbling up from under the boundary wall. It forms a small pool, crusted over with a thin layer of ice which if broken reveals water that is crisp and cold. Mortals who drink from this spring must Save v. Spells or suffer from a temporary amnesia lasting 1d6 days, losing all of their class abilities and memory of who they are. Once their memories are regained there’s a 1 in 6 chance the affected mortal will gain a permanent +1 bonus to their Wisdom score.

0305. Memorial to Losfuree

Neluthien’s wife was killed on this spot, centuries previous, while hunting wild boar in the woods. The Pallescent Duke caused her body to be encased in ice, and it remains here to this day, a column of crystal-clear ice containing the body of a fair elf maiden.

Neluthien can occasionally be found (1 in 20 chance whenever this subhex is entered) at the foot of the column, playing a mournful dirge on his pipes. Mortals who happen upon the scene while he is present must Save v, Spells upon hearing the music or be paralyzed (as per the spell *hold person*) with sadness for as long as Neluthien continues to play (1d12 hours).

0404. Salt Lick

A large salt deposit can be found here in a clearing. Whenever this subhex is entered there’s a 1-3 in 6 chance of encountering 1d8 elk at the lick. Animals in Faery are more intelligent than their kin in the mortal world, and there’s a 1-2 in 6 chance that any herd encountered will contain at least one member that can speak Fey, the language of the Faery-folk. The elk range far to the south, out of the Pallid Fields, and may (1-2 in 6 chance) have information relating to the Pallescent Duke or the Wilds.

The salt can be harvested, if desired. It is an Agricultural Resource with a Step Value of 3, and has a base value of 330 gp.

Elk (1d8)

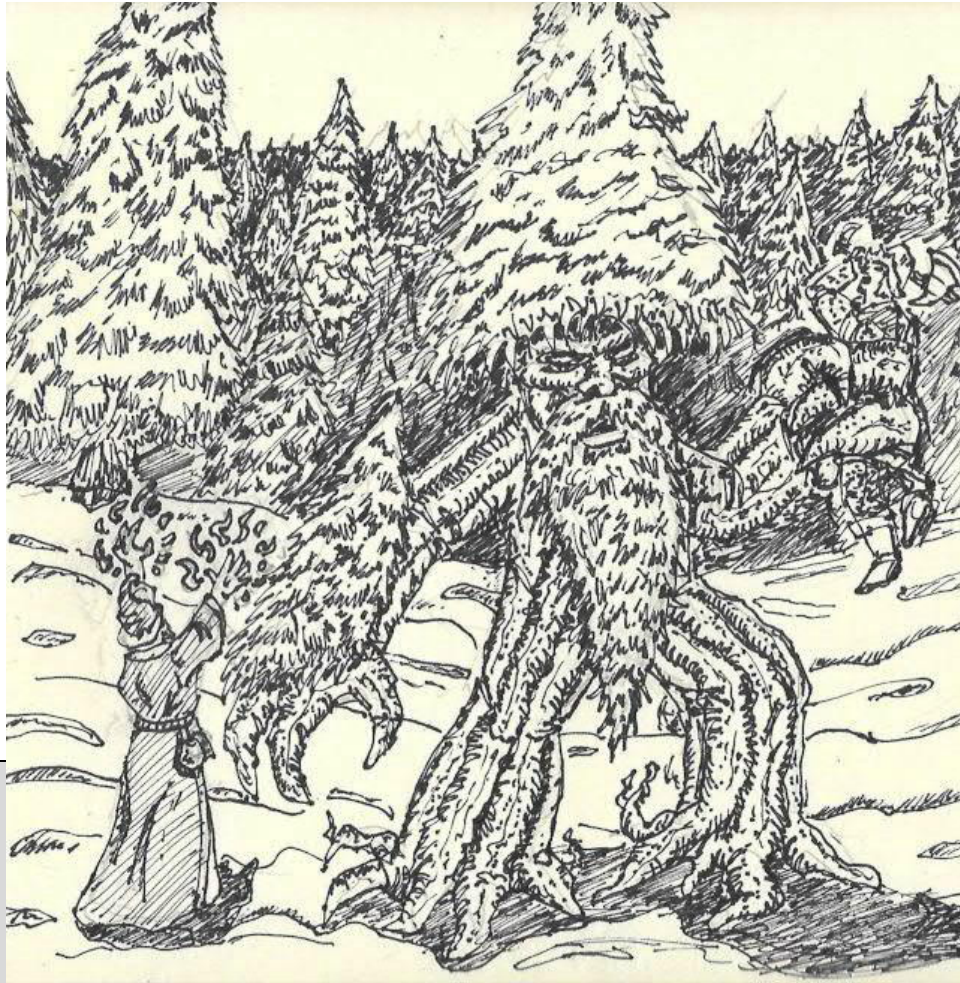
AC 7 [12], **HD** 4 (18 hp avg), **Att** 1 x butt (1d8), **THACO** 16 [+3], **MV** 240’ (80’), **SV** D12 W13 P14 B15 S16 (F2), **ML** 5, **AL** Neutral, **XP** 75, **NA** 1d8, **TT** None.

- ❖ If one of the elk is capable of speech it will have maximum hp and make its saves as a fourth-level fighter.

0506. Lerasdril

This ancient treant, resembling a fir tree, is notable chiefly for being the caretaker of Neluthien's heart, which it keeps in a magically locked slate box within its treasure hoard. Its treasure is kept buried under a tree nearby its home in this subhex. Lerasdril need only command the tree to move and it will, revealing the wealth Lerasdril has accumulated over the years in service to the Pallescent Duke.

While Lerasdril remains within this hex it regenerates 3 hp per round and cannot be surprised. Lerasdril ranges throughout the hex but never leaves it unless specifically asked by Neluthien. Lerasdril only speaks Fey and does so very slowly and deliberately.



Lerasdril, ancient treant (1)

AC 2 [17], **HD** 8 (64 hp), **Att** 2 x fist (2d6), **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 1200, **NA** unique, **TT** C.

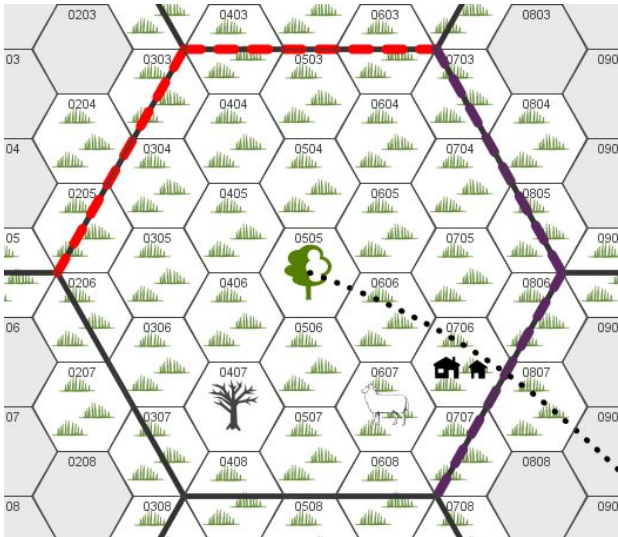
- ❖ Lerasdril regenerates 3 hp per round.
- ❖ The treant cannot be surprised while within hex 75.22.

The following treasure can be found in its nearby hoard:

- ❖ a box of beaten slate magically locked, containing Neluthien's beating heart
- ❖ a suit of plate armor bearing a +1 enchantment
- ❖ a longsword, Elfbane, that is +1/+3 versus fey creatures.

The armor and sword belonged to a mortal who came to Faery with the intent to slay Neluthien; Lerasdril slew her before she had the chance.

Hex 76.21 - The Duke's Demesne



Resources: Vegetable, agricultural (winter wheat, 3); Animal, livestock (sheep, 4)

The castle tree of the Pallescent Duke dominates this hex. Located in the very center, it looks to be just a few minutes' walk from any point within the hex, although in reality the distance and travel time are as indicated.

A narrow road leads from the Court to the village in subhex 0706, and then out of the Duke's domain. The road is paved with large rectangles of slate and is free of ice and snow, regardless of what the weather is doing.

The purple dashed line indicates an adjacent domain: The Verglas, home to the Frozen Countess. Neluthien and the Countess maintain a cordial, but wary, relationship.

0407. The Dead Treant

This hex is dominated by a single dead treant, bark and branches crusted in a thick layer of ice. It betrayed the Pallescent Duke centuries previous and was punished by being frozen in place; it has since succumbed to old age, but for years could not move or speak, though completely aware of its surroundings. The local fey shun this hex, and indeed, it is cursed. Anyone approaching within thirty feet of the tree has a 1 in 6 chance for each turn they remain within range of awakening the

vengeful spirit that lives within; the treant has become a ghost that seeks vengeance upon the Pallescent Duke. If woken from its fitful sleep it will attempt to possess the most potent-seeming member of the party (targeting those most resembling magic-users first, clerics second) in an attempt to challenge Neluthien.

Thornhader, vengeful ghost (1)

AC 0 [19], **HD** 10 (46), **Att** 1 x touch or 1 x magic jar attempt, **THACO** 11 [+8], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F10), **ML** 10, **AL** Chaotic, **XP** 3,100, **NA** 1, **TT** F + N.

- ❖ Any being seeing a ghost must Save v. Spells or age 10 years and flee, as per the *fear* spell, for 2d6 turns. Clerics of 6th and higher level are immune to this effect, and creatures with 8 or more HD or levels gain a +2 bonus to save.
- ❖ Ghosts may use *magic jar* once per round on a target within 60 feet.
- ❖ The ghost may also manifest and attack physically; a successful touch ages their target by 1d4x10 years. Creatures killed by this aging attack cannot be raised by any means short of a *wish* followed by *resurrection* magic.
- ❖ Ghosts are immune to attacks from weapons with less than a +2 enchantment and have a 25% chance of being unaffected by mortal magics.

Thornhader bears no treasure of its own, but the manner of its death and subsequent haunting was a powerful thing, and wood may be harvested from the frozen tree suitable for use as a principle for a single stave, three wands, or a dozen arrows. The wood has an overall value of 10,000 gp. If used to create an item with power over undead (such as *arrows of undead slaying*) or a *staff of withering* the value is multiplied by 50%.

0505. The Court of the Palescent Duke

Visible from all points within the Pallid Fields is Neluthien's castle, built into an enormous oak tree. The gates are guarded at all times by two elves (E1) dressed in the gray and light blue livery of the Duke.

The interior of the palace is paneled in dark wood and rimed in blue ice. Neluthien's statistics are presented again in the Appendix, along with additional powers he gains when encountered within the palace.

Neluthien's domicile is much larger than could be contained within a tree, even one of such unusual size as he has chosen. The interior is vast, as large as a small town in the mortal world, but despite its size is sparsely peopled; there are no more than a score of residents and guests at any one time. Typically, the following individuals are found within the palace:

- ❖ Neluthien.
- ❖ Elven guard. There are seven 1st-level elves always on duty. Each has memorized a single offensive spell and is armored in silver chain, carries a shield, and wields an axe in their other hand. There are a total of 14 guards employed by the Duke; when off-duty they reside in Frostburn.
 - Two at the front entrance.
 - Two in the Hall of Mirrors.
 - Three guarding Neluthien.
- ❖ Drinfeu (E4), Neluthien's elven advisor and seneschal.
- ❖ The Knights of Neluthien. Chief among the Palescent Duke's retinue are three Faery Knights: Renhal (E3), Bucmor (E2), and Mashkros (Goblin 3, see Hex 18.24). They reside in smaller chambers within the palace. Each has a 1-3 in 6 chance of being present; if not they will be elsewhere in the domain (1-4 in 6) or Faery (5-6) performing some task for their Duke.
- ❖ The household staff comprises ten sprites that dwell in Frostburn. There will be 2d4 sprites on duty at any given time. Two goblins serve as cooks (see below).
- ❖ There will be 2d4-1 residents from the Duke's domain within the palace for a variety of reasons.

- ❖ A number of guests from outside his domain. These change over on a weekly basis as follows:
 - 2d4-1 Common Faeries
 - 1d4-1 Faery Knights
 - 1d2-1 Faery Nobles
 - 1d2-1 other powerful individuals (unaligned Faeries, powerful mortals, hags, etc.)

Elfguard (numbers vary)

AC 5[14], **HD** 1* (5 hp), **Att** 1 x weapon (1d8+1), **THACO** 19 [+0], **MV** 120' (40'), **SV** D12, W13, P13, B15, S15 (E1), **ML** 11, **AL** Neutral, **XP** 19.

- ❖ Each wears chain mail armor and carries a sword.
- ❖ They gain a +1 bonus to hit and damage due to their strength
- ❖ All have one of the following spells: *chromatic orb**, *colour spray**, *magic missile*, *shield*, *sleep*, *wall of fog**.

(* from the *OSE Advanced Fantasy: Druid and Illusionist Spells* list)

Drinfeu, elven seneschal and advisor (1)

AC 7[12], **HD** 4 (14 hp), **Att** 1 x staff (1d6) or spell, **THACO** 17 [+2], **MV** 120' (40'), **SV** D10, W11, P11, B13, S12 (E4), **ML** 9, **AL** Neutral, **XP** 125.

- ❖ Drinfeu is an elderly elf, who does not resort to violence if he can help it. His spells are of a practical or divinatory nature. When encountered he typically can cast: *detect magic* (x1), *read languages* (x1), *detect invisible* (x1), *phantasmal force* (x1).
- ❖ Whirling about his head is a pale lavender *ioun stone*, capable of absorbing thirteen more levels of spells of level 1-4 (p. 355, *OSRIC*).

