

FAERFAR OF THE STRATOSFIEND

By James A. Pozenel Jnr
Level 3 Adventure

ORBITAL
INTELLIGENCE

COMPATIBLE WITH
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RPG



FAERFAR OF THE STRATOSFIEND

A rogue Stratosfiend Delver celebrates the yule season by hijacking King Alboran's supernatural satellite and home named Dearg Gaelach, or '**RED MOON**'.

His plan - to bring a Goliath Death-Engine back from dimensional purgatory.

Warring factions, trap laying comm-artists, valiant fae, giant tentacle laden t-rexes, and more await.

Only you can stop them; too bad you've only got a few hours.

Good luck, you're going to need it.

COMPATIBLE WITH
**DCC
RPG**



FAE ERROR OF THE STRATOSFIEND

FAE HARDER : FAERROR OF THE STRATOSFIEND

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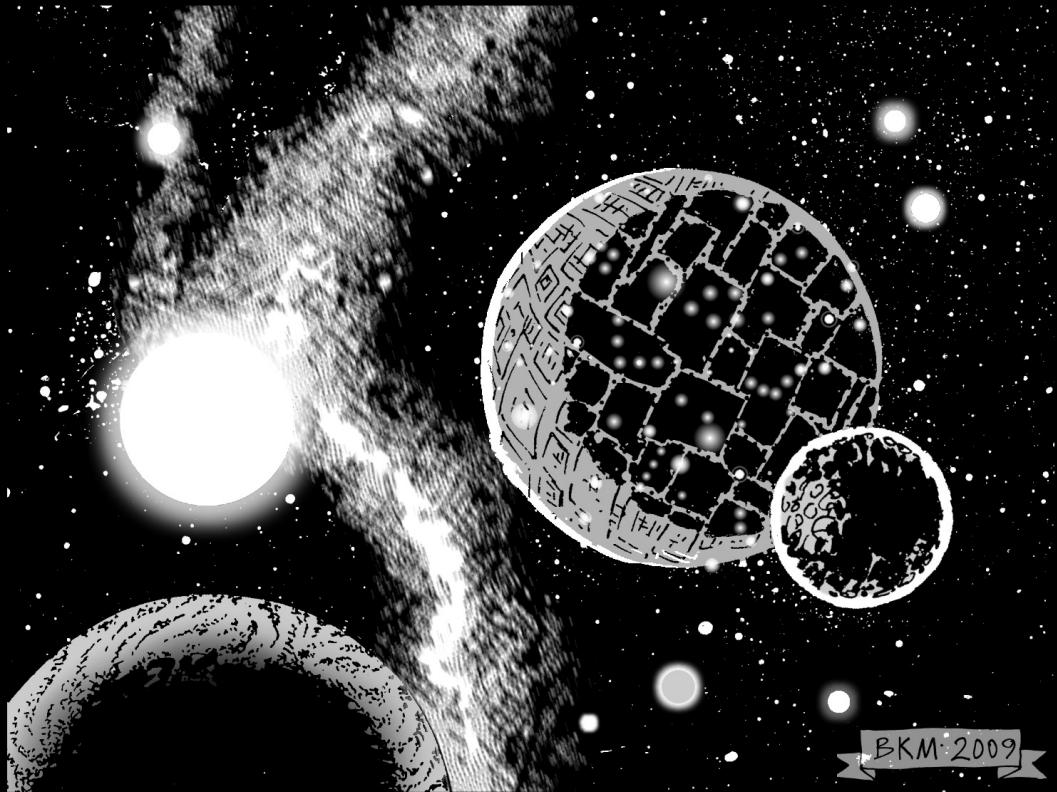
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BKM 2009

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OTHER CONTENT REFERENCES:

- **SF:** Terror of the Stratosfiend
- **AD&BB:2:** Angels, Daemons, & Beings Between: Vol. 2: Elfland Edition.
- **Comm-Artist Class:** (SF #1.5)
- **Faerie Class:** (AD&BB:2)

Both *Angels, Daemons, & Beings Between: Elfland Edition* and *Fae Hard* are available from Shinobi 27 Games on drivethrurpg.com.

introduction

LEVEL: 3-4, 4-6 players

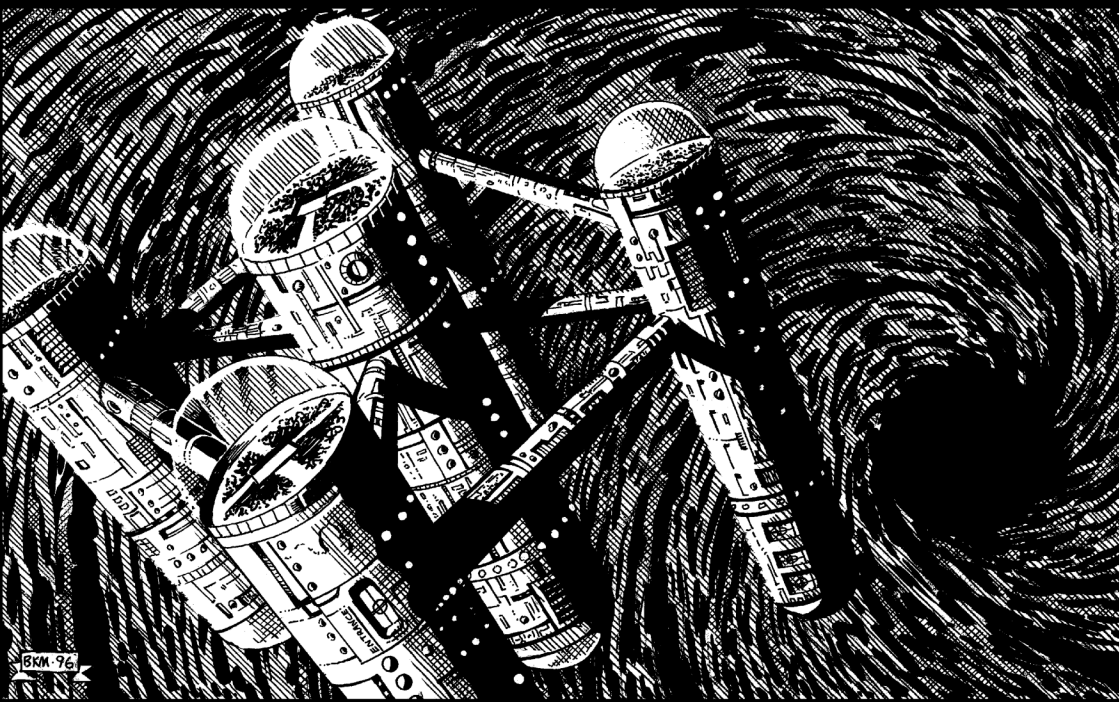
PLAYER'S introduction

Tis the Yule season and a time for celebrations. You have made your way to the idyllic supernatural satellite named Dearth Gaelach or 'Red Moon.' Home of Alboran, the Red King, protector of the faeries of Noc Marb's environs. Its exterior appears to be a rocky spheroid; the interior is a beautiful wooded glade stretching in every direction. You while away hours dancing, singing and carousing with the faerie courtiers and maids in Noc Marb—a curiously grottoed faerie hill and Alboran's seat. Several high functionaries of Noc Marb such as Chamberlain Trulo, Sage Barleys, and Constable Carminach are in attendance as well. Anticipation is high for the arrival of Alboran, The Red King. When he arrives the Yule Rade will commence. The brownies, leprechauns, sprites and fairies living inside of the moon look forward to walking upon Earth once more.

It seems it has been an awfully long time since anyone moored at Túr na Gréine, the Tower of the Sun, the transit hub for faerie craft and those who use the Faerie Gate connecting Dearth Gaelach to Earth.

The musicians pause a moment and strike the chords signaling yet another arrival from the Faerie Gate. As revelers look to see who will be docking at Túr na Gréine the normally low red glow of the gate suddenly changes to vivid orange and begins violently swirling. The faerie ship attempting to use the gate briefly appears in the maelstrom and is torn asunder. Panic erupts and Chamberlain Trulo and Sage Barleys immediately make haste for the apartments of Alboran while Constable Carminach urges calm.

Sentries leave their posts leaving the nearby control room door open. You overhear a message on their far speakers: "Beings of the Red Moon, we demand that the freighter Cosimo be refueled or more



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incoming space flights will be lost and destroyed while we wait for our guest General Esperoidza Ramno to arrive."

Trulo and Barleys leave the control room visibly shaken. You clearly overhear Barleys note, "The Lord King is arriving by the same gate. We must regain control or he'll suffer the same fate! Let me take some men over to the Stunted Boll and see if we can use the old gate controls. Please, Trulo! I shan't take too long to get the old stump up and running again."

Trulo answers him, "Alright. But take a squad of Cariminus's men."

Moments later Trulo addresses the crowd, "Our deepest sympathies go out to folk of Solas Cnoc (sul-uss k-nuch). We are working to correct the problems with the Fey Gate."

JUDGE'S INFORMATION

Noc Marb (see Fae Hard from Shinobi 27 Games) has been recreated within the moon (or was it always there?) A central tower called Túr na Gréine (Tower of the Sun) dominates the interior of the Red Moon's 'skyline.' Atop the tower, a great light slowly pulsates, growing brighter or dimmer to give impressions of day and night. Those who come by craft or other conveyances enter the interior of the moon via the tower, a great docking bay.

The Faerie Gate, a portal to the Earth, opens in space near The Red Moon. This same portal is used by Alboran to go back and forth to Earth. Warum Stuarti has deployed sophisticated dimension manipulating technology to alter the portal's waypoints, attempting to connect the Faerie Gate to another dimension. There, a dangerous and disgraced Goliath general named Esperoidza Ramno is imprisoned. Warum Stuarti assisted Gen. Esperoidza Ramno in an ill-fated insurrection against the ruling Goliath of the Horror power structure.

