

FEYHALL AT A GLANCE

The calamity that caused the Sylvan Court to abandon their hold under the Fey-Cursed Hills is not known and now only twinkling lights and haunting music remain; fairy magic that refuses to be extinguished. When the disease called the Hunger came to the Twyll River Delta, those empty halls provided a hiding place for rogues, bandits and those not welcome in the nearby village of Vaagwol. A constant threat, the Hunger animates the dead whether preserved in the bog, long entombed under fairy hills or recently succumbed in Feyhall hold itself.

Bandits, rogues and refugees now huddle in the eerie dark struggling to keep the Hunger at bay. Without the natural resources or trade of Vaagwol, the fruit of their neighbours' effort is all that sustains them. When their spies send word of river barges or clay gathering expeditions, the bandits of Feyhall attack and carry off all they can gather back to their families.

DEMOGRAPHICS

Ruler Boss Stig

Government Overlord

Population 74 (47 humans, 6 dwarves, 2 elves, 4 half-elves, 11 half-orcs, 3 halflings, 1 goblin)

Alignments CN, CG, CE

Languages Common, Sylvan

Corruption +0; **Crime** -3; **Economy** -7; **Law** -6; **Lore** +0; **Society** -9

Qualities Eldritch, notorious

Danger +43; **Disadvantages** Hunted, plagued, wild magic zone

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Boss Stig (location 4; CN male half-orc fighter 3) Stig is a bully not especially concerned with running the settlement, but instead enjoys raids on merchant caravans, river barges or workers from nearby Vaagwol. If his position is questioned, he is more than willing to defend it with axe or fist.

Luthar Shieldamann (location 2; CG male human ranger 2) Luthar is a dark, bearded man from a distant land of which he will not speak. While Stig greedily watches outside, Luthar looks within, searching for signs of the Hunger, strange fairy magic or simply keeping track of what supplies the villagers need to last another day. If there is a problem, the locals are more likely to approach him than Stig.

Nin (location 3; N female human expert 1) Nin is a former dockworker from Vaagwol infected with the Hunger.

Oosa (location 1; NE female human fighter 2) Oosa is one of the gate guards and a frequent member of raiding teams. She despises Boss Stig and wants to overthrow him.

Sala Greenswidow (location 2; N female half-elf adept 1) Sala and her love Teesha are new arrivals in Feyhall. Sala is quiet and sickly and claims to have visions directing her to seek a fairy crown beneath the Fey-Cursed Hills that can cure the

Hunger. She is known to have particular skill with divination and necromancy spells.

Shank (location 3; CE male goblin rogue 3) Shank is a masked goblin masquerading as a halfling. He is trying to forge the other halflings into a gang under his leadership.

Teesha (location 2; CN female human fighter 1/rogue 1) Teesha claims to be an expert in lost civilizations and seems knowledgeable on digging for artefacts. She is fiercely protective of Sala.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Hidden Gate:** This is the disguised and heavily defended entrance to the village along with attached barracks.
2. **Markethall:** The main cavern is the centre of village life with its two wells and storage of all raided goods. Here shares of plunder are doled out and villagers trade with each other. Balls of flickering starlight dance throughout the cave to a quiet haunting melody that changes for unknown reasons.
3. **The Hideaways:** A cavern with many twists, turns and meandering niches used by many of the villagers as "homes." The Hideaways is mostly populated by the weak, poor and sick.
4. **The Altars:** This two-storey hall has dozens of shrines with plain altars on two different floors which have been converted into living spaces. In contrast to the Hideaways, the Altars are populated by the strongest members of Feyhall.
5. **The Forbidden Stair:** Ornate, and disturbing, silver doors block access to stairs leading down to the Wytchlyte Graves.
6. **Wytchelyte Graves:** An unmapped maze filled with cairns, burial niches, strange curios and death.
7. **Solnicht Bog:** Home to peat, centuries of battlefields and the many walled town of Vaagwol on the Twyll River Delta; a ready target for Feyhall's raiders.
8. **Fey-Cursed Hills:** Once the home of the Sylvan Court, the hills hide ruins of former fey settlements including Feyhall.

MARKETPLACE

Resources & Industry Fairy curios, stolen goods

Base Value 450 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 1st (3rd for Divination and Necromancy); **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Feyhall, the following items are for sale:

- **Potions & Oils** *elixir of vision* (250 gp), *cure light wounds* (50 gp)
- **Scrolls (Arcane)** *identify* (25 gp), *see invisibility* (150 gp)
- **Scroll (Divine)** *lesser restoration* (150 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Feyhall. A successful check gains all the information revealed by a lesser result.

DC 10: Feyhall is a sanctuary hidden from the hungry dead somewhere in the Fey-Cursed Hills. It is a place with no laws where only the strong prosper.

DC 15: The people of Feyhall survive by raiding neighbouring Vaagwol and the trade flowing to that heavily walled village. Their only natural resources are strange weapons or devices of fairy construction sometimes found deep under the hold.

DC 20: The lights and music of Feyhall are magic of the former fey occupants. Something stalks the residents and many just disappear, while others go mad.

VILLAGERS

Appearance The people of Feyhall are similar to those of Vaagwol and frequently have dark hair and dark eyes, though red hair is not uncommon. Hairstyles are often long and wild.

Dress Fashion tends to be made up of whatever the residents can scavenge or steal, and is frequently worn until it falls apart. It is not unusual for residents to have a piece of fairy-made jewellery or some scrap of shiny cloth as a good luck charm.

Nomenclature *male* Hindrik, Ove, Rasmus; *female* Hebbla, Igna, Nathalie; *family* Ahlgren, Forstlund, Lindqvist, Westermark.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Feyhall and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	Vaagwol has a spy in Feyhall and it is only a matter of time before their soldiers come.
2	Someone is purposefully opening the Forbidden Stair gate.
3*	Boss Stig contracted the Hunger on his last raid. He will soon die, no doubt touching off a power struggle to replace him.
4*	Sala knows a way to ward against the wytchlytes.
5	The halflings are stealing and hiding supplies in the Hideaways.
6	Tesha and Sala are planning on sneaking into the Wytchlyte Graves in search of powerful magical artefacts.

*False rumour

