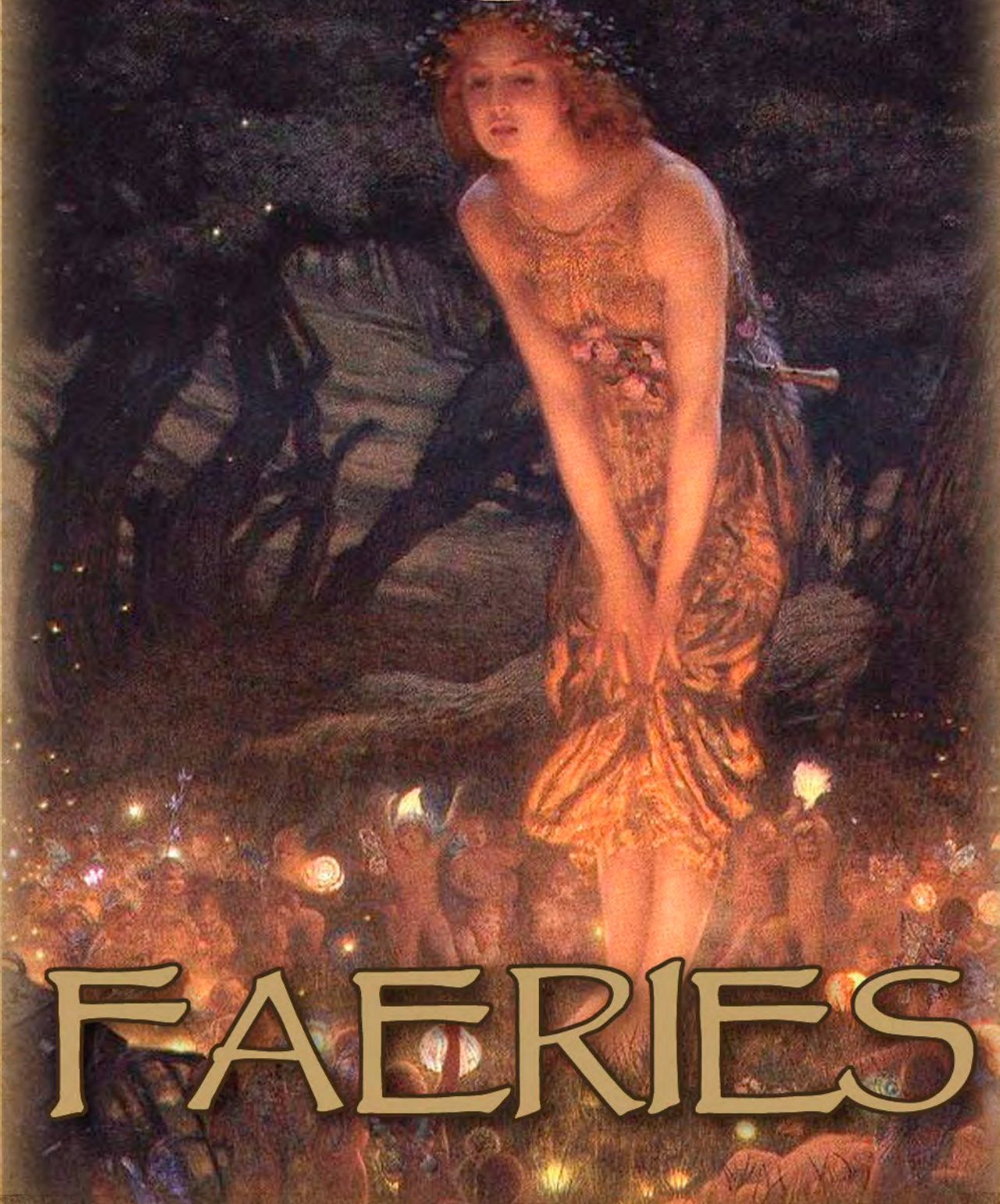


The
Imperial
Age



FAERIES

CHAPTER 1: ON BEING FEY

Faeries have long been a staple of both fiction and role-playing. This is, no doubt, due to the Victorian fascination with fairy tales. Two things combined to promote this fascination. One was a growing industrial society in which natives of the countryside came to the bigger cities to find work, bringing their stories and folk beliefs with them. While the men went to the factories, many of the women found employment as household servants. There they shared their stories with children, for whom they were entirely new tales. The second factor was the growing Victorian love of reason, science, and the classification of all things, prompting many authors, such as W.B. Yeats in *Irish Fairy and Folk Tales*, to collect and, in several cases, codify the tales being shared in the nurseries of the cities.

Fairy tales, however, are by no means simply a Victorian or Anglophone creation. Germanic versions, notably by the Brothers Grimm, of their own *machen* or “little tales” (it is a difficult word to render in English) had already been collected, and with fairy tales growing popularity were soon translated and read in Britain and her dominions. Thus the folk systems of other parts of Europe and the world came into the popular Victorian mindset and produced many of the fairy tales that the modern English speaker knows.

From this wide background come many of the popular creatures of today’s fantasy roleplaying games (RPGs). The elf, troll, ogre, and dozens of others arise from fairy tales, many of which are not native to the British Isles. Rather than follow in the tradition of RPGs the authors have attempted to return to source material for this book. It is by no means exhaustive nor is it entirely accurate, as fairy tales are myriad and often contradictory.

That does not mean, however, that it is not the perfect place to start to bring the fair folk into your own version of the Imperial Age.



**Imperial
Age
Faeries**

by

**Scott Carter &
Donna K. Fitch**

FOR THE PLAYER

This book does not present a single style of campaign, more on the order of dozens. As such, consultation with your Game Master is vitally important before you read any further in this book. However, if your GM chooses to allow fey characters you have a number of options available to you. The races presented in Chapter 2 are all playable at 1st level and offer a great deal of customization through racial levels. In many cases however, there is not a single type of faerie modelled by a given race. You will not, for example, find selkies as a race. Instead you find a Greater Seelie race with the possibility of taking levels in the Animorph racial class. Through the choices you make of race, class, feats, and skills you should be able to create almost any faerie type found in folklore. Even distinctions of Seelie and Unseelie (“blessed” and “not blessed”, basically good faeries and bad faeries from the human perspective) are intended to be general. There is no reason that a trow cannot be good nor that a brownie must be; thus allegiance can add a further level of customisation. While not intended to be used as such, the Anthropomorphic Animal template might be appropriate for player characters in some campaigns with the GM’s permission. If, on the other hand, you would prefer to play a human, the options of Chapter 3 allow you to explore the possibilities of having a little bit of faerie blood, or being exposed to their magicks.

FOR THE GAME MASTER

This book presents numerous options for incorporating faeries into your campaign. Three potential campaign settings are found in Chapter 5, but of course others are also possible. The Game Master should consider the following questions when designing a campaign with faeries.

1. What role do faeries play in the setting and in the campaign?
2. How prominent or common are faeries in the setting?
3. How much do PCs know about faeries?
4. If faeries are included, what other supernatural aspects does the campaign feature?

In a mostly historical campaign faeries may only feature into a single adventure or segment of the campaign. In such a game faeries should remain mysterious, with player knowledge limited to folklore or nebulous personal experiences. No player character (PC) will play a fey or fey-touched character and magick might remain equally obscure.

In a slightly more fantastic campaign, however, sidhe might masquerade as humans and serve as patrons or antagonists for the PCs while publicly faeries are either unknown or considered mythic in the campaign world. Such a campaign could feature magick more prominently, and have fey-touched humans or even fey PCs if they can pass for human. Only specially trained PCs would know the real nature of faeries. Where fey are more common, such as in the Fair Empires setting discussed in Chapter 5, faerie PCs might even be the norm, magick is abundant, and even untrained PCs would know a little bit about their faerie neighbours.

In a completely fantastic setting, such as a campaign that takes places mostly in the Fair Lands, every PC might be a faerie and thus have intimate knowledge of faerie culture or, on the other hand, PCs could be lost humans who find themselves in Faerie but initially know nothing beyond folk tales about the denizens of the land.

For the GM this book begins in Chapter 2 with a set of races that are perfect for most faerie NPCs in the game, and follows it up with example of those races, in a wide array of levels, and some other creatures in Chapter 4. Chapter 5 presents several campaign choices for you, ranging from an alternate history where faeries abound, to the wilds of the Fair Lands, and back home to a slightly more realistic fantasy world. Finally, the Appendix contains a list of books that can help you prepare your own Faerie Tales.

IMPERIAL AGE MAGICK

This book often refers to *Imperial Age: Magick*, another supplement in the Imperial Age line. If you have that book some of the examples in this one use the Second Practice and the Third Price simply for ease of presentation. However, you can easily use other options, and in fact *Imperial Age Magick* has its own example of using a different combination for a game featuring faeries. If you do not have that book, while the authors would recommend it, you can still use this book with no problems. The standard Modern SRD magic system (and several others) works just fine with this book. You may need to make minor adjustments to some of the Gamemaster characters.

ORIGINS OF FAERIES

In the Imperial Age, five theories existed about the origin of faeries. Many of these theories overlapped or were applied differently depending on the type of faerie discussed. Greater sidhe tended to be identified with the fallen angel or degenerated gods theories, while lesser sidhe were more often identified with spirits of the dead, nature spirits, or memories of the land's former inhabitants.

1. FALLEN ANGELS

Some religious-minded Victorians, who wished to reconcile the existence of faeries with the Bible, believed that the faeries were angels who remained neutral in the Great War of Heaven rather than siding with God or with Lucifer. For their punishment, they were banished to earth and condemned to take refuge under the ground, inhabiting mounds and crevices in the earth.

In a campaign where this is the predominant theory on faerie origins, fey characters and activities are likely to have strong opposition from the church. Extreme positions may see them as allies of Hell, a position supported by tales of the tithe paid to Hell in *Tam Lin* and other classic works, or simply temptations for people to follow a “middle” way- promoting, in the eyes of the clergy, a false hope of escaping judgment or reward. A campaign that features faeries as fallen angels might also prominently feature their demonic and angelic counterparts, either manoeuvring for influence in human affairs or in a not so subtle war for control of faerie and the mortal realm.

2. SPIRITS OF THE DEAD

A theory commonly held among country people was that faeries were the spirits of the dead, based on the observation that faeries had many of the same characteristics as those the dead were thought to have. Both live underground, often snatching the living and dragging them below, while both are said to haunt barrows, standing stones and graveyards. Rituals for dealing with both groups were similar, as were prohibitions. For example, both groups could be summoned by striking the ground, and those who travel in the lands of the dead or of Faerie are enjoined to eat nothing while there. In common with the fallen angel view of their origin, faeries were often held to be those departed spirits not good enough for Heaven, but not bad enough for Hell. Others believe that faeries are the souls of un-baptized children.

In a campaign where the faeries are equated with the dead none of the races presented in chapter two are appropriate for characters or prominent NPCs. Instead, a GM may simply wish to use some of the folklore discussed herein and replace any statistical information with that of undead from other products, particularly ghosts. The ‘Fair Folk’ campaign described in Chapter 5 can work just as well with this origin theory as any other.

3. NATURE SPIRITS

Victorian era Spiritualists, Rosicrucians and Theosophists divided invisible beings into four classes: Angels, who were parallel to the gods of classical mythology as well as the Tuatha De Danann or Sidhe, Devils or Demons, who were the fallen angels, Nature Spirits or Elementals, in which class they included Greater Seelie and Unseelie, and Souls of the Dead. These Elementals were first described in the work of the fifteenth century alchemist and mystic Paracelsus. He divided them into four groups based on the elements: earth elementals (gnomes), air elementals (sylphs), water elementals (undines), and fire elementals (salamanders).

This origin of faeries would work especially well in combination with *Imperial Age Magick* to create a campaign featuring secret societies and their struggles with one another. Several of the races presented in Chapter 2 would be appropriate for prominent NPCs or for servants or summoned creatures in the service of human mages.

4. DEGENERATED GODS OR HEROES

Another possible origin for faeries was that they were merely the remnants of ancient mythology. Scholars of the Imperial Age drew parallels between characteristics of faeries and those of the gods of classical mythology. Others saw in them the memories of pagan religions. Mab, the “fairy queen” of literature was often associated with the Irish queen Maeve or the early pagan goddess Habundia. Diana or Artemis was identified with the fairy queen Titania. The Tuatha De Danann were once considered gods who were givers of life and patrons of growth and fertility.

This origin theory is most likely to show up in the mouths of sceptics who do not believe that faeries exist. However, there is no reason for it not to be at least partially true. The sidhe might tell stories of their heroic past, incorporating elements of mythology into their own history.

5. CONQUERED PEOPLES

A similar theory to the previous one is that faeries were merely the memories of former inhabitants of the land who were conquered and driven into hiding. They would have had to lurk in caves and lonely places, exacting petty revenge on their conquerors by stealing from them or playing tricks on them. This furtive manner of living would give rise to tales that they were supernatural beings.

Another origin theory for the sceptics, this is the cover story for the activities found in the Fair Folk campaign in Chapter 5, but one that does not seem to actually be true.

6. OTHER THEORIES

The five previous theories represent the most Victorian of explanations, but they need not be the only ones. Given the rampant classification going on during the Imperial Age there is no reason to suppose that Darwin, or one of his contemporaries, hasn't written a naturalistic *Origin of the Faerie Species*, something likely to be especially true in settings where faeries walk the streets of London in plain sight. Although unlikely to enter the Victorian mind, a GM may cast faeries as planar beings whose native plane is waxing in relationship to our own during the era. For a change of pace, faeries can be creatures of unspeakable alien horror, whose very presence in our world is a mind shattering violation of reality. Simply add Sanity reducing effects to the game and you are all set up for a bizarre take on the Lovecraft Mythos.

Faeries represented the unknown intelligence that humanity saw in the areas just outside its understanding, much as aliens do today. Thus, GMs can explain their existence in anyway they see fit, making it more or less mysterious as the campaign requires. Finally, in many campaigns there will be no need to decide on an origin theory at all. Faeries simply are, or are not, and that is all the players need to know.



CHAPTER 2: BECOMING FEY

The fey come in all manner of races, sizes, and types. The ones provided below are specifically designed for use as player characters, but are suitable for Game Master created foes as well. In some cases a race given here will substitute for the more traditional version, trow for trolls for example. This is done in part to make the races available at 1st level for a character and in part to reflect the differences between folklore and the evolution of creatures in role playing games. These versions are to be preferred over their counterparts in most cases, but given the nature of the fey there is no reason to assume that both cannot exist in any given campaign.

A Note on Size and Damage

Fey come in all shapes and sizes and at times it can be difficult to determine what damage an oddly sized creature can do with a weapon or unarmed attack. Use the following chart to convert the damage done by a weapon for a medium sized character to the damage done for a similar weapon sized for a tiny, small, or large character. This also applies to feats such as Brawl, Combat Martial Arts, and Street Fighting.

Table: Damage for Tiny, Small, and Large Weapons

Medium Weapon Damage	Tiny Weapon Damage	Small Weapon Damage	Large Weapon Damage
1d2	—	1	1d3
1d3	1	1d2	1d4
1d4	1d2	1d3	1d6
1d6	1d3	1d4	1d8
1d8	1d4	1d6	2d6
1d10	1d6	1d8	2d8
1d12	1d8	1d10	3d6
2d4	1d4	1d6	2d6
2d6	1d8	1d10	3d6
2d8	1d10	2d6	3d8
2d10	2d6	2d8	4d8



SIDHE (*shee*)

Simultaneously the most powerful and the most human of the fey, this race rules Faerie. Their common name in the British Isles, *sidhe*, is actually Irish and refers to the mounds that were believed to be their dwelling places, or at least portals to their worlds. Depictions and names vary in other Western European traditions, but the information given here can apply equally to the elves of Scandinavian and Teutonic mythology.

The average *sidhe* is essentially human in appearance but smaller framed and with somewhat elongated limbs and finer, and often fairer, features. As with all fey, superficial details of their appearance vary greatly from one individual to another. Thus while pointed ears and somewhat almond shaped eyes are thought of as distinguishing traits of *sidhe* appearance, these may or may not be present in a given individual. Similarly skin, hair, and eye colour, while typically falling in the range of British Isle human traits, can in fact be any colour from deep purple to brilliant white and occasionally variegated. *Sidhe* range in height from 5' to 6'6" and weigh between 90 and 150 pounds, with some individuals falling outside the norm. Regardless of the specifics of an individual's appearance, he or she is almost always considered striking. They can live in excess of 1000 years but reach maturity only somewhat slower than their human counterparts.

Ultimately, however, it is not their appearance that most distinguishes the *sidhe* from humanity; it is their behaviour. As a race they are prone to grand but mercurial emotions and dramatic gestures that display the same. It is a given facet of their personality that if something is good, or bad depending on the desired effect, then more is better, or worse. Thus they are slavishly devoted and overly generous to their friends and exactly cruel to their enemies. Occasionally humans who deal with them find it difficult to reconcile the great kindness displayed to the savagery they are capable of, but for the *sidhe* this is simply normal behaviour. They do not, however, change their basic nature. An essentially good or kind or friendly *sidhe* is just as likely as a human to remain so, but the variations in her behaviour will be more extreme so that her anger or jealousy might lead to more severe acts than a human with similar feelings might commit. Similarly a *sidhe* devoted to evil might on occasion commit acts of kindness or mercy on a whim, but will remain evil.

Sidhe in human lands tend to be artists, entertainers, and adventurers or, if higher born, aristocrats and nobles of various stripes. In fey lands the *sidhe* are typically found in relationship to one of the Faerie Courts. In both cases *sidhe* who are not ruling nobles have a long history serving as courtesans, stewards, seneschals, knights, and special agents of the ruling noble and thus are excellent player characters in games where a powerful patron supports or directs the party, or for players who wish their PC to serve such a patron.

Species Traits

Racial Levels: Upon character creation a *sidhe* is determined to possess either Fomor or Daone blood. Once this decision is made the choice cannot be changed. After taking his first level in a class he may choose to advance in the appropriate racial class of his choice. See the racial levels below for further discussion of the distinction between these two bloodlines.

ROLE PLAYING SIDHE

While described as capricious and mercurial, prone to sudden changes in mood and extreme gestures, players should resist the urge to make a *sidhe* behaviour entirely based on whim. Such role-playing could be irritating to other players, disrupt play, and in the long run prove less fun for the one playing such a character. Rather, decide on one or two aspects of a *sidhe*'s personality to play larger than life.

For example, a Charismatic *Sidhe* Hero might see an attractive young woman in a pub whom he has never met nor spoken to and immediately be smitten with her. He then professes his undying love for her, buys her lavish gifts, and promises to duel to the death any who would try to win her from him. This might go on for a while, even after the party has left the village or town where she lives, with him sending her long romantic letters and expensive gifts regardless of her reaction to them. One day he will see another girl, forget all about the first, and begin lavishing attention upon her. Otherwise he is a normal character, but periodically he has fits of romantic love focused on complete strangers.

Another *sidhe* might be generous to a fault, always giving away all of his money to beggars on the street, while yet another might quickly get angry at the slightest insult and then have his anger dissolve in seconds; yet another might obsessively crave a particular confection and pout for hours when it's not available.

Decide what characteristics would be both fun to play and simultaneously fit in with the overall theme of the game and the play style of the group. It might help to think of larger than life characters from TV, the movies, or even Shakespeare. Brooding Hamlet with his grand soliloquies or Groucho Marx's tendency in *Duck Soup* to get angry at imagined insults would both be appropriate *sidhe* characteristics.

Sidhe NPCs, on the other hand, can and should be as over the top and annoying as the GM wishes to make them.

Size: Medium. Sidhe have no special bonuses or penalties due to their size.

Ability Modifiers:

Daione Sidhe: +2 Charisma, -2 Wisdom. Sidhe of the Daione bloodline have grand personalities that sometimes get in the way of their perceptions.

Fomor: +2 Constitution, -2 Intelligence. Sidhe of the Fomor bloodline are hearty beings more concerned with things of the body than of the mind.

Fey Blood: For purposes of determining spell and other magical effects sidhe are fey. **Low-Light Vision (Ex):** Sidhe can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Magick Aptitude: Sidhe have a natural adeptness for Magick. When using the First Practice of Magick, or when taking their first level in a spell casting advanced class if using the d20 Modern default, a sidhe gains one additional 0 level spell and one additional 1st level spell from the Illusion or Enchantment school. When using another Practice, sidhe gain a +2 bonus to all skill checks related to Illusion or Enchantment.

Magick Resistance: Sidhe gain a +2 species bonus on saves against Illusion or Enchantment spells.

Bonus Feat: Sidhe gain Archaic Weapons Proficiency as a bonus feat.

Free Language Skills and Other Languages: As appropriate for the campaign. Typically sidhe can Read/Write and Speak Fey and one human language.

DAIONE SIDHE RACIAL LEVELS

A sidhe with the Daione bloodline, having taking one level in a basic class, may advance in the Daione Sidhe racial class. Daione Sidhe (*thenna shee*) are “Children of the Goddess Danu,” also known as the Tuatha de Danaan, and are considered to be the legendary heroes of Ireland. Depending on the campaign choice for the origins of the fey (see Chapter 1), they might also be the descendants of fallen angels who were too good for Hell.

Regardless of their origins, the Daione Sidhe are typically quite beautiful and are known as masters of Magick, advancing in its use quite quickly.

Class Information

The following information pertains to the Daione Sidhe racial class.

Hit Die

Daione Sidhe gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Daione Sidhe gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Daione Sidhe's class skills are: Bluff (Cha), Diplomacy (Cha), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, art, current events, history, popular culture) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 4 + Intelligence modifier.

Table: The Daione Sidhe

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Magick, Charming	+0	+2
2nd	+1	+0	+0	+2	Glamour	+1	+2
3rd	+1	+1	+1	+2	Magick	+1	+2
4th	+2	+1	+1	+2	Unearthly Beauty	+1	+3
5th	+2	+1	+1	+3	Magick	+2	+3

Magick: Upon taking her first level in this class the Daione Sidhe gains an additional level of Magick Mastery as if she had taken the feat or she gains an additional level of spell casting if not using the *Imperial Age Magick* system. If she had no Mastery Levels prior to taking her first level in this class she gains Magick Mastery Level 1 as appropriate for the campaign. If the campaign does not use the *Imperial Age Magick* system she gains spell casting as a 1st level Mage or Acolyte, her choice. She gains an additional Level at 3rd and 5th level.

Charming: The Daione Sidhe may treat her levels in this racial class as Charismatic levels for any talent where Charismatic levels are used (charm, favour, captivate, fast-talk, dazzle, taunt).

Glamour: When the Daione Sidhe spends an action point to roll dice to increase the results of a Bluff, Diplomacy, Gather Information, or Intimidate check she adds +1d6 to the result.

Unearthly Beauty: At 4th level the Daione Sidhe gains a +2 bonus to Charisma.



FOMOR RACIAL CLASS LEVELS

A sidhe with the Fomor bloodline, having taken one level in a basic class, may advance in the Fomorian racial class. Although many sidhe, particularly the high born of the Daione Sidhe, will deny that the Fomorians are the same basic species many scholars believe they share a common ancestor. Legend states that the Fomor were a more monstrous race whose lands were invaded and conquered by the Daione Sidhe and it may be this conquest that led to the Fomorian blood mingling with the sidhe. More likely the two are simply different manifestation of the same fey race. Depending on the campaign choice for the origins of the fey (see Chapter 1), the Fomorian might also be the descendants of fallen angels but closer to the demons than Daione Sidhe.

The Fomor represent the more physical side of the sidhe race. Not only are they more likely to be driven by carnal desires, but their forms also reflect the shifting nature of the sidhe mind. Young sidhe who feel the pull of the Fomor blood soon find their outward appearances changing to match their inner selves, with the reverse also being true. This process, known simply as the Change, is different in each individual, resulting in a wide variety of form among the Fomorians.

Class Information

The following information pertains to the Fomorian racial class.

Hit Die

Fomorians gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Fomorians gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Fomorian's class skills are: Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex) Intimidate (Cha), Profession (Wis), Ride (Dex), Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

Table: The Fomorian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+0	The Change	+1	+0
2nd	+2	+3	+2	+0	The Change,Hardy	+1	+0
3rd	+3	+3	+2	+1	Enlarge	+2	+0
4th	+4	+4	+2	+1	The Change,Hardy	+2	+0
5th	+5	+4	+3	+1	Inhuman Strength	+3	+1

The Change: Beginning at first level, the Fomorian undergoes superficial changes to his appearance. He may choose, with the GMs permission, any number of superficial Unseelie traits as he wishes. While these have no mechanical drawbacks or benefits the GM may choose to impose a +/- 2 circumstance modifier to skills involving social interaction where appearance may be a factor. Additionally, at each level the character may choose to take Unseelie traits (see Unseelie Traits below) with a value (drawbacks) equal to his level in this class and spend these points on a more desirable trait. At 2nd and 4th levels the Fomorian gains 4 points to spend on Unseelie traits as desired. The character may choose to combine these points with points gained from taking drawbacks. This feature supersedes the rule that requires beneficial traits to equal drawbacks in value.