Renhal, elven knight (1)

AC 4[15], **HD** 3 (18 hp), **Att** 1 x weapon (1d8) or 1 x spell, **THACO** 18 [+1], **MV** 90' (30'), **SV** D12, W13, P13, B15, S15 (E3), **ML** 10, **AL** Neutral, **XP** 50.

- ❖ Renhal carries a shield of frosted oak and a *battleaxe +1* (not included above).
- ❖ He typically memorizes the following spells: *light*, *magic missile*, *blur**.

(* from the *OSE Advanced Fantasy: Druid and Illusionist Spells* list)

Bucmor, elven knight (1)

AC 5[14], **HD** 2 (7 hp), **Att** 1 x weapon (1d8) or 1 x spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D12, W13, P13, B15, S15 (E2), **ML** 9, **AL** Neutral, **XP** 25.

- ❖ Bucmor typically can cast the following spells: *glamour**, *spook**.
- ❖ He fights with a slender sword.

(* from the *OSE Advanced Fantasy: Druid and Illusionist Spells* list)

Mashkros, goblin knight (1)

AC 6[13], **HD** 3 (3 hp), **Att** 1 x weapon (1d6), **THACO** 18 [1], **MV** 60' (20'), **SV** D12, W13, P14, B15, S16 (F3), **ML** 10, **AL** Neutral, **XP** 35.

- ❖ Mashkros fights with a short sword and shield.

Exploring the Castle

Neluthien has complete control of the temperatures within the various rooms, and he will often increase the temperature in the rooms in which visitors are staying, assuming they are vulnerable to the extreme chill of his domain.

The layout of the interior is chaotic and seemingly random. It also seems to change unpredictably in minor, subtle ways. It would take 1d2+2 days to explore the entire interior, assuming that Neluthien granted the interlopers permission to do so. The Pallescent Duke is somewhat cavalier with the concept of treasure, and every day of searching yields treasure equivalent to Type E. Roll 1d6 every hour to determine what kind of feature is found:

1. A bedchamber. There's a 1-2 in 6 chance it is currently being occupied by a guest of the Pallescent Duke, otherwise it is likely to be dusty and unlivid-in.

2. A storage room. Random goods are found within. There's a 1-2 in 6 chance the goods are useful or have some discernible purpose. Otherwise they will either be esoteric (1-2) or useless (3-6). There's a 1 in 6 chance that a given storage room is inhabited by some kind of creature — perhaps a lesser faery hiding from chores or the ire of the Duke, an awakened giant rat, a snow spider, etc.

3. A corridor. The corridor will (roll 1d6): (1) dead-end, leading to nowhere; (2) contain a secret door leading to another random room; (3) be lined with canvases of strange vistas and portraits of odd-looking individuals; (4) be magical in some manner (preventing passage, no-gravity, makes those who walk down it small or large, etc.); (5-6) leads to 1d4 other rooms.

4. Stairs. Lead either (1d6): (1-3) up, or (4-6) down.

5. Servant/miscellaneous room. The room has a utilitarian purpose, either as quarters for servants, training for guards, a library, ballroom, etc. There's a 1-5 in 6 chance this room is not currently in use.

6. Unique. A magician's laboratory, a room flooded with sand, a chamber with no gravity, or filled with pulsing, formless flesh, etc. There's a 1-5 in 6 chance the room is not being used.

Castle Encounter Areas

The palace contains within it the following areas of interest.

1. Entrance Hall

Once let into the palace the adventurers find themselves in a long hall, at least sixty feet in length, paneled in ancient dark wood and covered with a thin film of ice. It is dark in this corridor, and there is only one door, at the far end, that leads to the Central Chamber. If Neluthien desires he can prevent individuals from passing further than the Entrance Hall, provided he is aware of their presence. Such individuals must Save v. Spells or find themselves walking down an endless hallway, never getting closer to the barely visible door at the far end.

2. Central Chamber

The Entrance Hall opens up into a vast room, some hundred feet in diameter, that rises up to dizzying heights. Balconies and windows break the smooth wood walls of this chamber at various locations and heights, some of which lead to other domains or worlds. There are seven other doors at ground level that lead to various rooms in the palace. The locations below are all accessed via the Central Chamber.

The other balconies, doors, and windows are accessible only via climbing the nearly sheer surfaces of the chamber, or magic.

3. Hall of Mirrors

A long hall just off the Central Chamber, seven mirrors line both the left and right walls. The mirrors are of different sizes, styles, and materials. Each is draped in black velvet, and upon removing the covering the viewer sees that the mirror reflects not the interior of the hall but a different place altogether.

Most of the mirrors are portals to other locations and are described below. Those with asterisks (*) are one-way portals, without an equivalent return portal. The portal and domain-viewing mirrors become non-magical if they are removed from this chamber.

Mirror 1*. 5' wide x 4' tall, stained mahogany frame. Depicts a snow-covered field. Leads to the ring of standing stones in subhex 0305.

Mirror 2. 1' x 2', oak, raw wood. Reflects a cozy living space. Leads to the home of the Silverhair sprite clan (see subhex 0407 in Hex 16.24). Can be used from this end at will, from the other end only once per year.

Mirror 3. 2' round, no frame, reflects an expanse of frozen waves. Leads to the Court of Frozen Tears, a domain in the Winter Court of an allied Faerie Lord.

Mirror 4. 1' x 1'. Just a mirror.

Mirror 5*. 3' oval, frame of polished cherry. Reflects snow-capped mountains. Leads to an unclaimed valley in the Wilds. Neluthien occasionally punishes subjects by forcing them through.

Mirror 6. 4' x 4', ornate yellow pine frame. No reflection, just inky blackness. Upon speaking the

command word one can cause an image of the Pallid Fields to appear, as if one were viewing it from above. The magic pierces darkness and weather, so that the viewer may observe in real time what is occurring in the domain. A second command word enables one to zoom in on one of the four hexes making up the domain, and a third word allows one to zoom in on a specific subhex. Once activated, the mirror will only respond to 1d4 command words a day, and will only remain active for 2d10 rounds after activating.

Mirror 7. 6' x 2', painted red frame. *Mirror of life trapping.* Already contains 2d4 individuals.

Mirror 8. 3' round, gilded frame. Depicts a frozen reflecting pool outside of an impossibly large and ornate palace of blue glass. Leads to the domain of Queen Morilrean, current Queen of the Winter Court. Morilrean can shut down the magic of this mirror at will, preventing it from being used, should she wish to close her court.

Mirror 9. 3' square, silver frame. Just a mirror.

Mirror 10. 4' x 3', oak frame. Not a mirror, but a painting depicting an alpine meadow in full bloom in the middle of summer.

Mirror 11. 2' x 4', white pine frame. Depicts a snow-covered pine grove. Leads to the Court of the Silent Woods, another allied domain.

Mirror 12*. 4' x 4', painted white frame. Depicts a shadowy, barren landscape. Leads to the Plane of Shadows.

Mirror 13. 4' round, cherry frame. Just a mirror.

Mirror 14. 2' diamond, platinum frame. Depicts a sparse, autumnal forest, with leaves of red and orange and yellow. Leads to the Court of Day's End, an allied domain in the Fall Court.

4. The Kitchens

In many Faery domains the kitchens would be bustling with activity, action, and smells. The kitchen of the Court of the Pallescent Duke is dim, cavernous, dusty and quiet. Only a small portion of it is used, lit by flickering candles. The cook is an elderly goblin named Reekhan, assisted by his young and careless son Shanpen. The Pallescent Duke cares not for the pleasures of food, and this ennui has rubbed off on his kitchen staff, so they typically produce only the blandest of meals.

Reekhan and Shanpen both sleep in the kitchen, in a corner far removed from the actual cooking area. They spend much of their time arguing over pointless trivia.

5. The Halls of Penance

A warren of shadowy, vast corridors just off the Central Chamber, the Halls of Penance are where Neluthien stores those that have wronged him, once they have been encased in ice, a process that leaves them alive and aware but totally immobile. Typically, those who have brought the Duke's wrath down upon themselves – but don't merit death or exile – are sheathed in ice and left here for anywhere from a day to a week. There are rumors of dusty passages within this complex, containing the ice-encrusted corpses of those the Duke brought here decades, or even centuries, ago and simply forgot about.

The Halls of Penance, at any time, contain 1d8–1 living prisoners and 1d3–1 dead ones. Due to the labyrinthine nature of the Halls it takes 1d4 turns of searching to find a prisoner. There's a 1 in 6 chance that 1d4 prisoners will be discovered together, and a 1 in 6 chance that any prisoner found will have died.

Absent magic, it takes 1 turn of chipping away at the ice to free a prisoner but doing so manually inflicts 2d4–1 points of damage upon those trapped within.

6. Neluthien's Quarters

Neluthien's quarters are enchanted so that only those who have been granted permission may find them. It is a modest room, containing an ornate bed and an uncomfortable chair that faces an unlit fire set in a blackened and cold hearth. The chair is excellent for brooding.

The walls are lined with 22 skulls, belonging to creatures and lesser Lords and Knights of Faery that Neluthien has vanquished. Most of them are humanoid in appearance, but there are two skulls that once belonged to twin frost giants, a dragon skull from a young white dragon, and several other skulls that are even less identifiable.

The wealth of Neluthien can be found in a wooden chest kept at the far end of the bed. The chest is magically trapped; if anyone other than Neluthien opens it the room is targeted by an effect similar to

ice storm (p. 66, *Labyrinth Lord Advanced Edition Companion*). The chest contains the following:

- ❖ Assorted gems worth 5,600 gp.
- ❖ The fur of a rare albino mink, tanned and fashioned into a stole, worth 1,200 gp.
- ❖ A bundle of oak branches, harvested from a magical tree in the middle of the Summer Court, suitable for use as a magical principle. There are six branches, each with a value of 3d4x100 gp.

7. The Audience Hall

A cavernous chamber of rough-hewn stone, with icicles hanging from the ceiling like stalactites. Neluthien's throne is at the far end, and when he is here he will be accompanied by his three elven guards, 1d2 visiting dignitaries, 1d4 petitioners, 1d6 important residents of his domain, and 1d8 servants.

0607. Sheep

Three-score woolly sheep, their hair a dark brown, graze amidst the winter wheat that pokes up through the snow. A bored kobold named Snerr watches over them.

Snerr, bored kobold (1)

AC 7[12], **HD** ½ (3 hp), **Att** 1 x staff (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D14, W15, P16, B17, S18 (NH), **ML** 6, **AL** Neutral, **XP** 5.

- ❖ Snerr has no treasure save a tin whistle, which he will blow loudly if attacked.

0706. Frostburn

A small village can be found in this hex, inhabited by an odd assortment of bugbears, kobolds, elves, and sprites, all of whom serve the Pallescent Duke.

Population: 90 individuals (15 families)

- ❖ 6 elven families (24 individuals)
- ❖ 4 kobold families (24 individuals)
- ❖ 3 bugbear families (15 individuals)
- ❖ 2 sprite families (27 individuals)

Ruler: Mayor Ritore Leal (E2)

Market Class: 2

Trade Modifiers: Meats, preserved (-1), Wool (-2), Ale (+1), Wine (+2)

Frostburn is a village of wood and thatch, neatly arranged around the road running to the Verglas. There's a small inn, the Crooked Still, that doubles as a meeting place for the villagers, and a smithy, run by kobolds, but otherwise there's not much to be found. The majority of the residents make their living in textiles, spun from the wool gathered from the plentiful sheep that inhabit the domain.

Locations of note are listed below.

1. Crooked Still

A ramshackle, multiple-story structure of wood and stone, the Crooked Still is run by Ritore Leal, the town's elven mayor. It boasts a large, smoky common room that is kept extremely warm, a half-dozen private rooms, and a stable for mounts. At any time there will be 1d20-1 individuals in the common room. 75% of those will be residents of the town, the remaining will be travelers from other regions of Faery or even the mortal world. Roll 1d10 for each non-resident to determine who is present.

1d10 Patrons

1-3	Common Faery-folk from another domain, passing through for one reason or another.
4	An anthropomorphic animal (sapient animal that walks bipedally and dresses as a Man – see <i>Puss in Boots</i>) from another domain.
5	A Faery Knight, on a quest. Accompanied by 1d6-1 Common Faeries as escort.
6	A human from the mortal world, here on their own.
7	1d4+1 adventurers from the mortal world.
8-9	A fae-born from a different part of Faery.
10	An intelligent non-fae resident of Faery, such as a hag.

Sleeping accommodations are sparse, even though there are a half-dozen private rooms. On any given night 1d6 of the rooms will be occupied.

Leal's tavern also doubles as the town's general store. He has a room in the back stocked with a variety of tools and equipment – farm implements and adventuring gear both – as well as more esoteric goods, such as bagfuls of mismatched, used buttons, a broken pocket-watch, the nub of a candle made from black wax, lost and forgotten children's toys, etc. He always has 1d20 such strange and seemingly random goods. There's a 1 in 6 chance that one of these will actually be useful – a charm or fetish, a minor potion or scroll, etc. These can be purchased at their full price (but see below).

When travelers from the mortal world attempt to purchase anything in the Crooked Still – whether goods, lodging, or food – roll 1d6. On a result of 1 Leal will refuse gold or equivalent wealth, requesting something else in return. Roll 1d6 to determine what he asks for.

1d6 Request

1	Something tangible the buyer has, worth more than the object to be purchased.
2	Something tangible the buyer has, worth less than the object to be purchased.
3	Some object Leal needs. On a 1-4 in 6 the request is easy in proportion to the cost of the purchase. On a 5-6 it is more difficult than the purchase may be worth.
4	A deed. On a 1-4 in 6 the deed is easy in proportion to the cost of the purchase. On a 5-6 it is more difficult than the purchase may be worth.
5	Something personal and tangible belonging to the buyer: a drop of blood, a clipping of hair, etc.
6	Something intangible the buyer possesses – a memory, a name, a song or dance performed for Leal's amusement. If the item desired is very valuable there's a 1 in 6 chance the intangible item is lost forever once given (memories fade, the song can no longer be sung, etc.).