COUNT-DOWN TO DESTRUCTION

Warum Stuarti (p. 11) is set on summoning Gen. Esperoidza Ramno using the portal. Mechanically, Stuarti is ritually casting a demon summoning spell using Aga Cloch's equipment so Stuarti may act as normal.

As the adventure starts, the gate's normal functioning is disrupted and being tuned to Gen. Esperoidza Ramno's exile. After an hour of gameplay, Stuarti completes tuning the portal and begins the summoning. His death permanently ends the threat. If the PCs fail to stop Stuarti after roughly 4 hours of gameplay the adventure ends cataclysmically.

The timed events of the adventure are summarized below.



Warum Stuarti seizes Dearg Gaelach. Control of lunar systems subverted and redirected to Aga Clogh. Men, traps and trap avatars are in place. Warum Stuarti places the dimensional manipulator at the portal site and tunes it to Gen. Esperoidza Ramno's place of exile. Read Player's Introduction above.



Portal is tuned and begins to open, ejecting a great space wind. Roll 1d5 on the Space Walk Table (p. 24) for anyone walking on Dearg Gaelach's exterior for each turn of exposure. Warum Stuarti begins psionically calling to Gen. Esperoidza Ramno who makes his way to the portal's opening.



Portal continues opening. Its manipulation causes it to become volatile. The portal ejects refuse, particles, and viscera from Gen. Esperoidza Ramno's exile. Roll 1d10 on the Space Walk Table (p. 24) for anyone walking on Dearg Gaelach's exterior.



Danger! The portal is approaching full aperture. Gen. Esperoidza Ramno is visible at the threshold—unable to cross until the portal fully opens. Gen. Esperoidza Ramno can act in a limited fashion in our dimension. Hurling him backwards into the portal delays his arrival and renders him ineffectual.



Gen. Esperoidza Ramno arrives with full Goliath Death-Engine capabilities (SF#2, Bestiary). Within minutes, it cracks Dearg Gaelach like an egg and surfs on a broken disintegrating half of the moon to Earth. You better be gone or you're going to be dead!

TIME ACCOUNTING

Since this adventure is timed (externally and internally), the judge should keep track of how the party uses the allotted four hours of story time. Story times probably won't match up with gameplay duration. However you account for time is fine, provided you are consistent and wasting time has in-game consequences.



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eva suits

This adventure takes place in space. Dearg Gaelach is a real (if not supernatural) satellite orbiting the Earth. Such conditions require the use of Extra Vehicular Activity (EVA) suits, commonly called spacesuits or vacc suits. An EVA suit carries its own communicators, oxygen for 6 hours and other basic survival appurtenances. All EVA Suits have a 1d4+Luck modifier repair supplies for small mishaps like punctures (use the wearer's modifier, not the discoverer's).

EVA suits have limited propulsion systems, allowing the wearer to increase/decrease speed or change vectors. If these maneuvers are performed in adverse conditions (such as combat), a DC 5 skill check may be required. Most occupations are unskilled in EVA suit use and thus roll a d10 for the skill check.

Many types of damage suffered in an EVA suit require repair using a repair supply. Applying a patch is a simple matter usually requiring no skill roll. If the wearer is attempting to repair their own suit or moving under duress, the judge may require a DC 5+ skill check.

If any EVA suit is catastrophically compromised, its wearer must make a DC 18 Fort save or the following occurs after 2 rounds:

- **Suffer 1d6 damage.**
- **Blinded 1d8 turns** (their eye's moisture has wicked away).
- **Knocked unconscious.**

A successful save extends the time to 3 rounds. Anyone unprotected for 90+ seconds in the vacuum of space is dead. Repairing a compromised suit is doomed to failure while consuming repair supplies.

*It seems it has been
an awfully long time
since anyone
moored at
Túr na Gréine, the
Tower of the Sun,
the transit hub for
faerie craft and
those who use the
Faerie Gate
connecting
Dearg Gaelach to
Earth.*



Legatus and Co., by James Everett Jackson

LEGATUS BELLUM WARUM STUARTI & HIS TEAM

Warum Stuarti and his team landed on Dearg Gaelach's exterior, disrupting all traffic in and out of the faerie moon. The inhabitants expect Alboran to come via the portal subverted to bring their ally Gen. Esperoidza Ramno to Earth. With no transdimensional access, Dearg Gaelach's wee folk are on their own figuring out a way to stop them.

LEGATUS BELLUM WARUM STUARTI, STRATOSFIEND DELVER (6TH LEVEL):

Init +1; **Atk**: +6 psionic glaive melee (1d10+3), +5 tentacle melee (1d5+2); **AC** 11; **HD** 6d8; **hp** 33; **Act** 1d24, tentacle 1d16; **SP** spells (+8 to spell check, +10 if holding glaive): polyphemean rage (SF #1), cantrip, detect magic, enlarge, magic shield, rope trick, phantasm, scorching ray, demon summoning, fireball; **SV** Fort +2 Ref +3 Will +6; **AL** L; **Stats** Str 13 Agl 13 Sta 10 Per 16 Int 8 Luck 14; **Crit Table/Die** 1d12/IV.

Warum Stuarti is a former Goliath military leader who served with General Esperoidza Ramno during a protracted and bloody insurgency. He seeks to free his friend from exile at all costs. Anyone interfering is dealt with harshly. In general, Stuarti considers any associate who fails to execute their part of the mission expendable.

Warum Stuarti is served by a dozen former human military associates turned mercenaries:

COMM-ARTISTS MERCS (12): *Init* +2; *Atk* +3 dagger melee (1d4), +4 assault carbine ranged (2d6+2), +4 pistol ranged (1d6); **AC** 13; **HD** 3d6+3; **Act** 1d20; **SP** skills: transmit/receive data (+3), install relay (+7), find traps (+4), disable traps (+4), make traps (+8); **SV** Fort +1 Ref +3 Will +2; **AL** L; **Crit Die/Table:** 1d14/l.

All wear twitching carapace armor. Their assault carbines have the sentry upgrade (see Terror of the Stratosfiend #1 p. 21). Members wear infrared dampening jumpsuits to make them nigh undetectable to sensors and natural visual acuity. Anyone attempting to find a hidden member of Stuarti's team with infravision must pass a DC 18 Intelligence check.

TRAP AVATARS

Sentient traps Alpharina & Omegana are also deployed. They are previously animated (and bound) trap avatars answering only to Stuarti. They cooperate with the comm-artists on the mission. Both are projection traps appearing as beautiful humanoids. The two were bound shortly before the invasion and are still getting to know the crew. Since there are several routes the party can take, it is recommended to place Alpharina at either the exterior of Túr na Gréine's Docking Bay Doors (p. 25) or inside the bridge of the freighter Cosimo (p. 33).

ALPHARINA, TRAP-AVATAR: *Init* +4; *Atk* blunt strike +5 melee (1d4) or gauss needle spit +3 missile fire (1d3, range 100'); **AC** 15; **HD** 4d4; **MV** 30' (crawling, appears as hovering); **Act** 1d20; **SP** sentience (Personality 14), trigger rope-snare, respawn; **SV** Fort +5, Ref +1, Will +3; **AL** C.

Alpharina's humanoid appearance is lanky and strong limbed with reddish brown hair falling as long, thick, ropy dreadlocks. Sunglasses and a brown, luxuriously wide-ribbed corduroy trench coat finish her look.

SENTIENCE: Alpharina communicates like any other sentient being; it is not immediately obvious she's an animated trap. She chooses kindness when able, even if her intentions are malicious.

TRIGGER ROPE-SNARE: Alparina shatters her projection (dying), forcing all targets within 40' to make a DC 15 Reflex save. On failure they are immobilized by plasteel ropes wrapping around and constricting their ankles. It takes 1 turn to attempt to safely escape the trap (DC 15 disable traps roll). A failure causes 1d4 points of damage as the plasteel strands tighten. A victim may elect to remain in the trap until Alparina respawns.

RESPAWN: If she dies she re-materializes within 1 hour at the place of her death.

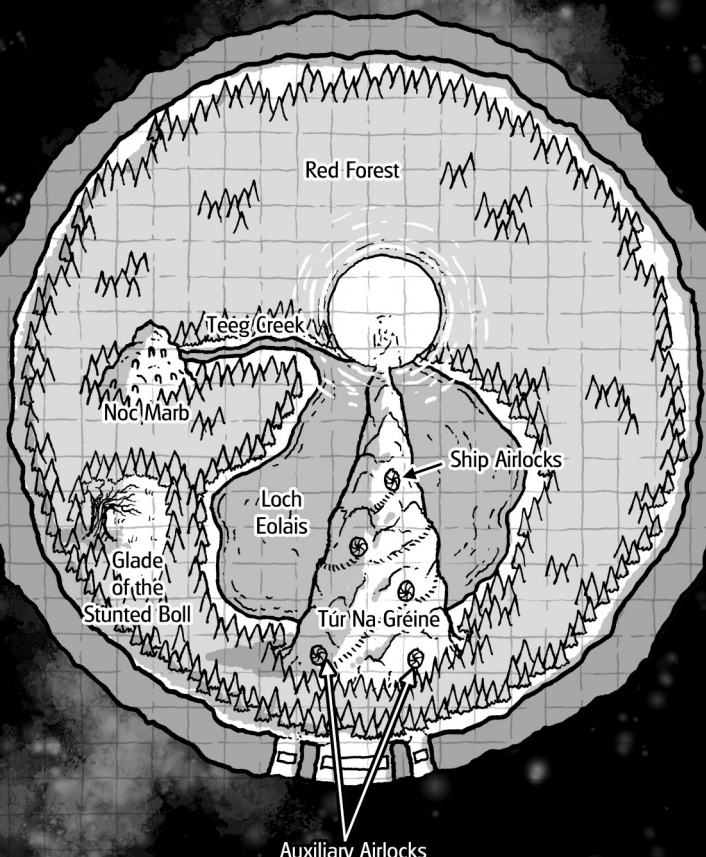
OMEGANA, TRAP-AVATAR: *Init +4; Atk blunt strike +5 melee (1d4) or gauss needle spit +3 missile fire (1d3, range 100'); AC 15; HD 4d4; MV 30' (crawling, appears as hovering); Act 1d20; SP sentience (Personality 12), trigger napalm, parasitic rebirth; SV Fort +5, Ref +1, Will +2; AL C.*

Omegana cuts an imposing, if not gorgeous, figure festooned in spikes and leather. Her black leather biker's jacket has a flammable cargo sign painted on the back. Her dark hair is cut into a jagged bob. She appears to be wearing black cosmetics and a great black stripe covers her eyes and the bridge of her nose.