Hardy: Whenever the Fomorian receives this ability he may choose a Talent from the Tough hero's list of Talents for which he qualifies.

Enlarge: Once per day the Fomorian may use this ability to double his height and multiply his weight by 8. This increase changes his size category to the next larger one. He gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and Defence due to its increased size. He has a space of 10 feet and a natural reach of 10 feet. His speed is unaffected.

If insufficient room is available for the desired growth, he attains the maximum possible size and may make a Strength check (using his increased Strength) to burst any enclosures in the process. If he fails he is constrained without harm by the materials enclosing him. All equipment worn or carried by the Fomorian is similarly enlarged. Melee and projectile weapons affected by this ability deal more damage. Other magical properties are not affected by this ability. Any enlarged item that leaves an enlarged Fomorian's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this ability.

Multiple magical effects that increase size do not stack. The effect lasts for 1 minute per level in the class, but may be ended as a free action by the Fomorian. He may choose to spend action points to gain additional use of this ability per day.

Inhuman Strength: The Fomorian gains an inherent +2 bonus to Strength.



LESSER SEELIE

The Lesser Seelie race represents the wide variety of essentially good or helpful faeries found throughout the British Isles and Western Europe. Considered “Wee Folk” they range from 2 ½ to 3 ½ feet tall and weigh between 35 and 45 pounds. Their skin colour ranges from human normal types to earthy browns and pale greens. Similarly their hair tends to be blond, light brown, or red but some exhibit unusual hair textures and colours such as having a woody stem like or leafy green appearance. Eye colour can range the full human spectrum but tend to be brown, green, or hazel. They tend to live around 400 years and are somewhat slower than humans to reach maturity, although due to their size and appearance they are often mistaken for children for a long time.

Lesser seelie tend to be industrious and devoted and have a strong sense of reciprocity. Brownies or Dobies, for example, often dedicate themselves to a human farm or house in a rural community and work to aid the residents with their chores, prevent disasters, and offer counsel when needed. In exchange they expect cream, best milk, cakes, and other delicacies to be regularly set aside for them and may become irritated if they do not feel appreciated. While they may express this irritation in minor ways, such as spilling milk and breaking eggs, they typically will leave if the situation continues for long. Interestingly they can become equally offended if offered to be paid for their services, and instead prefer that the goods simply be placed in a convenient location for them to receive, working under an unstated contract that this is intended for them. Lesser Seelie with Pixie blood similarly can be an aid to those that they favour and expect compensation, but are generally more mischievous and have a habit of playing tricks on travellers. Both varieties are obsessive about their dress and tend to wear brown or green exclusively, regardless of the condition of the clothes.

In human lands lesser seelie are usually manual labourers of one sort or another, and although they prefer rural life they can be found in the cities as well, typically when a family of humans favoured by the family of lesser seelie moves and the fey family follows them. In Faerie they fill much the same role as commoners do in the human world.

Species Traits

Racial Levels: A lesser seelie may choose to take levels in either the Brownie, representing a wide variety of household faeries, or the Pixie, representing their woodland cousins, racial classes. Upon character creation, choose which of these the lesser seelie favours, after which the choice cannot be changed.

Size: Small. As small characters lesser seelie gain a +1 size bonus to Defence, a +1 size bonus to attack rolls, and a +4 size modifier to Hide checks. They suffer a –4 penalty to Grapple checks. They must use smaller armour, equipment, and weapons than humans and other medium sized creatures.

Ability Modifiers: +2 Dex, -2 Intelligence. Lesser seelie creatures are exceptionally nimble but not very concerned with knowledge or education.

Base Speed: 20 feet.

Bonus Feat: Lesser seelie gain the bonus feat Archaic Weapons Proficiency.

Fey Blood: For purposes of determining spell and other magical effects lesser seelie are Fey.

Low-Light Vision (Ex): Lesser seelie can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Skill Bonus: Lesser seelie gain a +2 racial bonus on Escape Artist, Hide, and Move Silently skill checks. Lesser seelie of the Brownie bloodline gain an additional +2 bonus on Diplomacy and Repair skill checks while those of the Pixie bloodline gain an additional +2 bonus on Bluff and Survival skill checks.

Saving Throw Bonuses: Lesser seelie gain a +1 species bonus on all saving throws. They gain an additional +2 morale bonus to saving throws against magical effects when in rural or woodland areas.

Free Languages: Speak (local language), Speak (Fey tongue)

BROWNIES

Lesser seelie of the brownie bloodline can choose to take levels in the brownie racial class after having taken at least one level in a basic class. Lesser seelie who take these levels tend to fulfil their species' natural role as helpers and protectors of rural lands and those that inhabit them.

Class Information

The following information pertains to the brownie racial class.

Hit Die

Brownies gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Brownies gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The brownie's class skills are as follows: Craft (Mechanical, Pharmaceutical, Structural) (Int), Demolitions (Int), Disable Device (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcane lore, earth and life sciences, history, physical sciences) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 6 + Intelligence modifier.

OTHER LESSER SEELIE

In addition to brownies and pixies, other fey of the lesser seelie race may be generated, including:

- lepracaun (*lep-ra-chawn*), the faerie shoemaker who hides crocks of treasure;
- cluricaune (*kloor-i-cawn*), who haunts wine cellars, helping himself to the casks;
- fir dhearga (*fir yaraga*), the red-coated practical joker;
- urisk, the half-human, half-goat creature who herds cattle and does farm work;
- pooka, the generally invisible horse dealer;
- coblynau (*koblernigh*), the mine goblins who knock to indicate where rich ores may be found.

Table: The Brownie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+0	+1	+1	+0	+1 Dexterity, Mending	+1	+0
2nd	+1	+2	+2	+0	+1 Wisdom, Skill Focus	+1	+0
3rd	+2	+2	+2	+1	+1 Intelligence, +1 Dexterity	+2	+1

Ability Bonus: A brownie gains a +1 bonus to one or more abilities each level as given on the table above.

Mending: A brownie can use the arcane spell *mending* as a spell-like ability at will.

Skill Focus: A brownie gains a +4 bonus to one skill of his choice, chosen from his list of class skills.

PIXIES

Lesser seelie of the pixie bloodline with at least three levels in any other basic or advanced class can take levels in the pixie racial class. Pixies are the more chaotic and mischievous branch of the lesser seelie race. Best at home in wooded areas, they tend to play their pranks on unsuspecting travellers.

Class Information

The following information pertains to the pixie racial class.

Hit Die

Pixies gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Pixies gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The pixie's class skills are as follows: Bluff (Cha), Disguise (Cha), Craft (Mechanical) (Int), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Read/Write Language (none), Spot (Wis), Speak Language (none), Survival (Wis).

Skill Points at Each Level: 4 + Intelligence modifier.

Table: The Pixie							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Metamorphosis	+1	+0
2nd	+1	+0	+2	+0	Deceptive, Agile	+2	+0
3rd	+1	+1	+2	+1	Perfect Manoeuvrability, Pixie Ring	+2	+1

Metamorphosis: Upon taking her first level in this racial class the pixie may choose to undergo a metamorphosis at a time of her choosing; she need not do it immediately. At the beginning of this metamorphosis she secretes a sticky substance from her pores which she then wraps around her body. She then spends 1d6+2 days wrapped in a cocoon. On the last day she emerges transformed into a new creature. Any gear she was wearing at the time is magically transformed along with her. She is now about 1 foot tall, weighs approximately 8 lbs and is considered to be Tiny in size. This change gives her a +2 bonus to attack and Defence, a –8 to Grapple checks, and a +8 size modifier to Hide checks. These changes replace the size modifications due to her former Small size; the bonuses and penalties do not stack. She must use Tiny-sized weapons and equipment and can lift and carry only half as much as Medium creatures. Despite being Tiny she still threatens a 5-foot area, threatens the area around her, and does not need to enter another's area to make an attack. Additionally she now possesses two pair of insect-like gossamer wings, attached to her back behind her shoulder blades. These wings enable her to fly with a speed of 30 feet and average manoeuvrability. Upon taking her 3rd level in this class her manoeuvrability becomes perfect.

Agile: At 2nd level the pixie gains a +2 bonus to Dexterity.

Deceptive: Beginning at 2nd level whenever the pixie uses an action point to increase a skill use made to deceive someone (Bluff, Disguise, or Hide) she gains an additional +1d6 to the roll.

Pixie Ring: Beginning at third level, the pixie can designate a 5-foot square as a "pixie ring" as a standard action 1/day. This ring lies dormant until another creature steps inside and then it activates. Once activated the square functions as the spell *hold monster*. The save DC is 15+ the pixie's Charisma modifier. The spell lasts for a number of rounds equal to the pixie's character level.

GREATER SEELIE

The greater seelie are by far the vast majority of “good” or “helpful” fey and take myriad roles. While generally kindly, they are prone to both the mischievous nature of the pixies as well as the mercurial moods of the sidhe. A hard group to quantify, their like includes various elementals and beast folk. Some speculate that the greater seelie are the result of some mixing of sidhe and the lesser seelie but no one can be sure. The greater seelie type represents many of the singular faeries of folklore, as well as more common groups such as dryads. Regardless of their appearance they all share certain common basic elements. All are Medium in size and range from just under 5 feet in height to just over 6 and weigh from 90 to 180 pounds. Hair, skin, and eye colours are as numerous as individual greater seelie, with no two appearing exactly alike. They reach maturity at age 25 and live to 200 years or more.

Species Traits

Racial Levels: Upon character creation a greater seelie may choose to be of the elemental type, the animorph type or of no specific subtype at all. Those who choose elemental or animorph bloodline may advance in their respective racial classes.

Size: Medium. Greater seelie have no special bonuses or penalties due to their size.

Ability Modifiers: None

Fey Blood: For purposes of determining spell and other magical effects greater seelie are fey.

Low-Light Vision (Ex): Greater seelie can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Magickal Beings: A greater seelie's magical nature manifests in spell-like abilities. Upon character creation he chooses three 0 level spells as a racial spell list. He may cast one of these spells per day as a spell-like ability, after which he may spend an action point to cast that spell or another on his racial spell list if he so chooses. If the character follows a particular bloodline the spells chosen should be consistent in flavour with that bloodline.

Favoured Saves: A greater seelie may choose one save as favoured, gaining a +2 racial bonus to saving throws with that save.

Favoured Skill: A greater seelie may choose one skill as a permanent class skill and receive a +3 racial bonus to that skill. (If using *Imperial Age Magick* this ability cannot apply to Magick, nor can it apply to any other skill that requires access to a feat or class feature to access.)

Bonus Feat: Greater seelies gain Archaic Weapons Proficiency as a bonus feat.

Free Language: Speak (local language), Speak (Fey Tongue)

OTHER GREATER SEELIE

Examples of the greater seelie race include:

- merrow, the sea being said to appear before storms, with human-like upper body, fish tail and webbed fingers. The females are beautiful with flowing hair and pale skin, and often fall in love with fishermen, while the males are ugly, with green skin and pig-like noses.
- selkie, the faerie creature able to live on land but which dons a seal skin to swim underwater. The selkies protect seals and avenge the deaths of their kin by summoning storms and wrecking seal-hunting boats. They often mate with mortals.
- brown man, the guardian of wild beasts who avenges their killing in his territory by cursing or ripping apart hunters. He lives on berries, apples and nuts.
- fenoderee, the large hairy, ugly, very strong fey who energetically helps out mortals with various tasks as needed.

ELEMENTAL

Many greater seelie possess an affinity for certain elements, air, fire, earth, water, or plants. They tend to possess coloration and personalities consistent with these elements. Those of air have white hair and pale skin with blue eyes and tend to be flighty and easily distracted, while those of earth tend to dark brown skin and are known as stubborn creatures of habit. Fire gives hair of brilliant red and eyes like smouldering embers to beings of great passions and tempers while those of water have pale blue or faintly green coloration and calm and adaptive natures. Those with an affinity for green growing things have a wider variety of coloration, mimicking the appearance of different flowering plants and trees, but many are green, having long hair and brown eyes.

Class Information

The following information pertains to the elemental racial class.

Hit Die

Elementals gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Elementals gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The elemental's class skills are as follows: Craft (any), Profession (Wis), Read/Write Language (none), Listen (Wis), Speak Language (none), Survival (Wis), Spot (Wis).

Depending on the elemental's affinity she also gains the following class skills:

Air: Bluff (Cha), Perform (Sing) (Cha), Sense Motive (Wis), Sleight of Hand (Dex)

Earth: Balance (Dex) Climb (Str), Knowledge (earth and life sciences, physical sciences) (Int)

Fire: Demolitions (Int), Intimidate (Cha), Jump (Str), Perform (dance) (Cha)

Plant: Climb (Str), Concentration (Con), Hide (Dex), Knowledge (Earth and life sciences),

Water: Diplomacy (Cha), Escape Artist (Dex), Search (Int), Swim (Str).

Skill Points at Each Level: 4 + Intelligence modifier.

Table: The Elemental						
Level	Base Attack Bonus	Good Save	2 Poor Saves	Special	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	Elemental Trait	+0	+2
2nd	+1	+2	+1	Elemental Talent	+1	+3
3rd	+2	+2	+1	Elemental Apotheosis	+1	+3



Elemental Trait: At first level the elemental gains one of the following as an elemental trait appropriate for his affinity:

Air: You are surrounded by a cloud of shifting winds that causes your hair and clothes to move as if blown in a strong breeze. This effect grants you a +2 circumstance bonus to Defence against ranged attacks. This bonus applies even when you are flat-footed or otherwise could not defend yourself.

Earth: Your skin takes on the quality of hard packed earth. You gain a +1 natural armour bonus to Defence.

Fire: Your affinity for flames means that they do less damage to you. You gain energy resistance 5 against fire.

Plant: Your body is hardy like a tree. You gain DR 2/slashing.

Water: Your flesh is more supple than normal. You gain DR 2/bludgeoning.

Elemental Talent: At second level the elemental may choose an elemental talent appropriate to his affinity.

Air: Choose one of the following:

Fast Hero Talent: Gain a Fast Hero talent for which you qualify as if gaining an odd numbered level in Fast Hero.

Feather Fall: Use the spell of the same name as a free action at will.

Zephyr: Your speed increases by +10 feet

Earth: Choose one of the following:

Tough Hero Talent: Gain a Tough hero talent for which you qualify as if gaining an odd numbered level in Tough hero.

Slam: You can make your fist like unto stone, granting you a slam attack that deals 1d6+ Strength bonus damage.

Tremor Sense: When in physical contact with natural earth or stone you can feel the tremors in the ground caused by movement, effectively granting you blindsight at a range of 60 feet or to the limits of the material you are touching if applicable.

Fire: Choose one of the following:

Charismatic Hero Talent: Gain a Charismatic Hero talent for which you qualify as if gaining an odd numbered level in Charismatic Hero.

Burning Hands: You gain the use of the spell by the same name 3 times per day with a save DC of 11+ your Charisma modifier. Your effective caster level for determining the amount of damage done by this spell is your character level.

Bright Eyes: At will you can cause your eyes to glow as if using the spell *light*.

Plant: Choose one of the following:

Strong hero Talent: Gain a Strong hero talent for which you qualify as if gaining an odd numbered level in Strong hero.

Nature's Wrath: Once per day you can cause plant life with a 40-foot radius of a spot you designate to animate for 1 minute. Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Borrowed Life: You may, by spending an action point and touching a plant or plants, draw in life energy to heal yourself as a standard action. Each use heals you of 1d8 points of damage and deals equal damage to the plant.

Water: Choose one of the following:

Smart Hero Talent: Gain a Smart Hero talent for which you qualify as if gaining an odd numbered level in Smart Hero.

Create Water: At will as a standard action you can create 2 gallons of pure water.

Elemental Reflex: Any time you fail a Reflex save, reroll the save, taking the better of the two results.

Elemental Apotheosis: Upon taking the third level in this class the character's elemental affinity begins to fully merge with his being granting him a unique and powerful ability.

Earth's Embrace (Earth): At will, as a standard action, you can meld your body and possessions into a single block of stone or into the earth. The stone must be large enough to accommodate your body in all three dimensions.

While in the stone the area containing you gives off a mild Transmutation magical aura. You remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself (if you would normally be able to do so) while hiding in the stone. You may not move from the point you entered the stone, but if its thickness is 5 feet or less, a stone wall for example, you may exit it from the other side. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. You can step out of the stone through the surface that you entered. While in the stone you heal one point of damage per round.

Dryad's Walk (Plant): You gain a natural armour bonus to Defence of +3 as your skin become bark like. Additionally once per day, you gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another only counts as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out a number of hours later equal to your Wisdom modifier. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Nixie's Heart (Water): You gain the ability to breathe underwater and a Swim speed of 40 feet. When attempting to swim through turbulent waters you gain a +5 bonus to Swim checks.

Salamander's Soul (Fire): You gain the fire subtype gaining immunity to fire but taking 50% more damage from cold. Additionally you gain a flaming breath weapon usable every 1d4 rounds. The breath weapon is a 30-foot line and deals 3d6 fire damage.

Sylph's Blessing (Air): You gain a fly speed of 30 ft with average manoeuvrability.

ANIMORPH

Many of the fey of folklore and literature have strong ties to the animal world and to a more animorph nature. The animorph bloodline of the greater seelie can cover numerous shape-changing fey such as the selkies. Temperamentally these fey are much like their animal selves: cats are curious and aloof, dogs loyal and brave, bears ornery, foxes cunning, and owls wise and watchful. Typically they serve as messengers, spies, or guards in fey lands as suited to their animal forms. In the human world, animorph greater seelie are often adventurers and wanderers or guardians of mystical places.

Class Information

The following information pertains to the animorph racial class.

Hit Die

Animorphs gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Animorphs gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The animorph's class skills are as follows: Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (Behavioural sciences, earth and life sciences, physical sciences), Move Silently (Dex), Navigate (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 4 + Intelligence modifier.

Table: The Animorph							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Animal Form, Speak with Kind	+1	+1
2nd	+1	+3	+0	+3	Track, +1 Constitution	+1	+1
3rd	+2	+3	+1	+3	Command/Rebuke Animals, +1 Dexterity	+2	+1

Animal Form (Su): An animorph has the ability to change into a single mundane animal as a standard action at will. Changing back is also a standard action. The animal must be chosen from a species native to northwestern Europe and the British Isles during recorded history (no dinosaurs or mythical animals). Generally sea creatures are not acceptable choices, but aquatic animals found near shore such as porpoises and seals are. The GM has final say in what species are and are not allowed in a campaign.

When in animal form the animorph retains his own Intelligence, Charisma, and Wisdom, hit points and Hit Dice, and - as a supernatural effect- the ability to speak. Otherwise his statistics are effectively replaced by those of the animal form. He loses all of the special abilities he has in animal form including class abilities unless otherwise stated, even those the form could normally use. Applicable feats may still be employed, as well as ranks and bonuses to skills although the animal form's modifiers apply. Any gear worn or items carried by the animorph meld into the animal form and cannot be used until he changes back to humanoid shape while any new items acquired in animal form simply fall at the animorph's feet when he reverts.

The animorph always changes into the same animal, usually a standard representation of its species, although the animorph may designate any minor cosmetic features the first time he changes.

Speak with Kind: An animorph can speak with animals at will as if under the effects of the spell of the same name. The type of animal is limited to those of the same kind as the animorph's animal form (i.e. a hound form grants the ability to speak with all dogs, a seal form to communicate with marine mammals, an owl to speak with all birds, etc.) The effect is ongoing.

Ability Boost: The animorph receives boosts to his abilities as indicated on the table above.

Track: At 2nd level the animorph gains Track as a bonus feat. If he already possessed that feat he gains no benefit from this class feature.

Command/Rebuke Animals: At 3rd level, the animorph may spend an action point to turn, command, or rebuke animals with an intelligence of 3 or less. This functions in the same manner as an evil acolyte commands/rebukes undead.



LESSER UNSEELIE

Lesser Unseelie are the cruelly mischievous, and sometimes murderous, creatures that inhabit the dark places of the world. Usually associated with goblins, they are known by many names. They average about 3 feet in height and weigh less than 50 pounds. Like many unseelie their features vary, but typically possess long hawkish or upturned pig-like noses, dark eyes, and wide mouths with sharp teeth. Others, however, are fairer with little to betray their origins. Skin colour ranges from stark white to shades of blue, green, and purple. Hair is often black or white, but other colours do appear, and is typically long and stringy. They reach maturity around the age of 15 and live about 60 to 70 years.

As a whole they tend to be chaotic, sadistic, and cunning. They love practical jokes, the bloodier the better. Among themselves they bully one another for position and rank in large extended families or wander solitary seeking what evil they can do. Rarely given to any productive tasks unless forced, in both faerie and human lands they tend to become criminals unless dominated by a more powerful fey, in which case they serve as slave labour, cannon fodder, or servants.

Species Traits

Racial Levels: A lesser unseelie may choose to take levels in either the goblin or redcap racial classes. Redcaps are rare and particularly bloodthirsty examples of the species while goblins are the more common variety of lesser unseelie.

Size: Small. As small characters lesser unseelie gain a +1size bonus to Defence, a +1 size bonus to attack rolls, and a +4 size modifier to Hide checks. They suffer a -4 penalty to grapple checks. They must use smaller armour, equipment, and weapons than humans and other medium sized creatures.

Ability Modifiers: +2 Strength, -2 Intelligence. Lesser unseelie creatures are exceptionally strong for their size, but not very smart.

Base Speed: 20 feet.

Bonus Feat: Lesser unseelie gain the bonus feat Archaic Weapons Proficiency.

Fey Blood: For purposes of determining spell and other magical effects lesser unseelie are fey.

Darkvision Vision (Ex): Lesser unseelie can see in the dark up to 60 feet. Darkvision is black and white only but otherwise functions as normal sight.

Special Combat Bonus: Lesser unseelie gain a +1 combat bonus on thrown weapons and slings.

Saving Throw Bonus: Lesser unseelie have a knack for surviving in filth. They gain a +2 bonus against disease and poison.

Free Languages: Speak (local language), Speak (Goblin), Speak (Fey tongue)

OTHER LESSER UNSEELIE

Besides the two noted here, examples of the lesser unseelie race include:

- boggart, the mistreated brownie whose mischievous tricks are often dangerous;
- duergar, the malicious dwarf of the Highlands who hates humankind;
- skriker, the invisible creature that roams the woods, screaming horribly and portending death;
- gwyllion (*gwithleeon*), the hideous female faerie who misleads travelers on mountain roads;
- spriggan, the hideously ugly creature who lurks in ruins, barrows and other places where treasure is buried, causing mischief to any who interfere with him.

GOBLIN

Goblins are the stuff of nightmares, dark creatures that lurk in the shadows. Generally, however, they are content with causing minor accidents and engaging in petty cruelty. As helpful as a brownie can be, a goblin is equally unhelpful and destructive. They enjoy frightening people, especially children and those alone in strange places, but are themselves prone to cowardice. Of all the fey they are most at home in human cities and take to a life of petty crime and living off of garbage.

Class Information

The following information pertains to the goblin racial class.

Hit Die

Goblins gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Goblins gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The goblin's class skills are as follows: Bluff (Cha), Demolitions (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Gamble (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 4 + Intelligence modifier

Table: The Goblin							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+0	+1	+0	+0	Constitution +1, Unseelie Trait	+1	+0
2nd	+1	+2	+0	+0	Dexterity +1, Unseelie Trait	+2	+1
3rd	+1	+2	+1	+1	Fear Aura	+2	+1

Ability Boost: At the indicated levels on the table above, the goblin gains a boost to his ability scores.

Unseelie Trait: Each time the goblin gains this ability he may choose 2 TP worth of *unseelie traits* (q.v)

Fear Aura: In spite of their small size, goblins can evoke great fear in those that approach them. At 3rd level the goblin gains the ability to surround himself with an aura of fear within a 10-foot radius as a free action. This ability functions otherwise as the spell *fear* (caster level 10, Will DC 14+ the goblin's Charisma modifier). A creature that succeeds on the saving throw cannot be affected again by any goblin's fear aura for 24 hours.



REDCAPS

While goblins are scary, redcaps are dangerous. Looking nothing so much like fat little men with round bellies and wicked expressions, redcaps get their name from an obvious source – their dark red caps. These caps get their colour from human blood, which the redcap soaks it in each time he makes a kill. They exist to hurt others and have no greater ambition than petty cruelty and the murder of convenient targets. Fortunately they are few in number and lack the ambition or the intellect to become greater dangers.

Class Information

The following information pertains to the redcap racial class.

Hit Die

Redcaps gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Redcaps gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The redcap's class skills are as follows: Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis).

Skill Points at Each Level: 2 + Intelligence modifier.