2. Forge

Operated by the Shatral clan of kobolds (two families), the smithy is in a low, unmarked building on the eastern edge of town. The structure is sized

for kobolds, with larger creatures having to squeeze within.

Led by the matriarch Meja, the Shatral clan produces a variety of steel and iron goods for the village as well as the Duke's court. Meja and her daughter Heartly are the most skilled of the smiths; Meja has a 1-3 in 6 chance of producing a masterwork item given the materials and proper payment.

While not as skilled as dwarves in the craft of iron-working, the Shatral are clever and numerous, capable of producing a large volume of work. One of the nephews, called Sahval, longs to see the world, and if given proper inducement would join an adventuring party.

3. Sheepcote

A large, fenced-in yard can be found on the western edge of town, abutting a ramshackle wood barn. The majority of the town's sheep are kept penned here, and are rotated through the fields (see subhex 0607). Snerr's father, Snord, is in charge of the sheepcote, which typically has close to one hundred animals within.

4. The Witch's Hut

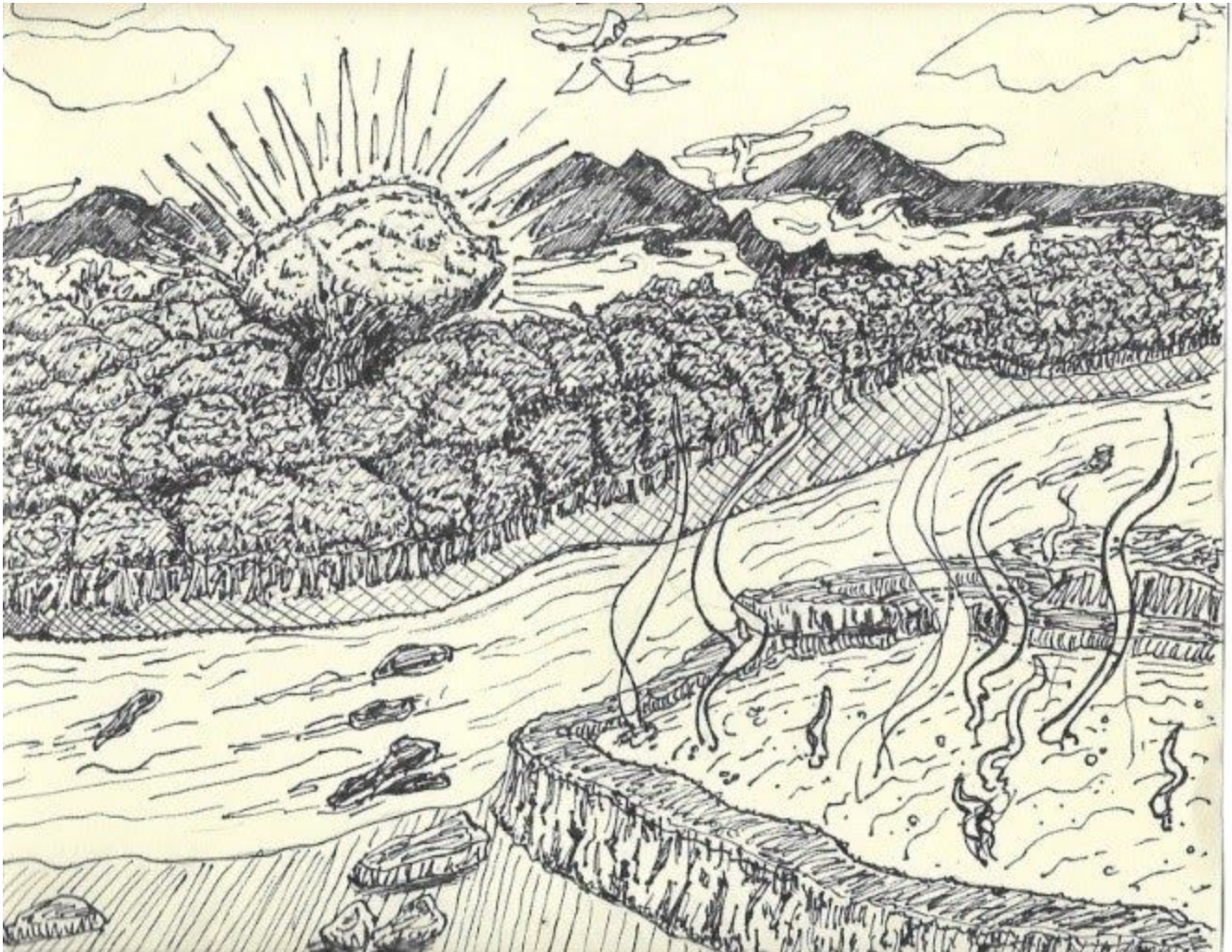
Mellor Mal, an elf ancient even by the standards of that long-lived race, dwells alone in a crude hut on the outskirts of town. She is largely confined to her dwelling, and subsists on the kindness of her neighbors, although the young residents consider her something of a witch. She does have the gift of foresight; there's a 1 in 6 chance whenever she interacts with the adventurers that she will have a vision of an event that will occur within 4d10 days.

5. Friththun the Fomentor

A bugbear called Friththun dwells in this hut with his wife and three young bugbears. He is actually a spy and informant for the Verglas and passes information to her via an albino raven that visits his hut every 1d4 weeks. Friththun's parents were imprisoned by Neluthien, and he would like nothing more than to see the Duke fall.

The rest of the villagers live in dwellings scattered throughout the small village, leading a largely pastoral existence.

Hex 76.22 - Winter's Veil



Resources: Vegetable, industrial (5); Animal, livestock (4)

0303. Winter's Veil

A small stream emerges from below ground, cascades down a tumble of rocks, and disappears back under the ground. The stream is mostly frozen, the waterfall white with a slick of moisture on top of it. Behind the Veil dwells a clan of sprites in a series of small caves too small for Man.

The clan is led by Sarcele Le-al, a female sprite with an occasionally cruel sense of humor.

Sprites (14)

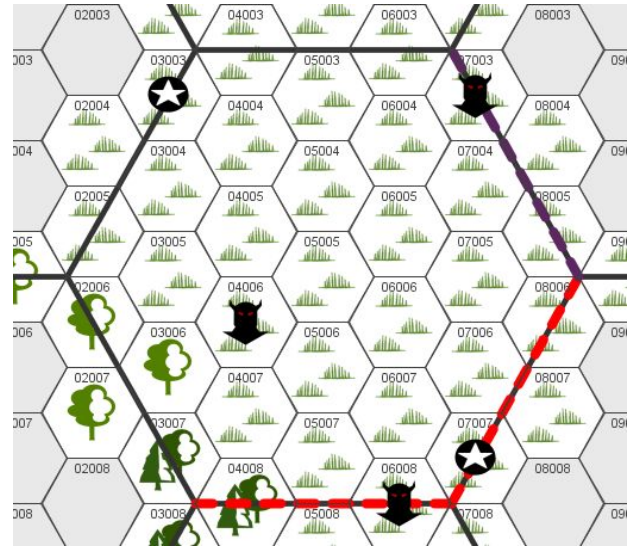
AC 5[14], **HD** ½ (hp avg 2), **Att** 1 x spell (curse), **THACO** 19 [0], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Neutral (Chaotic bent), **XP** 6, **NA** 3d6 (5d8), **TT** S

The clan's treasure largely consists of smooth rocks, curiously shaped branches, and bits of shiny metal, but one perfectly round, black stone is in fact the last bead belonging to a *necklace of fireballs*. It bursts into a *fireball* doing 4d6 points of damage if thrown. See p. 357 of *OSRIC* for this item.

Sarcele Le-al, sprite queen (1)

AC 4[15], **HD** 2* (10 hp), **Att** 1 x spell (curse), **THACO** 18 [+1], **MV** 60' (20') / 210' (70') flying, **SV** D11 W12 P12 B14 S14 (E1), **ML** 7, **AL** Neutral with Chaotic tendencies, **XP** 25, **TT** (see below).

- ❖ She may curse a target, as per the sprite description, by herself without needing additional sprites.
- ❖ Once per day she can automatically pass a single saving throw. This decision can be made after the roll.
- ❖ Once per round she can cause the ground beneath a single opponent to become slippery. The opponent must roll equal to or under their Dex on 3d6, or on 4d6 if they are moving, to avoid falling prone. She may do this in addition to another action, and at any point during the round.



This coterie of alruanes has no treasure.

0406. The Plants Hunger

A clump of five alruanes can be found in this subhex, semi-hidden in the snow. When living creatures come within striking distance they spring from the soil and attack!

Alraune (5)

AC 7[12], **HD** 2+2 (8, 10, 11, 14, 14 hp), **Att** 1 x bite (1d6) or special, **THACO** 17 [+2], **MV** nil (90'/30'), **SV** D13 W4 P13 B16 S15 (M2), **ML** 7, **AL** Chaotic, **XP** 25, **TT** K

- ❖ Alruanes resemble rosettes of foliage roughly the size of dinner plates when unmoving. When prey approaches they leap from the ground, revealing their true appearance: an oversized head, small, wizened body, sickly green skin, and a toothy maw.
- ❖ Alruanes surprise on a roll of 1-3 in 6 and gain a +1 bonus to initiative rolls.
- ❖ Once per day the alraune may shriek; prey within 20' must save v. Paralysis or be stunned for 1d6 rounds, suffering a -3 penalty to all checks (attacks, saves, etc.).

0608. The Hut of Kehudrak Res

This subhex is dominated by an enormous, crude dwelling constructed from slabs of stone stacked in a haphazard manner. Kehudrak Res, a cyclops, dwells within, tending the flock of sheep found in subhex 0707. Res is slow but loyal to Neluthien, who makes sure to ply the giant with a plentiful supply of sheep. There's a 1-2 in 6 chance Kehudrak will be found in his hut; if not he will be in the adjacent subhex, tending to his flock.

Kehudrak Res (1)

AC 5[14], **HD** 13 (69 hp), **Att** 1 x club (3d10) or 1 x rock (3d6), **THACO** 10 [+9], **MV** 90' (30'), **SV** D4 W5 P6 B5 S8 (F13), **ML** 9, **AL** Chaotic, **XP** 1,350, **NA** 1 (1d4), **TT** E + 5000 gp

Kehudrak keeps his treasure in a hollow under a large, flat stone in his hut. It requires a combined mortal strength of 35 – or an individual wearing a *girdle of giant strength* – to shift it aside. Contained in the hollow are 6,000 ancient gold coins, forged long ago in the mortal world, a *ring of free action*, a *staff of healing*, and a *folding boat* (note that treasures not found in OSE can be found in OSRIC). Additionally, there are two spell scrolls. One

contains *magic missile* scribed at 9th level, the other *fly*, *hold person*, and *waterbreathing*.

0703. The Den of Carlymog

Nine giant minks dwell here, in a den carved out of the frozen earth. They are led by the largest female, Carlymog, and all are intelligent and can speak the language of Faery.

Carlymog and her brood are playful and generally friendly but are also unpredictable and tend to take slights where none are intended. Two rounds into any parley make a second reaction roll.

Carlymog's brood (giant minks) (9)

AC 5[14], **HD** 1+1 (5, 6, 6, 7, 8, 8, 9, 9, 9 hp), **Att** 1 x bite (1d8), **THACO** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Neutral, **XP** 15, **NA** 1d8 (1d12), **TT** None

Carlymog (giant mink) (1)

AC 5[14], **HD** 2 (12 hp), **Att** 1 x bite (1d8), **THACO** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d8 (1d12), **TT** None

0707. Sheep

A vast herd of sheep is kept here by Kehudrak. At any given time there will be 1d20+20 large, docile sheep within this subhex.



Appendix A: Wandering Encounters

This table is for the entirety of the domain. Special encounters are detailed in the appropriate entries.

1d12	Encounter
1	Neluthien, with 1d3 guards
2	Neluthien, by himself
3	Carlymog + 1d8 giant minks
4-5	Rickritt
6	Kehudrak Res
7	Elk (1d4)
8	Elves (from Frostburn; 1d6)
9	Bugbears (from Frostburn; 1d6)
10	Kobolds (from Frostburn; 1d8)
11	Sprites (from Frostburn; 1d8)
12	Special, roll below

Special Table

1d6	Encounter
1	Mashkros, goblin knight
2	Bucmor, elven knight
3	Renhal, elven knight
4	Neluthien + 1d3 knights +1d4-1 elvenguard
5	Random creature (use Crooked Still patron generator)
6	Random creature (use Hot Springs patron generator)

Appendix B: Kinds of Faery-folk

Fae-born

Faery is largely populated by creatures not normally thought of as Fae: elves and kobolds, bugbears and dwarves, animals both normal and giant, intelligent or not. If found within the domain of a Faery Lord they will likely be a subject of that Lord; those found in the Wilds will be independent, serving no Lord or Lady.

Special Qualities

As a general rule these creatures are mechanically the same as those found in the mortal worlds; a dwarf is a dwarf, a bugbear a bugbear. When in Faery, however, all fae-born creatures are resistant to mortal magics. When targeted by a spell cast by a human that requires a Save v. Spells they can roll twice, taking the better result.

Faery is a place where mortal rules do not apply, and it is always possible to encounter fae-born creatures that do not conform to the standards of their race; animals may be awakened, walking on two legs and speaking as a Man, or bugbears capable of casting innate spells. As a general rule, there's a 1 in 6 chance that encountered fae-born have some special quality distinguishing them from their mortal equivalent.