SENTIENCE: Omegana is impulsive and likely taunts and goads her victims.

TRIGGER NAPALM: Omegana pixelates her projection (dying) and forces all targets within 20' to make a DC18 Fortitude save as she explodes spraying fiery, sticky death. Those failing take 1d10 damage, their armor is destroyed and anything flammable ignites. Anyone on fire takes 1d6 damage per round until extinguished (DC 15 Ref save). If successful, targets take half damage and their armor is unaffected.

PARASITIC REBIRTH: Omegana re-animates within 1 hour where she died. If she successfully napalmed a target, she respawns ON the target's body instead—definitely startling them and usually falling right off. If multiple people were napalmed, determine the rebirth site randomly.



DEARG GAELACH INTERIOR

1 square : 150 feet

a. NOC MARB

The curiously grottoed faerie mound and the home of Alboran, the Red King. Teeg Creek flows from under the hill and spills into Loch Eolais (lach-olas).

NOC MARB HOUSEHOLD

CHAMBERLAIN TRULO

Trulo is in charge of the dock and conducting traffic. He has a no-nonsense personality and while that may seem stony, he adapts to the unfolding situation and helps the party if he feels they are the best chance to regain control of the Fey Gate.

SAGE BARLEYS

Sage Barleys is talkative and knowledgeable about most of Dearg Gaelach's systems. He was an assistant to Alboran on many of the projects that keep the moon hidden, operational and safe. He likes providing solutions and helps the party if they take the lead on defending Dearg Gaelach.

Sage Barleys gives any PC who aims to help a Farspeaking Horn. Farspeaking Horns operate on a magical frequency but function as walkie-talkies. Sage Barleys communicates with the party on certain occasions.

CONSTABLE CARMINACH

Constable Carminach is Chamblain Trulo and Sage Barleys' trusted advisor. However, he is in league with Warum Stuarti and seeks to marginalize and discredit the party at every turn. He uses his authority to ensure the party remains inside the Noc Marb feast hall.

During the adventure, he has two forces to deploy, one loyal to Alboran, the other loyal to him. The first group is sacrificed at the Glade of the Stunted Bole. The other is the moon's assault force on Aga Clogh.

FAERIE SOLDIERS (16): *Init* +2, *Atk*: +2 tiny faerie spears melee (1d5), +4 faerie blasters ranged (1d8); **AC** 14; **HD** 3d4, **MV** 10', 40' flying; **Act** 1d20; **SP** darkvision 60', harmful spell 1d6 1/day, befuddle 2/day, iron vulnerability, growth to humanoid size for 2 turns/day, size bonus +3; **SV** Fort +1 Ref +4, Will +2, **AL** 1st squad L, 2nd squad C. **Crit die/table:** 1d6/l.

Squads consist of 8 Faeries. The first accompanies Sage Barleys to the Glade of the Stunted Bole. The second is aligned with Warum Stuarti and set their blasters to stun and purposely miss General Esperoidza Ramno's extraction team. Additionally, Warum Stuarti's team fires blank ammunition during the confrontation at Aga Clogh.

BEFUDDLED: Victims do not remember what they were doing and/or where they are going and which direction they were heading. DC 13 Will save or the effect lasts 1 turn. Once the effect expires the victim remembers their previous activity with a successful DC 10 Will save.

SIZE BONUS: Fast moving and small, faeries are harder to hit and escape danger better than bigger creatures. Apply +3 size bonus to Armor Class and Reflex saves.

GROWTH: Soldiers may grow to humanoid size for 2 turns/day. While man-sized faeries lose their ability to fly. Base land speed becomes 30. Size bonus no longer applies to AC and Reflex saves but is instead applied to Strength score and hit points (add +1 to attack and damage, spears grow to normal size and deal normal damage).



Fae Soldier vs. Wall of Ballybogs by Matthew Cartwright

MARVILON

Marvilon is Noc Marb's porter and knows the moon's schematics and the secret access tunnels connecting one area to another. Marvilon is a frequent assistant to Alboran but is viewed as a simpleton by many in the Red King's household. He is not enmeshed in household politics and helps the party escape Noc Marb via secret tunnels. He also knows about all the tribes of ballybogs living in the tunnels and can converse with them. If asked about them, he assists the party to avoid confrontation.

THE BALLYBOGS

While not part of the household, ballybogs were placed by Alboran to guard Noc Marb and its secret tunnels. The small mud-covered sprites are loosely organized as tribes, each with its own pass phrase that must be spoken in pixie. Examples of passphrases include: "Yippie ki yay", "Come out to the coast", "Have a few laughs", "Welcome to the party, pal!", "Monkey in the wrench", "Same thing, same guy. Twice!", "Another basement. Another elevator."

BALLYBOG, SWARM: *Init:* +2; *Atk:* swarming claw +1 melee (1d3) or mud jet +1 (blindness) ranged; **AC** 12; **HD** 1d3; **MV** 30'; **Act** 2d20; **SP** claw all targets in 20'x20' area, half damage from non-area attacks, mudjet (DC 12 Ref save or blind); **SV** Fort +1, Ref +7, Will 0; **AL** C.

Ballybogs attack with both mud jets and claws each round. The victims of mud jet attacks must make a DC 12 Ref save or are blinded until a round is spent clearing their eyes.

Their bodies are almost completely round with their heads rising necklessly from their bulbous bodies. Their long spindly limbs look too thin and frail to support their weight. These faeries can be helpful or baneful but are usually so unintelligent their temperament is hard to determine. They typically do not speak, instead relying on grunts and slobbering.

B. THE RED FOREST

The Red Forest is named not for its color but for its lordly master, Alboran. The great forest surrounds Noc Marb and all the other significant interior locations of Dearg Gaelach. On the shores of Loch Eolais, Túr na Gréine stands.

Alternative controls for the Fey Gate lay within the Red Forest south of Noc Marb. Sage Barleys and a contingent of seelie soldiers head out to secure the area and regain control of the Fey Gate.

GLADE OF THE STUNTED BOLE

A stunted, gnarled oak tree sits at the clearing's edge as three faeries linger and appear to pick flowers and admire the surroundings. Its limbs, covered by all sorts of flowering vines, twisting away from the trunk, more often touching ground than reaching into the sky. Animal horns, skin, claws and teeth are perched atop the thick trunk forming panels, switches and knobs.

The three faeries are phantasms conjured by Warum Stuarti. A DC 25 Will save dispels the phantasm as does physically touching one. Anyone closely observing the apparitions for 5+ minutes notices they are repeating a loop. Hiding in the foliage are 3 Comm-Artists who've rigged their weapons to be in sentry mode and are also using their pistol sidearms.

An ambush is laid for anyone attempting to access the controls. If Sage Barleys and the fey guard contingent are not followed by the party or get there before the PCs, Sage Barleys uses his Farspeaking Horn to report the attack, indicating soldiers are dying and he is wounded. If the party doesn't come to his rescue, he escapes. All of his soldiers die.

Omegana has been installed behind the faerie technology and destroys the control complex if the goons fail to keep the party away. During the explosion, any PCs in the area may be affected by her trigger napalm special ability. If a character is hit they may be carrying Omegana (p. 13) until she reforms.



"The Fae-Port" by Sam Mameli

C. TÚR NA GRÉINE

The Tower of the Sun is a prominent feature of Dearg Gaelach's interior landscape—a needle of rock topped with a large glowing orb. The glow grows and ebbs, producing a cycle of day and night. A great stone staircase winds to the top. At several points, large mithril portals are set into the tower's side, each leading to an airlock where vessels may moor.

SHIPS IN DOCK

The following ships are compatible with Crawljammer and use its ship combat rules.

FAE PLEASURE CRAFT (3):

Init +3; **Atk** +5 collision melee (3d6), 50% of a mounted weapon (see below);

AC 13; **HD** 2d8; **MV** 80'; **Act** 1d20;

SV Fort +3, Ref +4, Will +2; **Crit** d6; **Fumble** d4;

Composition: wood, bone, mithril; **Luck pool:** 1d5.

ARMAMENTS: Roll 1d3 for type installed: (1) laser turret +6 ranged (1d6), -2d vs the Death-Engine; (2) missile turret +4 ranged (2d6), normal damage vs the Death-Engine; (3) luminous torpedo +7 ranged (2d6), normal damage vs the Death-Engine.

GOBLIN GARBAGE SCOW:

Init +0; **Atk** 0 collision melee (6d6), catapult +1 ranged (1d12),

AC 15; **HD** 7d8; **MV** 40'; **Act** 1d20;

SV Fort +6, Ref +0, Will +2; **Crit** d8; **Fumble** d12;

Composition: iron; **Luck Pool** 1.

The goblin crew is in loading garbage and disinterested in being involved. Using this ship requires negotiation or violence.