Table: The Redcap							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Weapon Focus (bludgeoning), Sneak Attack +2	+0	+1
2nd	+2	+2	+2	+0	Strength +2	+1	+2
3rd	+3	+2	+2	+1	Sneak Attack +4	+1	+2

Weapon Focus (bludgeoning): A redcap prefers to beat his victim to death. At 1st level he gains a +1 bonus to attack and damage with one bludgeoning weapon of his choice with which he is already proficient.

Sneak Attack: The redcap prefers to strike from advantageous positions. Anytime a target would be denied its Dexterity modifier to defence or is flanked the redcap deals additional damage on a successful strike.

Ability Bonus: At 2nd level the redcap gains a +2 bonus to Strength.



GREATER UNSEELIE

Typically misanthropic and violent, the greater unseelie are the foundation of many of the monsters of folklore, including various giants, fir-bolg, ogres, and trow (or trolls in Scandinavia and Germany). They are the largest of all the fey races, with adults ranging from 7 to 8 feet in height and weighing from 300 to 500 pounds. Skin tones favour grey and other stone and earth colours, although some are more rarely the colour of seas and ponds, being green or blue in appearance. Their eyes are almost without exception shiny and black and many are bald or have long stringy hair much like their lesser cousins. They reach maturity at 14 but can live as long as 200 years, with some notable individuals living far longer.

Many are reclusive, solitary creatures or, at the very least, are antisocial. They are known for their tendency toward violence and some value their services because of that. They are often the heavy infantry and guards of the unseelie courts in fey lands. In human lands they can serve much the same purpose, as criminal muscle, mercenaries, soldiers, or function as unskilled heavy manual labourers such as dockworkers and ditch diggers.

PLAYING UNSEELIE

In a game where faerie PCs are common some may choose to play an unseelie creature. Unless the game is intended to be evil, or at least morally ambivalent, these players may not wish their PCs to be typical members of their species. There is nothing wrong with that.

Given the often-unpredictable nature of the fey there is no reason to think that an occasional goblin or trow might eschew the traditions of his kind to take up a more heroic nature. Such a character should demonstrate either a milder, more socially acceptable version of his racial traits or model their antithesis.

A goblin PC, for example, might essentially be a law-abiding citizen, and even helpful and kind, but should still be prone to practical jokes, just kinder versions than his kin would play. Another goblin PC might be fastidiously clean, well dressed, polite, and erudite and thus completely unlike any other goblin. Obviously these will be exceptional individuals, as befits a PC, and therefore may face prejudice and other social difficulties if not outright persecution.

Even in a setting where unseelie are common sights in London as labourers or guards people will still expect unseelie PCs to be cruel, dishonest, and potentially dangerous until proven otherwise.

OTHER GREATER UNSEELIE

By adding different unseelie traits a wide variety of greater unseelie can be created, such as:

- cailleach bheur (*cal'yach vare*), the giant blue-faced hag with the abilities of blighting crops and forests and turning people to stone;
- fachan, the bizarre giant with one hand coming out of its chest, one leg, one eye in the middle of its face, and a thick tuft of wiry hair on the top of its head, armed with a thick iron flail;
- fideal, the evil water demon that lures men into the water and entangles them in its weed-like tentacles;
- baobhan sith (*baavan shee*), the very dangerous and evil succubus that sucks blood.

Species Traits

Racial Levels: A greater unseelie may choose to take levels in either the ogre or trow racial classes. Many do not take levels in either.

Size: Medium. Greater unseelie are on the upper end of the designation but still considered to be Medium creatures and therefore have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence.

Base Speed: 30 feet.

Natural Armor Bonus: Greater unseelie have thick hides granting a +1 natural armour bonus.

Attack Bonus: Greater unseelie have a +1 species bonus on attack rolls with bludgeoning melee weapons, including unarmed strikes and slam attacks.

Darkvision (Ex): Greater unseelie can see up to 60 feet in absolute darkness. Darkvision is black and white only but otherwise functions as normal sight.

Fey Blood: For purposes of determining spell and other magical effects greater unseelie are fey.

Bonus Feat: Greater unseelie gain Archaic Weapon Proficiency as a bonus feat.

Free Language: Speak (local language), Speak (Fey), Speak (Giant)

OGRE

Ogres are the flesh eating monsters of legend. Notoriously wicked and cruel, they live to consume sentient beings. They have long pointed teeth and thick nails. Both males and females support great manes of hair on their heads and thick hair on their powerful arms and legs. Typically solitary, they live in caves near roadways or small villages and prey upon travellers or others out in the wilds on their own. Some are more civilized and serve as enforcers for criminals with a few even rising to the status of warlord, if they own lands, or crime boss, in human cities.

Class Information

The following information pertains to the ogre advanced class.

Hit Die

Ogres gain 1d12 hit points per level. The character's Constitution modifier applies.

Action Points

Ogres gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The ogre's class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 2 + Intelligence modifier.

Table: The Ogre							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+1	+2	+1	+0	Bite and Claw, Disease	+1	+0
2nd	+2	+3	+2	+0	Flesh Eater, Unseelie Trait	+1	+0
3rd	+3	+3	+2	+1	Giant's Blood	+2	+0

Bite and Claw: An ogre develops a bite (1d6 piercing damage +disease, x20) and claw (1d6, x20) attack at first level.

Disease: Due to his diet an ogre gains a +2 resistance bonus to saves versus disease. Further, his bite attacks are infected with a necrotic disease (Injury DC 13, 1d4 days, 1 Con/1d4 Con). Ogres are immune to the disease carried by other ogre bites. An ogre who refrains from consuming the flesh of sentient beings loses the ability to inflict the necrotic disease on those he bites in 1d6+1 days but retains his resistance to disease and his immunity. Such an ogre regains the ability 1 day after taking up his anthropophagous diet.

Flesh Eater: While all ogres have a craving for flesh, beginning at 2nd level they gain the ability to heal themselves by eating others. After consuming a sentient humanoid (one with an Intelligence of 3 or greater) the ogre can heal himself of 1d4 hp per HD of the creature consumed or may heal 1 ability point per 4 HD of the creature eaten.

Unseelie Trait: At 2nd level the ogre gains 2 point that he may spend on unseelie traits as described below, he may at this time also choose to take drawbacks to increase the number of points available to spend.

Giant's Blood: Upon taking his 3rd level in this class the ogre undergoes a metamorphosis that takes 1d4 days to complete. During this time the ogre enters a deep sleep during which he grows to Large size. He has a –1 size modifier to Defence and attack rolls, a +4 grapple modifier due to size, and a –4 modifier to Hide checks. His dimensions increase to 18 feet tall and 800 to 1200 pounds. His fighting space is now 10 feet by 10 feet and he has a 10 foot reach.

TROW

Trow, also known as trolls, are monstrous semi-aquatic creatures that favour quick ambushes from cover and quick retreats. They are hulking creatures with long arms and huge hands perfect for grabbing unsuspecting prey. They tend to be the colours of the waters near where they originate, with swampy browns and greens being most common. They are usually hairless and have a constant damp smell. They rarely stray far from the water. When employed in human lands they are often found near docks, rivers, or bridges working as guards or other manual labour. In fey lands they tend to be solitary, shunning the company of other fey and guarding a chosen water source.

Class Information

The following information pertains to the trow advanced class.

Hit Die

Trow gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Trow gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The trow's class skills are as follows: Balance (Dex), Climb (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Intelligence modifier.

Table: The Trow							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Aquatic	+1	+0
2nd	+1	+3	+2	+0	+2 Wisdom	+1	+0
3rd	+2	+3	+2	+1	Long Arms	+2	+1

Aquatic: Upon taking her first level in this class the trow chooses either sea or freshwater (lakes, rivers, or swamps). Once the choice is made it cannot be changed. The trow can breathe underwater in her chosen environment. She also gains a Swim speed of 30 feet. Further, when spending an action point on Hide, Listen, Move Silently, Spot, or Survival in her favoured environment (sea, lake, river, or swamp) she adds +1d6 to the result.

Ability Boost: Upon taking her second level in this class the trow gains a preternatural cunning, reflected by a +2 bonus to her Wisdom checks.

Long Arms: At 3rd level the trow's arms extend so that they brush the ground. She gains a reach of 10 feet. Her hands also grow large, enabling her to use weapons and items sized for a Large creature without penalty. She also gains a +2 racial bonus to grapple checks.

UNSEELIE TRAIT POINTS

Trait Points (TP) provide a simple method of selecting unseelie traits while preserving game balance. These function the same as mutation points (MP) found in other genres, and a GM may wish to add to those provided here with mutations from other sources. Unseelie traits are a result of the magical energies inherent in unseelie creatures, not external factors such as radiation. All unseelie creatures (including heroes) begin play with 0 TP, although other kinds of creatures may gain these traits as well. A creature gains TP by selecting one or more drawbacks, physical deformities and disabilities that make the creature less effective in play, or through racial traits or feats. A creature can then “spend” the TP on one or more beneficial traits. The total TP spent on beneficial traits cannot exceed the total TP the creature gains from drawbacks. A creature may still have unspent TP after choosing beneficial traits, however. These unspent TP can be spent on new traits at a later time.

Table: Unseelie Traits

d%	Trait (Type)	TP Cost
01-02	Extra Digits (Cosmetic)	0
03-04	Fins (Cosmetic)	0
05-06	Forked Tongue (Cosmetic)	0
07-08	Horns (Cosmetic)	0
09-10	Scaly Skin (Cosmetic)	0
11-12	Thin Fur Coat (Cosmetic)	0
13-14	Unnatural Eyes (Cosmetic)	0
15-16	Unnatural Hair (Cosmetic)	0
17-18	Unnatural Skin (Cosmetic)	0
19-20	Unnatural Voice (Cosmetic)	0
21-22	Burning Spit (Minor)	1
23-24	Spirit Surge (Minor)	3
25-26	Claws (Minor)	1
27-28	Darkvision (Minor)	3
29-30	Energy Diffusion (Minor)	2
31-32	Fangs (Minor)	1
33-34	Force Barrier (Minor)	3
35-36	Gills (Minor)	2
37-38	Great Horns (Minor)	1
39-40	Hypersensitivity (Minor)	3
41-42	Leaper (Minor)	1
43-44	Scaly Armour (Minor)	3
45-46	Scent (Minor)	2
47-48	Second Wind (Minor)	2
49-50	Smokescreen (Minor)	1
51-52	Tail (Minor)	1
53-54	Thick Fur Coat (Minor)	1
55-56	Ultra Immune System (Minor)	2
57-58	Wall Crawler (Minor)	2
59-60	Webbed Digits (Minor)	1
61-62	Bat Ears (Major)	5
63-64	Elasticity (Major)	5
65-66	Energy Absorption (Major)	4
67-68	Enlarged Form (Major)	6
69-70	Bony Hide (Major)	5
71-72	Extra Arms (Major)	6
73-74	Gazing Eye (Major)	4
75-76	Musk (Major)	6
77-78	Prehensile Tail (Major)	4
79-80	Prickly Pear (Major)	4
81-82	Big Bones (Major)	5
83-84	Stinger (Major)	4
85-86	Telekinetic Mind (Major)	5
87-88	Telepathy (Major)	5
89-90	Tentacle (Major)	6
91-92	Venomous Bite (Major)	4
93-94	Vexing Voice (Major)	4
95-96	Wings (Major)	6
97-98	X-Ray Vision (Major)	6
99-100	Roll Again	-

Table: Drawbacks

d%	Drawback	TP Value
01-05	Ability Decay ¹	4
06-10	Blood Hunger	1
11-15	Brittle Bones	4
16-20	Cowardice	4
21-25	Festering Sores	2
26-30	Frailty	3
31-35	Heat/Cold Susceptibility	1
36-40	Item Dependency	6
41-45	Lethargy	2
46-50	Light Sensitivity	1
51-55	Lost Arm	3
56-60	Mindslave	2
61-65	Stench	1
66-70	Poisonous Blood	6
71-75	Rapid Aging	2
76-80	Reduced Speed ¹	3
81-85	Substance Dependency	5
86-90	Thin Skin	5
91-95	Sunlight Allergy	3
96-100	Weak Humours	1

¹ You may take this drawback multiple times. Its effects stack.

Hiding Physical Deformities

Many traits come with physical deformities. Some traits are easy to hide, while others are harder to conceal. Any trait that alters a creature's physical appearance imposes a penalty on the creature's Disguise checks. For creatures trying to conceal multiple physical deformities or alterations, the penalties stack. A cosmetic trait imposes a -1 penalty on Disguise checks, while a minor or major trait imposes a -2 penalty on Disguise checks. Drawbacks do not apply penalties to Disguise checks.

TRAIT DESCRIPTIONS

Cosmetic Traits: The simplest and least mechanically complicated trait is a cosmetic trait. A cosmetic trait has no game effect other than to change a creature's appearance in some fashion. Cosmetic traits cost 0 TP.

Minor Traits: A minor trait not only changes a creature's appearance in some fashion but also grants it a beneficial (if minor) special ability or useful feature, such as darkvision or gills. A minor trait costs 1–3 TP and can usually be offset by a single drawback.

Major Traits: A major trait fundamentally changes the genetics and physiology of a particular creature. Moreover, it grants the creature a beneficial special ability or feature it couldn't otherwise possess, such as telekinesis or the ability to fly. A major trait costs 4 or more TP and must be offset by one or more drawbacks.

Drawbacks: A creature with minor or major traits also has drawbacks to offset them. Drawbacks are special disabilities or vulnerabilities that negatively affect a creature. Each drawback has a TP value, and a creature can spend these TP on minor and major traits to offset the negative effects of the drawback.



Ability Decay [Drawback]

Your body or mind suffers from some marked deformity or deterioration.

TP Value: 4.

Drawback: One of your ability scores (your choice) permanently decreases by 2. You cannot apply this drawback to an ability score of 3 or less.

Special: You may take this drawback multiple times. Its effects stack.

Bat Ears [Major]

You develop the ability to absorb sound waves and translate them into mental images that accurately portray the surrounding environment. This ability is similar to a bat's ability to operate and hunt in total darkness.

TP Cost: 5.

Benefit: You gain the blindsight ability out to a range of 60 feet.

Big Bones [Major]

Your bones become more resilient, allowing you withstand greater amounts of punishment.

TP Cost: 5.

Benefits: Your massive damage threshold increases by +3. In addition, the damage you take from a fall is reduced by one die.

Special: This trait stacks with the Improved Damage Threshold feat. You cannot take this trait if you have the Brittle Bones drawback.

Blood Hunger [Drawback]

You crave the taste of blood. Moreover, you need to drink blood to survive.

TP Cost: 1.

Drawback: You must drain a pint of blood from a living creature once every 24 hours. Doing so is an attack action, and you can only drain blood from a willing, helpless, or dying (but not dead) creature. The bitten creature takes normal damage from the bite attack plus an extra 1d6 points of damage from the blood loss.

If you go 24 hours without consuming blood, you take 1d4 points of Constitution damage. Drinking a pint of blood cures the ability damage caused by blood deprivation in 1d6 rounds. Ability damage caused by blood deprivation cannot be restored through natural healing.

Special: You must have a natural bite attack to take this drawback.

Bony Hide [Major]

A thick bony hide forms over your skin. The bony hide usually consists of interlocking plates of bone or chitin covering 90% or more of your body.

TP Cost: 5.

Benefit: You gain a +3 natural armour bonus to Defence, or your existing natural armour bonus improves by 3.

Special: A creature with fur, scales, or the Scaly Armour trait cannot gain this trait.

Brittle Bones [Drawback]

Your bones weaken such that you can no longer withstand hard or sudden impacts.

TP Value: 4.

Drawbacks: Your massive damage threshold decreases by 3. In addition, you take an additional 1d6 points of damage from a fall.

Special: You cannot take this drawback if you have the Big Bones trait.

Burning Spittle [Minor]

Your saliva can burn other creatures like acid.

TP Cost: 1.

Benefit: Your bite attack deals an extra 1d4 points of acid damage with each successful hit.

Special: You must have a natural bite attack to take this trait. You cannot gain this trait if you have the Venomous Bite trait.

Claws [Minor]

Your hands mutate into sharp claws.

TP Cost: 1.

Benefit: You gain a single claw attack that deals slashing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike with multiple claws. Your claws are treated as natural weapons and do not provoke attacks of opportunity.

Having claws does not adversely affect your manual dexterity.

Cowardice [Drawback]

Due to a deficit of character, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation.

TP Value: 4.

Drawback: After initiative is rolled but before you take your first action in combat, make a Will saving throw (DC 15). If you fail the Will save, you are shaken for the rest of the encounter, taking a –2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, you overcome your moment of fear and negate the ill effects.

Darkvision [Minor]

You gain darkvision.

TP Cost: 3.

Benefit: You can see in total darkness out to a range of 60 feet. Darkvision is black and white only but is otherwise like normal sight.

Elasticity [Major]

You can bend and twist your body in unnatural ways and squeeze through very tight spaces.

TP Cost: 4.

Benefit: You gain a +10 trait bonus on Escape Artist checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. A creature using this trait to move through a tight space moves at one-quarter normal speed.

Energy Absorption [Major]

You can absorb impressive amounts of harmful energy.

TP Cost: 4.

Benefit: You gain resistance 10 to two types of energy, or resistance 20 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion.

Energy Diffusion [Minor]

Your body's ability to withstand energy damage increases.

TP Cost: 2.

Benefit: You gain resistance 5 to two types of energy, or resistance 10 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion.

Enlarged Form [Major]

You grow, becoming a freakishly large specimen of your kind.

TP Cost: 6.

Benefits: You become as large as your size category allows (8 feet tall for Medium-size characters, 4 feet tall for Small characters). However, you function in many ways as if you were one size category larger. Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger when it is advantageous to you. You are also considered to be one size larger when determining whether special attacks based on size (such as improved grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty (for example, a Medium-size character with this trait can wield a Large weapon one-handed).

This trait does not change your face or reach.

Extra Arms [Major]

You grow an additional pair of arms. The extra arms look and behave exactly like your other arms.

TP Cost: 6.

Benefit: As a creature with more than two arms, you gain a +4 trait bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as "off hands" (that is, you still have only one primary hand).

Special: If you have three or more natural claw attacks, you meet the prerequisites for the Multiattack feat. This trait does not give you Multiattack as a bonus feat, however.



Extra Digits [Cosmetic]

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way.

TP Cost: 0.

Benefit: None.

Fangs [Minor]

Your teeth mutate into vicious fangs.

TP Cost: 1.

Benefit: You gain a vicious bite attack that deals piercing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can bite multiple times. Your bite is treated as a natural weapon and does not provoke attacks of opportunity.

Special: This trait can be used in conjunction with the Burning Spittle or Venomous Bite trait.

Festering Sores [Drawback]

Your skin is covered with painful, festering sores.

TP Value: 2.

Drawback: The festering sores are more aggravating than harmful, but they make it especially hard to wear armour. When you wear any type of armour, decrease the armour's maximum Dexterity bonus by –2 and increase its armour penalty by +4.

Fins [Cosmetic]

Your body sprouts fishlike fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities.

TP Cost: 0.

Benefit: None.

Force Barrier [Minor]

You can generate a mystical force field around yourself to deflect or absorb incoming attacks.

TP Cost: 3.

Benefit: As a free action, you can generate an invisible barrier around yourself that provides damage reduction 3/– against incoming weapon attacks and force effects. The barrier lasts a number of rounds equal to your current Constitution modifier (minimum 1 round). You can create the force field three times per day.

Forked Tongue [Cosmetic]

You gain a forked tongue like that of a snake. Your new tongue might be a different color and longer than your old one.

TP Cost: 0.

Benefit: None.

Frailty [Drawback]

Your body is particularly vulnerable to the ravages of poison, disease, radiation, and other ailments. You also have trouble stabilizing when severely wounded.

TP Value: 3.

Drawback: You take a –2 penalty on all Fortitude saves, including saves made to stabilize at negative hit points.

Special: You cannot take this trait if you have the Great Fortitude feat.

Gazing Eye [Major]

You grow an extra eye in the middle of your forehead. In addition to improving your visual acuity, the “weird eye” gives you a special gaze attack that makes other creatures tremble.

TP Cost: 4.

Benefits: The extra eye grants a +2 trait bonus on Search and Spot checks. As a free action, you can use the extra eye to make a special gaze attack against one creature within 20 feet. The creature must succeed on a Will save (DC 10 + one-half your level + your Charisma modifier) or be shaken for 2d6 rounds. This gaze attack is a mind-affecting compulsion, and any creature that successfully saves against your gaze attack cannot be affected again for 24 hours. The gazing eye has no effect on other creatures with gazing eyes.

Gills [Minor]

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs).

TP Cost: 2.

Benefit: You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.

Great Horns [Minor]

You sprout horns capable of damaging or goring a target. The horns may be curled like a ram's or pointed like a bull's. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers, like that of a moose.

TP Cost: 1.

Benefit: You gain a single gore attack that deals bludgeoning damage (curled ram horns or moose antlers) or piercing damage (pointed bull horns or one great rhino horn). The amount of damage depends on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can gore multiple times. Your horns are treated as natural weapons and do not provoke attacks of opportunity.

Heat/Cold Susceptibility [Drawback]

Your body does not react well to particularly hot or cold temperatures.

TP Value: 1.

Drawback: You take double damage from prolonged exposure to extreme heat or cold.

Horns [Cosmetic]

Two or more tiny horns sprout from your head, shoulders, or arms. These blunt-tipped nubs are too small to serve any use in combat.

TP Cost: 0.

Benefit: None.

Hypersensitivity [Minor]

You are particularly (some might say unnaturally) sensitive to your surroundings.

TP Cost: 3.

Benefit: You gain a +2 trait bonus on Listen, Search, and Spot checks. You also gain Blind-Fight as a bonus feat.

Item Dependency [Drawback]

Your magical nature causes you to bond with a specific expensive item whose base purchase DC is 21 or more.

TP Value: 6.

Drawback: You need the item to heal yourself naturally. If the item is destroyed, you cannot heal damage naturally until it is replaced or repaired. Doing so requires that a replacement item be purchased, or the cost for repairs be paid, and for the item to remain in your possession for 48 hours before the bond asserts itself.

Special: This drawback is available only with GMs permission.

Leaper [Minor]

You gain the ability to leap incredible distances.

TP Cost: 1.

Benefit: You gain a +10 trait bonus on all Jump checks.

Lethargy [Drawback]

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger.

TP Value: 2.

Drawback: You take a –2 penalty on all Reflex saves.

Special: You cannot take this trait if you have the Lightning Reflexes feat.

Light Sensitivity [Drawback]

Your eyes cannot adjust to bright light.

TP Value: 1.

Drawbacks: Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you take a –1 penalty on attack rolls, Search checks, and Spot checks as long as you remain in the affected area.

Lost Arm [Drawback]

One of your arms withers or gets eaten away, leaving behind a stump.

TP Value: 3.

Drawback: You lose one arm of your choice. You cannot effectively wield weapons that require two hands. In addition, you take a –2 penalty on Climb checks, Swim checks, and grapple checks.

Special: You can replace your lost arm with a cybernetic replacement arm, assuming such technology is available and you can afford it.

Mindslave [Drawback]

You have certain mental deficiencies that make it harder to resist mind-influencing effects.

TP Value: 2.

Drawback: You take a –2 penalty on all Will saves.

Special: You cannot take this trait if you have the Iron Will feat.

Musk [Major]

You can regulate the production of the odours produced by your body and release them at will, altering the moods of other nearby creatures.

TP Cost: 6.

Benefits: You gain a +4 trait bonus on all Bluff, Diplomacy, Handle Animal, and Intimidate checks made against creatures within 30 feet of you.

Special: You cannot take this trait if you have the Stench drawback.

Poisonous Blood [Drawback]

Your blood is poisonous to your own body. You must take regular doses of antitoxin to resist the poison's effects.

TP Value: 6.

Drawback: If you go 24 hours without taking a dose of antitoxin you must make a successful Fortitude save (DC 15) or take 1d4 points of Constitution damage. Taking a dose of antitoxin cures the ability damage caused by antitoxin deprivation in 1d6 rounds. Ability damage caused by antitoxin deprivation cannot be restored through natural healing.

Prehensile Tail [Major]

You grow a tail that can grasp and hold objects.

TP Cost: 4.

Benefits: A prehensile tail grants a +2 trait bonus on Balance checks. It can also grasp and manipulate a simple object up to one size category smaller than the creature's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control.

A creature can “hang” from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail isn't dexterous or strong enough to fire ranged weapons or make melee attacks, however.

Special: A creature that already has a tail cannot gain this trait.

Prickly Pear [Major]

Bony spurs or chitinous spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple.

TP Cost: 4.

Benefits: You deal 1d4 points of piercing damage to any creature you are grappling or any creature that grapples you. Furthermore, you deal 1d4 points of piercing damage per round to any creature that swallows you using the swallow whole ability.

Rapid Aging [Drawback]

You age at an increased rate due to the strain your traits place on your cells. You appear many years older than your actual age.

TP Value: 2.