Roll 1d20 and compare to the table to determine their special qualities, below:

Fae-born Special Qualities

1d20	Quality
1	Creature has additional 1d4 HD
2	Creature has AC improved by 1d2
3	Creature has movement improved by 1d3x10 feet per round
4	Creature has additional form of movement
5	Creature speaks (if normally unable) or knows 1d4 more languages
6	Creature is more intelligent than normal
7	If animal, creature is anthropomorphic. Otherwise, has 1d10 hp per HD
8	Can cast spells as cleric of equal HD*

9	Can cast spells as magic-user of equal HD*
10	Can cast spells as druid of equal HD*
11	Can cast spells as illusionist of equal HD*
12	Saves improve to next category
13	Regenerates 1d2 hp per round
14	Takes half damage from one damage source
15	Magic resistance of 1d4x5%
16	Treat as sage specializing in 1d4 subjects
17	Immune to illusions
18	Immune to enchantments
19	Custom quality
20	Roll twice

*If unintelligent, creature has 1d4 appropriate spell-like abilities.

Typical Fae-born Creatures

Typical fae-born creatures are listed below, taken from the OSE monster section. They are numbered to allow for random generation of encounters. This list is not inclusive of all the creatures and monsters that can be encountered in Faery, but only those that are typically categorized as fae-born.

Fae-born Creatures

1d100	Creature	1d100	Creature
1	Basilisk	46-47	Kobold
2-3	Bat	48-49	Lizard, giant
4-5	Bear	50	Lycanthrope
6	Blink dog	51	Manticore
7-8	Boar	52	Mastodon
9-10	Bugbear	53	Merman
11-12	Cat, great	54-55	Minotaur
13-14	Centaur	56	Octopus, giant
15	Crocodile	57-58	Ogre
16	Cyclops	59	Owlbear
17	Doppelganger	60-61	Pegasus
18	Dragon	62-63	Rat
19	Dragon turtle	64	Rhagodessa
20-21	Driver ant	65-66	Roc
22	Elephant	67	Salamander

Appendix B: Kinds of Faery-folk

22-24	Ferret, giant	68	Shark
25	Fish, giant	69-70	Shrew, giant
26	Ghoul	71	Squid, giant
27-28	Giant	72	Toad, giant
29-30	Gnome	73-74	Treant
31-32	Goblin	75	Troll
33-34	Griffon	76	Unicorn
35-36	Halfling	77-78	Warp beast
37-38	Hawk	79	Weasel, giant
39-40	Herd animal	80-81	Wolf
41-42	Hippogriff	82	Wyvern
43-44	Horse	83+	Add as needed
45	Hydra		

Fae-born creatures tend toward a Neutral alignment, regardless of the predominant alignment of their race. They manifest the occasional Chaotic streak, which typically manifests not as evil or cruel behavior, but rather fickle and uncaring.

Fae-born, if they are capable of speech, are fluent firstmost in Fey, the tongue of these lands. 1-4 in 6 speak the language of their mortal world equivalent, 1-2 in 6 speak the Common tongue, and 1 in 6 are fluent in an additional 1d4 languages. These additional languages are often obscure and non-standard; the language of beetles, perhaps, or the speech of the trees as wind rustles their leaves.

Faery, Common

These are the creatures that one typically thinks of when imagining faeries. They dwell within Faery primarily and are found infrequently within the mortal world. Those that are found outside of Faery either dwell in both worlds – such as dryads – are traveling for some inscrutable purpose, or dwell in a place where the boundary between the worlds is weak (such as the sprites in Hex 16.24). Dwarven redoubts, for instance, are often found deep within the bowels of the earth, where they have established outposts in the mortal world to mine for materials that are not found naturally in Faery.

Faery creatures found in the *OSE Core Rules* are as follows:

- ❖ Dryad
- ❖ Dwarf
- ❖ Elf
- ❖ Nixie
- ❖ Pixie
- ❖ Sprite

Other rulebooks, such as *OSRIC*, *LL AEC*, etc. have additional faery creatures.

Special Qualities

Like all true creatures of Faery, Common Fae cannot stand the touch of bronze. When attacked with weapons made of bronze roll twice to attack, taking the better of the two results, and roll twice for damage, also taking the better of the two results. The very touch of bronze is painful; it causes no physical harm if not actually striking, but the faery will be unable to concentrate, cannot cast spells or use special abilities, and will not regenerate damage until they are no longer in contact with the offending item.

Common Fae that dwell within a domain owe fealty to that Lord and will be subject to their will and whim. Those that do not – if they dwell in the Wild or have been exiled to the mortal world – are the Free Folk and owe loyalty to no master. These faeries tend to possess more of a Chaotic bent than those that are bound to a Lord.

In addition to a vulnerability to bronze, Common Faeries share the following characteristics:

- ❖ Immune to ghoul paralysis.
- ❖ When targeted by *sleep*, *charm*, or illusions they may roll twice for the save, taking the better result.
- ❖ They may lie with impunity and, indeed, relish.

Faery Knights

Every Lord or Lady of Faery has the ability to imbue one or more of their subjects with additional abilities to serve as their champions. These champions are typically referred to as Knights and are most often (but not always) drawn from the rank of Common Faeries.

Special Qualities

Knights typically share the following characteristics in addition to a vulnerability to bronze:

- ❖ They cannot lie. They may dissemble, and hedge, and make vague statements, but they cannot outright lie.
- ❖ They are immune to ghoul paralysis, *sleep*, and *charm* spells.
- ❖ If subjected to illusions, *hold*, or *ESP* spells they may roll twice, taking the better result.
- ❖ Their HD is increased by 1: an elven Knight has 1d8 hp per level, rather than 1d6.
- ❖ Their minimum level or HD is 2.
- ❖ Their attacks (via natural means or weapons) harm magical creatures as if they possess a +1 enchantment, even if they're not magical.
- ❖ Faery Knights must be sentient, thinking creatures.

Those capable of class levels may have those instead of HD, along with any abilities that come from those classes. Additionally, there is a 1 in 6 chance for each HD the Knight has that they have a special ability (roll below). Finally, a Lord or Lady may endow a Knight with one of their own abilities for a period of one week, during which time the Lord or Lady loses that ability.

Special Abilities

1d20	Quality
1-2	Knight gains an additional 4 hit points. If this result is rolled it is counted as a "+" to the Knight's HD.
3-4	Knight's AC is improved by 1.
5	Knight's movement is increased by 10' per round.
6	Knight possesses extraordinary Strength, Dexterity, or Constitution. The first time this result is rolled, treat it as an 18 in this score, granting the appropriate bonuses.

	Additional rolls of this result grant an additional +1 bonus.
7	Knight gains an additional form of movement with a base of 120' (40').
8	Knight gains a +1 bonus to hit and damage.
9	Knight has an animal companion with which they share an empathic bond up to 120'.
10	Knight regenerates 1 hp per round. There is a 1-4 in 6 chance the regeneration does not work against 1d3 different forms of attack or materials.
11	Knight has a single spell-like ability. This replicates a (roll 1d6): 1-2 druid, 3-4 illusionist, 5 cleric, or 6 magic-user spell of (roll 1d6): 1-3 1st level, 4-5 2nd level, or 6 3rd level. The spell-like ability can be used (roll 1d6): 1-3 once per day, 4-5 twice per day, or 6 thrice per day.
12	Knight takes ½ damage from one form of energy or physical attacks.
13	Knight can once per day cancel the damage from a successful physical attack against them.
14	Knight gains a +1 bonus to all saves.
15	Knight gains a second physical attack, usable at the end of a round.
16	Knight is immune to one form of energy.
17	Knight can automatically save on a single saving throw once per day.
18	Knight can cast spells as a (roll 1d6): 1-2 druid, 3-4 illusionist, 5 cleric, or 6 magic-user. They may do so as a caster of a level equal to (roll 1d6): 1-3 their level or HD-1d4, 4-5 their level or HD, or 6 their level or HD +1d4.
19	Knight can shapechange (roll 1d6): 1-3 once per day, 4-5 twice per day, or 6 thrice per day. They may take the form of any creature of equal or lesser HD, and they may stay in their new form for (roll 1d6): 1-3 one turn, 4-5 one hour, or 6 one day. The form they may shapechange into is typically (roll 1d6): 1-5 fixed and related to their liege, or 6 they may shapechange into any creature they are familiar with.
20	Custom ability.

Lords and Ladies of Faery

The Lords and Ladies of Faery are unique fey who rule personal domains within the Fae-lands. They adopt elaborate and apparently needlessly complicated titles and ranks; the subtleties and intricacies of station among the Lords and Ladies are nearly impossible for mortals to understand.

The lowliest amongst them claim one or two titles, often with conflicting ranks, while the most powerful of them have many appellations: it is apparent that Neluthien is a relatively minor Faery Lord, as he is just referred to as the Pallescent Duke. The Lady Lormithel, Baroness of the Falling Waters, Knight of the Five Blades and Keeper of the Dawn, is both more powerful in the Courts of Faery, and of a higher station.

Domains

Most Lords will rule a domain of some size, over the residents of which they have near absolute authority. The domains of Faery are similar to those of the mortal world; a powerful fae Lord might have anywhere from one to several hundred lesser Lords by whom they are owed vassalage. The domains are not all physically connected, however, nor are they understood in the traditional sense in which more powerful Lords offer protection to their lesser vassals.

To determine the size of a Lord's domain roll 1d20.

1d20	Size
1	No domain. The Lord is either dispossessed or controls no physical domain by choice.
2	1d20 subhexes
3	2d20 subhexes
4-5	1d4 hexes
6-7	1d8 hexes
8-12	2d6 hexes
13-14	3d8 hexes
15-16	4d6 hexes
17	4d10 hexes
18	5d12 hexes
19	5d20 hexes
20	5d100 hexes

Faery is divided into "Courts", each ruled by an extremely powerful, nigh-godlike, Lord or Lady. The largest and most powerful Courts are Summer and Winter. Roll 1d10 to determine which Court a given Lord belongs to:

1d10	Court
1-6	Summer (1-3) or Winter (4-6)
7-9	Another Court
10	Unaligned

Special Qualities

The Faery Lords, or Greater Faeries, all share the following broad characteristics:

- ❖ They are immune to both *charm* and *sleep* spells.
- ❖ They have a minimum of 4 HD and a natural AC no worse than 4. They save as elves two levels higher than their HD. Faery Lords have a base of one attack per round.
- ❖ They are vulnerable to bronze. When attacking a Lord with bronze weapons the wielder may make two attack rolls, taking the better of the two, and two damage rolls, also taking the better of the two.
- ❖ They have at least one weakness (see below) in addition to being vulnerable to bronze, and at least two abilities (see below).
- ❖ When in their domain in Faery they gain at least one additional ability.

Weaknesses

In addition to being susceptible to the touch of bronze, the Faery Lords all possess at least one weakness. Roll 1d6 to determine the number of additional weaknesses: (1) none, (2-5) one additional, (6) two additional. If the Lord rules a domain of more than 25 hexes they gain an additional vulnerability.

Some potential weaknesses are as follows (roll 1d20):

1-3. True Name

The Faery Lord has a true name. If it is learned and spoken, the faery cannot try to attack the speaker either physically or with magic and can be forced to perform 1d4 favors for the speaker. They will seek to twist and pervert any commands given.

4-5. Phylactery

The faery's soul is kept in an object of some sort, usually small and unassuming, and usually secreted somewhere within the Lord's domain. If the phylactery is destroyed the faery is instantly slain. If the faery is slain without destroying the phylactery, their body reforms in 1d12 weeks. The downside is that it is common knowledge among the fae's peers that the Lord has a phylactery, and there is a 1-2 in 6 chance the location or object is known.

7-9. Cannot Lie

The Lord either cannot lie (1-4 on 1d6) or cannot tell the truth (5-6 on 1d6). Either way, the faery will speak either in riddles or as obtusely as possible.

10-12. Vulnerability (Material)

In addition to bronze, the faery is vulnerable to another material. This will often be another type of metal (silver, iron, etc.), a type of wood or plant (ash, holly leaves, etc.). The vulnerability is minor (1-3 on 1d6), normal (4-5 on 1d6) or major (6 on 1d6). Minor vulnerabilities grant a +1 to hit/damage the Lord, normal vulnerabilities allow the attacker to roll twice to attack and take the better result, plus do double damage, and major vulnerabilities force the faery to Save v. Spells or die if struck by a weapon of the baneful material.

13. Vulnerability (Condition)

The faery is vulnerable to some form of condition: daylight, darkness, the light of a full moon, burning sage, etc. A minor vulnerability (1-4 on 1d6) indicates the faery suffers a -1d4 to all rolls when exposed to the substance. A major vulnerability (5-6 on 1d6) indicates the faery will not willingly approach within 2d4x5 feet of their bane, and if forced to will suffer 1d4 points of damage per round while exposed to it.

14. Lost

The Faery Lord has lost or had stolen an important item, and is desperate to find it. It is up to the Referee what this item is. There's a 1-3 in 6 chance that the lost item reduces the number of abilities the Lord possesses by 1d4 as long as it remains out of their possession. If the Lord were to get the item back there's a 1-3 in 6 chance they gain a new weakness.

15. Misshapen

The Faery Lord's form is twisted and misshapen. Their followers have their morale scores reduced by

one, and all non-faeries that see the Lord must Save v. Spells or be affected as per the *cause fear* spell. Once a save is made the individual does not have to make additional saves.

16. Bound

The faery is bound to a specific location and cannot physically leave it. The location is (roll 1d8): 1 the size of a small room, 2-3 the Lord's keep, 4-6 their domain, 7 Faery, or 8 another plane of existence.