GOBLINS (15): *Init* -1; *Atk* -1 arquebus ranged (1d6, 1 shot, explodes on fumble for 1d4), -1 saber melee (1d6); **AC** 11; **HD** 1d6-1; **MV** 20'; **Act** 1d20; **SP** infravision 60', dirty tricks (critical range is 19-20, +1 to all critical table rolls); **SV** Fort -2, Ref +0, Will -2; **AL** C.

COMMANDER KWARK, GARBAGE SCOW CAPTAIN: *Init* +1; *Atk* +1 shotgun ranged (4d6/3d6/2d6), +1 saber melee (1d6); **AC** 11; **HD** 2d6; **MV** 20'; **Act** 1d20; **SP** infravision 60', super dirty tricks (critical range is 18-20, +2 to all critical table rolls); **SV** Fort +0, Ref +1, Will +1; **AL** C.

UNSEELIE WAR FRIGATE:

Init +5; *Atk* laser array +9 ranged (1d12 plus special, -1d vs the Death-Engine), +3 collision melee (4d6); **AC** 16; **HD** 4d8; **MV** 50'; **Act** 2d20; **SP** flammable craft hit by laser array takes additional 1d8 fire damage per turn until fire is extinguished; **SV** Fort +5, Ref +2, Will +2; **Crit** d10; **Fumble** d10; **Composition:** wood, mithril, bone; **Luck pool:** 4.

Spoils from a millenia old war (very recent acquisition). Currently inoperable, the ship requires repairs.

TABLE 1: REPAIR CHECK

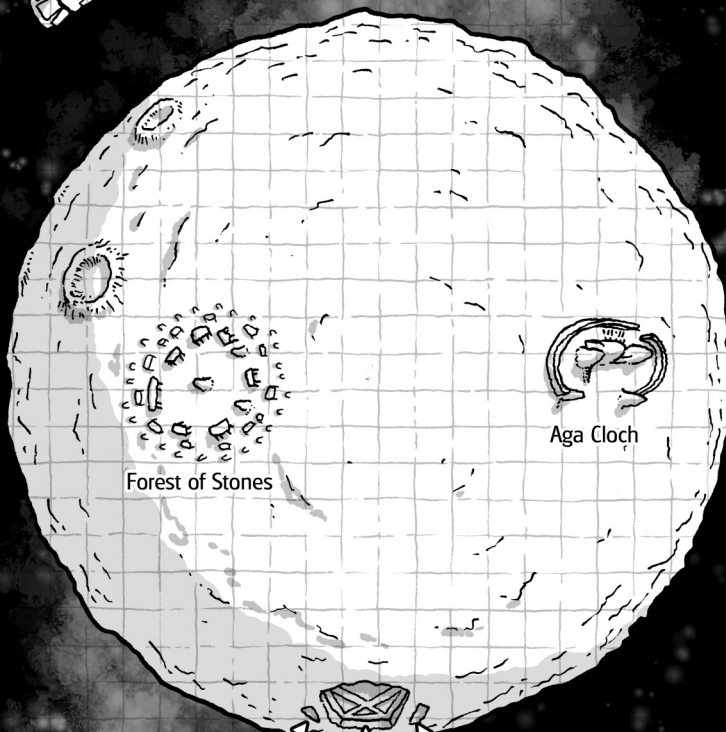
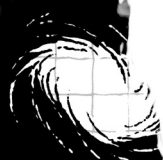
DC	Time to Fix
10	30 minutes
15	20 minutes
20	1 turn
Natural 20	No time to fix

Multiple checks can be made, but each unsuccessful attempt wastes 30 mins of time.

Freighter Casimo



Fey Gate



Forest of Stones

Aga Cloch

Auxiliary Airlock

Auxiliary Airlock

Docking Bay Doors to
Túr Na Gréine

DEARG GAELACH EXTERIOR

1 square : 150 feet

The Red Moon has no atmosphere and very little gravitational pull. A running jump with a burst of air supply for additional propulsion is enough to launch a PC into space. After the first hour of gameplay the compromised Fey Gate begins expelling powerful space winds which pick up dust and other particulate matter.

SPACE WALKING

For each turn, roll on the table using the die indicated in Countdown to Destruction (p. 6). Transit from one location to another takes roughly 1 turn.

TABLE 2: SPACE WALK TABLE

Roll	Event
1	DUST DEVIL: Lunar dust is kicked up by the wind and whirls around the PC. Luck check or blinded for 1 turn.
2	STRONG WIND: DC 13 Strength check or unable to move for 1 turn.
3	SUIT'S COMPENSATION ALGORITHMS CONFUSED: Cut Agility in half until suit goes through a maintenance cycle.
4	PELTED BY LUNAR ROCK: Luck check or EVA Suit compromised. Repair DC 8, consumes 1 repair supply unit.
5	BLOWN OFF SURFACE: DC 13 Strength check & DC 10 Ref save. EVA Suit skill check to recover.
6	AIR SUPPLY UNIT PUNCTURED: Luck check or catastrophic air loss. Die in 2d20 rounds unless helped. DC 13 Ref save each round to compensate for new vector or be hurled in a random direction. DC 13 repair skill check, consumes 1 repair supply unit.
7	FACE-PLATE CRACKED: Luck check or catastrophic air loss. Die in 2d3 rounds unless fixed. Repair DC 10.
8	SOLAR RADIATION: DC 13 Fort save or roll for greater corruption.
9	OTHERWORLDLY GOO: Roll 1d3: (1) Immobilizing: PC is essentially paralyzed for a turn as the goo takes on a frozen, stony exterior; (2) Alive: 2d3 primeval slimes each with 2d4 HD are ejected by the portal (see DCC rulebook); (3) Symbiotic armor/EVA suit: Intelligent, useful, but at a cost... (judge to supply details).
10	SEEKERS PASS THROUGH: 2d4 seekers of the scourge bound out from the portal.



a. DOCKING BAY DOOR

The great docking bay door is closed and locked. The controls to unlock the doors are not functional. The auxiliary airlocks are still functioning but Warum Stuarti's team has installed traps to discourage their use. Marvilon & Sage Barleys can point out their availability for egress to the moon's surface.

The docking bay door is guarded from without by Alpharina (p. 12). Anyone successfully exiting from its nearby airlocks is greeted by Alpharina who incredulously stands on the great door without an EVA suit. She is able to directly transmit to EVA suit radios. "Hiya. I can't let you go any further, so please be a dear and go back inside." The needle gun in her hand is casually pointed at the group. If a PC gets 30' away from Alpharina she springs her rope snare trap.

RIGHT SIDE AIRLOCK

DEMONIC SYRINGE: Two of the EVA suits have dangerous stratosfiend insectoid-demons in syringes hidden inside. Anyone putting on a trapped suit injects the demon. DC 18 Fort save or suffer 1d3 damage per round for 3 rounds as it drinks the victim's blood. A Second DC 10 Fort save is required after 3 rounds or the insectoid-demon bursts from their chest, dealing 3d10 damage. A successful save means the insectoid-demon has lapsed into a blood sated hibernation (the judge determines what befalls the victim after the adventure concludes). Detect DC 9; disable DC 12.

PHASE SPEAR TRAP: Placed over the inner airlock door is an invisible rift into a hallway-sized pocket dimension. Each time someone enters the pocket dimension a spear launches down the hallway (DC 12 Ref save or suffer 1d8 damage). The pocket dimension hallway appears hazy from ahead and behind. Stepping back 10' puts the victim back where they started from; stepping forward the same distance allows them to progress forward out of the trapped hallway and onto the moon's surface. Detect DC 15; disable DC 15.

LEFT SIDE AIRLOCK

NAPALM TRIPWIRE: A thin wire stretches across an outer airlock door. Triggering it sprays napalm at the target. DC 18 Ref save or 1d10 damage, target's armor and/or EVA is destroyed and fires start. Detect DC 9, disable DC 10.

BUZZSAW LASER SENSOR: Crossing the outer airlock door hurls a buzzsaw blade at the unlucky victim, dealing 1d4 damage and destroying target's armor or EVA suit unless they make a DC 12 Ref save. Detect DC 15; disable DC 10.

If any EVA suit is catastrophically compromised see EVA Suits (p. 8).

B. AGA CLOCH = WARUM'S OPERATIONAL BASE

Aga Cloch, an enchanting work of faerieland nostalgia, sits abandoned on Gaelach Dearg's red surface. Small turrets sprout from corners and walls alike. Tiny dormers pierce the conical stone roofs. Several short staircases make their way to doors of every shape and size. An observatory with a telescope dominates the opposite end of the building.



Aga Cloch by Sam Mameli

The luxury cottage, Aga Cloch, has been commandeered by Warum Stuarti as a base of operations. His Comm-Artist comrades have disabled Noc Marb's command center and established control and monitoring of the Fey Gate with sophisticated electro-psionic dimensional reprogramming equipment.

Warum Stuarti is here with 8 of his most trusted Comm-Artist ex-military comrades. If a fire fight breaks out anywhere inside Aga Cloch the entire group is aware of the disturbance.

