

ABERNATHY MANOR

After Lord Abernathy's wife died, the faerie Lovelace whispered to him from across the veil, playing on his depression, and persuaded him to allow Lovelace into his home. Lovelace opened a portal between the planes, and has since brought through other fae. While the owner of the manor allows it to remain open, the portal (which takes the form of a wardrobe) can not be permanently closed.

Fae magic and creatures now leak through the portal, twisting the manor and grounds. Some have made their way to the nearby town of Ashmere - most notably, a tall thin man, wearing a green cloak, who claimed to be a travelling storyteller. He was very free with his large supply of fruit wine. In the wake of his passing, all those who drank of the wine went temporarily mad.



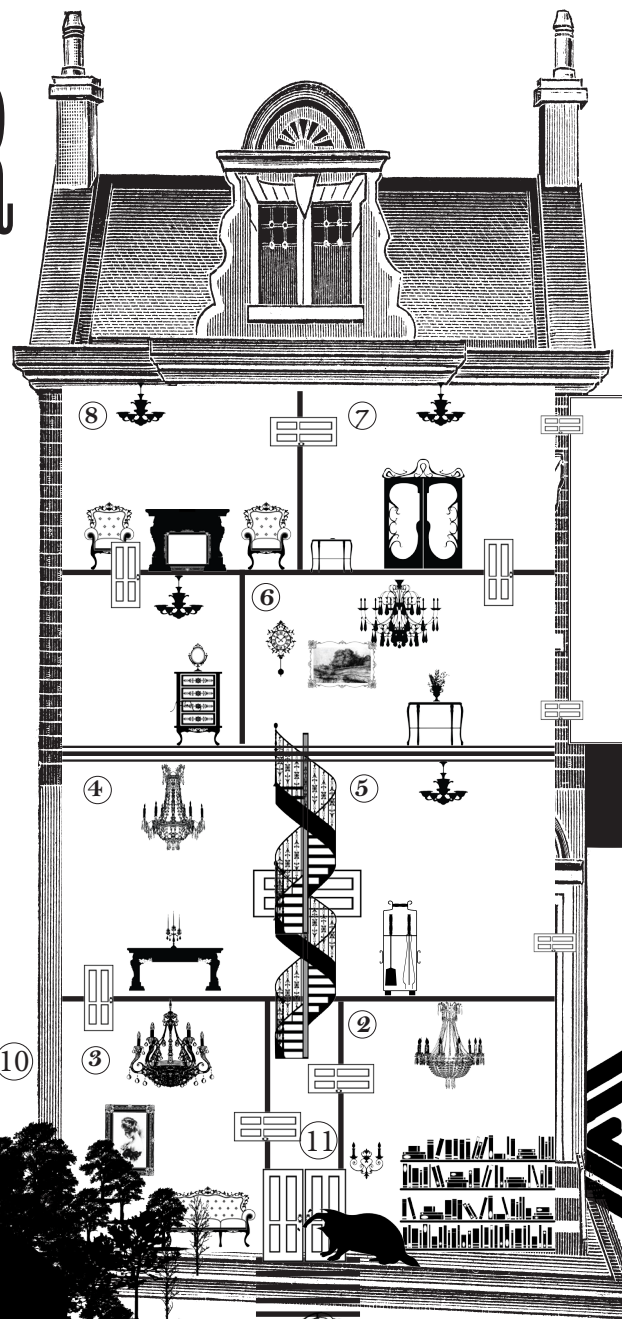
Lovelace, faerie aristocrat. Tall, thin, well dressed, and snobbish. Wields both fae magic and his ornate rapier with skill, though prefers words to weapons. He aims to keep Abernathy depressed, so that Abernathy will allow him to leave the portal open. If Lovelace is killed before the portal is closed he will re-enter through it in a few moments (probably adjusting his tie.)



Lord Abernathy is deeply depressed after his wife's death. He's probably drunk on wine (provided by Lovelace), and haggard from not sleeping. He needs a shower and a change of clothes. Most likely talking faux-philosophy with Lovelace - "love is the only truth", etc.

Items you might find:

- A bronze hip flask, full of sweet, strong rum.
- A dozen silver coins, depicting scenes of dancing satyrs.
- A dragon's fang which glows during a storm
- A small mirror etched with dozens of eyes
- A loosely-bound folio filled with strange pressed flowers
- An empty pewter box which jingles when shaken
- A steel mirror set in a crescent moonstone frame
- A steel mirror etched with a map of a castle in a distant kingdom



1. Hedge Maze: It's thick and thorny, and full of **Fox-Goblins** - low class thieves from the Other Realm. They carry knives and throw rotten fruit or handfuls of pepper. They're intelligent and cheeky, often using insults to distract while others pickpocket. They'll avoid a straight-up fight unless cornered. In the centre of the hedge maze is a fountain, now filled with the junk stolen by the fox-goblins. Some is valuable, some is magical, some is just shiny. They'll defend their stash to the death.

2. In the **Library**, an elderly **Fae Archivist** searches for a specific volume of poetry. They are absentminded and somewhat friendly, and may be willing to trade some of their sizable knowledge for help searching.

3. A highly decorated **Drawing Room**.

4. A table is set in the **Dining Room**.

5. In the **Kitchen**, a grumpy Fae Chef orders around a band of fox-goblin sous chefs. The chef carries a wicked cleaver, and will be suspicious of visitors but not immediately hostile.

6. Gallery: Contains many portraits of Lord and Lady Abernathy & a clock which chimes character's secrets on the hour.

7. All of the furniture in this room has been removed or pushed to the side. In the centre of the room, Lovelace's portal-wardrobe looms. On a desk in one corner, Abernathy has filled out a will. He's leaving the manor to Lovelace.

8. In his Study, **Lord Abernathy** sits with **Lovelace**, drinking wine and 'commiserating'. The fire is lit, and the curtains closed.

9. Lady Abernathy's Ghost lingers on in a pagoda by the lake where she drowned, but death has scattered her mind - she doesn't understand what's going on, and will be difficult to communicate with.

10. **Spooky Woods**, probably haunted.

11. Guard Badger! It's big but sounds like it's snoring.

Drinking Faerie Wine will cause strange, often terrifyingly appropriate hallucinations. They are frequently prophetic, or otherwise helpful, but linger subtly for a long time. Worth the cost?