17. Blood Magic

In order to cast spells the Faery Lord must either (1d6): 1-5 spend their own hp or 6 spill the blood of innocents. If they must use their own blood it costs 1 hp per level of the spell they wish to cast; if that of an innocent, it requires a sacrifice of 1 HD per spell level per casting. In the latter case, multiple innocents may be sacrificed.

18. Difficult Casting

Each time the faery attempts to cast a spell they must roll a 3+ on 1d6 in order to successfully cast the spell.

19. Object of Power

The Faery Lord possesses some item from which they draw their strength and power. Losing it causes the Lord to lose 1d4+1 of her powers (chosen at random).

20. Chaos Magic

Every time the Faery Lord casts a spell there's a chance that it backfires or goes wrong somehow. On a roll of 1 in 6 the spell affects another individual, chosen at random, and on a 2 it affects the intended target, but with the opposite of the intended effect. On a result of 3-6 it functions as normal.

Powers and Abilities

Each Faery Lord possesses 1d4+1 additional abilities. Faery Lords that can cast spells as a magic-user or illusionist do not have spellbooks; rather, they know a number of spells per level equal to the number of spells they can cast per day at that level +1d4-1. Therefore, a Lord that can cast spells as a 2nd-level magic-user can cast two spells per day and instinctively knows 2+(1d4-1) 1st-level spells.

If the Lord has a domain of at least 50 hexes they gain an additional power.

Appendix B: Kinds of Faery-folk

There's a 1-3 in 6 chance that a Faery Lord has additional powers when in their domain. If they do, they gain 1d2 of the powers below; roll 1d100 or assign as appropriate. If the same result is rolled more than once the results are cumulative.

1-10 Magic-user

The faery can cast spells as a magic-user of level 1d4.

11-25 Illusionist

The faery can cast spells as an illusionist of level 1d4+1.

26-30 Cleric

The faery can cast spells as a cleric of level 1d4. They do not need to follow a deity, however.

31-45 Druid

The faery can cast spells as a druid of level 1d4+1.

46-48 Improved Vitality

The faery has an additional 1d6 HD.

49-50 Difficult to Hit

Base AC is improved by 1d4.

51-52 Shapechange

Can shapechange (roll 1d6): 1-3 thrice per day, 4-5 once per hour, or 6 at will. The faery may take the form of any creature of equal or lesser HD, and they may stay in their new form for: 1-3 one turn, 4-5 one hour, or 6 one day.

53-54 Spell-like Ability (Daily)

The faery gains the ability to cast 1d4 spells of levels up to 1d8, each once per day. The spells should be thematically appropriate. On a (1d10): 1-3 the spells are drawn from the illusionist list, 4-6 from the druidic spell list, 7-8 from the magic-user list, 9 clerical, or 10 all of the above.

55-60 Spell-like Ability (At Will)

The faery has the ability to cast 1d4 spells of levels up to 1d4, at will. The spells should be thematically appropriate. On a (1d10): 1-3 the spells are drawn from the illusionist list, 4-6 from the druidic spell list, 7-8 from the magic-user list, 9 clerical, or 10 all of the above.

61-62 Grant Boon

The faery can perform miracles for petitioners, always in exchange for a service or bargain. It can take the form of a *commune* (once per week, 95%

chance of accuracy), *limited wish* (once per month) or *wish* (once per year).

63-64 Curse

The Lord may pronounce a curse upon an individual as per *bestow curse*. They may do this (1d6): 1-3 once per day, 4-5 twice per day, or 6 thrice per day.

65 Baleful Polymorph

The Lord may cast *polymorph others* (roll 1d6): once per day (1-3), twice per day (4-5) or thrice per day (6)

66 Divine Essence

The Faery Lord is worshiped as a deity by mortals, and as such can grant spells. The spell list should be compiled from clerical, druidic and illusionist spells. Faery Lords rarely grant spells without expecting services in return.

67-71 Additional Attacks

The faery gains (roll 1d12): 1-8 one additional attack, 9-11 two additional attacks, or 12 three additional attacks per round.

72-75 Natural Attack

The faery gains the ability to make natural attacks causing the following damage (roll 1d8 once per attack they can make in a round): 1-2 1d4 points of damage, 3-4 1d6 points of damage, 5-6 1d8 points of damage, 7 2d6 points of damage, 8 3d6 points of damage.

76-80 Alertness

The Faery Lord gains a +1 bonus to initiative and surprise rolls. On a roll of 1-4 in 6 they also cannot be surprised while in their domain.

81-83 Special Attacks

The Faery Lord possesses some form of special attack: poison, a spell-like effect, breath weapon, etc. The special attack will do a maximum amount of damage equal to no more than the Faery's HD x 1d4+1. It can be used (1d6): 1-3 once per day, 4-5 thrice per day, or 6 at will.

84-86 Flight

The faery can fly at a speed of (roll 1d8): 1-2 20' per round, 3-4 30' per round, 5-6 40' per round, 7 50' per round or 8 60' per round.

87-89 Regeneration

The Faery Lord regenerates at a rate of 1d4 hp per round (this is a fixed amount per round, not

Appendix B: Kinds of Faery-folk

variable). There is a 1-3 in 6 chance the Lord cannot regenerate damage from 1d2 sources (magic, materials, elements, etc.).

90-92 Craft Items

The Faery Lord can craft magic items as if they were a (roll 1d8): 1-3 druid of level 8+1d8, 4-6 illusionist of level 8+1d6, 7 cleric of level 8+1d4, or 8 magic-user level 8+1d4.

93-94 Seeing

The Faery Lord has the following ability, as the spell of the same name where appropriate (1d6): 1-2 *detect invisible*, 3-4 *detect magic*, 5 *see through illusions*, or 6 *true seeing*. This ability is continuously active.

95-96 Immunity

The Faery Lord is (roll 1d6): (1-4) resistant to a certain element or attack, or (5-6) immune to a certain element or attack. This can be a weapon type, such as edged weapons or missile attacks, a specific elemental type, such as fire or earth, or other, more esoteric types of attack. Resistance means the Lord automatically takes ½ damage from the attack; immunity means they are unaffected.

97-98 Spell Resistance

The Faery Lord has a chance equal to 3d4x5% to resist any spells cast upon them.

99 Bend Reality

The Lord can alter conditions within their domain as follows. They may do so through a ritual taking one turn (1-3) or at will (4-6). They may change the terrain (1-2), the weather conditions (3-4), summon creatures native to the area that deal 1d6 damage per round to the Lord's enemies (5), or two of the previous (6).

100 Omniscience

The Lord is aware of what occurs within their domain, possessing the ability to view any location within it as if using a (roll 1d6): *crystal ball* (1-3), a *crystal ball with clairaudience* (4-5), or a *crystal ball with ESP* (6).

Lair Actions

All Lords, regardless of whether they rule a domain, have a lair in which they rule supreme. Within a Lord's lair they may affect the local conditions at

will – closing or opening doors, raising or lowering the temperature, summoning light or darkness, etc.

Additionally, they may perform a number of lair actions per day equal to one for every 2 HD they possess. Lords ruling domains larger than 50 hexes gain an additional 1d4 lair actions above and beyond those. Choose from those below or invent your own.

- ❖ Automatically pass a saving throw. Can be used at any time during a round.
- ❖ Force a reroll (can be used for the Lord's rolls or an opponent's). The new roll stands. Can be used at any time during a round.
- ❖ Alter environmental conditions to impose a penalty upon foes. Happens at the end of the round.
- ❖ Create an area effect that lasts for 1d4 rounds and deals up to 1d6 points of damage per Hit Die overall. Happens at the end of the round.
- ❖ Create a targeted effect that lasts for 1d4 rounds and deals up to 1d8 points of damage per Hit Die overall. Happens at the end of the round.
- ❖ Summon an ally on a roll of 1-3 in 6. Happens at the end of the round.
- ❖ Move twice (1-4) or thrice (5-6) their normal movement in a round. Happens at the end of the round.
- ❖ Make one (1-5) or two (6) additional attacks per round. These cannot be spells, and take place at the end of the round.
- ❖ Cast one spell that the Lord is capable of casting; this happens at the end of the round.
- ❖ Custom action.

Lords may activate their lair action at the end of each round (or when triggered, in the case of re-rolls) without costing an additional action.

Treasure

When allocating treasure to both Knights and Lords use the *Wealth by NPC Level* document, available from **Third Kingdom Games**.

Neluthien, the Pallescent Duke

Neluthien is a minor noble of Faery. He makes his domain in the Pallid Fields, a sparsely forested and always frozen area of Faery that has two intersections with Absalom; one in Hex 16.24 and the other in Hex 14.21.

Neluthien resembles a tall, gaunt satyr with shocking white hair and eyes the color of ice. He is nude, even in the coldest of winter, except for a pouch he wears around his waist with the following items: pan-pipes fashioned from his mother's fingerbones, a sprig of holly with 3d4 bright red berries that heal 4 points of damage to any who eat one, and a chunk of amber containing the imprisoned soul of the last person who broke an oath to him.

Ewinrhew, Ice Rapier

He bears a rapier named Ewinrhew, forged from an ever-frozen icicle, at his belt. It's an enchanted blade +2 with which he does 1d6+5 points of damage. On a successful attack the target must make a Save v. Paralysis or be frozen in place for one full round as frost briefly covers their limbs. The wielder of Ewinrhew also gains a +2 bonus to avoid all fire-based attacks.

Neluthien's Domain

Like all the Sidhe Lords, even the minor ones, Neluthien commands immense power in his domain, which in Faery consists of a land approximately the size of four 6-mile hexes. Neluthien's castle is an enormous oak, rimed in ice, that has been hollowed out and is much larger on the inside than the outside. He is attended by a court of a dozen or so faeries and faerie-kin, and has a bodyguard of seven elves that vigilantly guard his castle.

Domain Abilities

While in his domain Neluthien has the above powers in addition to the following:

- ❖ He cannot be surprised in his domain, and always acts first in a round.
- ❖ He regenerates 3 points of damage per round.

- ❖ He can cast *ice storm* twice per day. When casting *ice storm* he has the option of encasing a single target in ice, where they remain, alive but unable to move. The target is allowed to make a Save v. Breath to avoid the effect but does so with a -4 penalty.

Within his palace Neluthien gains the following additional benefits:

- ❖ He may place a *geas* upon a single individual, who must make a Save v. Spells with a -2 penalty if not willing. He may do this once per month, in addition to a normal action.
- ❖ He can control the temperature in each room with a thought.
- ❖ Once per round, before anyone acts, he can direct a barrage of icicles toward a single target within 60' of him. The target takes 3d4 points of damage and can Save v. Breath to take half damage.

Neluthien, the Pallescent Duke

AC 0[19], **HD** 5 (35 hp), **Att** 1 x rapier (1d6+5) or 1 x spell, **THACO** 14 [+5], **MV** 120' (40'), **SV** D8 W9 P9 B10 S10 (E7), **ML** 10, **AL** Neutral, **XP** 1,150, **NA** Unique, **TT** Unique

- ❖ He is immune to all *charm* and *hold* spells.
- ❖ He casts spells as a 5th-level illusionist, but he has no spell book and need not memorize any spells. The spells he knows are:
 - 1st-level - *dancing lights*, *refraction*, *wall of vapor*
 - 2nd-level - *invisibility*, *fog cloud*
 - 3rd-level - *hallucinatory terrain*, *paralyze*
- ❖ He can cast *charm person* once per day.
- ❖ He is immune to all cold-based magics, and while wielding Ewinrhew gains a +2 bonus to saves against fire-based attacks.
- ❖ He can grant boons if he so desires. These either take the form of a *commune* spell (see Old Coney, **Hex 16.24**) or a *limited wish*. If knowledge is asked for he usually requests physical payment (gems or minor magical items); if the boon is in the form of a *limited wish* he may place a *geas* upon the petitioner. He may grant a boon once per week, at most.
- ❖ Neluthien's heart has been entrusted to a treant that dwells in the Pallid Fields. He cannot be slain permanently unless the heart is destroyed by fire. Otherwise, his body will regenerate fully in 7 days time after it is killed.