Drawback: Double your actual age to get your effective age. Your effective age determines your ability score penalties. You do not gain any of the benefits of aging (increased mental ability scores).



Reduced Speed [Drawback]

You are unable to move as quickly as normal due to various traits and deformities.

TP Value: 3.

Drawback: Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have.

Special: You may take this drawback multiple times. Its effects stack.

Scaly Armour [Minor]

Thick, overlapping scales cover your body. The scales are hard but dry to the touch.

TP Cost: 3.

Benefit: You gain a +2 natural armour bonus to Defence, or your existing natural armour bonus improves by 2.

Special: A creature with fur, chitin, or the Bony Hide trait cannot gain this trait.

Scaly Skin [Cosmetic]

Your flesh becomes thicker and less porous, giving rise to a thin layer of scales covering your flesh. The scales are typically smooth and dry, like those of a snake, and can vary in colour and pattern. The scales may not cover your entire body, instead appearing in patches on your face, neck, torso, and limbs.

TP Cost: 0.

Benefit: None.

Special: A creature with fur, scales, or chitin cannot gain this trait.

Scent [Minor]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odours the way humans do familiar sights.

TP Cost: 2.

Benefit: You gain the scent special ability.

Second Wind [Minor]

You can shrug off minor wounds with ease.

TP Cost: 2.

Benefit: Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier (minimum 1).

Smokescreen [Minor]

You expel chemicals through your pores to create an inky-black cloud of smoke, engulfing yourself and the surrounding area.

TP Cost: 1.

Benefit: Once per day, as a free action, you can produce a 20-foot-radius cloud of smoke centred on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

Spirit Surge [Minor]

You can draw on a spiritual reserve to temporarily boost your Strength or Dexterity.

TP Cost: 3.

Benefit: Once per day, as a free action, you can temporarily increase either your Strength or your Dexterity by 1d4+1 points. The increase lasts for a number of rounds equal to 3 + your Constitution modifier.

Stench [Drawback]

You release pheromones that other creatures find repulsive.

TP Value: 1.

Drawbacks: You take a –4 penalty on all Diplomacy and Handle Animal checks made against creatures within 30 feet of you.

Special: You cannot take this drawback if you have the Musk trait.

Stinger [Major]

A poisonous stinger erupts from some part of your body—usually a needle-like barb protruding from an arm or leg joint, or a scorpion-like stinger on the end of a tail or similar appendage.

TP Cost: 4.

Benefit: Your sharp stinger deals piercing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can sting multiple times. The stinger is treated as a natural weapon and does not provoke attacks of opportunity. In addition, the stinger injects poison into the target, with effects similar to puffer poison.

Special: This trait can be used in conjunction with the Tail trait, but the tail cannot be used as a bludgeoning weapon during the same round the stinger is used.

Substance Dependency [Drawback]

You rely on a specific rare substance, one with a purchase DC of 6 or more, to survive.

TP Value: 5.

Drawback: If you go 24 hours without ingesting a dose of the substance you must make a successful Fortitude save (DC 15) or take 1 point of Strength damage and 1 point of Constitution damage. Taking a dose of the substance cures the ability damage caused by deprivation in 1d6 rounds. Ability damage caused by deprivation cannot be restored through natural healing.

Special: This drawback can be taken only with GMs permission.

Tail [Minor]

You grow a thick tail. The tail may be fur-covered, slender and whiplike like a rat's, or scaly like a lizard's. Although the tail improves your balance and can serve as a weapon, it cannot be used for gripping objects.

TP Cost: 1.

Benefits: The tail provides a +2 trait bonus on all Balance checks. In addition, you gain a single tail slam attack that deals bludgeoning damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike multiple times with your tail. Your tail is treated as a natural weapon and does not provoke attacks of opportunity.

Special: A creature that already has a tail or the Prehensile Tail trait cannot gain this trait. This trait can be used in conjunction with the Stinger trait.

Telekinetic Mind [Major]

You can perform minor telekinetic feats.

TP Cost: 5.

Benefit: As a move action, you can move an unattended object weighing up to 5 pounds up to 15 feet in any direction. Using this ability does not provoke attacks of opportunity. You must be able to see the object you are affecting, however. You must concentrate on the object to move it telekinetically. If your concentration is broken while you are levitating the object (see the Concentration skill description) the object falls.

This ability can be used at will.

Telepathy [Major]

You gain limited telepathic ability.

TP Cost: 5.

Benefit: As a free action, you can forge a telepathic link with another living creature within 100 feet of you. The creature with which you form the link must have an Intelligence score of 6 or higher, and it must be a willing participant in the link. You can communicate telepathically through the link even if you do not share a common language, but no special control or influence is established as a result of the link. If you and the linked creature move more than 100 feet apart, the telepathic link severs instantly. You can telepathically link with only one creature at a time during any given round, but the ability can be used at will.

Tentacle [Major]

A single tentacle grows from your side or back. The tentacle might resemble an octopus's suckered tentacle or a simple, scaly pseudopod.

TP Cost: 6.

Benefits: The tentacle grants a +4 trait bonus on grapple checks. It can also grasp and manipulate a simple object of your size category or smaller. For example, a Medium-size creature can use the tentacle to grasp and manipulate a Medium-size or smaller object. The tentacle cannot be used to operate a piece of equipment that requires opposable digits or fine motor control.

You can “hang” from your tentacle indefinitely by wrapping it around a larger object, thereby freeing up your other limbs. The tentacle isn’t dexterous enough to fire ranged weapons, but it can be used to make a slam attack. The tentacle’s slam attack deals an amount of bludgeoning damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike with the tentacle multiple times. The tentacle is treated as a natural weapon with a 10-foot reach, and attacks made with it do not provoke attacks of opportunity.

Thick Fur Coat [Minor]

You grow a thick, protective layer of fur over your body.

TP Cost: 1.

Benefits: You gain a +4 trait bonus on Fortitude saves against extreme cold temperatures.

Special: A creature with fur, scales, or chitin cannot gain this trait.

Thin Fur Coat [Cosmetic]

You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal.

TP Cost: 0.

Benefit: None.

Special: A creature with fur, scales, or chitin cannot gain this trait.

Thin Skin [Drawback]

You are more susceptible to harm.

TP Value: 5.

Drawback: You take 1 additional point of damage each time you are wounded.

Sunlight Allergy [Drawback]

Sunlight burns your flesh and causes it to ignite.

TP Value: 3.

Drawback: Sunlight (and artificial sunlight from technological or magickal effects) burns you for 2d6 points of fire damage per round and causes any light, flammable clothing you are wearing to ignite.

Ultra Immune System [Minor]

You develop a powerful immune system capable of repelling many poisons, diseases, and radiation sickness.

TP Cost: 2.

Benefit: You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

Unnatural Eyes [Cosmetic]

The colour of your eyes changes drastically. The colour, whatever it may be, is unnatural and atypical of your species. Perhaps your eyes turn dead black, maybe they change colour to suit your mood, or perhaps they glow faintly in the dark.

TP Cost: 0.

Benefit: None.

Unnatural Hair [Cosmetic]

Your hair or fur colour changes drastically to a shade that is uncommon for your species. You may have fur or hair that is multicoloured, streaked, splotched, or slightly luminescent. Your hair or fur may also change colour with your mood.

TP Cost: 0.

Benefit: None.

Unnatural Skin [Cosmetic]

The colour of your skin or Bony Hide changes drastically, assuming a hue or texture that is both unnatural and atypical of your species. Your skin might be a single colour, splotched, or patterned in some freakishly unnatural way. Your skin might gain dynamic pigments that change colour based on outside stimuli, such as exposure to ultraviolet light.

TP Cost: 0.

Benefit: None.

Unnatural Voice [Cosmetic]

Your voice changes in some marked fashion. It might change pitch or become more lyrical, raspy, whispery, or guttural.

TP Cost: 0.

Benefit: None.

Venomous Bite [Major]

Your natural bite attack injects poison into your victim's bloodstream.

TP Cost: 4.

Benefit: Any creature you successfully hit with your bite attack must make a successful Fortitude save (DC 10 + one-half your level + your Constitution modifier) to negate the effects (initial and secondary damage 1d4 Con).

Special: You must have a natural bite attack to gain the benefit of this trait. You cannot take this trait if you have the Burning Spittle trait.

Vexing Voice [Major]

You can vex another creature using the peculiar resonance of your voice.

TP Cost: 4.

Benefit: Select any living creature within 30 feet of you as the target; the creature must be able to hear your voice to be affected. Upon hearing your voice, the creature must make a successful Will save (DC 10 + one-half your level + your Charisma modifier) or be dazed for 1 round. A successful save negates the effect. This ability is a mind-affecting compulsion usable three times per day. Using this ability is a free action.

Wall Crawler [Minor]

You can walk walls and cling to ceilings like a spider. You have tiny barbs on your hands and feet to facilitate climbing, and your fingers and toes secrete a transparent adhesive that lets you cling to smooth surfaces.

TP Cost: 2.

Benefits: As long as your hands and feet are uncovered, you can climb perfectly smooth, flat, vertical surfaces. In addition, you gain a +4 trait bonus on all Climb checks. Wearing gloves or footwear reduces the bonus to +2, and wearing both gloves and footwear negates the bonus entirely.

You also gain a +4 trait bonus on Balance checks when moving across a slippery surface. Wearing any kind of footwear negates this bonus.

Weak Humours [Drawback]

Your body has difficulty preventing infections from entering its system, and thus it is prone to sickness and disease.

TP Value: 1.

Drawback: You take a -2 penalty on all Fortitude saves against poison, disease, and radiation sickness.

Special: You cannot take this drawback if you have a feat that boosts your ability to resist disease or infections.

Webbed Digits [Minor]

You grow webbing between your fingers or toes and can move more easily through liquids.

TP Cost: 1.

Benefit: You gain a +4 trait bonus on all Swim checks. Having webbed digits does not interfere with your ability to grasp or manipulate objects.

Wings [Major]

You sprout a pair of birdlike or bat-like wings.

TP Cost: 6.

Benefit: Your wings grant a natural fly speed of 60 feet (average manoeuvrability).

X-Ray Vision [Major]

You can see into and through solid matter.

TP Cost: 6.

Benefit: X-ray vision allows you to see through 1 foot of brick or stone, 1 inch of metal or composite alloy, and up to 3 feet of wood, plaster, or dirt. Thicker substances or a thin sheet of lead blocks your vision. X-ray vision has a maximum range of 20 feet and allows you to see as if you were looking at something in normal light, even if there is no illumination.



CHAPTER 3: FEY TOUCHED

In a world where the fey are common, the mingling of faerie and human blood is, given fey behaviour as depicted in the tales, inevitable. For some this mingling will be a thing of the distant past, while for others only a generation may have come and gone. Nor need this mingling be the result of reproduction; humans born near sites of fey activity may manifest some of their characteristics while travellers to fey lands can be transformed by what they experience there. Others achieve faerie gifts through pacts that often prove to have unexpected consequences. Regardless, once touched by fey blood a human's life is open to all manner of new possibilities.

NEW TALENTS

The following new talents are intended to represent the manifestation of the magical nature of the fey in a character, enabling them to perform special tasks otherwise impossible. For the purposes of fulfilling the "fey" prerequisite a character must be either fey (see Chapter 2) or a human with the Fey Touched feat.

STRONG HERO

Smite Talent Tree

The strength of ancient fey warriors lives on in you, allowing you to make precise and devastating attacks.

Smite: By spending an action point you gain a bonus equal to $\frac{1}{2}$ your Strong hero level on attack and damage rolls on a single melee attack. This bonus stacks with bonuses from other talents or feats.

Prerequisite: Fey

Improved Smite: By spending an action point you gain a bonus equal to $\frac{1}{2}$ your Strong hero level on attack and damage on all melee attacks you make in one round against a single target. This bonus stacks with bonuses from other talents or feats.

Prerequisite: Fey, Smite

FAST HERO

Backstab Talent Tree

Your fey ancestry gives you insight into the weaknesses of others that you can exploit in combat.

Backstab: You deal an additional +2 damage on a successful melee attack against a target that is denied its Dexterity modifier to Defence or a target which you flank. You may also use this ability with ranged attacks within 30 feet. If the hit was a critical hit the Backstab damage is not multiplied. This ability does not affect targets that are immune to critical hits.

Prerequisite: Fey

Improved Backstab: The damage for the Backstab talent is increased by +2 (for a total of +4).

Prerequisite: Fey, Backstab

Greater Backstab: The damage for the Backstab talent is increased by +2 (for a total of +6.)

Prerequisite: Fey, Backstab, Improved Backstab

Hamstring: Anytime you would normally do Backstab damage you may choose to instead deal 1 point of ability damage to the target's Dexterity for every 2 points of Backstab damage you would have done.

Prerequisite: Fey, Backstab

TOUGH HERO

Spell Resistance Talent Tree

Your ancestors had to survive the magical wars that occasionally ravage the Fair Lands and they have passed on their hardy magical nature to you.

Spell Resistance: By spending an action point you gain spell resistance equal to 5+ your level of Tough hero for a number of rounds equal to your Constitution modifier.

Prerequisite: Fey

Improved Spell Resistance: As the Spell Resistance talent, except your SR is equal to 10+ your level of Tough hero.

Prerequisite: Fey, Spell Resistance

Greater Spell Resistance: As Improved Spell Resistance, except the duration is a number of minutes equal to your Constitution modifier.

Prerequisite: Fey, Spell Resistance, Improved Spell Resistance

SMART HERO

Lore Talent Tree

Your fey heritage gives you a special insight into the world around you, enabling you to draw in and retain strange pieces of information.

Lore: You may make a special Lore check equal to your level + your intelligence modifier to see whether you know some relevant pieces of information about noteworthy people, events, places, or items. You may not take 10 or 20 on this check, as the check represents random information that you may have come across during your lifetime.

The DC for the check is as follows:

10 – Common knowledge; known by at least a substantial minority number of people (a local noble's reputation as a womaniser, folklore regarding the correct offerings to a brownie)

20 – Uncommon but available; known to a few people in an area (rumours about a well-known gentleman's club, the position of a local standing stone)

30 – Obscure; known by only a few people in the entire world, hard to come by (the family history of a prominent merchant, rumours regarding a secret society)

40 – Extremely Obscure; known to only two or three individuals or completely forgotten (the dying words of the last Queen of Faerie, the historical details of an obscure legend)

Depending on the information sought, 5 or more ranks in an appropriate Knowledge skill grants a +2 circumstance bonus.

Improved Lore: When making a Lore check double your intelligence bonus.

Prerequisite: Fey, Lore

DEDICATED HERO

Blessing Talent Tree

Your fey predecessors were mystic wardens and guardians and you have retained some of their magical skill.

Blessing: By spending an action point you may grant a blessing to yourself or another character. This blessing grants a +2 deflection bonus to Defence and a +1 resistance bonus on all saving throws. The blessing lasts for a number of rounds equal to your Dedicated hero level.

Prerequisite: Fey

Warding: You may draw a circle on the ground that repels one type of creature or alignment. To do so first designate a type of creature or an alignment, then spend an action point and take 1 round to draw a circle on the ground whose radius is equal to your speed (drawing a larger circle requires additional rounds). You need not actually mark the ground or floor in any way; simply trace the circle with your finger or a held object. Once completed all characters that remain inside the circle gain a +2 deflection bonus to Defence and a +2 resistance bonus on all saves against attacks and effects from creatures of that type or alignment. Further, such creatures are unable to approach within 5 feet of the circle. This circle lasts as long as none inside break the circle, either by crossing it, attacking through it, or casting a spell on an object or creature outside the circle. Should the barrier be broken it fails immediately. This is a magical effect and can be dispelled. Doing so requires a level check with a DC of 11+ your level of Dedicated hero.

Prerequisite: Fey, Blessing

CHARISMATIC HERO

Charm Talent Tree

Fey are by nature creatures of change. This manifests in you with the ability to alter your appearance.

Glamour: By spending an action point you can alter minor or superficial aspects of your physical appearance. This ability allows you to increase or decrease your weight by 50 lbs; increase or decrease your height by 6 inches; alter the appearance of features such as nose, eyes, and ears; or alter the colour of your skin, hair, or eyes as well as the texture if applicable. You may also cover or add distinguishing features like tattoos, birthmarks, scars, and moles with this ability. The appearance of your clothing changes as well, but does so in appearance only (i.e. a cloth shirt can be made to look like chain mail but it still acts like cloth.) The effect lasts for a number of minutes equal to your Charismatic hero level. You may spend additional action points to increase its duration.

Prerequisite: Fey, Charm.

NEW FEATS

Fey Foe

You have a special enmity with a particular type of fey.

Prerequisite: Human

Benefit: Choose either seelie or unseelie fey. You gain a +1 bonus to attacks and damage against that type of fey as well as a +2 bonus to saves versus spells or other effects they employ against you.

Special: You may take this feat a second time, applying the affects to a different group of fey. You may not designate a type of fey for which you have the Fey Friend feat.

Fey Friend

Due to the circumstances of your birth or through some deed of your own, fey creatures sense that you are to be regarded more highly than other humans.

Prerequisite: Human

Benefit: Choose either seelie or unseelie fey. In interactions with the chosen group their attitude toward you is improved by one category. (ie normally Indifferent fey are Friendly, etc.)

Special: You may take this feat a second time, applying the affects to a different group of fey. You may not designate a type of fey for which you have the Fey Foe feat.

Fey Touched

You have a hint of the fey about you either as a result of birth or through interactions with the fey.

Prerequisites: Human.

Benefit: Choose three 0-level spells from either the arcane or divine spell lists. You may cast each of these spells once per day. If you do not otherwise have access to spell casting your caster level is one. You also gain Speak (Fey tongue) as a free racial language. You are considered fey for the purposes of feat and talent prerequisites.

Lucky

You were born under a lucky sign.

Prerequisite: Human

Benefit: 3 times per day you can re-roll any d20 result, either one you have made or one made against or for you, and choose the result you wish.

Special: You may take this feat multiple times. Each time it grants you 1 additional use per day.

The Sight

You have a keen ability to see the true nature of reality.

Benefit: You gain a +4 benefit to saves versus illusion or enchantment effects.

Unseelie Boon

You manifest the traits of an unseelie fey ancestor.

Prerequisite: Fey

Benefit: You receive 3 TP that you may spend as you see fit.

A NOTE ON FEATS

Many of the Feats presented in other Modern supplements may be acceptable in an Imperial Age game, but may not have the right flavour for the setting. GMs should feel free to accommodate player desires for certain feats so long as the mechanical benefits are appropriate for the setting and simply change the flavour text as needed. For example, the feat Ultra Immune System could be renamed as Strong Vital Humours but retain the same prerequisites and mechanical benefits for a Victorian era campaign.



STARTING OCCUPATIONS

The following new starting occupations are appropriate for humans in fey themed campaigns using the *Imperial Age Magick* system. These starting occupations replace similar ones in other products.

Fey Squire

Fey squires serve as assistants to faerie knights and other warriors in hopes of learning the skills they will need to be warriors themselves one day.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Balance, Climb, Handle Animal, Jump, Ride, Tumble.

Bonus Feat: Select either Archaic Weapons Proficiency or Fey Foe.

Wealth Bonus: +1.

Novitiate

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination—their faith is enough. Some novitiates are lay clergy, counsellors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

Prerequisite: Wisdom 12.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (writing), Decipher Script, Diplomacy, Knowledge (arcane lore, art, behavioural sciences, history, or theology and philosophy), Sense Motive.

Bonus Feat: Magick Mastery +1

Wealth Bonus: +2.

Sorcerer's Apprentice

Sorcerer's apprentices are young men and women who have studied at the feet of a master of magick. The mystic arts are not all they learn, however, and many go on to be noted scholars and experts in a wide variety of fields, although most become accomplished spellcasters in their own right.

Prerequisite: Intelligence 12.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

Bonus Feat: Magick Mastery +1

Wealth Bonus: +2.



RACIAL ADVANCED CLASS

Unlike the fey racial classes in the previous chapter, a Racial Advanced Class is an intermediate step allowing a character of one race to develop into another. The proffered example is the changeling class below. Characters may be human at the start of the campaign and develop into a fey during play. The Changeling class aids in that transition. Note that a player need not announce his intent to be a changeling at the campaign start, as most changelings are unaware of their true heritage until later in life, when they start to develop strange abilities (as indicated by taking levels in the changeling racial advanced class).

CHANGELING

In fairy lore a changeling is often left in place of a human child stolen by the fey. Sometimes this child is deformed or otherwise marked, while in other tales it appears to be a natural baby but can be tricked into revealing itself by making it laugh. On rare occasions the fairy child left with human parents is never revealed and over time the changeling forgets its true nature and believes itself to be human. Such a child is, for all intents and purposes, a human. However, certain odd incidents can reawaken at least some of its understanding of its true nature. The following class is appropriate for human characters that wish to expand and embrace their fey nature until they fully become fey.

Prerequisites

To qualify to take levels in the changeling racial class, a character must fulfill the following criteria:

- Race:** Human
- Skills:** Speak (Fey Tongue)
- Feats:** Fey Touched

Class Information

The following information pertains to the changeling racial class.

Hit Die

Changelings gain 1d8 hit points per level. The character’s Constitution modifier applies.

Action Points

Changelings gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The changeling’s class skills are as follows: Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcane lore, art, current events, history, popular culture) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 4 + Intelligence modifier.

Table: The Changeling							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+1	Archaic Weapons Proficiency, Low –Light Vision	+1	+2
2nd	+1	+3	+2	+2	Awakened Memory (Skills)	+1	+2
3rd	+2	+3	+2	+2	Awakened Memory (Feats), Fey Type	+2	+3

Archaic Weapons Proficiency: The changeling gains Archaic Weapons Proficiency at first level. If the character already possesses this feat he gains Weapon Focus with one archaic weapon of his choice.

Low-Light Vision (Ex): A changeling gains low-light vision as a sidhe.

Awakened Memory (Skills): At 2nd level the changeling begins to remember some of its former nature. By spending one full round concentrating the character can use a skill in which he has no ranks and normally could not be used untrained. He gains a +2 bonus with this skill. He may use this ability a number of times per day equal to his level in this racial class + his Wisdom bonus.

Awakened Memory (Feats): By spending an action point and one hour in meditation a changeling may exchange a feat he does not possess for one he does. This exchange lasts for 24 hours. If he wishes he may spend two action points to make the change permanent. Note that he must still meet the prerequisites of the new feat. If he loses a feat that was a prerequisite for another feat or for an advanced class he loses access to those feats and any class features, but not BAB, saves, Defence bonus, or Reputation bonus, of the advanced class until he regains his original feat. The only feat he may not exchange in this manner is Fey Touched.

Fey Type: Upon taking his third level in this racial class the changeling becomes aware of his true nature as a fey. The player chooses one of the fey races discussed in the previous chapter as the character's "true" race. He does not gain any of the racial features of that fey other than cosmetic ones at the player's choice, but may now take levels in the racial class for that type of fey.



CHAPTER 4: FEY FOES

Presented here, along with the races of Chapter 2, are several archetypical encounters for faerie campaigns.

ANTHROPOMORPHIC TEMPLATE

Fairy tales are filled with animals with human characteristics. They walk upright, talk, and some even wear clothes and indulge in human habits. In a setting such as Fair Lands they can take on any appropriate occupations or classes suitable. The anthropomorphic template is an inherited template that can be added to any animal (referred to hereafter as the base creature). An anthropomorphic animal uses all of the base creature's statistics except as noted here.

Abilities: Increase from base creature as follows: +3d6 Intelligence, +1d6 Charisma.

Movement: An anthropomorphic animal is bipedal. Its movement on two legs is 10 less than the normal version of the base creature. It can move on four legs for purposes of balance (creatures that normally gain a racial bonus to Balance checks have that bonus halved), but this does not increase its speed.

Language: All anthropomorphic animals speak one human language and Fey. In addition, as a supernatural ability, they can speak with normal versions of their animal type (wolves can speak with all canines, ducks can speak with all birds, etc.).

Attacks: Anthropomorphic animals' forelimbs are capable of functioning as workable limbs as a humanoid even if they do not appear to be physically capable of doing so. Thus they can hold weapons, shields, and tools normally. They retain any natural attacks or special abilities, such as flight, that would be based on their physiology.

Challenge Rating: +1



BERYL BIRDBANE

Beryl Birdbane is a friendly sort of girl who hangs around Free Houses in the Fair Lands when she is not roaming the countryside hunting. She is willing to sell her services as a guide, guard, or informant for food, drink, or shiny objects.

CR 2 Tiny animal Fast Hero 1 (starting occupation: Adventurer); HD 1/2 d8+1d8; hp 10; Mas 10; Init +2; Spd 30 ft.; Defence 17, touch 17, flat-footed 15 (+3 class, +2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d2-4, claw); Full Atk +4 melee (1d2-4, 2 claws), -1 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL Comfort; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 12.

Skills: Balance +6, Climb +9, Escape Artist +6, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Knowledge (streetwise) +6, Listen +4, Move Silently +13, Survival +5, Spot +4.