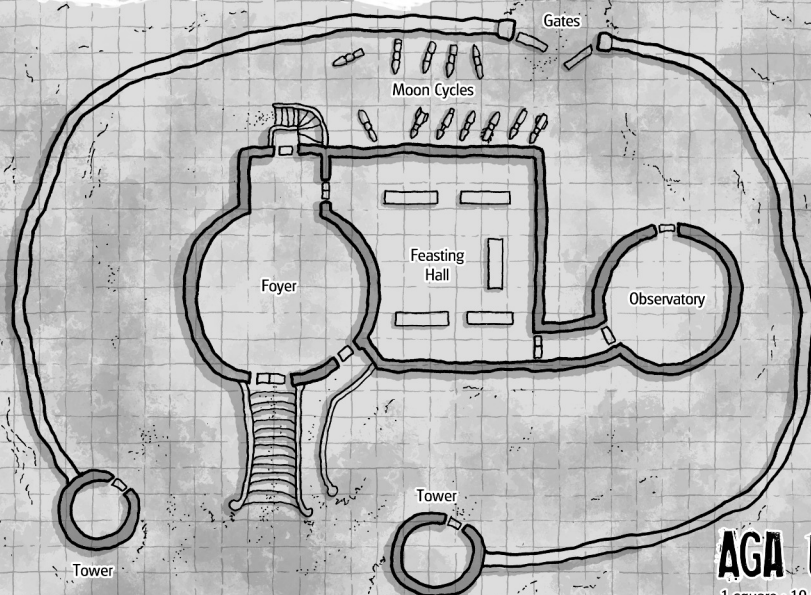
After the Stunted Bole massacre (p. 19) and if he can communicate with the party again, Sage Barleys indicates that he knows roughly where the signals subverting Noc Marb's control of the Dearg Gaelach and Fae Gate are coming from: Aga Cloch.

AREA 1: EXTERIOR

A sole Comm-Artist sentry patrols the environ. There's a 20% chance per round the sentry comes into an area near the party.

Located behind the estate are dozens of moon-cycles which Warum Stuarti and any surviving mercenaries use to return to the Cosimo. The moon-cycles have propulsion systems for performing as traditional terrestrial locomotion or rocketing through space. Intended for one rider, a passenger costs overall performance and speed.

At the first sign of danger Warum Stuarti and his team attempt fleeing Aga Cloch on the moon-cycles. If the party opts to follow the escapees, the judge may employ the space wisps (Area C p. 32) or other creatures emitted by the compromised Fey Gate (Space Walk Table p. 24) to create



AGA CLOCH

1 square : 10 feet

a chase with plenty of action and tension. The space wisps and primordial oozes are unaligned in this battle. Any Seekers of the Scourge assist Warum Stuart's group.

AREA 2: FOYER

A multitude of entrances of all sizes lead into the foyer of Aga Cloch. A pair of Comm-Artists stand watch.

The two guards in the foyer attack anyone entering Aga Cloch.

Warum on the Horn, by David W. Fisher



AREA 3: FEASTING HALL/CONTROL ROOM

The feasting hall's tables are pushed into a u-shape. Equipment of diverse sorts is piled on any available surface. Lights blink and radio conversations drone in the background.

The remaining 5 Comm-Artists assigned to Aga Cloch sit at screens and check readings. They grab nearby weapons to repel the party.

The team has rigged the feasting hall and equipment with explosives to prevent tampering. Destroying, turning off or unplugging the equipment

results in a powerful explosion reducing Aga Cloch to rubble. While the PCs could spend time defusing the explosives and gaining control of the computers and broadcast equipment they should be reminded that the portal continues progressing and Alboran is due to arrive soon.

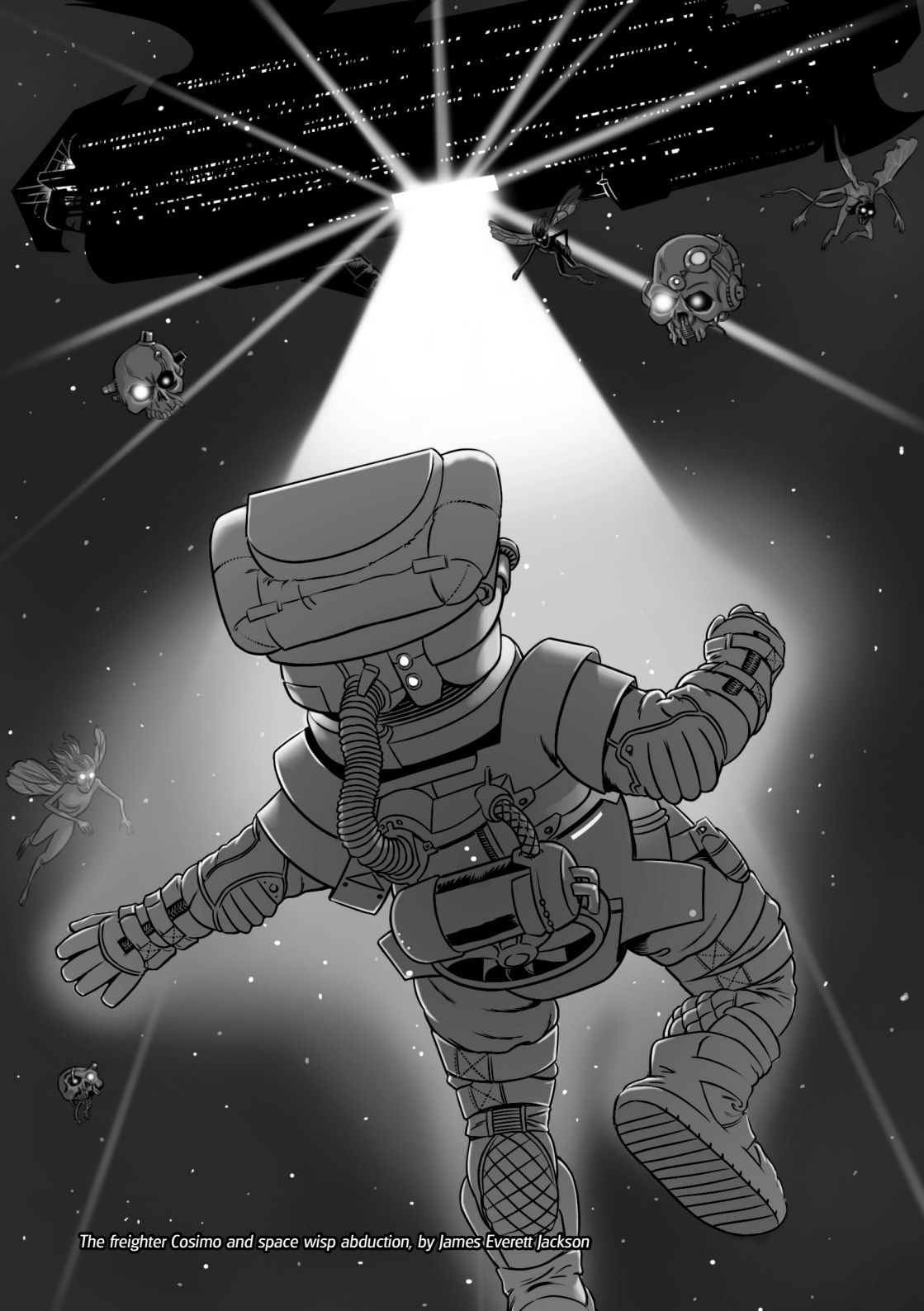
The players will be tempted to end the threat by hacking or learning how to shut it all down. The interdimensional quantum mathematics required to alter the Fey Gate and bring General Ramno to our realm are immensely complicated and beyond the PCs' ability to understand or correctly manipulate within the adventure's constrained time. PCs should be told this if they attempt to solve their problems this way reminding them that, once again, time is running out.

AREA 4: OBSERVATORY

The round, copper covered room features a throne on a telescoping dais. An elaborate eyepiece spirals down from a large tube structure set into the domed ceiling.

If Warum Stuarti is unaware of the party's presence, he is in this room looking at the Fey Gate and taking notes. Otherwise empty.

*IN A HIGH ORBIT ABOVE
DEARG GAELACH, A
HEAVY FREIGHTER HANGS
IN THE DISTANCE.*



The freighter Cosimo and space wisp abduction, by James Everett Jackson

C. FOREST OF STONES

Before you is a great forest of stone formations not at all unlike a garden of stellae. Blue, green and yellow lights flit about, growing lighter and darker, larger then smaller. Sometimes they disappear reappearing later elsewhere. As you approach the stony forest, many of the lights swirl off into the starry vacuum. A half dozen transform into alluring humanoids of light and beckon you to follow as they retire deeper amongst the menhirs.

The lunar surface amongst the standing stones appears to be gravel covered. It is, in fact, a pond of stones gently lapping at the standing stones' boundaries. The space wisps hope to encourage the party to come hither to their doom.

Any PCs under the space wisps' disorientation effect who step into the gravel pond automatically fall into its depths. The pond of stones behaves similarly to quicksand. However, instead of suffocating, the victim comes under increasing pressure from the weight engulfing their body. After a few rounds it becomes impossible for the victim to fill their lungs, after which they die. Anyone who falls inside the stone pond must make a Fort save every round starting at DC 10 and increasing by 1 each subsequent round. Victims die from crushing weight after 5 failed saves.

It is nigh impossible for the victim to pull themselves free but their allies may attempt DC 13 Strength checks to help, provided they can reach the victim without falling in themselves—wrenching them free with 2 successful checks. The space wisps become enraged if anyone helps the victim, attacking until reduced to half their HP or the PC ceases their attempts at rescue.

SPACE WISPS (6): *Init* +5; *Atk* +3 *photonic discharge melee* (2d6 *electric*); *HD* 7d6; *MV* 60' *flying*; *Act*: 1d20; *SP* *disorienting lights* (DC 15 *Will* save), *spell resistance*;
SV Fort +5 Ref +6 Will +8; **AL** C

Space wisps lure prey into dangerous areas like acidic mires, corrosive atmospheres, unstable ground, black holes, solar flares and asteroid belts

with disorienting lights. The space wisps feed on the fleeing life force of their victim as they expire.

Its disorienting lights often play tricks on its prey's senses. A DC 13 Will save is required each turn in a wisp's presence. If the victim fails they cannot discern the danger other hazards present for the next turn.

Spells are difficult to cast against a space wisp and suffer a -5 penalty.

Space wisps are encountered in terrestrial and space environments and often travel between both. On Earth they are called will-o'-wisps.