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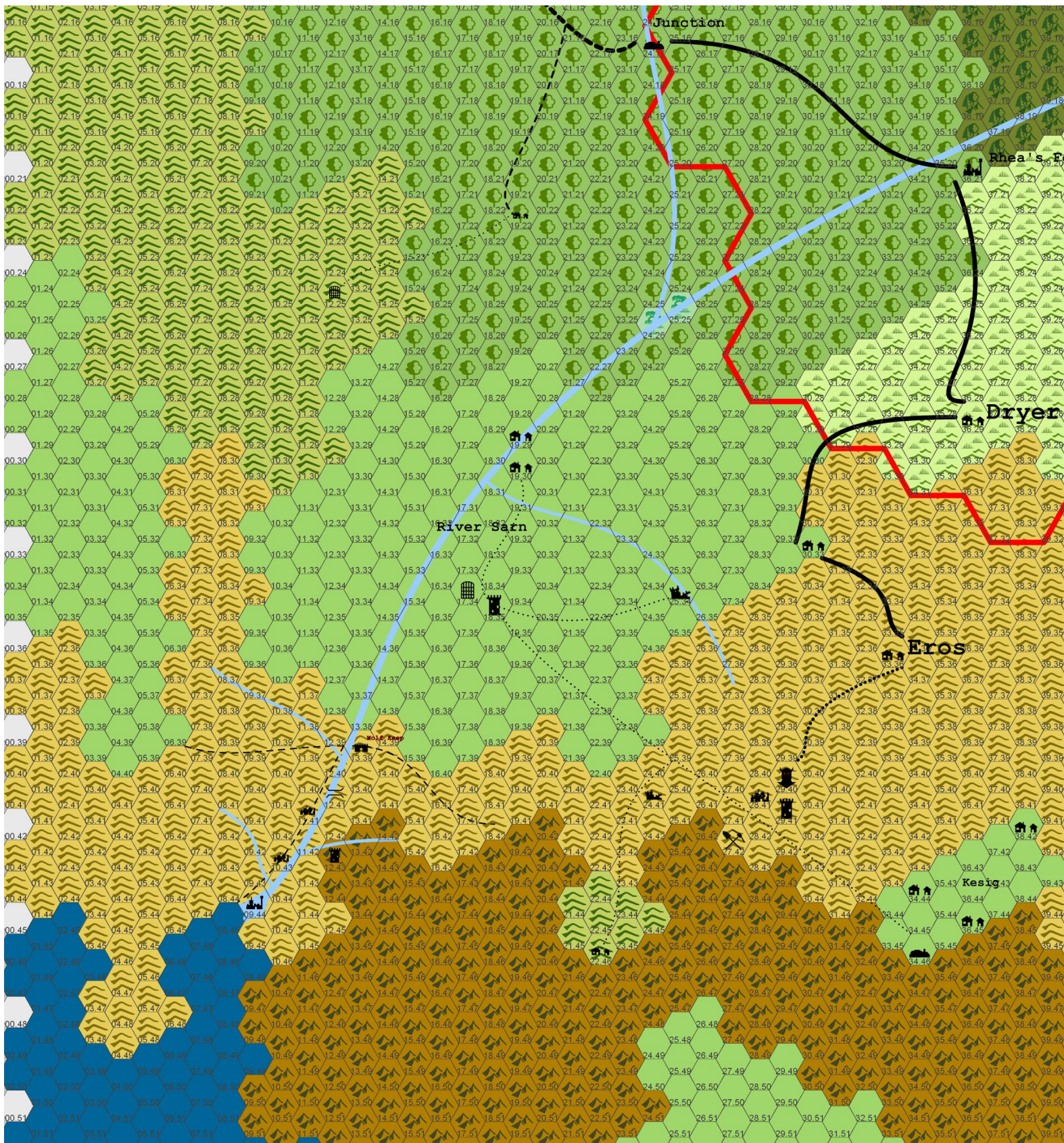
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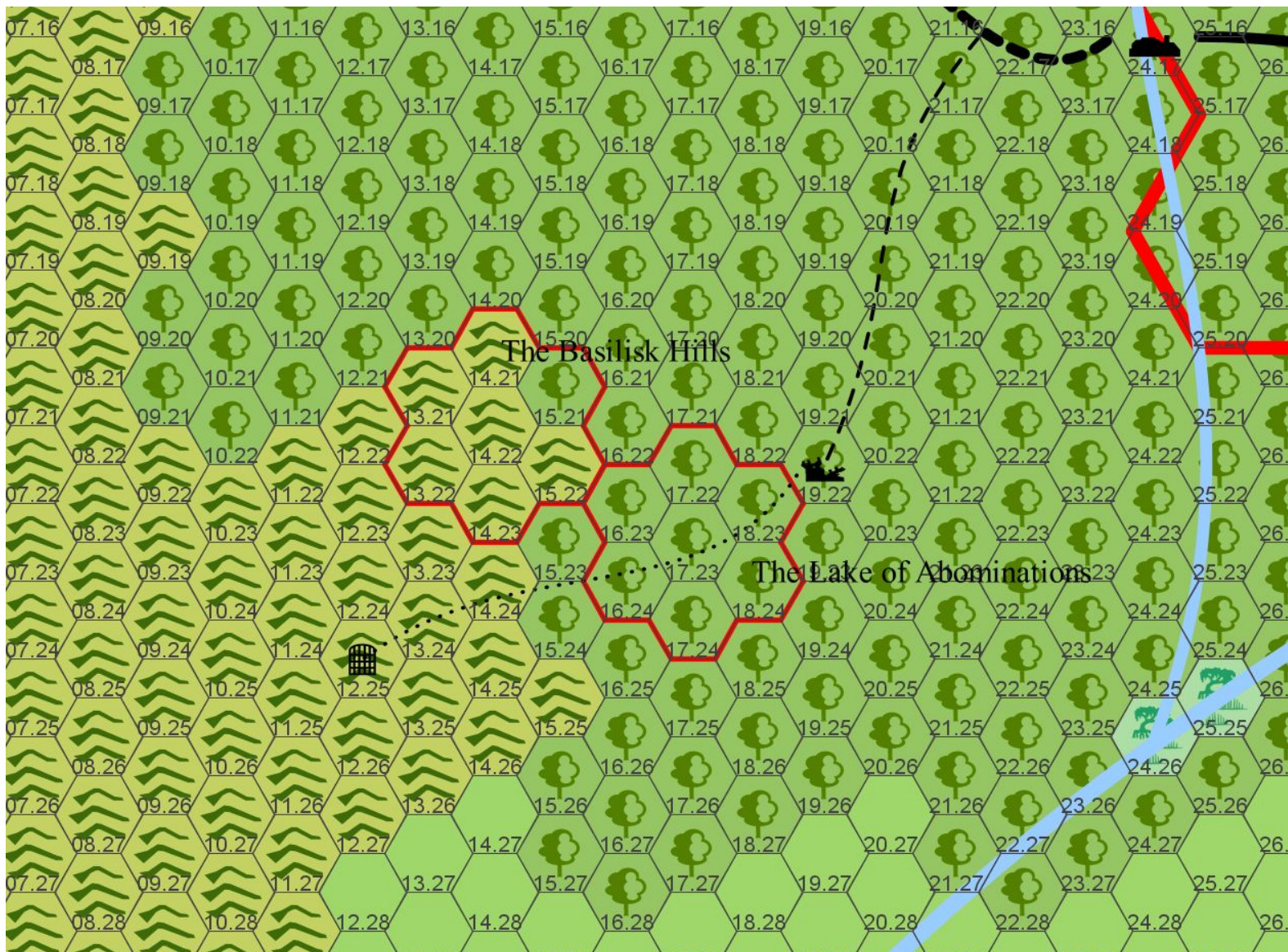
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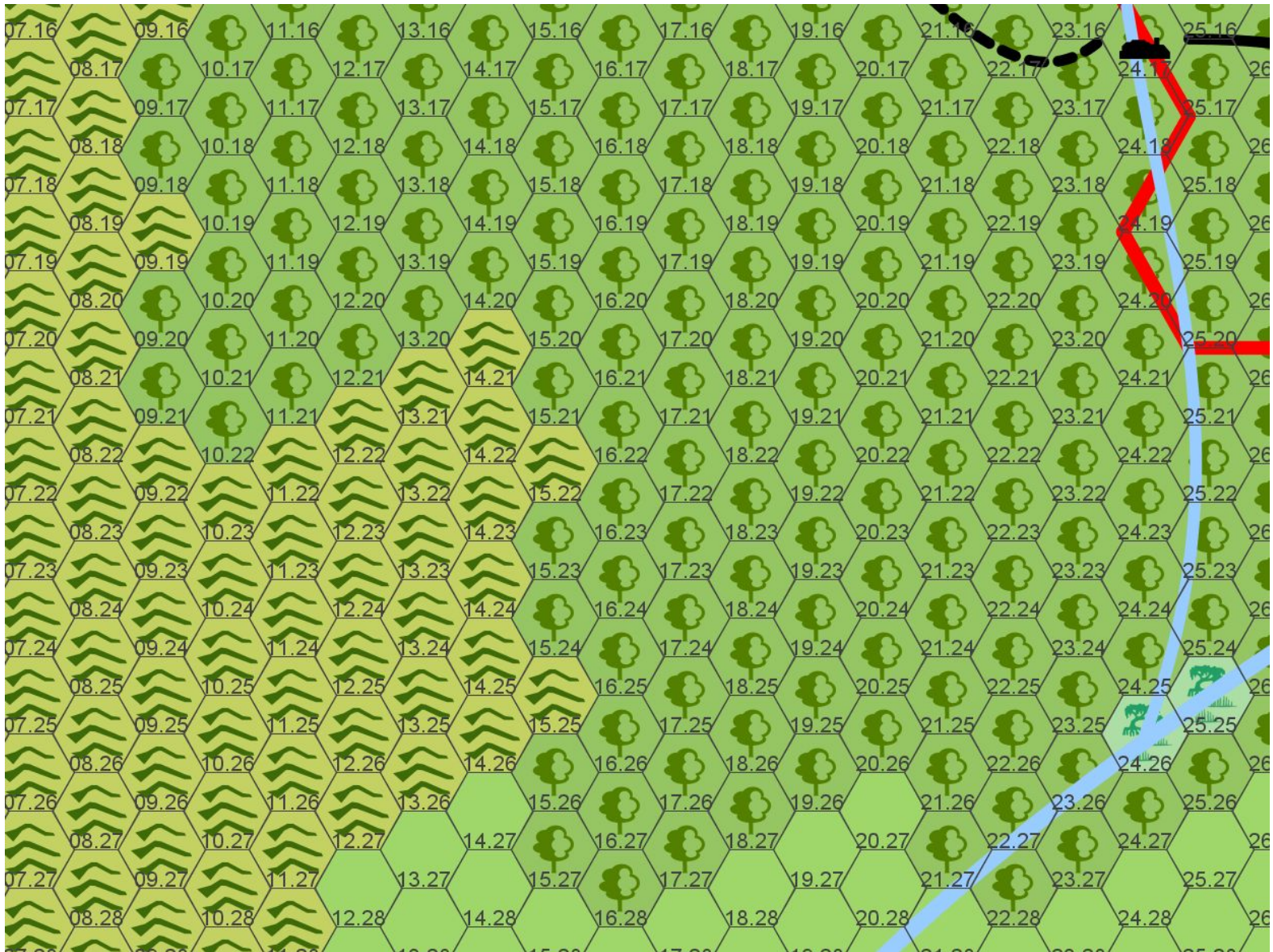
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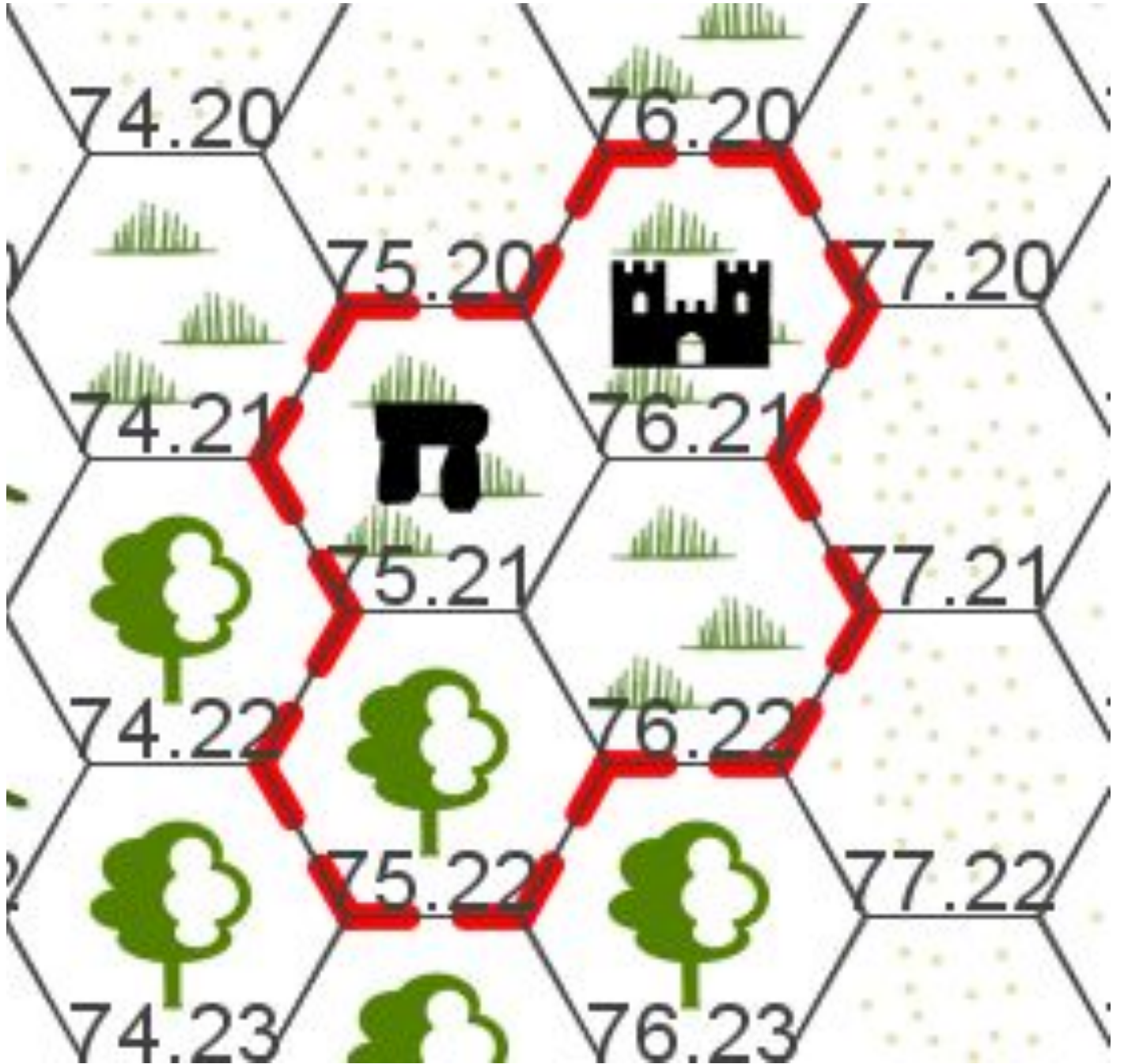


