

independent enough that the Christian powers might be plotting to install their own puppet government. Maybe the city is split between two governments, one propped up by Nyse and one by Irem. How would one implement the Berlin Air Drop in a fantasy game?

(K) Irem: The scholars of Irem are also interested in the dangerous exchange of *scientific data*. Plus cat-smuggling and old fashioned Cold War intrigue.

(L) The Curse: The Referee will find sample statistics for the Effcursed in the next section. Perhaps the Elf Queen just wants an undead army to march on Balor's Teeth, which sounds almost benign, except when you consider what happens to Athconnit and the people trapped there if all the Fomorians are dead...

(M)* Angry Rand: Not on the player map, this is a village of modern atheists, Levey Satanists, and industrial-era neo-pagans. It's a place to hide from the religious wars and learn about actual, working magic. Their spells don't hide the place as well as Grovehaven, but they do the job. The name is a deliberate joke on the part of the inhabitants, many of which are American Libertarians. If Nyse or Irem found out about this place, they'd want to co-opt it,

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convert it, or conquer it...

(N)* Don't want to go home, but still want to leave Athconnit? This crashed starship, once repaired, might do the trick. Non-electronic literature on the ship indicates it comes from some place called "the Kelron sector."

(O)* Grovehaven: Though mentioned in the *Player's Guide*, this is where Grovehaven actually *is*. It's as a bucolic a place as you could ever imagine, a major breadbasket, and a trade nexus between the Dwarves and the Chorals. If the spell around it was defeated, knowledge of its location would be *valuable*.

Effcursed

Special: Fire, see below

Move: 12

HDE/XP: 8/800

Attacks: Claw

Hit Dice: 7

Armor Class: 4 [15]

any Elves inclined to hunt them.

They are are wreathed in cold blue flame, dealing 2d6 damage per round to anyone in melee range. *Remove*

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Curse will destroy one, but not before the caster briefly bursts into flame, taking 3d6 damage.

Fomorian of Athconnit

Armor Class: 2 [17]

Hit Dice: 10

Move: 18

Attacks: Punch or stomp

HDE/XP: 11/1,700 (and up)

Special: See below

Fomorians are highly susceptible to flattery, as well as lacking in common sense, making them easy to fool, like giants in fairy tales. Every Fomorian can cast at least one Magic-User spell of at least 5th level at will, as a natural ability, often connected to a physical trait, such as an eye covered by a special patch that casts *Disintegrate* over and over when exposed. This may mean an individual Fomorians may merit more XP than the baseline given above...

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Black Box Books: FOMORIANS AND FAITH

REFERENCE GUIDE

This booklet expands the information in the *F&F Player's Guide* with information and adventure seeds.

High Tech

By default, Athconnit does not have any fossil fuels and is not volcanically active, so there isn't enough sulfur around for gunpowder. This can be tweaked if the Referee has some preferred primitive firearm rules or wants more high tech in the campaign. It does mean that sulfur is actually a resource worth adventuring for, perhaps even worth bargaining with demons to obtain. Patrons will want to make *some* gunpowder, and there could be all manner of unusual things deep under Athconnit other than magma. Also, high tech from other realms, whether as "simple" as a crate of solar-powered calculators or as complicated as a bio-engineered language-translating fish, create additional variety in treasure.

The Enemies of the Fomorians

The Referee does not have to specify the original enemy right away, though it is implied the Fomorians were trying

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