

THE GREAT FAERIE REVOLUTION

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Background

Lord fey, known as the Star Watcher, has disappeared. His former servants sparked a revolution, and the dimension itself began to seep into the mortal world. In the morning, the heroes discover that the inn in which they were staying accidentally fell into the magic realm.

Factions & Encounters



1 – 2: (Horde) Bookworms (HD 4) — Eldritch parasites that devour knowledge and minds. They appeared in the Lord's library and devoured seals and magic contracts that kept him alive. They look for a way to appear in the mortal world and devour the minds of its entire population.



3 – 4: (2D6) Red witches (HD 3) — The Lord's officials and concubines who made him wine from the humans, who broke their magic pacts. They want to resurrect Star Watcher by finding the Seals that have survived the attack of Bookworms.



5 – 6: (4D6) Gremlins (HD 1) — The Lord's rebellious, hairy servants. They are trying to break free from the Witches' rule. They believe that the needs of magic realm can be maintained without a Lord, thanks to the sacrifices from (or of the...) humans.

1. Ruined Inn

Gremlin Silkwirl (KW 2) gives a fiery speech to recruit **Animated cutlery (KW 3)** to the revolution organized under his rule.

2. Cosmic Tree

At the top of the tree lies the nest of **Dragon pigeons (HD 1+1)** that shit fireballs. On the platforms, group of **Half-Elves (HD 2)** charmed by the scavenged **Dream Seal** hold a party, despite the objections of a drunk **Treebeard (HD 5)**.

3. Shut-Down Scroll Factory

Gremlins gathered around the scroll-sewing machine to discuss who should lead the revolution. **Hobglin Cutfinger (HD 2)**, who found the **Lore Seal**, rivals with mysterious, but commonly liked **Gremlin Silkwirl (HD 2)**. There is a gossip, that he is a runaway from unknown realm destroyed by fae. There are **bags with treasures** robbed from the Crystal Palace (6).

4. Bloody Winery

On the upper floor, **Witches (KW 3)** are making wine from mortals put inside the enormous wine press machine operated by **Unseen Servants**.

At the bottom, there are **barrels of Dream Wine** and **caged people**, guarded by **Imps (1 HD)** from two **magic lamps** on the walls.

5. Mushroom Library

Magic grimoires are hidden inside the crystal, **locked spheres**. They are guarded by the **Witches (HD 3)** and **Shadows (HD 1)** cast by a huge **magic torch**. On the floor under it is an engraved, planar map in the form of a "solar clock".

Horde of Bookworms (HD 4) were hid in the locked tower. There are portals on the walls. To turn on a given portal, shadow from the magic torch must be cast onto the name of the chosen realm on the planar map.

6. Crystal Palace

Lord statues that held his **Seals**. **Horde of Bookworms (HD 4)** float among the ruins. Hidden in the debris are **Gemstones** and **Astral Compass**. There's a lake of night sky in the centre, where other planes can be seen.

Magic Items

Dream Wine — Drinker can recall the dreams and knowledge of people, who were sacrificed to make the wine.

Dream Seal — User falls into sleep and can't be woken up. When in this state, he can freely journey through the astral realm.

Lore Seal — User can see all hidden messages and experience lore that she is reading.

Astral Compass — User can shift to a random plane of existence that he can see.