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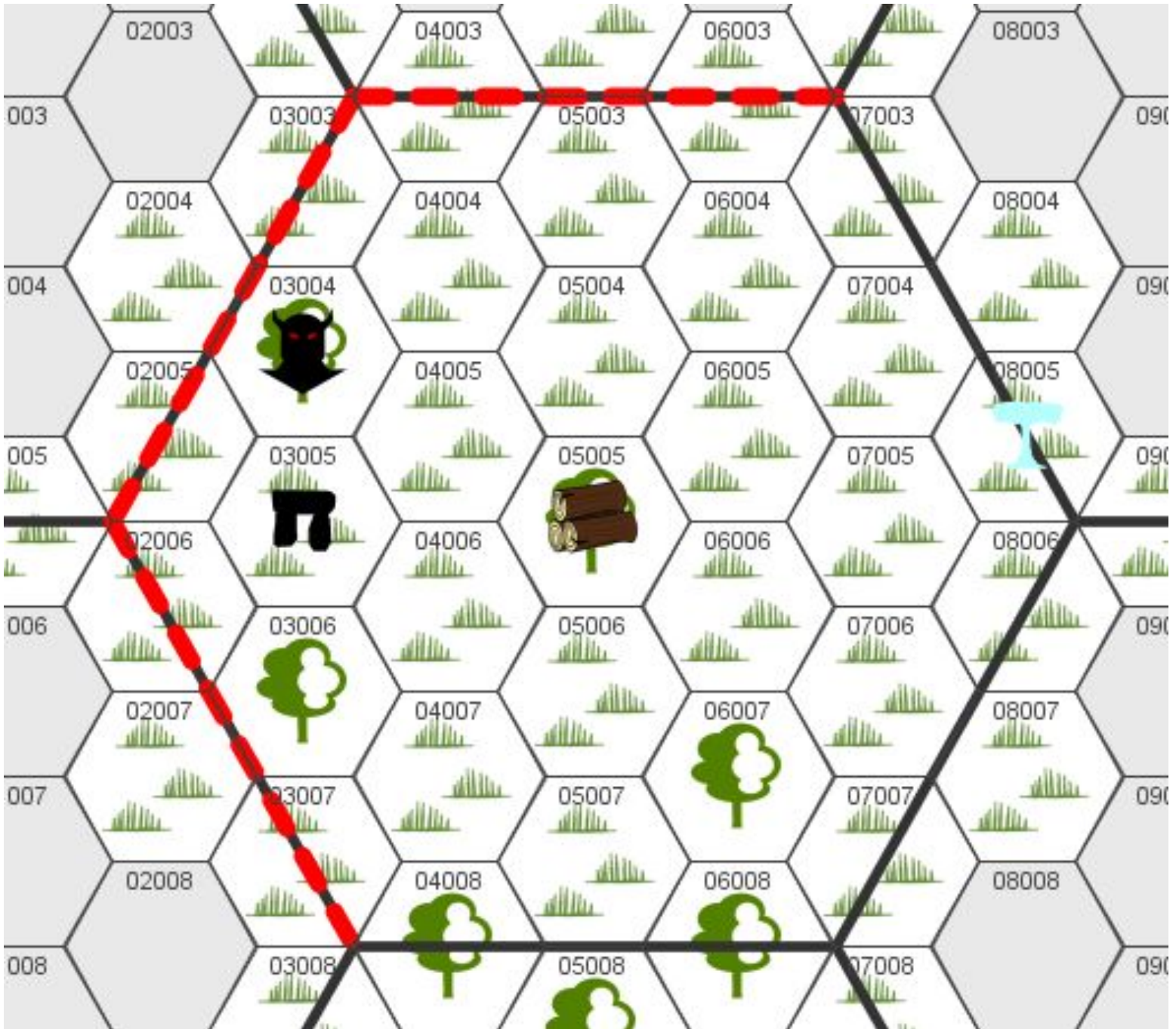


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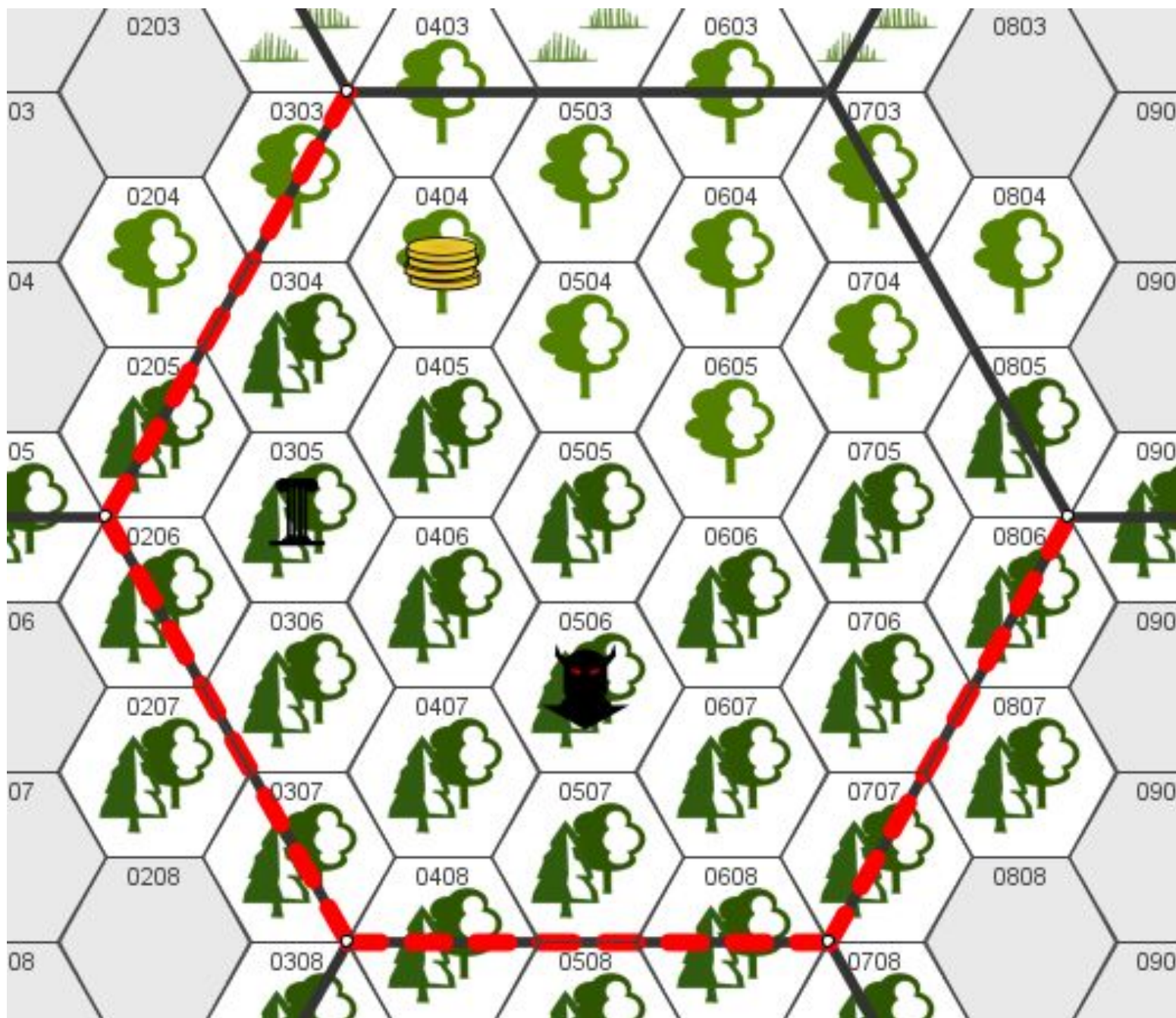
REFEREE MAPS