If the party avoids the Forest of Stones, the space wisps may be used once the party moves from the moon and into space.

space

a. THE FREIGHTER COSIMO

In a high orbit above Dearg Gaelach, a heavy freighter hangs in the distance. The personnel sections of the ship are dark and only the identification beacons flash.

The Cosimo is in energy conservation mode as the party approaches. Lights are largely off and life support systems are turned down to minimal levels. There is still air but the temperature is quite low (10°C).

If the party has come here without confronting Warum Stuarti and his team, the freighter is free of combatants. If the party has not encountered Alpharina, she is on the bridge and tells the party to leave or they won't like it very much. She fights until destroyed, unleashing her trap.

If the party is pursuing Warum Stuarti and his team's remnants, they cannot easily board the ship. The ship begins moving after the party reaches the freighter. If they ask, it appears the ship is headed towards the Fey Gate.

PCs may crawl on the ship's surface or attempt to sabotage it. After a few rounds of such activity several team members exit and attack. If the Comm-Artists fail to make much headway, Warum Stuarti emerges from the ship to deal with the problem himself. If the fight takes over 10 rounds, the judge may impose results from the Space Walk Table (p. 24) as the ship nears the Fey Gate.

Once the party has control of the Cosimo, they may do what they wish to complete the adventure.

COSIMO, HEAVY FREIGHTER:

Init +1; **Atk** laser turrets (2) +5 ranged (1d6 plus special, -2d vs the Death-Engine), +5 collision melee (10d6);

AC 16; **HD** 8d8; **MV** 50'; **Act** 2d20;

SP flammable craft hit by laser array take additional 1d8 fire damage per turn until fire is extinguished

SV Fort +8, Ref +2, Will +4; **Crit** d10; **Fumble** d16;

Composition: alien composites, transdimensional metals; **Luck pool:** 2.

B. FEY GATE

A whirling mass of yellow energy, 50' in diameter. As time passes, the portal becomes more agitated and spews an ever increasing amount of garbage, dust, fluids and viscera. What lies beyond, seeking entry, is anybody's guess.

GENERAL ESPEROIDZA RAMNO

Encased in a tough, transparent cylinder filled with amniotic fluid and hormones, the war criminal, Gen. Esperoidza Ramno, heals his way back from his sentence of cellular dissolution. The Goliath general is a pariah of their home dimension's current ruling faction and seeks revenge for his

exile. His removed eye floats in the fluid inside of its own protective casing and his brain impulses directly control the Death-Engine.

Largely banished, Goliath Death-Engines are tentacled tyrannosaurus rex hybrids with a healing tank grafted to its cybernetically enhanced body. The terrifying biological abomination is outfitted with an astounding array of cybernetically implanted weapons systems.

Below are his Death-Engine stats while crossing into our plane.

GEN. ESPEROIDZA RAMNO: *Init +5; Atk bite +5 melee (1d12), claw +5 melee (1d8), tentacle +5 melee (1d8);*
HD 30d12; **MV** 0'; **AC** 15 (Torso), 18 (Limbs), 20 (Brain Tank);
Act 2d20; **SP** Triple-Buzz Hyper-Assault Carbine, Homing Phase Rifle, Forced Steam Venting, Brain Tank, Raging Blood of the Scion, Summon Seekers of the Scourge;
SV Fort +30, Ref +0, Will +30; **AL** C

TRIPLE-BUZZ HYPER-ASSAULT CARBINE: +5 missile fire (2d12+6, range 200'/400'/1000'). 1/turn.

HOMING PHASE RIFLE: +7 missile fire (1d30+6, range 25'/500'/1200'). Reroll first miss. Reroll damage once. 1d4+1 rounds to recharge.

FORCED STEAM VENTING: All craft within 1d4x10' take 2d10 damage, unsheltered targets (e.g. those outside a vehicle) take 5d10, DC 18 Fortitude save for half. 1/day.

SUMMON SEEKERS OF THE SCOURGE: Requires a full round of activity from the Death-Engine. Once completed 2d4 Seekers of the Scourge appear to do the bidding of the Death-Engine. There is a 50% chance each summoned beast has been altered for space combat. See Seekers of the Scourge in Space (p. 37).

BRAIN TANK: The Death-Engine carries the healing Goliath of the Horror, Gen. Esperoidza Ramno, at its breast. The tank can be targeted separately (AC 20) and has HD of 12d3 which is part of the Death-Engine's overall hit point total.

Once the Brain Tank falls below 12 hp it leaks 1d6 hp per round. If Brain Tank is destroyed or reaches 0 hp and the eye is specifically



Gen. Esperidza Ramno magnificence by Diogo Nogueira

destroyed (1 action to do so), Gen. Esperoidza Ramno births itself from the corpse in 2d4 rounds.

Without the controlling influence of Gen. Esperoidza Ramno the Death-Engine becomes an uncontrollable hurricane of destruction. Relying primarily on physical attacks and firing its weapons systems at -2d.

RAGING BLOOD OF THE SCION: Whenever the Death-Engine takes damage, it gains an extra d16 action die for the next round (often times using ranged weapons or its Forced Steam Venting ability). As its blood splatters to the ground, 2d4 Seekers of the Scourge are born. They wake up ready to attack whoever dealt damage to Gen. Esperoidza Ramno's healing conveyance.

SEEKER OF THE SCOURGE : *Init +5; Atk bite +7 melee (1d4) or tentacle lash +6 melee (1d6);*
AC 12; HD 2d8+1; MV 40'; Act 2d20; SP devour face;
SV Fort +2, Ref +6, Will -2; AL C.

Imagine the offspring of an octopus, a dire wolf and a lamprey; that's a Seeker. They serve as the first wave of the invading cosmic forces. They gather the primitive masses of the world they arrive on and if possible... hunt them to extinction.

If the Seeker strikes a target with bite and tentacle lash on the same round, it immediately makes a Devour Face attack with a d24 attack die. Devour Face: +6 melee (1d6+2), knocks target prone.

SEEKERS OF THE SCOURGE IN SPACE

Standard Seekers of the Scourge have no actual means of propulsion so they pierce their femoral artery and attempt to control their direction (flying movement rate 20') as they bleed to death. Each round, Seekers take 1 damage until death.

The Seekers' basic strategy is to find a craft or other enemy target, latch on with their tentacles and perform Devour Face attacks until the enemy is incapacitated or it dies. While the Seekers are familiar with space, they are largely terrestrial. All attack bonuses in zero-g are reduced by half (round up).

Seekers of the Scourge conjured by General Ramno may have a variety of physical alterations. Designed and bred for zero-g combat without penalty, all possess some sort of cybernetic propulsion system. Roll on the Alterations Table to determine the nature of each alteration.

TABLE 3: ALTERATIONS TABLE

D6 Result

- | | |
|---|--|
| 1 | RAT DOG. Most of its body has been replaced with a nuclear reactor, ambient cooling fins, ion propulsion systems and railgun. A large tail-like construct provides balance and steering. Replace all attacks with the following: "+4 railgun ranged (2d6)". MV 60' flying. Remove Devour Face special ability. |
| 2 | DOG STAR. Emits strong, concentrated, radioactive beams that disrupt computers, navigation, sensors and other electronic equipment. Replace attacks with "+7 pulsar burst ranged (special)". MV 0'. Replace Devour Face ability with "Jam Electronics: DC 12 Will save or electronic functions go offline for 1d3 rounds. Can be brought back online with a DC 10 skill check." |
| 3 | HEAD THAT MAKES HOLES. Its normal head has been replaced with a laser cannon able to harm spacecraft. Replace melee bite attack with "+4 laser cannon ranged (1d6)". MV 30' flying. Replace Devour Face ability with "flammable craft hit by laser array take additional 1d8 fire damage per turn until fire is extinguished." |
| 4 | ATOMIC DOG. Like a rocket, this Seeker of the Scourge streaks towards a vessel and explodes on contact. Atk: +7 photon torpedo ranged (2d6). MV 200' flying. Attacking destroys the creature in a flash of light. |
| 5 | IT WANTS TO BE YOUR DOG. Tentacles have been replaced with high velocity tungsten-carbide vibro blades. Replace tentacles with "+5 vibro blade melee (1d6)". MV 30' flying. Add special ability to "breach spacecraft (vessel AC 10 = number of rounds to penetrate a craft. It typically chooses the bridge windows...)" |
| 6 | DOG POUND. Head and forelimbs have been replaced with a block and tackle that holds a magnetic battering ram. Tentacles have been repurposed as manipulators that align the battering ram and initiate each blow. Replace all attacks with "+2 battering ram melee (4d6)." MV 30' flying. Remove Devour Face special ability. A single blow has been known to sunder airlock doors. |

FINAL CONFRONTATION WITH GEN. ESPEROIDZA RAMNO

Gen. Esperoidza Ramno operates the Death-Engine but until the 3 hour mark of the adventure (in real game time) he is unable to affect our dimension. At the 2 hour mark a large shadow is visible on the other side of the Fey Gate. At the 3 hour mark the Fey Gate thins to a diaphanous membrane.

At the 3 hour mark the huge creature's features become clearer and Gen. Esperoidza may summon Seekers of the Scourge or use ranged attacks. If a target comes near he may even employ his Force Steam Venting special attack.

The Death-Engine and the Brain Tank can be targeted and damaged. Any damage suffered triggers the Raging Blood of the Scion special ability. Killing it at this stage might be possible but highly unlikely once it gains admittance into our plane. See Ending the Threat (p. 39).

Lastly, if the threat of Warum Stuarti is not completely neutralized there could be an enemy craft to contend with in addition to the Seekers of the Scourge and Goliath Death-Engine.

ENDING THE THREAT

Dealing a large amount of ship based damage all at once is probably the best way to drive Gen. Ramno and his Death-Engine back into dimensional purgatory. Hand weapons deal only 1 damage per die due to the Death-Engine's size and the effects of the altered Fey Gate. Most spacecraft armaments deal -1d or -2d damage (photon torpedoes and missile turrets deal normal damage).