Languages: Speak (English), Speak (Fey), Speak (Feline)

Feats: Archaic Weapons Proficiency, Dodge, Simple Weapons Proficiency, Weapon Finesse (bite), Weapon Finesse (claw).

Possessions: Green collar, silver medallion, small dagger [functions as short sword for tiny creatures], messenger bag, (containing 1d8 treats, 1 bird's skull, 12 inches of string)

MYTHIC ANIMAL TEMPLATE

In the Realm of Faerie lurk creatures far grander than their mundane counterparts. These are primal archetypes, beings of vast and legendary might. Although tales speak of them being slain, they inevitably rise up again in the shadowy forests of the Fair lands and roam the countryside. Tribal man worshipped these beings as gods and they are used to such respect when dealing with mortals.

“Mythic Animal” is an acquired template that can be added to any animal (referred to hereafter as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Type: The base creature’s type changes from animal to magical beast. Its current and future HD change to d10s, it uses a full base attack bonus progression, and has Fortitude and Reflex as good saves.

Mythic Proportions: A mythic animal is much larger than its mundane counterpart. Along with this increase comes an increase in ability scores, natural armour bonus, and CR as indicated on the chart below, making other necessary adjustments based on the new size. A mythic animal gains 2x its Intelligence score (not modifier) skill points plus 1 point per HD after the first. It buys all skills as class skills, although it will favour those skills possessed by the base creature. It gains one new feat per every 4 HD as normal for a magical beast.

Table: Mythic Proportions											
Base Creature Size	Mythic Animal Size	Additional HD	Str	Dex	Con	New Natural Attack Damage				Natural Armor Improvement	CR Increase
						Slam	Bite	Claw	Gore		
Tiny	Medium	+1	+8	-4	+2	1d3	1d6	1d4	1d6	+2	+1
Small	Large	+2	+12	-4	+6	1d4	1d8	1d6	1d8	+3	+2
Medium	Huge	+4	+16	-4	+8	1d6	2d6	2d4	2d6	+4	+4
Large	Gargantuan	+16	+16	-2	+8	1d8	2d8	2d6	2d8	+5	+8

Ability Scores: As per Table: Mythic Proportions plus Intelligence +2d6, Wisdom +1d6, Charisma +1d6

Reputation: Mythic animals have a reputation score equal to their HD.

Speed: Base creature’s +20 feet (applies to all forms of movement).

Special Qualities: A mythic animal retains all the special qualities of the base creature and gains the additional special qualities described below:

Command and Call: A mythic animal can send out a mental call to all animals of the base creature’s kind within a radius of 1 mile. It can then telepathically command these creatures. A domesticated creature of the type, or one bonded to another character through other means, gains a Will save (DC 10+1/2 mythic animal’s HD+ its Charisma modifier). A creature that makes its save is immune to the call for 24 hours.

Inspire Awe (Su): A mythic animal can, at will, radiate an aura of primal awe that is fearsome to behold. Each creature within 30 feet must succeed on a Will save (DC 10 + 1/2 the mythic animal’s Hit Dice + its Charisma modifier) or cower until the creature moves out of range or until 1d6 rounds have elapsed. Thereafter, the creature is shaken for an additional 1d6 rounds.

A creature that makes a successful saving throw or has stopped cowering after a failure is immune to that mythic animal’s aura for 24 hours.

Primal Blessing (Su): A mythic animal can choose to share some of its might with a willing recipient. To do so the mythic

animal need only have line of sight with the target creature. The blessing received lasts for 24 hours and can be any one of the following:

Ability Boost: Subject gains a +4 bonus to one ability score.

Defence Boost: Subject's natural armour bonus increases by +2.

Natural Prowess: Subject gains a single extraordinary ability (Ex) as an animal of the base creature's type such as Blindsight, Improved Grab, Scent, or Trip.

Skill Boost: Subject gains a +6 bonus to one skill or a +3 bonus to two skills.

Telepathy(Su): A mythic animal can choose to communicate mentally with any creature that has language within 100 feet.

Allegiances: Any. Typically a mythic animal has an allegiance to others of the base creature's kind and to Nature or the Fey Realms.

Saves: As a magical beast of its Hit Die modified by new ability scores.

Using the mythic animal template, other legendary fey may be generated, such as:

- cu sith (*koo-shee*), the large shaggy dog the size of a calf with fiery eyes; sometimes white with red ears or dark green;
- cait sith (*cait shee*), the ferocious dog-sized black cat with a white spot on its breast;
- crodh mara, hornless water cattle that mate with mortal cattle; red and speckled, black or dun-colored.

MYTHIC BEAR

This mighty creature is the size of a small house and weighs in excess of 32,000 pounds. It rarely stirs from the cave where it slumbers, but can be roused by those who hunt its kind in excess or who defile nature.

CR 12; Gargantuan magical beast; HD 22d10+176; hp 308; Mas 27; Init +0; Spd 60 ft.; Defence 16, touch 6, flat-footed 16 (–4 size, +0 Dex, +10 natural); BAB +22; Grap +54; Atk +35 melee (2d6+16, claw); Full Atk +35 melee (2d6+16, 2 claws)+30 melee (2d8+8 bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ command and call (DC 21), inspire awe (DC 21), primal blessing, telepathy, improved grab, low-light vision, scent; AL bears, nature; SV Fort +21, Ref +13, Will +10; AP 0; Rep +22; Str 43, Dex 11, Con 27, Int 10, Wis 16, Cha 10.

Skills: Climb +21, Listen +13, Spot +14, Swim +22.

Feats: Weapon Focus (bite), Weapon Focus (Claw), Power Attack, Cleave, Great Cleave.

MYTHIC WOLF

The great wolf is a creature of midnight black fur and eyes bright as the full moon. It prowls the Midnight Lands with its pack, composed of advanced wolves and werewolves, seeking whom it may devour.

CR 5; Huge magical beast; HD 6d10+36; hp 76; Mas 23; Init +0; Spd 70 ft.; Defence 14, touch 8, flat-footed 14 (–2 Size, +0 Dex, +6 natural); BAB +6; Grap +23; Atk +14 melee (2d6+13, bite); Full Atk +14 melee (2d6+13, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ command and call (DC 13), inspire awe (DC 13), primal blessing, telepathy, scent, trip, low-light vision; AL: the Hunt, wolves, nature; SV Fort +11, Ref +6, Will +5; AP 0; Rep +6; Str 29, Dex 11, Con 23, Int 10, Wis 16, Cha 10.

Skills: Hide +5, Listen +10, Move Silently +5, Spot +11, Survival +7 (+11 when tracking by scent).

Feats: Weapon Focus (bite), Track

MYTHIC OWL

The mythic owl is about 6 feet long from beak to tail. Ruler of the night sky, it surveys the ground below with enormous luminous eyes like twin moons, sweeping down upon its unsuspecting prey.

CR 2; Medium magical beast; HD 1d10+1; hp 7; Mas 12; Init +1; Spd 30 ft., fly 60 ft. (average); Defence 15, touch 11, flat-footed 14 (+0 size, +1 Dex, +4 natural); BAB +1; Grap +3; Atk +3 melee (1d4+3, claw); Full Atk +3 melee (1d4+3, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ command and call (DC 10), inspire awe (DC 10), primal blessing, telepathy, darkvision to 60 ft., low-light vision; AL owl kind, nature; SV Fort +3, Ref +3, Will +4; AP 0; Rep +1; Str 14, Dex 13, Con 12, Int 14, Wis 18, Cha 10.

Skills: Listen +21, Move Silently +25, Spot +13 (+21 in dusk and darkness).

Feats: Weapon Finesse (claw)

THE LHIANNAN-SHEE

*I met a lady in the meads,
Full beautiful—a faery's child,
Her hair was long, her foot was light,
And her eyes were wild.*

— John Keats, *La Belle Dame Sans Merci*

The Lhiannan-Shee (lannan-shee), or “faerie sweetheart,” is the beautiful and bewitching muse of artists and poets who drains life and energy while inspiring to higher realms of creativity. She seduces her intended victim with her charm and loveliness. Her kiss leeches away his strength. In return, she unleashes his imagination and arouses his artistic vision. His friends see him sicken day by day, but determining the cause of his malady is difficult, and he resists the cure. The Lhiannan-shee is reclusive, hiding her association with her sweetheart, never appearing with him in public or when others are around for fear they will attempt to sway her victim away if they know the effect she has on him. This reclusiveness has given rise to the mistaken belief that only the victim can see her. The unfortunate sweetheart wastes away and soon dies, leaving behind a remarkable body of poetry or paintings, a host of grieving family and friends, and a well-satisfied faerie who moves on to her next victim.

CR 6; Medium fey; HD 7d6+7; hp 32; Mas 11; Init +1; Spd 30 ft.; Defence 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +3; Grap +3; Atk +4 melee (1d4, claw); Full Atk +4 melee (1d6, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Lhiannan-shee's kiss, Lhiannan-shee's seduction, Lhiannan-shee's captivity, low-light vision, DR 5/+1; fire resistance 10; skill bonuses; AL self, The Arts; SV Fort +3, Ref +3, Will +7; AP 0; Rep +0; Str 11, Dex 13, Con 12, Int 12, Wis 14, Cha 20.

Skills: Bluff +17, Diplomacy +14, Hide +15, Knowledge (art) +10, Listen +10, Move Silently +13, Spot +10.

Feats: Alertness, Archaic Weapons Proficiency, Stealthy, Weapon Finesse (claw).

Claws: As a free action the Lhiannan-shee can extend her nails into razor sharp claws. She prefers to have her captivated victim defend her if she cannot avoid a confrontation, but will fight if necessary.

Lhiannan-Shee's Kiss (Su): The Lhiannan-shee survives by draining life force from a willing victim. Her kiss causes 1d4 points of temporary Con damage and 1 point of permanent Con drain. She feeds in this manner every 1d6+2 days, or about once a week. The kiss, however, stimulates the creative centres of her “sweetheart's” brain, granting him an inherent +2 circumstance bonus to a single Perform or Craft skill as determined by the Lhiannan-shee. The effects of multiple feedings stack.

Lhiannan-Shee's Seduction (Su): The Lhiannan-shee gets a +8 racial bonus to Bluff checks made to seduce a character, opposed by a Sense Motive check. If her target fails, he becomes her “sweetheart” and is captivated by her as described below. Her sweetheart gets another Sense Motive check (DC as original Bluff check) each time she attempts to feed, but he is at a -2 penalty for each successive failed check.

Other characters may attempt to convince him to voluntarily renounce the seduction through Bluff or Diplomacy (Intimidate does not produce a true decision). The DC for such a check is equal to the Lhiannan-shee's original seduction roll. The Lhiannan-shee may attempt to re-establish or reinforce a seduction, but often flees her former sweetheart once she is rejected.

Lhiannan-Shee's Captivity (Su): Once the Lhiannan-shee has seduced her sweetheart, she may control his actions through a telepathic link established with his mind. The Lhiannan-shee can generally force him to perform as she desires, within the limits of his abilities. Once she has given her sweetheart a command, he continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 can determine that the victim's behaviour is being influenced by an enchantment effect. If the sweetheart is forced to take actions against his nature, he receives a Will saving throw with a +2 bonus to resist carrying out the action (but not to stop the domination). Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as she and her sweetheart are on the same plane. She does not need to see him to control him.

Skill bonuses: The Lhiannan-shee receives a +8 bonus to Bluff, a +4 bonus to Hide and a +4 bonus to Move Silently.

Damage resistance 5/+1 (Su): The Lhiannan-shee is resistant to non-magical weapons.

THE WATER-HORSE

The water-horse is a shape changing faerie that lurks in rivers, lakes and ocean shores, surprising its victims through its innocent appearance and attacking as a monstrous creature. The natural form of the water-horse is bipedal, about 6 feet tall, with an upper torso of a shaggy humanoid, lower torso and legs similar to a faun, and a broad powerful tail that aids its swimming and with which it can attack. Its arms are roughly humanoid, ending in thick webbed fingers. Its feet are fleshy hooves. In its human form, the water-horse has a pleasing face and a charming way of speaking that entices many a young woman away from her home. The telltale clue to his identity is the strands of green seaweed tangled in his long hair. The favoured trick of the water-horse, however, is to appear in its horse form as a beautiful and docile animal, fairly begging to be ridden. When the rider climbs onto the animal's back, the water-horse gallops toward the nearest water, where it changes to its natural form. The water-horse knocks its victim unconscious with its tail slap, pins him in the depths of the water and rends him with his teeth. The water-horse is known by many names, depending upon the country or the type of water in which it lives: each uisge, aughisky, kelpie or cabyll-ushtey.

CR 3; Large fey; HD 4d6+6; hp 20; Mas 15; Init +4; Spd 30 ft., swim 30 ft.; Defence 13, touch 10, flat-footed 13 (-1 size, +4 natural); BAB +1; Grap +9; Atk +4 melee (-1 size, +1 BAB, +4 Str) (1d8+4, bite); Full Atk +4 melee (1d8+4, bite) or +4 melee (1d12+4, tail slap); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ alternate form, aquatic, horse empathy, improved grab, low-light vision, scent, skill bonus; AL nature; SV Fort +3, Ref +1, Will +4; AP 0; Rep +0; Str 18, Dex 10, Con 15, Int 10, Wis 14, Cha 14.

Skills: Hide +4 (+16 when submerged), Jump +11, Listen +9, Move Silently +, Spot +9.

Feats: Archaic Weapons Proficiency, Improved Initiative.



Alternate Form (Su): A water-horse can assume humanoid or horse form, but its gear is not absorbed into the new form. Changing to or from horse or humanoid form is a move action. Upon assuming either form, the water-horse regains hit points as if having rested for a day. A slain water-horse reverts to its natural form, although it remains dead.

Aquatic: Water-horses can move in water without making Swim checks and cannot drown in water.

Horse Empathy (Ex): A water-horse can communicate with horses in any form and gains a +4 species bonus on Diplomacy checks when influencing a horse's attitude. A friendly horse understands and heeds simple commands, such "wait," "watch," "flee," and "attack."

Improved Grab (Ex): To use this ability, a water-horse must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the water-horse grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom and rend it.

Scent (Ex): This ability allows a water-horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus: Water-horses gain a +12 species bonus on Hide checks when submerged.

WATER-HORSE IN HUMANOID FORM

CR 3; Medium fey; HD 4d6+6; hp 20; Mas 15; Init +5; Spd 30 ft.; Defence 11, touch 10, flat-footed 10 (+1 Dex); BAB +1; Grap +5; Atk +4 melee (+1 BAB, +3 Str) (1d4+3, dagger); Full Atk +4 melee (1d4+3, dagger); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ alternate form, horse empathy, low-light vision, scent; AL nature; SV Fort +3, Ref +1, Will +4; AP 0; Rep +0; Str 18, Dex 10, Con 15, Int 10, Wis 14, Cha 14.

Skills: Bluff +6, Handle Animal +6, Hide (+19 when submerged), Jump +11, Listen +9, Move Silently +7, Spot +9.

Feats: Archaic Weapons Proficiency, Improved Initiative, Simple Weapon Proficiency.

Skill Bonus: In humanoid form, the water-horse gains +4 ranks Bluff and +4 ranks Handle Animal.

WATER-HORSE IN HORSE FORM

CR 3; Large fey; HD 4d6+6; hp 20; Mas 15; Init +5; Spd 60 ft.; Defence 13, touch 10, flat-footed 13 (-1 size, +4 natural); BAB +1; Grap +9; Atk +4 melee (-1 size, +1 BAB, +4 Str) (1d4+4, hoof); Full Atk +4 melee (1d4+4, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ alternate form, hold rider, low-light vision, scent; AL nature; SV Fort +3, Ref +1, Will +4; AP 0; Rep +0; Str 18, Dex 10, Con 15, Int 10, Wis 14, Cha 14.

Skills: Jump +11, Listen +9, Spot +9.

Feats: Improved Initiative.

Hold Rider (Su): When a rider mounts the water-horse when it is in horse form, the water-horse may attempt to hold the rider in place. A successful Will save (DC 17) negates the effect and the rider may dismount at any time. The water-horse then runs toward the nearest river or body of water at top speed and plunges into it, transforming into its natural form and attacking the rider.

GAME MASTER CHARACTERS

The following Game Master Characters are suitable for supporting characters or as pre-generated PCs in a Faeries themed campaign. At least one example of each of the races and racial classes from Chapter 2 is given. While some of them are the epitome of their race, several are unusual examples, as most heroes are. All of the characters below use a starting ability score package of 15,14,13,12,10,8 before racial modifications. Remember when creating non-human characters that they receive 4 fewer skill points at first level and 1 fewer skill points at each additional level, except when taking racial class levels. Additionally, one of the two feats that all characters get at first level is determined by the character's race. In the case of the fey below that bonus feat is Archaic Weapons Proficiency. Characters noted with a * use the magick rules found in *Imperial Age Magick*, Second Practice (all spells are considered Average), Third Price (option3).

Animorph Pick Pocket

(Fast Hero 1/Animorph 1): CR 2; Medium-size Animorph HD 1d6+1 plus 1d8+1, hp 12; Mas 13, Init +2 ; Spd 30 ft; Defence 16, touch 16, flat footed 14 (+2 Dex, +4 class); BAB +0; Grap +0; Atk +1 melee (1d6, fist nonlethal) or +0 melee (1d6, club), Full Atk +1 melee (1d6, fist nonlethal) or +0 melee (1d6 club); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magickal being, favoured save (Reflex), favoured skill (Sleight of Hand), animal form, speak with kind; AL friends, survival; SV Fort +3, Ref +5, Will, +3; Rep +0; Str 10 , Dex 15 ,Con 13 , Int 8,Wis 12 ,Cha 14

Occupation: Criminal (bonus class skills: Knowledge (streetwise), Sleight of Hand; bonus feat: Brawl)

Skills: Escape Artist +4, Hide +6, Knowledge (streetwise) +4, Sleight of Hand +13, Survival +4, Speak (English), Speak (Fey)

Feats: Archaic Weapons Proficiency, Brawl, Simple Weapons Proficiency, Nimble

Talents (Fast Hero): Evasion

Spell-like abilities (1/day): Light, Mage Hand, Prestidigitation

Animal Form: Small Dog: Small animal; HD 1d6+1 plus 1d8+1, hp 12; Mas 15; Init +3; Spd 40 ft.; Defence 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 8, Wis 12, Cha 14. **Skills:** Escape Artist +5, Hide +11, Jump +5, Knowledge (streetwise) +5, Sleight of Hand +14, Speak (English), Speak (Fey), Survival +6

Possessions: 1d6 stolen personal items, club, workman's clothes, various personal possessions.

The Animorph Pick Pocket is not a bad guy, and is in fact generous to his friends and kind to strangers who are down on their luck. He just never had much of a chance as one of thousands of lower class fey living in London with no real skills or opportunities to improve himself. His fey heritage allows him to turn into a scruffy looking small dog with hints of terrier, but it is not much of a special ability. At best it allows him to escape unwelcome notice as he prowls around the city looking for unwary middle class pockets to pick. It's either that or ratting, an occupation he occasionally turns to when absolutely desperate.

Brownie Laborer

(Smart Hero 1/Brownie 1): CR 2; Small-size Brownie; HD1d6 plus 1d6, hp 10, Mas 10, Init +3 ; Spd 20 ft; Defence 16, touch 15, flat footed 13 (+ 3 Dex, +1 Size, +1 class, +1 armor); BAB + 0; Grap -3 ; Atk melee +2 (1d6+1, small spiked club), Full Atk +2 melee (1d6+1, small spiked club); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, mending, skill bonus, saving throw bonuses; AL the People; SV Fort +2, Ref +5, Will, +3 (+2 morale bonus to saving throws against magical effects when in rural or woodland areas); Rep +1;Str 13, Dex 17,Con 10, Int 13,Wis 12 ,Cha 8.

Occupation: Blue Collar (bonus class skills: Craft [mechanical], Craft [structural], Repair.)

Mending: A brownie can use the arcane spell *mending* as a spell-like ability at will.

Skills: Craft (mechanical) +8, Craft (structural) +8, Diplomacy +1, Disable Device +5, Escape Artist +5, Hide +5, Knowledge (current events) +4, Knowledge (streetwise) +5, Knowledge (technology) +5, Move Silently +5, Profession (machinist) +5, Repair +9, Search +5, Read/Write (English), Speak (English), Speak (Fey).

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Builder

Talents (Smart Hero): Savant (Repair)

Possessions: Labourers clothing, tools, pocket watch, leather apron (Defence bonus as leather jacket), small spiked club, various personal items.

The Brownie Labourer moved to the City with his family a few years ago only to watch in horror as they succumbed to the common ills that befall the poor in an urban environment. Since then he has taken on odd jobs working with machines in the factories. He has also fallen in with a group of radical Marxist fey and has found himself not only committing the occasional

act of sabotage but also rioting in the streets during a worker's rights protest gone bad. While he blames the fate of his family at least partly on the conditions created by the inequities of the system, and partly on himself, he is uncomfortable with what his new friends are asking him to do.

Goblin Irregular

(Dedicated 2/Goblin 1): CR 3; Small-size Goblin HD2d6+4 plus1d6+2, hp 18; Mas 13, Init +0; Spd 20 ft; Defence 15, touch 14, flat footed 15 (+0 Dex, +1 size, +3 class, +1 armour); BAB +0; Grap -1; Atk +1 (+2 within 30ft) ranged (2d6, derringer) or +4 melee (1d3+3, dagger) or +2 ranged (1d3+3, thrown dagger); Full Atk +1 (+2 within 30ft) ranged (2d6, derringer) or +4 melee (1d3+3, dagger) or +2 ranged (1d3+3, thrown dagger); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, darkvision, unseelie trait (scent); AL Law; SV Fort +4, Ref +0, Will, +4 (+2 v. poison and disease); Rep +1; Str 16, Dex 10, Con 14, Int 10, Wis 15, Cha 8

Occupation: Law Enforcement (bonus class skills: Intimidate, Knowledge [streetwise]; bonus feat: Combat Martial Arts)

Skills: Knowledge (streetwise) +5, Hide +4, Intimidate +3, Investigate +9, Listen +4, Read/Write (English), Sense Motive +7, Speak (English), Speak (Fey), Speak (Goblin), Spot +8, Survival +6

Feats: Archaic Weapons Proficiency, Personal Firearms Proficiency, Simple Weapons Proficiency, Attentive, Alertness, Point Blank Shot

Talents (Dedicated Hero): Skill Emphasis (Investigate)

Unseelie Trait (2 TP): Scent

Possessions: Derringer with custom grip, knives x 4, heavy coat (as leather jacket), various personal possessions.

The Goblin Irregular is just that, irregular. He grew up hearing of the horrors of the Unseelie Realms of Faerie and how his family had been used and abused with no rhyme or reason and their loyalty paid only in betrayal. He decided that there was only one hope, and that was to embrace the still somewhat capricious human Law. He worked hard to get where he is and will not let anyone take it from him. The only goblin on the payroll of Scotland Yard, this unseelie fellow is a thick, squat bulldog. He may not be the smartest of the Yard's agents, but he is one of the most tenacious when it comes to finding his man. He is well known as a mean, unlikable, but utterly trustworthy operative. He carries a custom fitted derringer, but would rather put a blade between the ribs of his prey. Providing, of course, that the suspect is not wanted for questioning.

Minor Seelie Aristocrat

(Charismatic Hero 3/Daione Sidhe 2)*: CR 5, Medium size Daione Sidhe. HD 3d6 plus 2d6, hp 20, Mas 10, Int +2; Speed 30 ft; Defence 17, touch 14, flat footed 15 (Class +2, Dex +2, equipment +3); BAB +2, Grap: +1; Atk +5 melee (1d6, +1 rapier) Full Atk +5 melee (1d6, +1 rapier); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magick aptitude, magick resistance, magick, charming, glamour; AL: specific Seelie Court or royalty. SV Fort +2, Ref +4, Will +5 (+2 species against illusion or enchantment spells); Rep +5; Str 8, Dex 14, Con 10, Int 10, Wis 14, Cha 17.

Occupation: Dilettante (bonus class skill: Intimidate)

Skills: Bluff +10 (+15 to influence males), Diplomacy +10 (+15 to influence males), Intimidate +10, Knowledge (arcane lore) +10, Knowledge (current events) +10, Magick +11 (Cha based, +13 for spells of the Illusion or Enchantment School)

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Magick Mastery 1, Educated, Weapon Finesse (rapier), Magick Mastery 2

Talents (Charismatic Hero): Charm (males), Favour.

Manna Reserve: 5

Spells: (note that the Minor Seelie Aristocrat has likely learned other spells during her career, these are only reflective of the spells known as granted by her Magick Master feats.)

0-level spells (Casting DC 15, Cost 1 manna): Daze, detect magical aura, prestidigitation.

1st level spells (Casting DC 18, Cost 1 manna): Change self, cause fear, magic missile.

