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Multiclass

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Fey!**

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Hags!**

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# FROM THE EDITOR

I'LL ADMIT; I'M A PRETTY VISCERAL GUY.

My favorite movies are the kind with plenty of dismemberments and gallons of blood. My favorite sports involve hitting things and people with clubs, sticks, swords, and my bare fists. And my favorite role-playing game is the one where you kill lots of monsters and take their stuff...come on, you know the one.

As you might suspect, when I play D&D, my favorite characters are fighters and barbarians armed with big, heavy weapons that go crunch or splat when they hit the bad guy; and I like monsters that do truckloads of damage with each hit or inflict horrific, debilitating curses, diseases, or wounds on players.

Now, with that little bit of background, you'd probably be surprised that I'd devote an entire issue of *Level Up* to fey. But, hey, I enjoy a bit of subtlety now and then, and as it turns out, fey can be just as nasty and in-your-face as a rampaging dragon or bloodthirsty demon. The difference is that when a death hag rips your head off, she does it with a panache that few other monsters can manage. You see, with fey, it's all about style; and even gut-wrenching torture and bloody dismemberments are done with an artistic flare that makes the worst atrocities somehow more atrocious.

So in this issue of *Level Up*, you won't find any articles on fairies, garden gnomes, or expansive treatises on elven magic. What you will find, however, is the dark, ugly side of the fey; and in the case of this issue's *Blackdirge's Bestiary*, the emphasis is definitely on the ugly. You'll also find a paragon-level adventure that pits your PCs against the machination of some very naughty hags, a new race of blind, sword-wielding fey that make even the drow look commonplace in comparison, and a complete, new multiclass that allows your PC to harness a bit of fey magic to wreak some serious havoc on the battlefield.

So take a walk on the wild side – the Feywild side that is – and don't be fooled by the pleasant, tranquil cover. The fey in this issue are like the gingerbread house that so tempted Hansel and Gretel; sweet and innocent on the outside, but harboring a rotten core of cruelty, evil, and ugliness. ✕

**Aeryn "Blackdirge" Rudel**

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## ROADS TO ADVENTURE:

# Last Call at the Blind Tyrant

### AN ADVENTURE FOR 14TH-LEVEL CHARACTERS

By Adrian Pommier

*Last Call at the Blind Tyrant* is designed to be a challenge for five characters of 14th to 15th level. Setting-neutral, the adventure can be easily inserted into any campaign setting, or played as a quick one-shot adventure in a single session.

## ADVENTURE SUMMARY

In the course of their adventures, the heroes come across a fortified roadhouse – the Blind Tyrant – that has been overrun by evil fey throwing themselves a going-away party as they leave the mortal world. Over the course of the adventure, the heroes can defeat three hag sisters and their minions, rescue several captives from a fate worse than death, and learn about “the Forgetting,” a mythical catastrophe that even the fey don’t entirely believe.

## BACKGROUND STORY

The Blind Tyrant has been around for years, passing from owner to owner and enjoying only moderate prosperity. Tonight, even that small success has come to a crashing end.

Three hags – Nakaska, Spirga, and Tooma – have come to the Blind Tyrant to throw themselves and their lackeys a farewell party. They believe that “the Forgetting” – a time when all paths to and from the Fey Realm are sealed – is upon them. The hags abducted several mortal children and handsome young men so as to “weather” the Forgetting with ample foodstuffs and breeding stock.

As the party is in full swing, the heroes arrive at the Blind Tyrant.

*Playtesters: Chris Beemer, Mike Ferguson, Stephen Glicker, Seth Lipton, Bob Markee*