TABLE 4: DAMAGE RESULT TABLE

Damage	Effect
10 or less	Staggers the Death-Engine. It loses 1 ranged attack for 6 rounds.
11-20	Destabilizes the portal giving the PCs an additional turn before the Death-Engine can enter their plane. During this time the Death-Engine may be targeted and can only use <i>Summon Seekers of the Scourge</i> .
21+	Disaster averted! The Death-Engine is plunged back into its dimension and unable to manifest. The portal collapses.

USING SPACECRAFTS

A spacecraft could be used to quickly deal a substantial amount of damage. Collisions deal the full damage listed on each ship entry. A pilot may add their Agility or Intelligence modifier to the base attack bonus of craft they control. A pilot can also take evasive maneuvers and/or defend the craft from other attacks. Any damage dealt in a collision attempt is also subtracted from the hull points of the craft. Any craft reduced to 0 or less hull points disintegrates.

UNMANNED

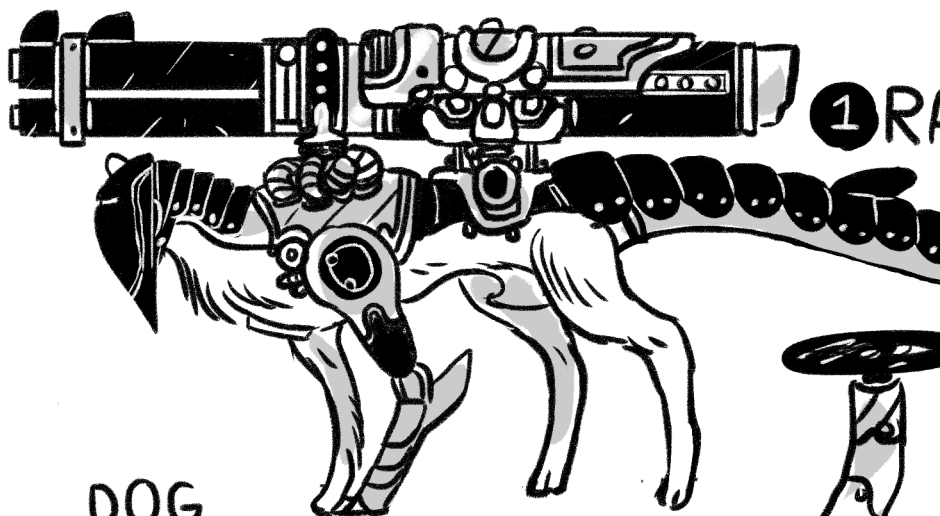
With an appropriate skill check a PC could set a vehicle on a programmed course to collide with the Death-Engine. If a craft is set on auto-pilot it maneuvers into position and makes an attack using the attack modifier of the collision attack. Unmanned craft do not take evasive maneuvers if under attack. Additionally, any unmanned craft hit by a Dog Star Seeker of the Scourge pulsar attack (p. 38) lose all programming and move at whatever vector and speed it had before the attack.

ENDING THE ADVENTURE

If the party successfully hurls Gen. Ramno backwards into the portal, the Fey Gate momentarily flashes brightly and reverts to its normal appearance and red color. Moments later the royal barge of Alboran, faerie king of Noc Marb, issues from the Fey Gate. The party is rewarded however the judge sees fit. Anyone not in a patron bond with Alboran should be given the opportunity to do so and receive +5 to the patron bond spellcheck.

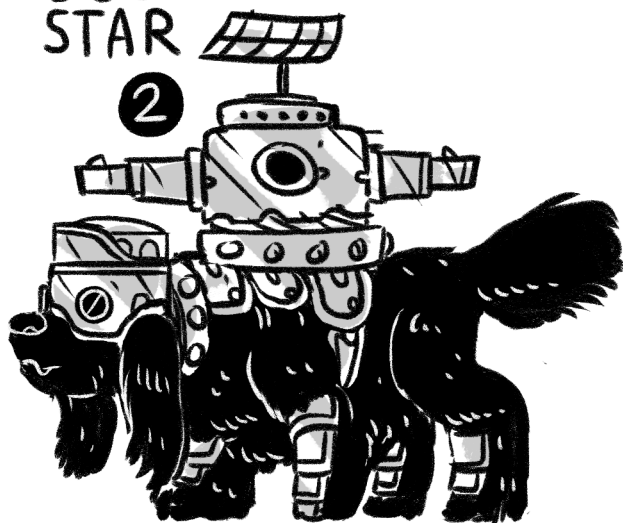
If the party fails to end the threat, Gen. Esperoidza Ramno arrives as a full Goliath Death-Engine (SF #2, Bestiary). Within minutes it cracks Dearg Gaelach like an egg and surfs on one half of the broken disintegrating moon down to Earth.

*Within minutes
it cracks
Dearg Gaelach like
an egg
and surfs on
one half of the
broken
disintegrating moon
down to Earth.*



1 R

DOG
STAR



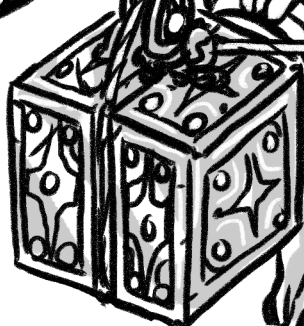
2



3

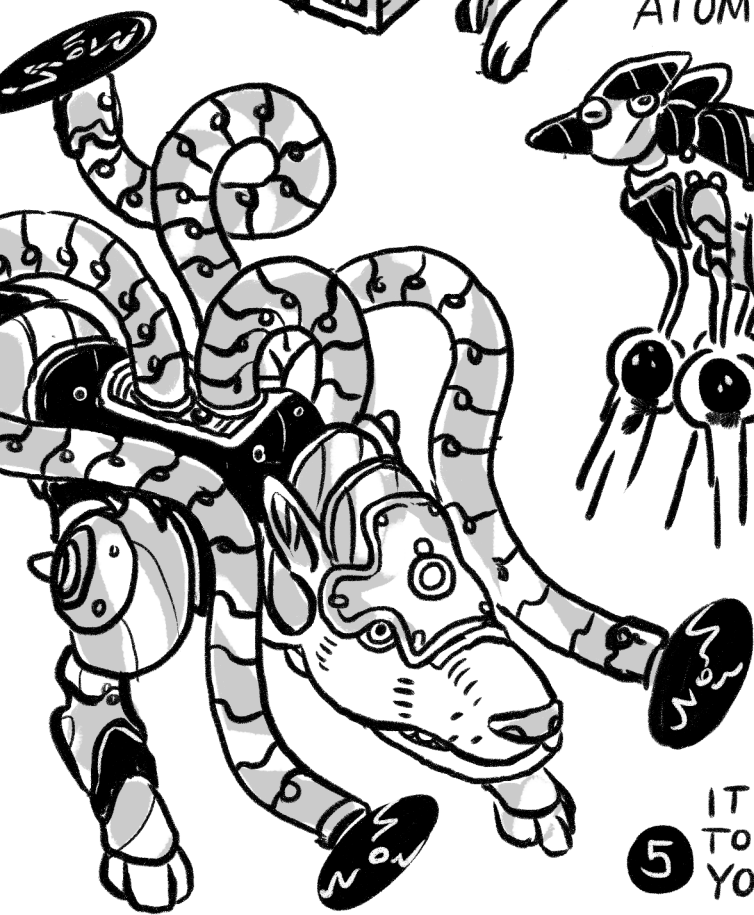
HEAD THAT
MAKES HOLES

AT DOG



6
DOG
POUND

ATOMIC DOG



5
IT WANTS
TO BE
YOUR DOG

SDM
20

appendix p: patrons

An expanded version of Alboran, The Red King (AD&BBII) appears below. Since his debut in *Fae Hard* it can be surmised that Alboran's power increased. This patron entry reflects his increased puissance.

alboran, the red king

The Red King, Alboran, is always elaborately dressed in red. Alboran is the mightiest of Noc Marb's faeries. His charges are the brownies, leprechauns, sprites and fairies inhabiting the ancient hill's surroundings. The Fair Folk of Noc Marb always wear red garments in homage to their protector and benefactor. They feast on good food and drink nightly in his hall. Alboran loves good stories and lively company but does not suffer impolite behavior, dealing with offenders harshly.

Noc Marb is a faerie mound honeycombed with curious grottoes. Its summit is level and a curiously square rock rests at its center. 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 it at night because the Good Folk are about. Stories tell of wayfarers being taken along on the faeries' roamings and never seen again.

The place called Noc Marb still exists in the world that has since moved on and was forever changed by the events of "The Drop." During the waning influence of faeries on the world, Alboran moved his otherworldly realm into a satellite orbiting the Earth (or was it always there?) The satellite called Dearth Gaelach—the Red Moon—is a hollow space station filled with flora, fauna and the Red King's loyal fae denizens. Occluded from sensors and senses, the Red Moon can be reached by vessel or dimensional travel by those who know of its existence.

Alboran's *patron bond* ceremony must take place inside Dearth Gaelach.