2nd level spells (Casting DC 20, Cost 2 manna): Enhance ability, invisibility.

Possessions: +3 Illusory Concealable Vest, +1 rapier, formal clothing (several sets), jewellery, magickal library, various personal possessions.

The Minor Seelie Aristocrat is a gorgeous woman and a cunning manipulator, using her wiles to charm males and her fury to cow lesser females. An accomplished mage and diplomat, higher placed nobles frequently call her upon her to serve as a spy or messenger in their intrigues. Always seeking a way to advance her position in the court, she can be a welcome ally, a wanton romantic interest, or a dangerous foe.

Nixie Sage

(Smart Hero 7/Elemental 3)*: CR 10; Medium-size Nixie; HD 7d6 plus 3d6, hp 39, Mas 10, Init +1; Spd 30 ft, 40 ft(swim); Defence 16, touch 14, flat footed 13 (+1 Dex, +3 class,+2 armour); BAB + 5; Grap +4; Atk +5 melee (1d8-1+1d6 sonic, +1 thundering trident), Full Atk+5 melee (1d8-1+1d6 sonic, +1 thundering trident); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magickal being, favoured save (Reflex), favoured skill (Knowledge[arcane lore]), Elemental Trait (DR 2/bludgeoning), Elemental Talent (smart hero talent), Elemental Apotheosis (Nixie's Heart); AL Knowledge; SV Fort + 3, Ref + 7, Will +9 ; Rep +6; Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 14

Occupation: Academic (bonus skills: Knowledge [arcane lore], Knowledge [history], Knowledge [theology and philosophy])

Skills: Decipher Script +15, Diplomacy +11, Knowledge (arcane lore) +29, Knowledge (earth and life sciences) +13, Knowledge (history) +26, Knowledge (physical sciences) + 13, Knowledge (theology and philosophy) +17, Magick +13, Navigate +12, Read/Write (Draconic), Read/Write (English), Read/Write (Fey), Read/Write (French), Read/Write (German), Read/Write (Goblin), Read/Write (Scots Gaelic), Read/Write (Welsh), Research +15, Speak (Draconic), Speak (English), Speak (Fey), Speak (French), Speak (German), Speak (Giant), Speak (Goblin), Speak (Scots Gaelic), Speak (Welsh), Swim +4

Feats: Archaic Weapons Proficiency, Educated, Iron Will, Magick Mastery 1, Magick Mastery 2, Magick Mastery 3, Simple Weapons Proficiency, Studious

Talents (Smart Hero): Savant (Knowledge [arcane lore]), Savant (Knowledge [history]), Linguist, *Lore, Improved Lore (new talents, see chapter 3)*

Spell-like abilities (1/day): Create Water, Cure Minor Wounds, Mage Hand

Manna: 4

Spells (Note that the Nixie Sage has likely learned other spells during her career, these are only reflective of the spells known as granted by her Magick Master feats.):

0-level (Casting DC 15, Cost 1 manna): Detect Magical Auras, Read Magic

1st-level (Casting DC 18, Cost 1 manna): Comprehend Languages, Cure Light Wounds, Instant Identify, Obscuring Mist

2nd-level (Casting DC 20, Cost 2 manna): Augury, Enhance Ability

3rd-level (Casting DC 22, Cost 3 manna): Dispel Magic, Waterbreathing

Possessions: Assorted scrolls, assorted valuable texts, medium backpack of holding, Gown of the Sea's Spray (as bullet proof shirt), Waterfall Trident (as +1 thundering trident), various personal items.

The Nixie Sage has been living in our world for a long time. Some say that in her researches she may have stumbled across the secret to stop her own ageing. Her appearance gives weight to that rumor for she seems barely older than a human adolescent, with long straight blue-green hair and a childish face, ever eager to learn new secrets. In spite of her looks, she is a highly sought after advisor. She knows a seemingly endless number of languages and delights in learning secrets. She disdains wealth, but will share her knowledge for information, books, or for unusual magical items. She can be found at any one of her secret caches of books and artefacts scattered across the countryside of this world and the Other. Supplicants should be warned--while she is a great source of information, her only allegiance is to Knowledge itself. She is likely to sell anything shared with her as payment to anyone else that asks for them, so it is best to come prepared to pay a different price rather than give up one's own secrets.

Ogre Boxer

(Strong Hero 3): CR 3; Medium-size Greater Unseelie [ogre bloodline]; HD 3d8+6 hp 23; Mas 15, Init + 1; Spd 30 ft; Defence 14, touch 13, flat footed 13 (+ 1Dex, +2 class, +1 natural armour); BAB + 3; Grap +6; Atk +10 (1d8+5, non-lethal unarmed strike) or +8 (1d8+5, non-lethal unarmed strike) and +8 (1d8+5, non-lethal unarmed strike), Full Atk +10 (1d8+5, non-lethal unarmed strike) or +8 (1d8+5, non-lethal unarmed strike) and +8 (1d8+5, non-lethal unarmed strike); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, darkvision; natural armour, attack bonus; AL Trainer, money; SV Fort +4, Ref +2, Will +2; Rep +0; Str 16, Dex 13, Con 15, Int 8, Wis 12, Cha 8

Occupation: Athlete (bonus class skills: Balance, Tumble; bonus feat: Brawl)

Skills: Balance +6, Jump +7, Speak (English), Speak (Fey), Speak (Giant), Tumble +6

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Brawl, Two-Weapon Fighting, Weapon Focus (unarmed strike), Improved Brawl

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: a small wad of cash and various personal items

The Ogre Boxer has disdained the anthropophagic practices of his kin for a more civilized occupation, beating people's

brains out. For those in the know, he is the up-and-comer to beat in the world of bare-knuckle fighting. He can be found most weekend nights in a pub, warehouse, or back lot of London pummeling on other fey or Irish immigrants. Overall he is not too bright nor does he have much of a personality; he just goes where his trainer points him and hits what he is told. So far that has been limited to volunteers in the form of would be challengers, but he could very easily become, as so many others have, a leg breaker for one of the local gangs.

Pixie Informant

(Dedicated Hero 1/Pixie 1): CR 2; Tiny-size Pixie; HD1d6 plus 1d6, hp 10, Mas 10, Init +1; Spd 20 ft, 30ft (fly, average); Defence 15, touch 15, flat footed 14 (+1 Dex, +2 Size, +2 class); BAB +0; Grap -9; Atk melee +2(1d3-1, nonlethal, unarmed), Full Atk +2melee (1d3-1, nonlethal, unarmed); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, skill bonus, saving throw bonuses, metamorphosis; AL the Crown; SV Fort +2, Ref +3, Will +4 (+2 moral bonus to saving throws against magical effects when in rural or woodland areas); Rep +1; Str 8, Dex 13, Con 10, Int 13, Wis 14, Cha 12

Occupation: Investigative (bonus class skills: Gather Information, Investigate; bonus feat: Brawl)

Skills: Bluff +3, Escape Artist +3, Gather Information +6, Hide +11, Investigate +8, Listen +9, Move Silently +7, Survival +4, Sense Motive +8, Spot +6, Read/Write (English), Speak (English), Speak (Fey).

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Brawl, Attentive

Talents (Dedicated Hero): Skill Emphasis (Listen)

Possessions: tiny messenger's bag, various personal items.



The Pixie Informant makes her way by listening to private conversations, typically at the behest of authority figures. The perfect spy, she is nearly impossible to see and great at figuring out what she needs to know from the least bit of information. She is not, however, much of a fighter. She has had some training in self-defence, but if discovered she runs. She is currently considering an offer to learn magick so as to become not only a better spy but a better combatant as well.

Redcap Smasher

(Strong Hero 1/Redcap 3): CR 4; Small-size Redcap; HD 1d8+2 plus 3d8+6, hp 29; Mas 12, Init +1; Spd 20 ft; Defence 14, touch 14, flat footed 13 (+1 Dex, +1 size, +2 class); BAB +4; Grap +5; Atk +11 melee (1d2+5+1d2, unarmed) or +10 (1d6+5+1d2, spiked club), Full Atk+11 melee (1d2+5+1d2, unarmed) or +10 (1d6+5+1d2, spiked club); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, Darkvision; SA sneak attack; AL chaos, evil; SV Fort +5, Ref +3, Will +2 (+2 v. poison and disease); Rep +2; Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Occupation: Criminal (bonus class skills: Hide, Move Silently; bonus feat: Brawl)

Skills: Hide +9, Intimidate +5, Move Silently +5, Speak (English), Speak (Fey), Speak (Goblin),

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Brawl, Combat Martial Arts, Streetfighting, Weapon Focus (spiked club)

Talents (Strong Hero): Melee Smash

Possessions: Spiked club, bloody cap.

The Redcap Smasher is the epitome of his race, a veritable paragon of bloody brutality. He looks like a strange amalgamation of overweight old man and an evil child. Wearing nothing other than a pair of loose cast off pants and his blood-soaked cap he roams the streets of the cities looking for likely prey to beat to death. He has no purpose in this, makes no attempt to rob or steal. He just wants to feel their flesh and bones break under his blows and to soak his cap in their blood. He would be insane, were he other than a redcap.

Seelie Courtesan

(Charismatic Hero 1): CR 1; Medium-size Sidhe [Daione Bloodline]; HD 1d6, hp 6, Mas 10, Init +1; Spd 30 ft; Defence 11, touch 11, flat footed 10 (+1 Dex, +0 class); BAB +0; Grap -1; Atk -1 melee (1d6-1, rapier), Full Atk -1 melee (1d6-1, rapier); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magick aptitude, magick resistance; AL Specific Seelie Court; SV Fort +1, Ref +2, Will, +0 (+2 species against illusion or enchantment spells); Rep +2; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 17

Occupation: Creative (bonus class skills Craft [writing], Perform [sing], Perform [stringed instrument])

Skills: Bluff +7 (+8 to influence females), Craft (writing) +8, Diplomacy +7 (+8 to influence females), Gather Information +7, Knowledge (art) +6, Knowledge (current events) +6, Perform (sing) +11, Perform (stringed instrument) +11, Read/Write (English), Read/Write (Fey), Speak (English), Speak (Fey).

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Creative

Talents (Charismatic Hero): Charm (females)

Possessions: Formal clothing, cloak, lute, messenger's bag, journal, quill, ink, rapier, various personal possessions.

The Seelie Courtesan is a handsome young man with golden hair and flashing green eyes in fine clothing. He carries a lute and is known to compose and sing ballads to the beautiful young women of the court. He also is a good source for rumors and gossip.

Trow Midshipman

(Tough Hero 1/Trow 3): CR4; Medium-size Trow; HD1d10+2 plus 3d8 +6, hp 31; Mas 14, Init +1; Spd 30 ft, swim 30ft; Defence 16, touch 14, flat footed 15 (+1 Dex, +3 class, +1 armour, +1 natural armour); BAB +3; Grap +8; Atk +7 melee (2d8+6, large greatclub) or +4 ranged (2d8, boarding cannon), Full Atk +7 melee (2d8+6, large greatclub) or +4 ranged (2d8, boarding cannon); FS 5 ft. by 5ft.; Reach 10 ft; SQ fey blooded, darkvision, natural armour, attack bonus, aquatic, long arms; AL the crew, the ship, the captain, England; SV Fort +6, Ref +3, Will +2; Rep +1; Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8

Occupation: Military (bonus class skills: Climb, Navigate; bonus feat: Personal Firearms Proficiency)

Skills: Climb +10 (+7 in great coat), Navigate +5, Profession (sailor) +8, Speak (English), Speak (Fey), Speak (Giant), Spot +4

Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Personal Firearms Proficiency, Advanced Firearms Proficiency, Exotic Firearms Proficiency (cannon)

Talents (Tough Hero): Second Wind

Possessions: great coat (as padded armour), large-sized greatclub, boarding cannon (as single shot 12-gauge shot gun), uniform, various personal possessions

The Trow Midshipman's earliest memories are of being found alone and abandoned on a tiny island in the Channel by a British navy officer. Raised by sailors in one port or ship and then another, he became something of a naval mascot, thought to bring good luck to any ship with which he sailed. As he came into his own he became a fearsome addition to a ship's arsenal. Often at the lead of any boarding parties, his large hands allow him to carry an old boarding cannon, salvaged from a pirate ship in his youth, which he fires before switching to an oversized greatclub, made for him by the ship's carpenter. In naval engagements he helps operate one of the ship's heavy cannon. He does not really understand human nationalities, even after all this time, but has a fierce loyalty to his shipmates first; his home, the ship itself, second; his captain and commanding officers third; and England a distant fourth. Should he ever find himself in circumstances in which the crew he trusted mutinied he would make a fearsome pirate.

Unseelie Champion

(Tough Hero 1/Fomorian 4): CR 5, Medium size Fomorian; HD 1d10+3 plus 4d8+12, hp 43, Mas 16, Init +1; Spd 30 ft; Defence 19, touch 14, flat footed 18 (+1 Dex, +3 Class, + 5 armour); BAB +4, Grap +11; Atk +8 melee (1d12+4, +1 greataxe), Full Atk +8 melee (1d8+4, +1 longsword) or +4/+4 melee (1d12+4, two +1 greataxes) or + 7 melee (1d6+3, 4 claws) and + 2 melee (1d6+1, horns); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magick aptitude, magick resistance, the change, hardy, enlarge, fire resistance 3, DR 2/-; AL Specific Unseelie Court; SV Fort +8, Ref +3 , Will +1 (+2 species against illusion or enchantment spells); Rep +0; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 8

Occupation: Military (bonus class skills: Climb, Knowledge [tactics]; bonus feat: Light Armor Proficiency)

Skills: Climb+6, Intimidate +7, Knowledge (tactics) +4, Spot +4, Read/Write (English), Read/Write (Fey), Speak (English), Speak (Fey).

Feats: Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency (medium), Simple Weapons Proficiency, Two Weapon Fighting

Talent (Tough Hero): Fire Resistance, Damage Reduction 1/-, Damage Reduction 2/1

Unseelie Traits: Unnatural Voice, Unnatural Skin, Great Horns, Extra Arms, Claws

Possessions: +1 greataxe x2, +1 chainshirt, battle-standard, various personal possessions.

To see the Unseelie Champion stride across the field of battle, with his glittering black mail and bloody standard, is to know fear. His head is crowned with a thicket of odd sized horns and stringy black hair while his thick torso supports four long sinewy arms that end in wicked talons. He cries out with a terrible voice that sounds like the howling wind and swings his twin greataxes in challenge to all that oppose him.

Unseelie Man-at-Arms

(Strong Hero 1): CR 1, Medium size Sidhe [Fomor Bloodline]; HD 1d8+3, hp 11, Mas 16, Init +1; Spd 30 ft; Defence 14, touch12, flat footed 13 (+1 Dex, +1 Class, +2 armor [leather armor]); BAB +1, Grap +3; Atk +4 melee (1d6+3, longsword) or +2 ranged (1d8+2, compound bow), Full Atk +4 melee (1d6+3, longsword) or +2 ranged (1d8+2, compound bow); FS 5 ft. by 5ft.; Reach 5ft; SQ fey blooded, low-light vision, magick aptitude, magick resistance; AL Specific Unseelie Court; SV Fort +4, Ref +1, Will +0 (+2 species against illusion or enchantment spells); Rep +0; Str 15, Dex 13, Con 16, Int 10, Wis 10, Cha 8

Occupation: Military (bonus class skills: Climb, Knowledge [tactics]; bonus feat: Armour Proficiency [light])

Skills: Climb +7, Knowledge (tactics) +5, Read/Write (English), Read/Write (Fey), Speak (English), Speak (Fey).

Feats: Archaic Weapons Proficiency, Armour Proficiency (light), Simple Weapons Proficiency, Weapon Focus (longsword)

Talent (Strong Hero): Melee Smash

Possessions: compound bow, leather armour, longsword, cloak, various personal possessions.

The Unseelie Man-At-Arms seems human enough, but has a grim cast to his features. He stands guard in the corridors of his master's fortress or joins the charge as one of many in the eternal conflicts of the Sidhe.

CHAPTER 5: FEY TALES

The Faerie campaign can be almost anything, from our own seemingly mundane world where amateur photographers stake out wooded glens for a shot of mythical creatures to the gleaming spires and emerald glades of Fair Land itself. The choices made by the Game Master in establishing the campaign will determine the types of PCs, magick, and adventures that players are offered.

Three campaign settings are provided in this chapter. The first, “the Fair Empire,” posits a high fantasy Imperial Age setting, with the fey and humans living side by side in a world of magick, airships, and adventure. The second, “the Fair Lands,” enables ordinary Imperial Age characters to travel to mythical places inspired by literature. The final setting, “the Fair Folk,” is a low-magic setting, has an *X-Files* feel, with PC investigators trying to determine the existence of the fey and whether they are responsible for recent criminal activity.

THE FAIR EMPIRE

In 1559 John Dee became the first human in millennia to pierce the veil between our world and Otherworld. Since that momentous day the world has changed. It is now 188- and the Immortal Queen Victoria Glorianna, ruler of England, Wales, Ireland, America, Canada, Australia, India, the Summer Lands and rightful queen of Scotland, sits on the High Throne of the Endless English Empire. There are princes and kings not only from the mortal realms, but the Otherworld courts as well, come to pay her homage. In the streets and factories of London, brownies and trolls rub shoulders with Irish laborers and European immigrants and half-fey Englishmen. In the skies above pixie messengers dart and imperial aeronauts float in languid patrols. The Royal Thaumaturges fight alongside Her Majesty’s Army in Africa. English ships sail the Pacific and the Atlantic and the Seven Seas while gold and peoples and ideas from two worlds pour into her. England is a powerful, glorious realm, unrivalled, undaunted and undefeated.

That is not to say, in this Golden Age, that there are no problems for Her Imperial Majesty’s subjects. In the Palace fey representatives from the Otherworld conspire with ambitious human courtiers for power, and even for the very throne. Arion, Prince of Winters and permanent “guest” of Her Highness, is often at the heart of these conspiracies in spite of his status as an exile and hostage against the ambitions of his mother, The Queen of Air and Darkness. In the streets of London the boys of Scotland Yard deal with riots led by Marxist ogres and bombs placed by radical American separatists known as “the Sons of Liberty.” In Scotland the upstart Changeling King holds onto a newly independent nation only through a submissive alliance to the Otherworldly Court of Falling Leaves and the presence of vast hordes of their unseelie troops--troops that are causing as much terror in the Scottish countryside as they are holding the borders. Even in the sparsely settled areas of Wales and Ireland country folk are as likely to pay homage to a Fey Court as to London.

These challenges and more are the provenance of the PCs, whether as defenders of the realms or as rebels, provocateurs, and spies. Fair Empire campaigns focus on the interplay between the powers-that-be with the PCs in the middle. Thus, in most campaigns the PCs are agents of one of these powers. To start setting up such a campaign, first determine to whom the PCs will answer and the nature of their organization. If you want to allow the PCs to have a great deal of freedom in their choices enlist the PCs as “consultants” of Scotland Yard, or whoever can hire them, who deal with mysterious crimes, radical Americans or Communists, and other threats to society bred in the streets. The default campaign, however, will set the PCs up as official representatives of the crown, be they Scotland Yard detectives, members of

FAIRY TALE THEMES FOR YOUR CAMPAIGN

There are several recurring elements in fairy tales that can be added to complicate the lives of your players. Here are just a few:

Hidden Heritage: One of the most common elements of fairy tales, a protagonist – typically a child or young man or woman – is unaware that they have a special destiny. This can be represented by the Fey Touched feat or by other nonmechanical aspects of the game.

The Sluagh: Also known as the Wild Hunt, this is either a mob of undead or a group of powerful hunters who hunt down mortals. Sometimes they are unleashed to avenge wrongs but often they simply seem to be a source of evil and fear that rampage across the countryside.

The Tithe: According to some traditions the Faerie Courts pay a tithe to hell of one of their best every seven years. This is especially appropriate in games where the Fallen Angel theory of origin is used.

the armed forces, or special agents of Her Majesty (or one of Her rivals) sent to deal with situations before they become a problem for the Empire (or to make sure that they are). Thus, PCs will have received training and are likely to be highly skilled operatives. It is therefore recommended that they start at 3rd level or higher, perhaps with their first level in an advanced class to represent their special training. Players not only may, but are encouraged, to create fey characters using the races and racial classes described in Chapter 2.

Since the Reunification, as it is known in some circles, magick has begun to flow back into England.. If using Imperial Age Magick, it is recommended that you use the Third Price with Option 3; any of Practices are appropriate, depending on the type of campaign desired. An example is given in Chapter 5 under the "Fair Empire" Heading (p. 22) for using the Third Practice. Overall England has Manna Rating of 2, with special locations rising to 3+.

IMPORTANT PLAYERS IN THE WORLD OF FAIR EMPIRE

THE FEY

While many believe that the fey are divided clearly into the Four Courts, the reality of the situation is much more complex. There are endless numbers of courts, kings, and lords in the Otherworld and all with varying degrees of power. In fact the identification of the four best known with seasons may simply be for human convenience in the British Empire. It is known, for example, that there are powerful fey living in the Black Forest of Germany which may be organized into their own court. What follows are simply the ones best known in England.

The Summer Court: The Summer Court is allied with the British Empire and its King, Oberon the Wise, has sworn allegiance to Victoria. Little, however, is done by the Crown to interfere with internal workings of the Summer Lands. Instead the connection is significant in three ways. First, Victoria herself has been determined to possess the same Daione Sidhe blood as the King and Queen of Fire and Light, making them nominal cousins. Second, the alliance provides military support should it be called for by either party, a significant hedge against the expansion of the unseelie supported forces in the north. Finally, many of the fey immigrants to London and other parts of the Empire were once residents of the Summer Lands or beholden to them through ancient ties. This connection allows their status as citizens rather than foreigners. The Summer Court is considered to be seelie, or blessed, and thus friendly to humanity.

The Winter Court: The chief rivals of the Summer Court, personified by the Queen of Air and Darkness, the Winter Court plays long term games of espionage and conspiracy against England and her allies. In part this is due to the detainment of the Queen's favoured son, Arion Prince of Winters, but more than that it is simply part of the Queen's nature. She favours deception, seduction, blackmail, and poison to open conflict. It is believed that several powerful members of the nobility and captains of industry are secretly beholden to her. Her rule, however, is chaotic and one can never be sure if a member of her Court is acting on his own or under her guidance. Decidedly unseelie, one can, at least, be sure that members of the Winter Court only treat humans as well as it suits their purposes.

The Spring Court: The Spring Court is one of the few that has little to do with the British Isles proper and is mostly known in legends. Scholars say that the Spring Court fled across the sea to The Lands of the Young rather than be drawn into war with the other courts. Many associate these Lands with the New World, which would explain the presence of fey there before European colonization. However, if there is an active Fey Court in America or Canada they do not seemed inclined to make it known. Fey from those lands are considered Free, beholden to no court, and are a mixture of seelie and unseelie.

The Autumn Court: Also known as the Court of Falling Leaves, this group of fey has made themselves known most fully in the recent New Jacobite Rebellion and their support of the Pretender King of Scotland, Ian the First. Given to the fullest excess of unseelie tendencies, its members are grotesque monsters who delight in tormenting humans. The alliance between the Fomorian King of Earth and Shadows and the rogue Scottish nobility is surprising. Many in Europe now suspect that Ian is in fact a changeling under the control of the Autumnal King and that deceptive magick was used to gain the support of the Jacobites for him over the clearer claims of others to their loyalty. In spite of proclamations of a free and renewed Scottish Kingdom, reports indicate that it is the fey who rule there, and run rampant over its human inhabitants. Even given the powerful wards placed on its borders, rumoured to be maintained with human sacrifice, it is unlikely that Victoria will long allow this situation to continue.

Free Fey: There are a seemingly endless number of Free Fey, allied with no Court, in England and the Empire at large, both seelie and unseelie.

EUROPE

It has long been the policy of England to maintain a state of balance in Europe, supporting whoever seems to be the weaker in the struggle of nations. Currently that seems to be France, thus making Germany the enemy. Germany possesses not only a growing industry and a strong agricultural base, but also has the support of a mysterious and reclusive group of fey centred on the Black Forest. These fey are lending magickal support to German ambitions, including training German spellcasters, although to what end is as yet unclear. So far any conflict has amounted to little more than posturing on all sides, but in the long run it could lead to more open conflict.

AMERICA AND CANADA

After a brief foray into independence, the American Commonwealth has been firmly back in the Empire for most of the century following a short conflict and an even shorter Reconciliation. Appeased with its own Continental Parliament, Viceroy, and the retention of many of the Rebellion's republican ideals, America is enjoying the fruits of Victoria's reign, as is her northern neighbour, the more loyal Canada. In general the average person in the New World is wealthier and enjoys more personal freedoms than anywhere else in the Empire. However, not all are happy with the arrangement. The so-called Sons of Liberty sponsor acts of violence as well as the distribution of seditious literature all in the name of "Freedom." The Sons have even begun to export their violence to London. More parochial but no less dangerous are the members of the Circle, a hate filled organization that seeks the reinstating of slavery and the revocation of the rights of both fey and non-white humans. While they remain a purely American organization, their sentiments are echoed in other parts of the Empire.