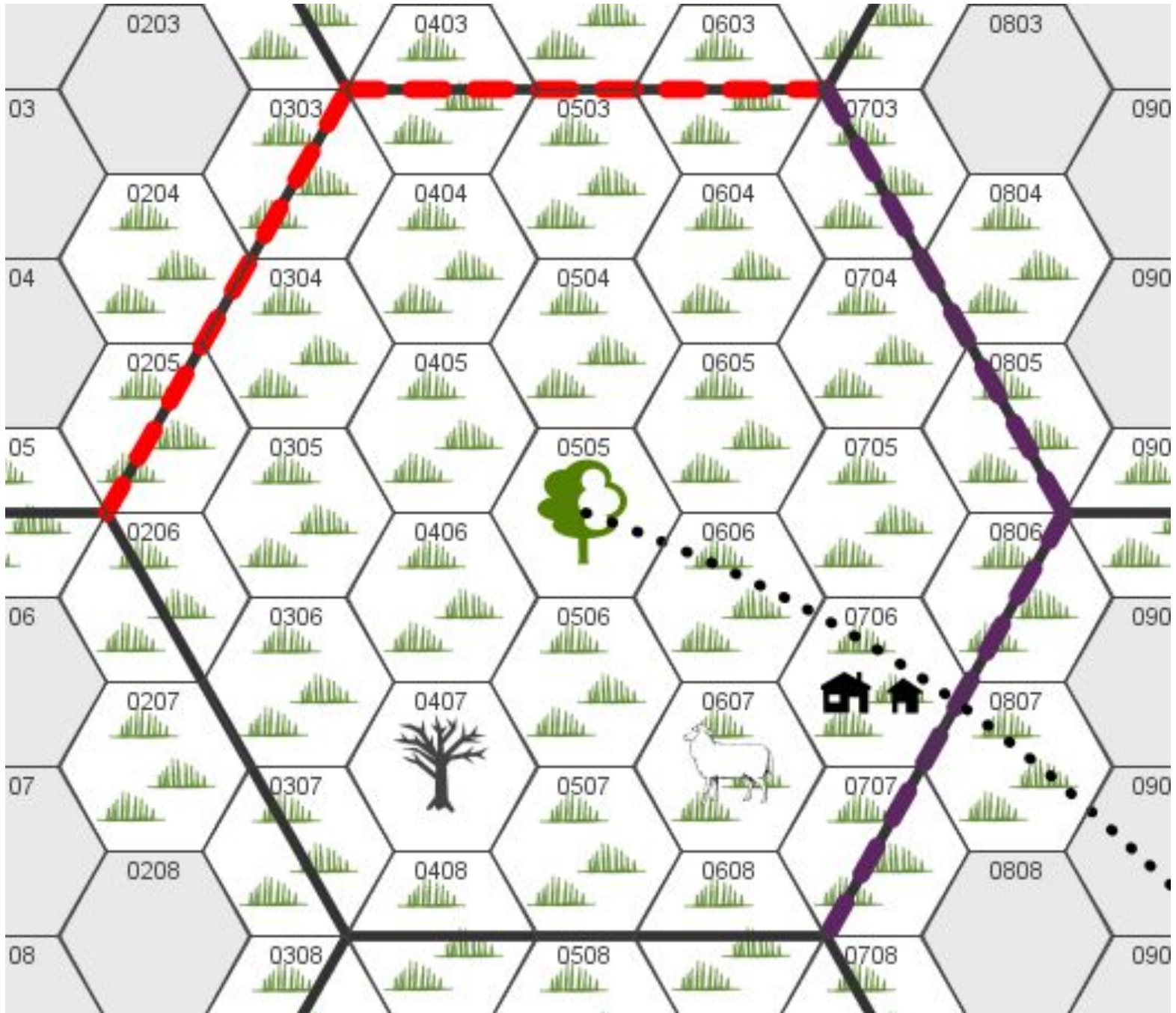
THE PALLID FIELDS



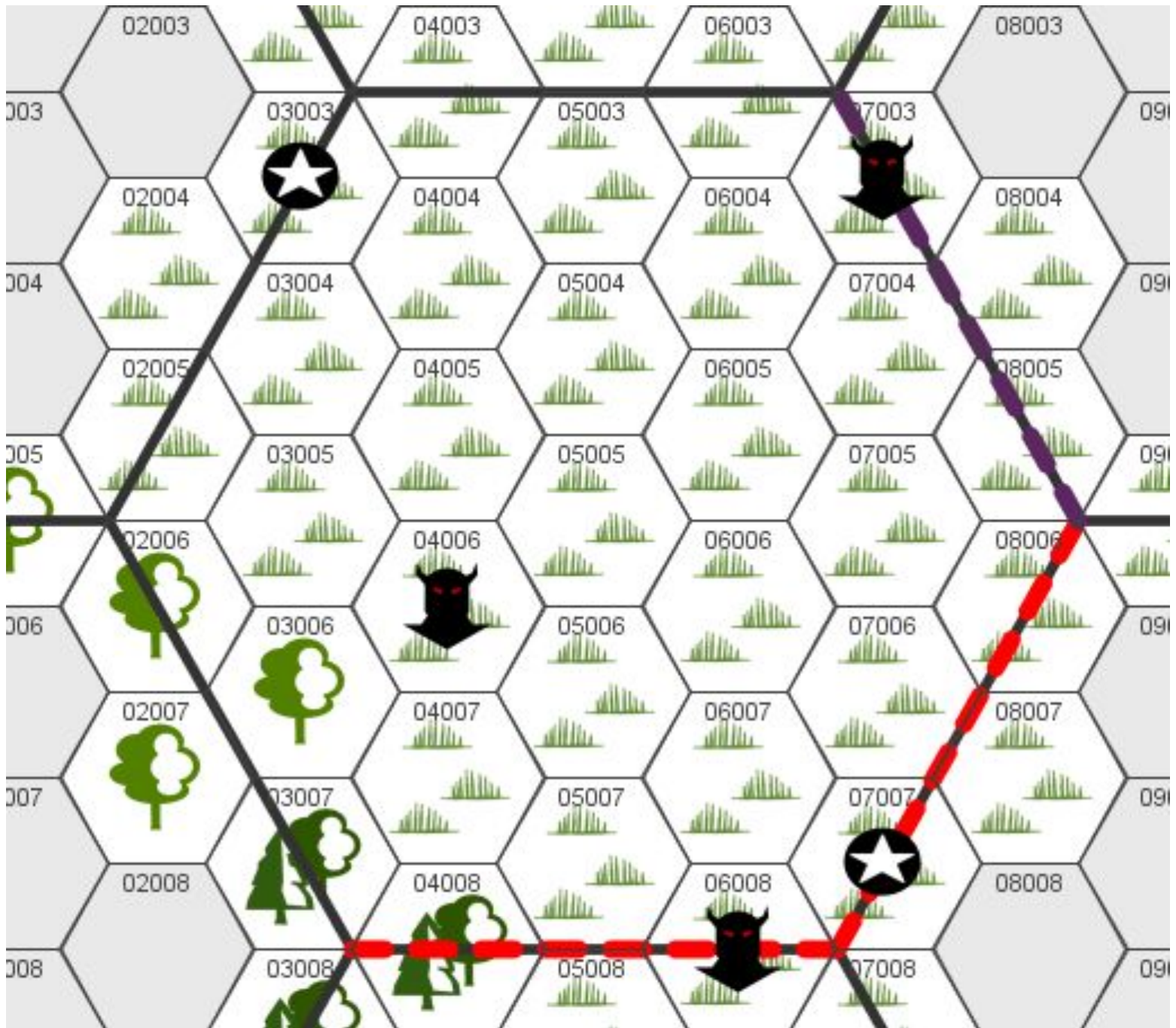
HEX 75.21 - THE GATEWAY



HEX 75.22 - WINTER WOOD

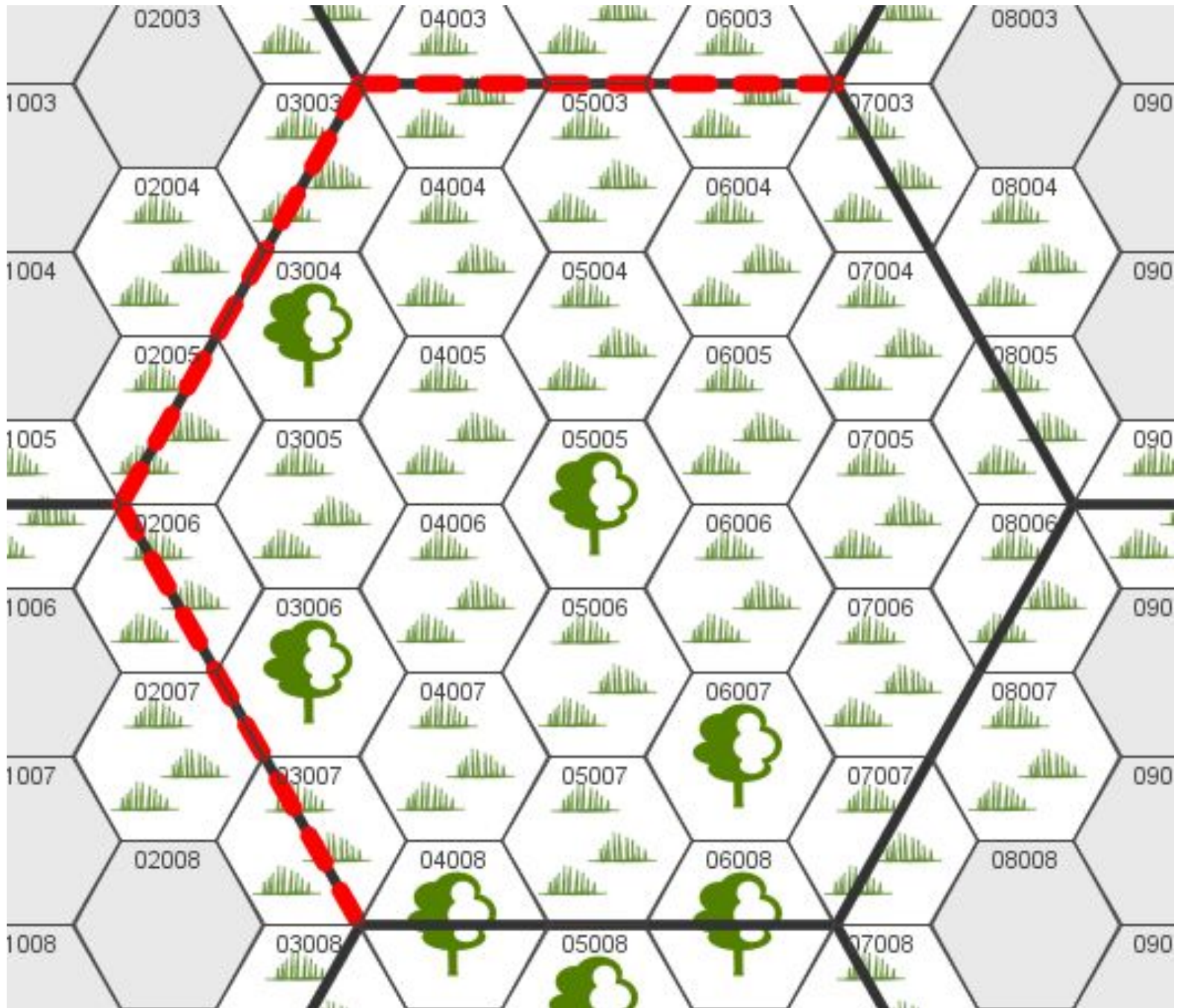


HEX 76.2I - THE DUKE'S
DEMESNE

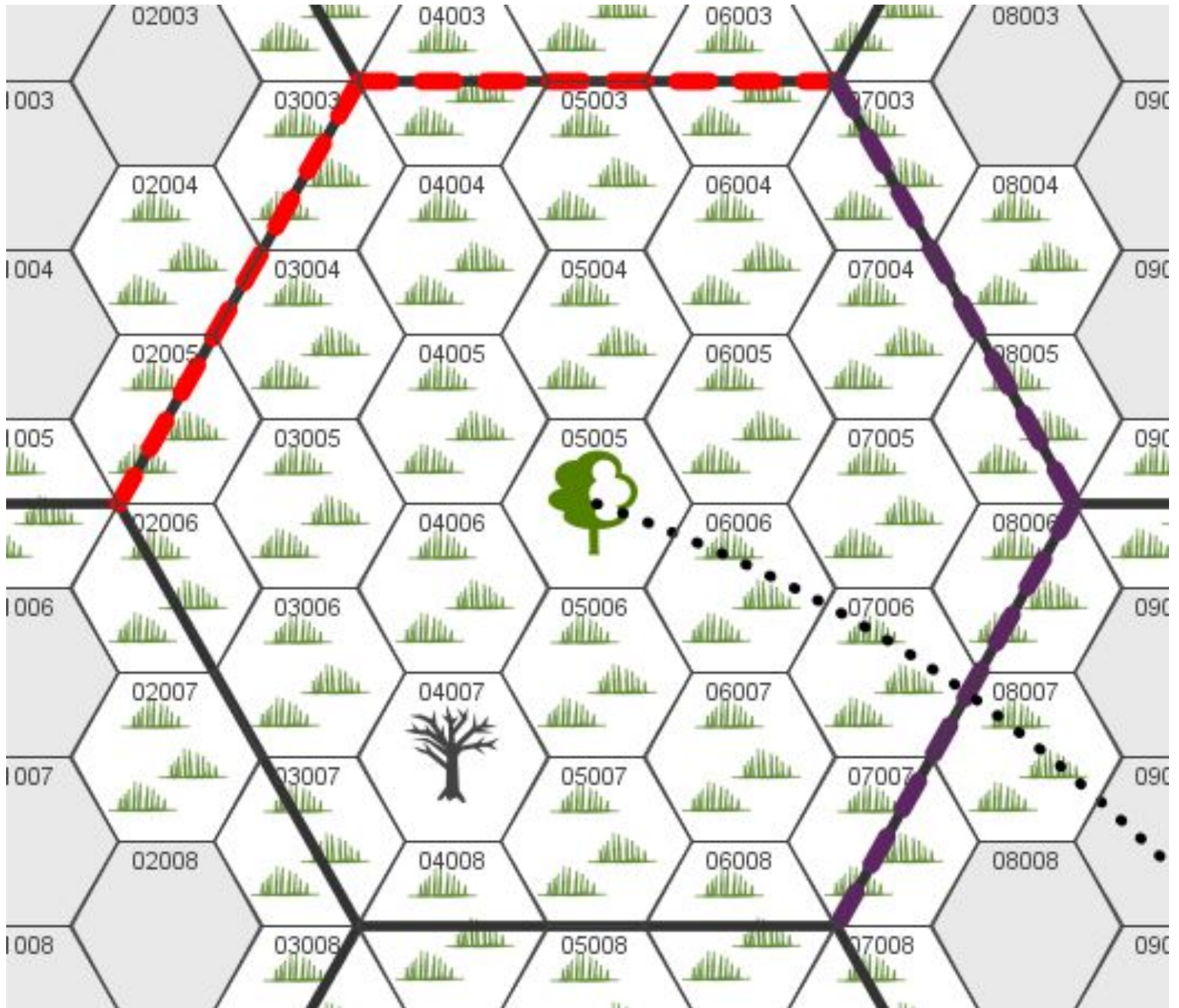


HEX 76.22 - WINTER'S VEIL

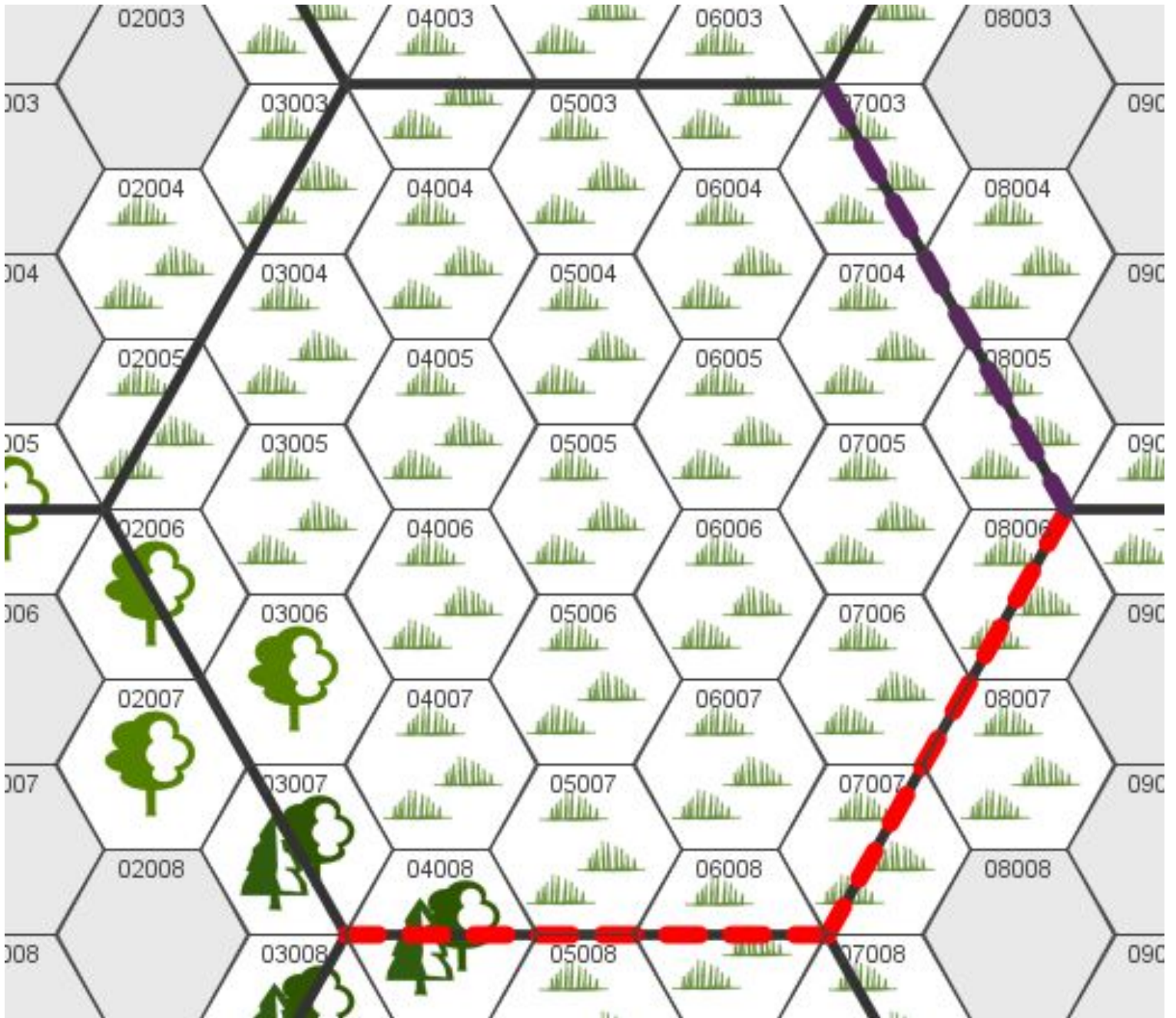
PLAYER MAPS



HEX 75.2I



HEX 76.2I



HEX 76.22