INVOKE PATRON CHECK RESULTS

Roll	Effect
12-13	The caster gets a boost of Luck from Alboran. They receive a +2 bonus on their next attack, save, skill check or spell check.
14-17	The caster becomes invisible for 1d4 rounds. They must concentrate to remain invisible and cannot attack or move more than half speed. Strenuous activity dissipates the invisibility.
18-19	The caster can befuddle one target who gets a Will save vs the spell check result. Befuddled subjects do not remember what they were doing and/or where they are going nor in which direction they were heading. The effect lasts 1 turn per CL and once the effect expires the victim remembers their previous activity with a successful DC 10 Will save.
20-23	A faerie appears and gives a target of the caster's choosing the faerie eye. The victim must make a Fort save vs the spell check result. Failure results in a random effect. Roll 1d4: (1) paralysis for 1d3 turns; (2) intense pain: -2d on all activities, -20 movement per round for 2d6 rounds; (3) blindness for 2d20 rounds; (4) seizures: for 2d4 rounds unable to act other than half movement. Anyone with faerie sight can see the subject has been marked. Fey creatures automatically take a dislike to the marked subject. The faerie eye can only be removed by someone knowledgeable of faeries and successful casting of remove curse.
24-27	A target no more than 100' away from the caster is afflicted with a faerie stroke. The victim may resist the magical disease with a Fort save vs the spell check. Failure indicates they are cursed with a faerie wasting disease. Each day the subject loses a physical ability score point and does not heal while infected. When any one ability falls below 3 the victim is replaced with a faerie changeling (a copy of the target) who dies after 1d3 days. The victim is now in the otherworld and has become a slave to the faeries of Noc Marb. Removing the wasting disease requires some knowledge of faeries and successful casting of <i>remove curse</i> followed by <i>neutralize poison and disease</i> .

Continued...

28-29 The caster becomes invisible for 1 turn, remaining so as long as they do not attack another creature (either directly or by spellcasting). The caster does not need to concentrate to remain invisible. For the duration of the invisibility they may also produce cantrip effects equal to their CL. They must use an action and make a spell check for each effect desired. Failures do not affect the pool of available cantrips but a fumble while producing a cantrip results in premature ending of this effect as well as any fumble results.

30-31 A faerie blast, which resembles a luminescent dust devil, springs into being. The faerie blast may be directed by the caster as long as they can see it for 2d3+CL rounds.

FAERIE BLAST: *Init* +4; *Atk:* CL+2 slam melee (1d3, knockdown, disease); *AC* 14; *HD* 3d8+1/CL; *MV* 40'; *Act* 1d20; *SP* disease, knockdown, half damage from physical attacks; *SV* Fort +3 Ref +7 Will +4; *AL* C.

Anyone struck by the faerie blast suffers from a faerie stroke (see spell check result 24-27) and must make a DC 15 Ref or be knocked prone.

Each round the faerie blast attacks it must make a DC 10 Fort save to remain a coherent funnel. If it fails it explodes covering everything within 20' in a shower of glitter.

32+ The caster may transform a plain, small item into a faerie conveyance, building or other similar thing (e.g. a nut shell into a gilded barge, a copper piece into a stunning palace, a pumpkin and mice into a fine lacquered carriage led by unicorns, a scrap of cloth into a silken tent). The transformation lasts a number of days equal to CL. The caster gains a patron taint.

PATRON TAINT: ALBORAN

When *patron taint* is indicated for **Alboran, The Red King**, roll 1d6 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. The second time 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 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 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 they must wear an additional red colored item. The third time they must dress primarily in red from head to toe.
3	When the caster is resting a faerie comes and borrows a random item from their belongings. The item is returned a day later cleaned, maintained or mended.

The second time the Little Folk borrowing the item also leave 1d4 gp.

The third time 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 they reveal themselves and go about their business. The faeries visit and ask the same thing on many different occasions and always leave a gold or silver trinket worth 1d100 gp. If the faeries are refused the caster loses 1d3+1 Luck permanently.

Continued...

- 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 the situation is more dire and involves a fearsome monster (with HD roughly equivalent to the caster's) terrorizing the Fair Folk of Noc Marb. The third time the threat to Alboran and the Little People of Noc Marb is supernatural. A Lord of Law or other such power is attempting to control or destroy the faeries of Noc Marb.

- 5 The caster gains a sense of the fey otherworld. They cannot see nor pinpoint the location of faeries or fey phenomenon but can sense a change in environment or the presence of faeries. A faerie or other denizen of the fey realms may dampen the caster's passive sense with a DC 12 Will save.

The second time the caster's sense improves. By concentrating they may also discern the general direction that fey phenomenon or faeries lie. Fey creatures must roll a DC 15 Will save to dampen the caster's sense of the otherworld.

The third time the caster gains faerie sight. By concentrating they can see faeries, fey effects and discern other fey phenomenon or locations. A fey creature cannot dampen this ability but any blindness afflicted upon the caster from fey sources affects their faerie sight, not their normal vision (a second successful fey curse could still remove normal vision).

Continued..

- 6** Contact with the fey begins to alter the caster. They irrevocably align with a faerie court: seelie or unseelie. Their choice transforms them and they gain their chosen courts' fey characteristic. Roll on the appropriate faerie court features table (AD&BB:2, Faerie Class) or the judge may create their own table.

The second time the caster gains another faerie characteristic.

The third time the caster gains another fey feature. If the caster is human, they gain elven sensitivity to iron. An elven caster's sensitivities become as acute as a faerie's. Direct, prolonged contact with iron deals 1 damage/round. Being struck with iron forces a DC 8 Fort save or lose an action die for the next round. Luck may not be used to modify this save. If the caster is in the vicinity of a large concentration of iron they have a -2 penalty to attack rolls, skill checks and spell checks.

SPELLBURN: ALBORAN

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

Roll	Result
1	The caster must drink a bottle of alcohol to Alboran's name and health before casting the spell. -1 Intelligence as well as along with any other ability score loss incurred.
2	A wave of second sight washes over the caster and they catch a glimpse of a faerie out of the corner of their eye. The faerie is attired in red and seems to be aiding the caster with his spell. The caster only spends half the declared spellburn. After casting, the caster must not regard or acknowledge the faerie—a caster must make a DC 15 Will save is required to hide all traces of recognition. Failure indicates the faerie glares at them and spits in one of their eyes, blinding it. On a 1 the faerie blinds 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 they return 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 their body they sap the caster of vitality (expressed as Strength, Agility and Stamina loss). The tiny lights occlude vision and distract them for 1d4 rounds during which they are -1 on all attacks, skill checks and spell checks.

PATRON SPELLS: ALBORAN

Alboran, The Red King grants access to the following spells:

- **Level 1:** *Glamour*
- **Level 2:** *Solais Dearg*

GLAMOUR

- ✧ **Level:** 1
- ✧ **Range:** 2' per caster level
- ✧ **Duration:** See below
- ✧ **Casting Time:** 1 round
- ✧ **Save:** Will vs. check to disbelieve or see below.

GENERAL: Faeries are renowned for tricking mortals with faerie gold or spoiling food left out in the open via a faerie's access to glamour. Grass, sticks, pebbles, trash, etc. are magically transformed into stolen things or objects drawing a mortal's interest. Faerie sight reveals a glamourised object for what it really is. Additionally, all glamour effects are immediately dispelled upon contact with iron.

MANIFESTATION: See below

GLAMOUR SPELL EFFECTS

Roll	Effect
1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-13	The caster alters the appearance of a small item or a collection of items into whatever they wish (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamourised item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts CL hours.

Continued...

- 14-17** As above.
The illusion lasts for CL days.
- 18-19** As above but also applies to medium items.
The illusion lasts for CL weeks.
- 20+** As above but also applies to large items.
The illusion lasts until dispelled.

SOLAIS DEARG

- ✧ **Level:** 2 (Alboran)
- ✧ **Range:** 200'
- ✧ **Duration:** instantaneous
- ✧ **Casting Time:** 1 action
- ✧ **Save:** Will vs. spell check

GENERAL: Mystical red energy flies as a straight beam to any location near the caster's position.

MANIFESTATION: Roll 1d5: (1) rays shoot out of the caster's eyes; (2) red beams leap forth from the caster's finger tips; (3) a red fae creature appears, glows brightly and is consumed in a burst of red light that harms the target(s); (4) a faerie dressed in red appears, shoots the target(s) with their finger while making "pew, pew" noises and then disappears; (5) a red orb momentarily appears in the sky. Thereafter a bright red flash emanates from the satellite striking the target(s).

SOLAIS DEARG SPELL EFFECTS

Roll	Effect
1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-13	Failure, but not lost.
14-15	The ray strikes any one target dealing 1d6 damage and temporarily reducing its Luck score by 1 point for 1 turn unless it successfully saves vs. the spell check.
16-19	The ray strikes any one target dealing 1d8 damage and temporarily reducing its Luck score by 1 point for 1 hour unless it successfully saves vs. the spell check.

SOLAIS DEARG SPELL EFFECTS

Roll	Effect
20-21	The ray strikes any one target dealing 1d10 damage and temporarily reducing its Luck score by 1 point for 1 day unless it successfully saves vs. the spell check.
22-25	The ray strikes any two targets or the same target twice dealing 1d12 damage and temporarily reducing its Luck score by 1 point for 1 day unless it successfully saves vs. the spell check. Only one point of Luck ability score damage can be inflicted on one target by the attacks resulting from this spell check result.
26-29	The ray strikes any three targets or the same target twice dealing 2d8 damage and temporarily reducing its Luck score by 1 point for 1 day unless it successfully saves vs. the spell check. Only one point of Luck ability score damage can be inflicted on one target by the attacks resulting from this spell check result.
30-31	The ray strikes any four targets or the same target twice dealing 2d12 damage and temporarily reducing its Luck score by 2 points for 1 day unless it successfully saves vs. the spell check. Only two points of Luck ability score damage can be inflicted on one target by the attacks resulting from this spell check result.
32-33	A scintillating ray of red energy strikes one target dealing 2d20 points of damage and permanently reducing its Luck score by 2 points. No saving throw is permitted. The caster gains one point of temporary Luck that must be used before the setting of the moon.
34+	A giant red ray strikes all targets along a single line for 4d20 damage and permanently drains those affected by 2 Luck points. No saving throw is permitted. The caster gains two points of temporary Luck that must be used before the setting of the moon.



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