THE BRITISH ISLES

Grand Magus John Dee: Known to many as the first human to successfully open the gates to the Otherworld and bring magick fully back to the mundane world, John Dee is centuries old, but appears to be in his late sixties. This is due to the time he has spent in the Otherworld among the Fey. Unquestionably the most powerful human mage in the world, John Dee serves as the Throne's advisor on all things magical or fey as well as being the head of the Royal Thaumaturges, the magickal branch of the British military, and the Order of the Emerald, a magickal order of knighthood. He is a mysterious and driven scholar and a perfect patron for a group of high ranking PCs.

The Iron Lords: This faction is made of full-blooded human British nobles. While nominally merely a club, they sponsor many anti-fey acts and vote as a block in Parliament. Rumours persist that they have annual hunts on private estates where the prey is sentient fey, usually taken off the streets of London.

The Worker Movement: This radical Marxist organization welcomes human, seelie, and unseelie fey alike. Champions of fair labour laws and worker rights, they are not above the occasional riot or act of sabotage to get their message across.

The Murder: So far no one can prove this organization even exists, but it is believed by many in both British Intelligence and Scotland Yard to be a subversive spy ring responsible for the theft or destruction of numerous magickal artefacts and state secrets. Who, or what, is behind it is unknown, only that the symbolism of black birds appears frequently in captured communications or on the person of suspected operatives, almost all of whom commit suicide via magickal means before anything can be learned from them.

The Order of the Emerald: The Order of the Emerald is a special degree of knighthood dedicated to defending the Empire from supernatural threats. There are rarely more than twenty actual members of the Order, including Dee himself, at any given time, but there are various auxiliary organizations that support its operation. The Wardens of the Stone are made up of those with little or no magical talent, but keep a watch for supernatural occurrences while maintaining their ordinary lives. The Wardens of the Fire are more active agents of John Dee who serve the Order in a support capacity, typically through more active intelligence gathering. The Order is made up of only those with magickal talent, although those without it who have performed meritorious service are designated as Friend of the Order but do not receive the Order itself. Most actively serve as investigators or agents throughout the world but exceptions are made for those in military or intelligence work, who serve in a reserve capacity. The Badge of the Order is made of emerald and is shaped like an open triangle resembling the Greek letter Delta, John Dee's old code signature, suspended from a sable ribbon. It is rumoured that the badges can only be worn by true members of the Order confirmed by Dee himself and others who try to wear them are afflicted with a horrible curse.

ADVENTURE IDEAS IN THE FAIR EMPIRE SETTING

- A poor immigrant family of brownies has reported that many of their kin have been mysteriously kidnapped in the last few days. Rumors abound that it is time for another Iron Lord Hunt. They have little recourse for aid and throw themselves on the mercy of the PCs for assistance.
- Intelligence reports activity on the Scottish border near certain ancient sites. It is believed that the unseelie are about to renew the border wards with a round of human sacrifice. If these offerings can be disrupted it might provide the opportunity the Crown and her allies have been waiting for.
- A German, a suspected spy, is found dead in a popular London hotel's lobby. In his pocket is a coded message describing a secret meeting between German agents and an unnamed but highly placed member of the Royal Court. The PCs are charged with discovering the man's killer and the traitor in the Court.
- A minor count in the Midlands claims fey assassins are stalking him, but refuses to say why. Can the PCs find out before someone dies?
- A great beast has been seen lurking around the edges of a village in Cornwall, and after several farm animal have gone missing. The people begin to panic when the body of a young girl is found torn to pieces just outside of town. A horrible incident, to be sure, but does it have any connection to the secret testing of a magickal weapon by the Army nearby?



ADVANCED CLASS: FAERIE KNIGHT

The term Faerie Knight is somewhat archaic, as it calls to mind sidhe lords clad in shimmering mail astride magical beasts going off to war, but still apt as often the stereotype is true. Although rarely seen in full array in the mundane world, such do exist. Human rulers have adopted the Faerie Knight as a model for their own bodyguards and special agents. Representing the best combination of the mage's might and the warrior's prowess, few achieve this level of prestige, but the ones who do are known as champions of their realms.

In England the Faerie Knights serve as bodyguards to the Queen and other high ranking nobility; command regular guard units at the Palace, the Tower of London, and similar sites throughout the Empire; serve as officers in the Royal Thaumaturges (although not all such officers are Faerie Knights); or as special agents of the Order of the Emerald. In most of the courts of Europe Faerie Knights are similarly employed.

There are numerous ways to qualify for this advanced class, depending on the magick rules employed in your campaign.

Requirements

To qualify to become a Faerie Knight, a character must fulfil the following criteria.

Race: Fey or Fey Touched Human

Base Attack Bonus: +3.

Feats/Class Features: Archaic Weapons Proficiency, Magick Mastery 1 (or the ability to cast arcane spells)

Special: A potential Faerie Knight must be inducted into a knightly order, such as the Order of the Emerald or the King of Summer's Own Guard before taking a level in this class.

Class Information

The following information pertains to the Faerie Knight advanced class.

Hit Die

Faerie Knights gain 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

Faerie Knights gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Faerie Knight's class skills are as follows: Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, history) (Int), Jump (Str), Listen (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 5 + Intelligence modifier (4+Intelligence modifier if nonhuman)

Weapon and Armour Proficiencies: The Faerie Knight gains no additional weapons proficiencies. She is proficient with light armour.



Table: The Faerie Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Detect Magick, Armored Mage (light)	+1	+2
2nd	+1	+3	+0	+0	Magick	+1	+2
3rd	+2	+3	+1	+1	Channeled Might	+2	+2
4th	+3	+4	+1	+1	Magick	+2	+3
5th	+3	+4	+1	+1	Armoured Mage (medium)	+3	+3
6th	+4	+5	+2	+2	Magick	+3	+3
7th	+5	+5	+2	+2	Spell Penetration	+4	+4
8th	+6	+6	+2	+2	Magick	+4	+4
9th	+6	+6	+3	+3	Armoured Mage (heavy)	+5	+4
10th	+7	+7	+3	+3	Magick	+5	+5

Comparative Military Ranks in the Empire

The Imperial Military is made of three branches of service. The Royal Army is the primary ground warfare branch and is made up of Infantry and Cavalry units. Recently the Royal Navy has extended its providence beyond the sea to the air with a small fleet of aeronauts, both dirigibles and ships made of soarwood harvested in the Summer Lands, which are used almost exclusively in defence of the Isles. It also maintains and crews the Fleet, made of more traditional ships. The Royal Marines are a division of the Royal Navy and thus not considered a separate branch of service. Finally, The Royal Thaumaturges serve as the magickal force of the Empire. Although maintained as a separate branch and having its own units and divisions, many thaumaturges serve alongside members of the Army, Navy, or Marines. It is typical, for example, to find at least one serving as an officer on a ship of the line or the command staff of an Army division. Female soldiers are not allowed in any branch of the service except the Thaumaturges, and then rarely in combat roles. Typically high-ranking officers are from the upper classes of society.

Army	Navy	Thaumaturges
Private/Trooper	Midshipman	Sorcerer
Lance Corporal	2 nd Officer	Sorcerer
Corporal	2 nd Officer	Senior Sorcerer
Sergeant	1 st Officer	Sergeant Sorcerer
Sergeant Major	1 st Officer	Sergeant Sorcerer
2 nd Lieutenant	Junior Post Captain	Lieutenant of the Art
Lieutenant	Junior Post Captain	Lieutenant Magus
Captain	Senior Post Captain	Lieutenant Magus
Major	Commodore 2 nd Class	Magus
Lieutenant Colonel	Commodore 1 st Class	Magus
Colonel	Rear Admiral	Brigadier Magus
General	Admiral	Grand Magus

Detect Magick: Beginning at 1st level the Faerie Knight can detect magic at will as a spell-like ability.

Armoured Mage: Beginning at 1st level the Faerie Knight suffers no arcane spell failure chance when wearing light armour. At 5th level she suffers no arcane spell failure chance when wearing medium armour with which she is proficient, and only a 10% chance with medium armour if she is not proficient. At 9th level she suffers no arcane spell failure chance when wearing heavy armour with which she is proficient, and only a 20 % chance with heavy armour if she is not proficient. This class feature does not grant proficiency in any type of armour.

Magick: At 2nd level and every even numbered level thereafter the Faerie Knight gains Magick Mastery +1 (if using the rules found in *Imperial Age Magick*) or +1 level of spell casting from an advanced class that allowed her access to spell casting. She does not gain any other additional benefits, such as class features or bonus feats, of the spell casting advanced class.

Channelled Might: Beginning at 3rd level the Faerie Knight may spend an action point to channel spell energy into a single melee attack. The channelling causes her next successful melee attack to deal an additional +1d6 points of magic damage per level of the spell she channelled. She may channel a spell in this manner as part of melee attack, but may only make one attack on the turn; she does so even if she would normally be allowed multiple attacks per turn. The weapon remains charged for a number of rounds equal to the spell's level or until she successfully hits her target. If she is damaged while holding a channelled spell she must make a DC 15 Concentration check or loose the channelled spell. If using *Imperial Age Magick* she must successfully cast the spell, making any necessary rolls, and pay its price as normal. A spell used in this manner has no other effect than the increased damage.

Spell Penetration: At 7th level the Faerie Knight gains a bonus equal to $\frac{1}{2}$ her level in this class to caster level checks for the purposes of overcoming spell resistance.



FAIR LANDS

Every child and dreamer knows that there are lands beyond the ones we know. Distant, beautiful, and strange these lands tempt and taunt the unwary to go too far down an unfamiliar path or to stray across the horizon. Those who do may soon find themselves in lands unlike the ones they know. Lands both fair and terrible.

The Fair Lands is more than just a campaign setting, in truth it is several. Inspired by ancient poems like “Tam Lin” and “Thomas the Rhymer” as well as modern works like *Alice in Wonderland*, *Peter Pan*, and *The Lion, the Witch, and the Wardrobe*, the Fair Lands campaign takes ordinary PCs and casts them into a world of magick and danger where they might struggle to save or rule a kingdom, recover ancient treasures, or simply get back home.

GETTING THERE FROM HERE

There are several methods of reaching the Fair Lands detailed in literature and folklore. Here are but a few listed in order of the frequency of their occurrence.

The Portal: The Portal is a seemingly mundane object that has some connection to the Fair Lands. Frequently the design of the portal, as well as the feel one gets near it, gives away its unusual nature. Such objects are usually large enough for someone to walk or crawl through while others serve as a key to transform other such passages into Portals. A secret door, an old trunk, a cave, a pair of standing stones, or even a key or other small object like a rock, figurine, or egg can work as a portal or the means to activate one. The Wardrobe that leads to Narnia, the magic mirror that transports Alice to Wonderland, or the Hollow Hills of mythology are perfect examples of the Portal. Some Portals can only be used by specific individuals, often children, or can only be opened at certain times of the day or year, such as a Solstice, while others remain open continually. Some are one-way gates while others allow travel



to and from with ease. Ultimately, however, the Portal is little more than a plot device, and thus the mechanics of their use are up to the GM.

The Borderland: Borderlands overlap the mundane world and the Fair Lands allowing the barrier between the two to be crossed with ease. They function much like the Portal, but the transition is more gradual and may not be obvious to travellers. Some Borderlands are fixed, usually obscure villages or ancient forests, while others appear and disappear in random places. Discussed below are examples of each.

Kidnapping: In the tales faeries often kidnap humans. These abductions come in two varieties. First, faeries may steal a human child, typically an infant, and replaces the child with a changeling, either a fey in disguise or a magical object made to look like a child. Children thus kidnapped grow up either as beloved children or as slaves in the Fair Lands. The second category of kidnapping is of adults that are valued for some quality they possess, usually their appearance or an unusual skill or talent. Characters with high Charisma modifiers or good scores in a Craft or Perform skill are especially susceptible to such kidnappings.

Dreaming: Some enter the Fair Lands in their dreams, often after consuming food or liquids touched by the Fey. These dreamers appear in the Fair Lands in their normal bodies and suffer damage just as if they were in the waking world while their sleeping forms remain in their beds. Unlike with other methods of entering the Fair Lands, Dreamers return to the mundane world as soon as they awake, although this often requires that they complete some task to do so.

LOCATIONS

The Village of Wall: The village of Wall is an isolated rustic community of less than a hundred souls. Other than its humble charm and quaintness it would be utterly uninteresting save for one thing. Each summer, on Midsummer's Eve, in the meadow that runs between the edge of town and the forest a Fair is held. No ordinary Fair, the booths and pavilions spring up over night and are run by fey and even stranger creatures. There one can buy and sell anything. Literally anything. Names, nails, hair, hopes, weapons, words, spells, and souls are all bargained and bartered and traded. A few people in the mundane world know about this event, but those who do come from all over the globe to trade. It is a dangerous and exciting place. The length of the Fair changes from year to year on a schedule that no one seems to be able to determine. It never lasts less than three days nor more than twenty-eight. Even when the Fair is not in session Wall, or more specifically the Meadow, is a borderland between our world and the Fair Lands. Crossing the border is easiest around Midsummer's Day and weakens as the year waxes and wanes until at Midwinter's Day no traffic across the border is possible. The citizens of Wall maintain a long high stone wall with a single gate between themselves and the meadow to prevent the unaware from wandering over or the unwelcome from coming through. It is manned day and night every day of the year except for the two weeks before and the two weeks after Midwinter's Day and during the Fair itself. In the village is also the Gatehouse Pub, which is far larger than needs be for such a small village but opens up its extra rooms to travellers during the time leading up to and during the Fair.

The Goblin Market: The Goblin Market is a Borderland site that wanders from place to place. It is always coterminous with the mundane world in a market. Typically one enters by turning around a corner of a crowded market or slipping behind a booth, shop, or stall and discovering an entirely different place. The Goblin Market is, on the one hand, just what it sounds like, a market run by goblins and other unseelie creatures. On the other hand it is primarily a trap for unsuspecting humans. While what passes for legitimate business among the unseelie goes on there, everyone knows that their main purpose is the acquisition of humans as slaves, food, or spell components or even simply to torment them. If one wanders deep enough into the Market, unlikely unless one is an unseelie fey, an auction house for humans and human remains can be found.

The Mountains Perilous: The epitome of the dangerous tall mountain range, the Mountains Perilous are filled with giants, ogres, and wild beasts. Its narrow vales contain thick woods and ice-cold rushing rivers while its upper peaks are always covered in snow. Accessible from few portals in the mortal realms, one normally approaches the Mountains from another part of the Fair Lands.

The Endless Wood: The Endless Wood stretches throughout the Fair Lands and is said to connect to almost every wooded area on Earth, but especially to dense old growth forests. At its edges it is a fairly inviting place and home to many sorts of creatures but deeper in, it becomes thick and dark, with no light ever reaching the ground in some places. There it is home to dark and evilly twisted things. Safe paths through the wood exist, but some paths are

false and lead travellers to dead ends where they turn around only to discover that the road that brought them there is gone.

The Fortunate Isles: This series of islands are lush and tropical and are the source of a wide variety of fruit and spices and other trade goods in the Fair Lands. Each isle, of which there are an untold number, is different. Many of them contain simple fishing villages while others have powerful city-states and still others are the homes of monsters. Chief of the Isles is Avalon, home of a monastic sect of sidhe mages known as the Guardians of the Sleeping Kings. Between the Isles mermaids and selkies play and sirens lure ships to their doom on tiny rocky outcroppings. Off the comparatively shallow waters of the Isles lies the Sundering Sea, which is full of great sea monsters and is said to connect to every body of water in the mundane world.

The Twilight Lands: Sometimes the term Twilight Lands is used interchangeably with Fair Lands, but that is not really accurate. The Twilight Lands are a specific manifestation of the Fair Lands, but many parts of the Fair Lands are not included in the Twilight Lands. This realm gets its name from the fact that the sky is never darker than the mundane world just before sunset nor ever brighter than an hour after sunrise. No sun, moon, or stars appear in the sky, the light simply changes. Some have suggested that these four lands are each slowly rotating through the change of seasons so that each will become the others in time. If this is so, the rate of change is so slow that no human has ever borne witness to it.

The Land of Evergreen: This realm is the land of eternal spring. Here flowers are always in bloom and the temperature is always constant and pleasant breezes blow. The inhabitants are known for their great parties, some of which never end, involving dancing, eating, and drinking. The Hosts of the parties, usually Daione Sidhe lords, rule various aspects of the land and make judgments about what goes on there. While a lovely place, human travellers are warned that it is just as dangerous as anywhere else in the Fair Lands, possibly even more so since it seems so welcoming.

The Land of Evergold: This realm gets its name from the golden leaves on every tree. This is the land of eternal autumn. It is a quiet and serene place, ruled by firm but just lords who are usually if not inviting, at least not hostile to travellers, but it also harbours many evil things that lurk in the shadows.

The Land of Everice: The harshest and most barren of the realms, this land is one of eternal winter. Ice and snow cover everything. In spite of this, trees and other plants grow, but seemingly in suspension between a summer that never happened and a spring that will never come. It is a land filled with both dangerous hungry beasts and hazardous terrain. It is said a beautiful but terrible Queen of Winter rules here, but no human has ever lived to tell of her and the rumours of the lesser fey are not to be trusted.

The Land of Everlight: This warm bright realm is the home of eternal summer. It is lush and green and populated with all manner of fey and beasts, not to mention several towns and cities. Although none of its denizens are openly hostile they can still be dangerous if roused. Several of the cities seem to be at war with one another, although over what is unclear.

Tir Na n'Og: Known as the Lands of the Young, this vast kingdom is the birthplace of the sidhe and home to many of their nations. In many ways its geography is like that of Europe, but more so. Everything seems bigger, bolder, and brighter. It is the best of the Fair Lands, and as such it is warred over by multiple courts of sidhe. Humans enter this region at their own risk, but those who dare and are successful can often rise to their own kingdoms, fortunes, and power.

The Free Houses: Scattered about the Fair Lands are the Free Houses, inns and public houses open to travellers. By binding covenant each Free House is considered neutral ground; no one is predator and no one is prey and old enmities are set aside. They are often the location of treaty negotiations and assemblies of the fair folk. Even the food and drink are safe for humans to consume with no more effect than their mundane counterparts. However, travellers should be warned that False Houses exist to trap the unwary. The simplest way to ascertain if such is the case is to ask, for while they can deceive, the fair folk cannot answer a direct question with a lie. Instead they will try to evade the question and not answer it at all if they are false. Most Free House innkeepers will welcome guests with the phrase such as "This is the Crooked Tree, a good and true Free House. Abide the ancient covenant and be you welcome, safe, and filled." It should also be noted that while the price for violating the peace of a Free House is dire, there are those who are willing to risk it to catch their enemies, and even more who are willing to sacrifice minions to do so.

The Hours: This region is made up of twenty-four small kingdoms arrayed in a circle. In each Kingdom it is always

the same hour of the day. The inhabitants of each display the traits associated with their hour so that those of the Afternoon kingdoms are often lazy, those of the Morning kingdoms busy while the Midnight Kingdom harbours werewolves and dark fey under an eternally full moon in the night sky. Some travellers, however, say that there are only nine kingdoms. One for each watch of the day and one for each watch of the night. It may be that there are two or more separate lands referred to as the Hours.

THE RULES FOR TRAVELLERS

1. Stay on the Path: By ancient covenant those on any obvious road, path, or trail are safe so long as they stay on the road. Thus many would be predators attempt to lure the unwary off the path with offers of wealth, threats of force, or seemingly urgent requests for assistance. The traveller in the Fair Lands would do well to remember this simple advice: never, under any circumstances, leave the road. No matter how tempting, no matter how dire, no matter what reasons one might have for leaving the road it is rarely worth the risk. Once off the road not only is a traveller in danger from possible assault or worse, the nature of the Fair Lands is such that a path once left might not be found again, even after only a few steps.

2. Neither eat nor drink the things of the Fair Lands: All things in the Fair Lands are tainted with the magick of the place, and seemingly doubly so the food and drink. One can never be sure of the effects such items will have. At the very least a character who does so may gain the Fey Touched feat, but worse fates are more likely. Alice, in her rash reading of directions, got off easy by simply changing size. In the poem *The Goblin Market* one of the heroines foolishly exchanges a lock of hair for some fruit, resulting in an addiction and wasting sickness that is only cured by more fruit. A more common occurrence is that mortals that eat of the things of the fey are forever bound to the Fair Lands, unable to return home. Some fey encourage humans to drink, and once they have done so bring the mortal under their control. Fortunately, while a human in the Fair Lands will get hungry and thirsty they will not die from lack of food or water for the very nature of the Land sustains all life.

3. Mind your manners. What is always good advice is especially true in the Fair Lands. The fey value good manners above all else and find bad ones the worst of crimes. Intent seems to be the main issue; thus while one may not know proper etiquette if one attempts to be respectful and demonstrates a desire to be well behaved, it usually is enough. Exceptions do exist, of course, and some evil minded fey will attempt to use breaches of etiquette as an excuse for all manner of trouble. The traveller should remember that the rules of good manners work both ways, and a clever person can turn the trap back on his would be trapper. Fey are so bound by the law of manners that while they may deceive and try to mislead, all answers to direct questions must be the truth as far as they know it to be. This does not mean, however, that they will not try to get out of giving a direct answer.

4. Accept no gifts. An unspoken part of fey etiquette is that a gift binds the recipient to the giver. A gift creates a disparity between the two, allowing the giver to exercise control over the recipient to various degrees. While it would be improper to demand a lifetime of service for a small favour, a year of service could easily be required with total enslavement likely for any gift of value. The very nature of the Fair Lands compels obedience in these matters, but as with all things in the Fair Lands there are ways out of it.

5. Repay in kind, no more and no less. This is a sub-rule of 3 and 4. Anything short of an equitable exchange risks evoking the no-gifts rule. No fey wishes to be part of such an exchange and will be insulted, a violation of rule 3, as a result.



THE NATURE OF THE FAIR LANDS

The Fair Lands are, in modern terms, another plane of reality and a unique one at that. It has the following traits:

- Normal Gravity: The Fair Lands, as a whole, have gravity similar to Earth. However, there are areas where gravity is much lighter. Such locations are, however, limited in size and shape and in most cases readily evident.
- Variable Time: Time is subjective in the Fair Lands. Although in most places time seems to proceed in a regular linear pace this is not so in every part of the Fair Lands. Also, travellers in the Fair Lands often discover that a long time spent there is only a matter of hours in their own world or that what seems like a day might have caused several years to pass at home.
- Variable Space: Distances in the Fair Lands change, as does the nature of the land itself. While in some regions this is under the control of the inhabitants it is more accurate to say that the Land itself changes to suit its own desires. What those may be no one knows.
- Infinite Size: The Fair Lands go on forever with neither beginning nor end. This in part accounts for the diversity of tales told by travellers about the place, since it is big enough to hold anything and everything.
- Life Affirming: The nature of the Fair Lands is such that life continues unless ended by the active will of a thinking being. Thus poison, weapons, combat magick, and diseases contracted from creatures all can cause a person harm or even kill but thirst, hunger, and age will not end a life. However, both travellers and natives still feel the effects of these things and can suffer because of it. Also, the variable effects of all spells that heal damage are automatically maximized.
- Enhanced Magick: In addition to the effects of healing spells, spells of the Enchantment or Illusion schools work as if cast by a mage one caster level higher. If using *Imperial Age Magick* and the First Price, all drain effects are reduced by 1, and may be 0. If using the Third Price, most of the Fair Lands have a MR of at least 5, with some areas dipping to 3 or rising to 7. The Second Price is not really appropriate for a campaign set in the Fair Lands, but if it is used reduce all costs by 1.

THE INHABITANTS OF THE FAIR LANDS

All of the races described in Chapter 2 and the creatures of Chapter 4 are appropriate denizens of the Fair Lands. In addition to these any creature of the animal, dragon, elemental, fey, giant, magical beast, plant, or vermin types can be used to populate the land. There are towns and cities in the Fair Lands, mostly inhabited by the races found in Chapter 4 without racial level and humans with the Fey Touched feat, most of whom are descended from travellers, including whole villages occasionally, who never left. Given that most of the standard d20 fantasy humanoid and monstrous humanoid races have some basis in folklore any of them can be added, but the versions presented herein are preferred.



RUNNING THE FAIR LANDS

Adventures in the Fair Lands should be less rational than those set in standard fantasy realms. Here cause and effect do not necessarily logically follow. A tiny seed can produce a giant beanstalk or the ribs of a slain ogre could turn into a ladder leading up into the sky. Floating heads leap out of wells and sing songs while dormice give advice from inside teapots at endless tea parties. Bridges made of edge-on swords or giant serpents span dangerous rivers and towers reach architecturally impossible heights. Wonder and the unexpected are important for communicating the nature of the Fair Lands. They should not be simply another place to run the same old adventures. One way to ensure this is to have the PCs start in the mortal world with no knowledge of the Fair Lands beyond simple fairy tales. Have them find their way into the Fair Lands by accident or design and then have them proceed from there on fantastic quests, get them embroiled in the politics of a Fey Court, or have them enslaved to a fey and let them find their way out. Let children's rhymes be powerful incantations and seemingly mundane items be the most valuable of treasures. Challenge them to use their wits rather than dice rolls to overcome obstacles. Do not abuse the rules of the Fair Lands to constantly punish the PCs, but instead let them guide the challenges they face. Embrace the unexpected and unusual nature of the realm to run games in a classic fairy tale style. Below are some suggestions for these adventures:

- A witch has stolen the voice of a beautiful young princess and placed it inside an eggshell. She has placed the egg in the nest of a giant robin in the Endless Wood and if it should hatch it will produce a storm that will blow the kingdom away. The King considers the return of the egg such a valuable prize he will grant any who can do so one wish.
- The PCs have wandered through a one-way portal and cannot find their way home without consulting the Red Oracle. However, they know that they cannot simply ask for the information as a gift and so must discover something worth the trade before the enemies of the Red Oracle, the White Army, find them.
- The PCs are just arrived in the Fair Lands and do not know where to go. A kindly old man passes them on the road and offers directions to a nearby Free House where they can learn more. Later, after their quests are complete and they are ready to go home, the old man reappears and reveals himself to be a Fomorian Lord of great power. Since his advice has increased in value since he gave it, having led them to important knowledge, fame, and wealth, he considers himself owed a huge debt. He will take either their unending service as slaves or the last tear of a phoenix in return.
- The Queen of Heaven has stolen one of the PCs' friends to pay the tithe to Hell. The PCs must discover the route she will take on All Hallows Eve and a way to stop her before she can succeed.
- The only way home is a gem that serves as a portal key. Unfortunately a giant chicken known as the Dawn Rooster, who has escaped the Mountains of Morning and is laying waste to the countryside, ate it. The Dawn Rooster can only be defeated with the Hush of Night, the Light of the Moon, and the Blanket of Stars, each of which is kept by one of the three Twilight Sisters.



ADVANCED CLASS: JACK-O-TALES

The tales are filled with young men and women who use their wits and their charm to not only survive but to thrive against supernatural challenges. Jack, of numerous stories, is the classic example of this archetype, but others exist. This advanced class, then, is for those characters that wish to be the epitome of the dashing, clever hero of the fairy tale. The fastest path into this advanced class is a combination of the Smart and Charismatic hero talent trees.

Requirements

To qualify to become a Jack-o-Tales, a character must fulfill the following criteria.

Race: Human

Talents: One talent from the Research talent tree, Exploit Weakness, and Fast Talk

Skills: Bluff 5 ranks, Search 5 ranks

Feat: Lucky

Class Information

The following information pertains to the Jack-o-Tales advanced class.

Hit Die

Jack-o-Tales gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Jack-o-Tales gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Jack-o-Tales' class skills are as follows: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Intelligence modifier (6+ Intelligence modifier if nonhuman)

Class Features

Charmingly Brilliant: The Jack-o-Tales adds his level in this advanced class to his level to talents derived from either the Smart or Charismatic hero talent trees.

Jack's Own Luck: Jack-o-Tales have a knack for surviving dangerous situations. At the beginning of each encounter he gains a pool of Luck Points. He may spend these Points in one of two ways. He may either add a +1 per Luck Point spent to any d20 roll he makes or he may impose a –1 penalty on any attack roll made against him. He may declare the use of these points after the results of the d20 roll are known. When combat has ended any unused Luck Points go away. (Example: A 4th level Jack-o-Tales named Janet is ambushed by the dreaded Ogre of the Dark Swamp. The Ogre attacks her with a 15, a hit given that Janet is flat-footed. She chooses to spend 2 Luck Points to reduce the Ogre's attack to a 13, which changes the hit to a miss. Later in combat she rolls a potential critical hit against her foe. When confirming she gets a result of 16 but her experience tells her it is not enough to confirm. Janet then spends her last 2 points and changes the result to an 18, enough to confirm the critical and fell the Ogre.)

Bravura: Beginning at 3rd level, when spending an action point to add to a d20 roll the Jack-o-Tales rolls a d8 rather than a d6.

Clever Defense: Jack-o-Tales add their Intelligence modifier to their Defense in addition to their Dexterity.

Dazzle: At 5th level the Jack-o-Tales gains the Dazzle talent as a Charismatic hero. If he already possesses this talent he may choose another Charismatic hero talent for which he qualifies.

Table: The Jack-o-Tales

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Charmingly Brilliant	+0	+2
2nd	+1	+0	+2	+2	Jack's Own Luck	+1	+2
3rd	+1	+1	+2	+2	Bravura	+1	+2
4th	+2	+1	+2	+2	Clever Defense	+1	+3
5th	+2	+1	+3	+3	Dazzle	+2	+3
6th	+3	+2	+3	+3	Jack of Many	+2	+3
7th	+3	+2	+4	+4	Trick	+2	+4
8th	+4	+2	+4	+4	Too Clever for His Own Good	+3	+4
9th	+4	+3	+4	+4	Taunt	+3	+4
10th	+5	+3	+5	+5	Can't Catch Me	+3	+5

Jack of Many: Beginning at 6th level a Jack-o-Tales may spend an action point to attempt a skill check for which he has no ranks, even if the skill can normally not be used untrained. He gains 4 virtual ranks with that skill, which disappear once the check has been made. If using *Imperial Age Magick*, he cannot use this ability to make checks with magick skills.

Trick: At 7th level the Jack-o-Tales gains the Trick talent as a Smart hero. If he already possesses this talent he may choose another Smart hero talent for which he qualifies.

Too Clever for His Own Good: Beginning at 8th level a Jack-o-Tales is immune to fear and other mind altering affects.

Taunt: At 9th level the Jack-o-Tales gains the Taunt talent as a Charismatic hero. If he already possesses this talent he may choose another Charismatic hero talent for which he qualifies.

Can't Catch Me: As long as he is conscious the Jack-o-Tales cannot be captured. He retains the ability to move and attack normally, even underwater or under the influence of magick that usually impedes movement, such as paralysis, *slow*, or web. He automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

FAIR FOLK

The girls who photographed faeries in their garden at Cottingley, the vicar who transcribed the charming voices he heard in the churchyard, the artist whose canvases bore tiny paint-tracked footprints—these are but a few examples of the scores of amateur faerie hunters who have sprung up in a wave of what the press has dubbed “fey-mania.” Their common goal is to produce sufficient evidence of faerie existence to convince a sceptical public that they are not imagining the elusive creatures. Aided by the exciting new media of photography and fanned by popular magazines such as *The Gentle Folk* and *True Tales of Our Good Neighbours*, enthusiastic faerie aficionados from all walks of life seize on every new tale as positive proof. Doctors and alienists shake their heads and talk of the pressures of modern life on those with weak personalities while newspapers ridicule those who claim to have seen or spoken to faeries, but such derision has not dampened the spirits of faerie enthusiasts.

Which has made the work of Her Majesty's faerie hunters much more difficult.

THE FAERIES OF COTTINGLEY

In 1917, 16 year old Elsie Wright and her 10 year old cousin Frances Griffiths reported seeing faeries playing in the garden near the cottage where the older girl lived. Elsie's father dismissed her claims, so Elsie said she would prove it. She produced photographs of small winged creatures with bobbed hair. Nothing came of the photos until three years later when Elsie's mother showed them to a spiritualist, and thus began a surge of interest that continues to this day. Edward Gardner, a Theosophist interested in spirit photography, was shown the pictures and went to question Elsie about them. Sir Arthur Conan Doyle proclaimed them authentic, having sent them to Kodak and received the verdict that they had not been tampered with.

For purposes of a Fair Folk campaign, the GM may wish to set the Cottingley incident earlier, during the 1880s or 1890s. George Eastman's popular Kodak box camera was mass-produced in 1888. Spirit photography gained notoriety about 1868. The state of photographic technology would allow for Elsie to have taken the faeries' picture at any time during the Imperial Age.



The Crown does not officially endorse the existence of faeries, but since the debacle following the so-called Changeling Scare of 1871, a select group of officers of the Metropolitan Police have been quietly investigating reports of faerie activity. Led by a charismatic yet introspective chief inspector with many years of military service in India and Africa, the Office of Unsubstantiated Aboriginals was given the task of sifting through the myriad fey sighting reports and investigating those that might yield results. The members of the OUA are mockingly referred to by other members of the force as the “Pixie Patrol”, but no one outside the OUA except the Prime Minister and the Queen herself know their true charge. Rumours are rife within the OUA that the reason the Queen created the group was not the mishandling of the kidnapping and return of the infant son of a certain influential member of the House of Lords—but the capture of a small winged human-like creature near the Queen’s palace at Balmoral. No one knows this for certain, and the chief inspector refuses to comment on the subject.

In Fair Folk campaigns, the faeries of popular folklore are a reality, although a reality that most are unwilling to accept. As with stories of alien life forms on earth today, most people scoff at the idea and governments take the position that such things do not exist. A small number of people in the Imperial Age, however, either believe or want to believe. Emboldened, intrigued or alarmed by a recent fad known as “fey-mania,” these believers set out to prove the existence of faeries. The focus of the setting is on humans, with PCs taking the role of faerie hunters, either amateur or professional. An amateur faerie hunter is an ordinary citizen who is interested in the possibility that faeries are real, perhaps to the point of obsession, and sets out to prove it. For these characters, a compelling background story about why they became convinced helps enliven the game and provide hooks for GMs. One PC may have heard beautiful singing coming from the old barrow mound in the pasture, wandered in search of its origin, and awakened to find a year had passed of which he had no memory. The baby brother of another PC may have disappeared, raising fears of a kidnapping, only to find another child in his place the next night, a child his parents fearfully denied was any different. A third PC wonders about her sanity after she rescues a tiny winged creature being chased by her cat. These characters should start at first level as humans. The GM may wish to allow a PC to acquire the Fey Touched feat, although players should not begin as fey characters.

Professional faerie hunters, on the other hand, work for the Office of Unsubstantiated Aboriginals, recruited from the military or the police force. They report directly to Chief Inspector Douglas Spenser Sheehan. While the OUA is an elite group, its agents do not always consider membership in it an honour because of the ridicule they often face from outsiders. Officially, the Office is tasked with determining if “aboriginals,” a race of stealthy and debased descendants of earlier inhabitants of Britain, are responsible for a crime wave sweeping the nation in recent years. This mission has given rise to the derisive nickname, the users of it unaware of how close to the mark they are. The OUA is particularly sensitive to child abductions; after all, the Changeling Scare brought the organization into being. Agents of the OUA should start at 3rd level or higher to represent their earlier specialized training. As with the amateur faerie hunters, these agents may have or soon acquire the Fey Touched feat, but should not begin as fey characters.

The GM must decide to what extent these crimes with strange or unusual aspects are caused by supernatural creatures. Not every child abduction is of faerie origin, nor are all unusual property thefts caused by human thieves. Varying the degrees of fey intervention heightens the air of mystery and keeps the PCs guessing. Allow small discoveries along the way, perhaps hinting at greater conspiracies among the upper echelons of power that keep them from finding out the truth about faeries. The GM should determine which of the theories about the origin of faeries is correct (see Chapter 1).

This setting is a low magic setting. The standard Modern system of magic is recommended. If *Imperial Age Magick* is desired as the system, select the Third Price with Option 3. The First Practice is most appropriate for this setting.

THE CHANGELING SCARE OF 1871

In early 1871, an outspoken and influential member of the House of Lords, Lord Whittinghame, reported that his infant son had disappeared from the third-floor nursery of his townhouse in London in the middle of the night. The child’s nanny, who had been with the family for over thirty years, was closely questioned, but hysterically denied any involvement. No evidence could be found of forced entry. Suspicion fell upon a footman, the newest servant in the household, and he was immediately thrust into prison. The baby’s mother, a frail and retiring woman who had not yet fully recovered from the birth, sequestered herself under the care of doctors. Lord Whittinghame railed against the Metropolitan Police, the opposition party and the Press, making a nuisance of himself and throwing the city of London into mass confusion.

Three days later, the frenzy of speculation was at its wildest, spurred on by the accusations of Lord Whittinghame that were printed in every newspaper. Agents of foreign governments were invoked, and Lord Whittinghame demanded satisfaction. He claimed that if his child could be taken, no one else’s child was safe either. Hysteria mounted as fathers stayed up at night throughout the city, armed with all manner of weaponry, guarding their children against the mysterious kidnappers they were certain roamed the streets.

In the middle of the third night, however, the distraught nanny, who had remained in the nursery ever since she was released

by the police, was awakened by a soft cry. She rushed to the cradle and found within it the tiny baby whose disappearance had overturned the city. The son of Lord Whittinghame was completely unharmed and hungry for his supper.

Lord Whittinghame rejoiced and made more speeches, certain that it was his demands for justice that made the cowardly kidnapper return his child. But the furore did not die down. Rumours sprang up, possibly fueled by servants in the lord's household, that the child returned to the townhouse was not the same child that was taken. The hysteria grew instead of quieting down, with one newspaper boasting the one-word headline: "Changeling?"

What followed was a comedy of errors, a series of bureaucratic nightmares and ineptitude, of rash statements to the Press by Metropolitan Police representatives, who were quickly made to look foolish at best and criminally negligent at worst. The idea of the changeling was denied vociferously, but the people at large remained unconvinced. A thriving traffic in protective charms sprang up and whole families of small children were deprived of sleep for days on end guarding against the possibility of replacement by faeries. The centre of this controversy, Lord Whittinghame, remained completely silent. He retired to his country home shortly thereafter, refusing to grant interviews or answer questions of any kind.

Within a few weeks, however, with no additional news on the subject forthcoming, the furore died down, driven out by the more mundane concerns of everyday living. The lack of public information did not mean that investigation into these matters did not continue behind the scenes.

IMPORTANT ORGANIZATIONS IN THE WORLD OF FAIR FOLK

THE OFFICE OF UNSUBSTANTIATED ABORIGINALS

The disappearance and reappearance of Lord Whittinghame's son was not an isolated incident. The Commissioner was alarmed by this most public discussion of a problem he had been dealing with quietly for several months. His inability to comment on these kidnappings brought embarrassment to his organization, as well as demands from the Prime Minister and the Queen herself that something must be done.

The Commissioner's response was the creation of the Office of Unsubstantiated Aboriginals. Publicly he laid the blame for a recent wave of mysterious crimes, of which kidnapping was a small part, at the feet of a tribe of so-called "aboriginals," a race of stealthy and debased descendants of earlier inhabitants of Britain recently risen up to sow mischief and mayhem throughout the land. Privately he admitted to the Prime Minister that he had evidence to indicate that faeries might be responsible. He appointed old school chum and rival Douglas Spenser Sheehan as Chief Inspector and head of this new organization, ordering him to find out what was really behind these crimes.

Chief Inspector Sheehan enlisted a diverse group to join him as inspectors. Most members were drawn from the ranks of the Metropolitan Police or the military, but others were private citizens, detectives and scholars whose expertise made them prime candidates for such an organization. These professional faerie hunters are tasked with responding to reports of crimes with "strange or unusual aspects or unsolved conundrums," as their charter document states, with the purpose of determining whether or not faeries exist and interact with humankind.

Agents of the OUA hold the rank of Inspector. They are usually sent out in pairs, and are given broad latitude for investigating reports of faerie sightings. While London is their base of operations, agents are sent throughout the British Isles, wherever reports of "aboriginal activity" originate. Discretion is their byword, and they are required to maintain a low profile during their investigations. The hysteria of the Changeling Scare must be avoided at all costs.

SOCIETY FOR THE STUDY OF FAYS

This society of scholars claims a long-standing tradition of studying the folklore and reality of "fays," an archaic term for faeries. Led by its president of fifteen years, Reginald Hobbledy, a retired Oxford don who has authored numerous books and pamphlets on faeries and British folklore, the society maintains a comfortable office and meeting room in London. About twenty-five or thirty men and a few women meet once a month to hear a scholarly paper read by one of its members, to drink tea and sherry while discussing the paper, and to decry the current fey-mania. Titles of recent papers include "The Role of Open Field Farming in the Dispersal of Fays in Middlesex," "Fay Appearances in Churchyards, with Special Emphasis on Distinguishing Them from Other Spirits," and "Proper Approaches to the Trapping of Fays." These papers are regularly published in their official journal, *Proceedings of the Society for the Study of Fays*.

While most of the business of the society involves discussion, its members have been known to sponsor "expeditions" to the site of repeated or particularly notable faerie sightings for first hand investigation. Their library is rumoured to contain a copy of *Giraldus Cambrensis' Field Guide to Faeries*.

FRIENDS OF THE LITTLE FOLK

Friends of the Little Folk is but one example of the many popular clubs that have sprung up in response to the mania for all things fey. FLF boasts 150 members in its London chapter, and has established four other chapters throughout the British Isles. The president of the club is Mrs. Roberta Gooseberry, an energetic woman dedicated to sharing her excitement about faeries with missionary zeal. She claims to have spoken with the family's household brownie when she was a child, and has had continued encounters with them over the years. She is the driving force behind *True Tales of Our Good Neighbours*, the most popular of the magazines about faeries. The wealthy widower of an industrialist, Mrs. Cynthia Galley, pays for the magazine's publication and furnishes her ballroom for the club as their meeting hall.

Meetings consist of animated discussions of the latest sightings, heartfelt speeches detailing first encounters with "the little folk," showings of amateur paintings of faeries, and exchanging of recipes that might entice fey into one's home. To these enthusiasts, fey are friendly and helpful creatures that, at worst, play innocent and harmless tricks on those who ignore the basics of dealing properly with them. They decry rumours about crimes committed by faeries.

LEAGUE AGAINST THE OPPRESSION OF THE HONEST FOLK

Founder Ethan McAnders claims that all the attention in recent times to faerie kind interferes with their ability to carry on "normal" lives. He and a handful of other like-minded individuals of the League Against the Oppression of the Honest Folk write letters—lots of letters—protesting ill treatment of faeries by well-intentioned people caught up in fey-mania. They write letters to the editors of major British newspapers, letters to popular journals such as *True Tales of Our Good Neighbours*, letters to vicars and members of Parliament and the Prime Minister.

McAnders enlists his fellow members in handing out a pamphlet he wrote entitled, *What Did They Ever Do to You?* In this pamphlet he details some of the current stories about encounters with faeries and why they are detrimental to the welfare of the Honest Folk. For example, he discusses a photograph of a prize lily that also purports to show a poorly focused image of a small, delicate creature with wings hovering in the background. "How are we to know," Mr. McAnders writes, "that the very act of photographing this innocent being did not then and there end her life? Those who have attempted to photograph the natives of Africa met with resistance when they felt their souls were being stolen in the act. (This fear has been ridiculed in our modern society, but one glimpse into the eyes of anyone in a photograph reveals the obvious truth of the matter.) How much more likely is it that in impressing the images of the Honest Folk onto the photographic medium, we destroy their very existence, sending their fragile souls into an abyss of fire from which there is no returning?"



CHRISTIANS UNITED AGAINST FEY-MANIA

"This mania for the creatures known as feys is nothing more than idolatry," proclaimed Vicar Walter Mullach in a recent sermon. The vicar, a charismatic man in his early thirties, and his younger sister Margaret founded Christians United Against Fey-Mania to counter what they see as a rising tide of faerie worship. "These creatures are not angels, as writers of the wicked articles in *The Gentle Folk* claim. They are the demonic host, pure and simple, and are leading away their thousands into damnation!"

Vicar Mullach publishes his sermons in a series of tracts that he and Miss Mullach distribute on street corners. They have gained a growing circle of followers. Most people come to hear his preaching initially out of curiosity or diversion, but are drawn back by the promise of further testimony from Miss Mullach. She is a demure and delicately attractive young woman with thick auburn hair, a lilting voice and startlingly intense green eyes. When she stands to speak—off to the side and never at a lectern or pulpit—her hands folded before her, her eyes glittering with fervour, the crowd falls completely silent. Miss Mullach recites in a curiously flat tone how she was enticed into the fey-mania by a young man, how she came to realize that he was leading her away from God in her devotion to seeking out faerie kind, how she denied him and sent him away after accusing him of being in league with faeries. She sketches these events in the briefest terms, less than five minutes' time, and ends with a quiet denunciation of those who would waste their lives in service to fey-mania. Miss Mullach seems to have a gift for saying just enough to keep the crowd wanting more.

ON THE DETECTION AND CAPTURE OF FAERIES

As the world has become more sceptical, those who seek to prove the existence of faeries need something more than eyewitness accounts. Photographs of these elusive creatures—or better yet, a captured faerie—may help convince the populace of their reality.

The dedicated faerie hunter requires the appropriate equipment and the skills to achieve her goals. Detection of faeries starts with the Gather Information skill, inquiring of locals about the places the fair folk frequent. The Research skill aids in poring through records for reports of villagers who saw strange lights or who simply vanished after walking through a field containing an ancient barrow.

A useful tome for the faerie hunter is *Giraldus Cambrensis' Field Guide to Faeries*. This thick pocket sized leather bound volume was most likely not compiled by the legendary medieval chronicler, but whoever the author was, he or she had an encyclopaedic knowledge of faeries. When consulted in the field, this tome grants a +2 circumstance bonus to the identification of a single faerie. This book cannot be purchased in a High Street bookstore, as the government has banned its distribution as "inciting fear in the populace." A successful Gather Information check among those knowledgeable in faerie lore may turn up a copy of it. Purchase prices vary widely.

Once the faerie hunter has found an area that seems likely as a dwelling place for the gentle folk, a camera is essential for recording its presence. Box cameras of various types, including the folding and detective types, simplify taking a camera into the field in search of faeries. Previous cameras were bulky, required tripods, and used glass plates that were easily broken and liable to premature exposure. George Eastman produced the original Kodak camera in 1888. These early models make round negatives using roll film that must be loaded in a darkroom. Users of the camera also have the choice to send the camera back to the Eastman plant in either London or New York for developing, printing and reloading. The resulting images are 2 5/8 inches in diameter for the first Kodak and 3 1/2 inches for the second model. Prices for a variety of brands range from £20-100 (Purchase DC 17) depending on the size of the photographic plate. Use of a camera requires the photography aspect of the Craft (visual art) skill (DC 20, but higher depending on circumstances). The film used in a camera must be developed.

Film may be developed in a darkroom, or, if it is a Kodak camera, must be sent away for developing, taking a week or longer. The purchase DC of 3 per roll represents the cost of getting one print of each shot on a roll of film, typically 60 to 100 exposures. Developing in a darkroom requires a kerosene darkroom lamp (with interchangeable amber and red glass lens), developing chemicals, film tank, timer and other accessories. Character's wishing to develop their own film can lower the Purchase DC to 2, but must succeed on a Craft (visual art) check (DC 15).

Capturing a faerie itself rather than just its likeness requires a bit more ingenuity. Calling upon one's Knowledge (arcane lore) helps in determining how to construct a dowsing rod-like device (DC 10+ the faerie's HD) to detect faeries as well as a trap in which to secure the creature (DC 15+the faerie's HD). The execution of both devices requires Craft (structural) checks (DC 15+ the faeries HD for the dowsing rod, DC 20+ the faeries HD for the trap). The materials are not expensive and could be gathered while on the hunt in the forest or meadow. A fork-shaped branch easily becomes a faerie dowser

in the right hands, while small sticks go into the construction of a faerie trap. Place a hollowed out stone for the traditional water and bread offering inside, and, with a little luck, you may be the first to provide incontrovertible proof of the existence of faeries.

ADVENTURE IDEAS FOR THE FAIR FOLK SETTING

- A weekend artist, dabbling at his rural cottage, leaves a half-finished oil painting to dry overnight. He also puts out a bowl of milk for his cat. The next morning he finds the bowl of milk empty and paint marks all over the canvas that he at first ascribes to his cat. On closer examination, the artist discovers the marks are not cat prints at all, but tiny footprints the same shape as a minute human foot. Did brownies accept his unwitting "offering" of milk and stroll across his canvas?
- A prominent lord has been found dead in his country estate, perhaps of natural causes, but he was found with a look of utter terror on his face. The household staff claims to have heard a horrifying howling on the grounds a few nights before. Was his death truly announced by a banshee, as the servants swear? Or was the banshee the cause of his demise, as his terrified wife claims?
- The parents of a young woman report her disappearance. Her young swain is missing as well. They were last seen picnicking atop a mound in a city park said to be the province of faeries in ancient times. Did they disappear inside the mound, or did they simply run off to get married?
- A distraught nanny insists that she fought off faeries on demonic flying mounts that burst in the window at night and attempted, unsuccessfully, to abduct her young charge.
- Rumour has it that a faerie was captured near the Queen's palace at Balmoral. Can the PCs find any proof of this? Is it worth their jobs to investigate their own office?



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