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A SETTING FOR
GOLDEN SKY STORIES

Fantasy Friends

Official Heartwarming Adventure

by Ewen Cluney

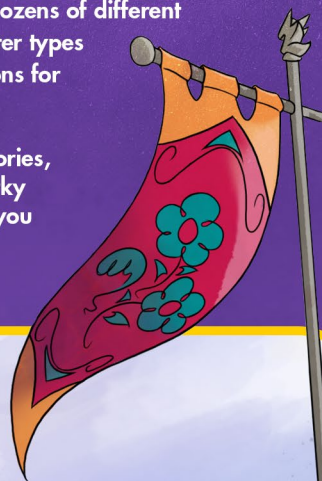


STARLINE

F*antasy Friends* is an alternate setting for *Golden Sky Stories* that takes place in a small village in a high fantasy world. While great heroes are fighting the Dark Lord in distant lands, your village is peaceful, and although it won't always be easy, in this place unlikely friendships can happen.

This book adds six new character types: aberrations, constructs, dragons, elementals, shapeshifters, and slimes. Each one has a full set of powers and weaknesses, and each can be reskinned as various types of specific monsters, allowing for dozens of different sorts of creatures. You can also use other *Golden Sky Stories* character types in the *Fantasy Friends* setting, and the book includes some suggestions for using those as-is or to represent various types of monsters.

You'll also find rules for 36 different magic items to include in your stories, plus fantasy-themed NPCs to populate the town, the peaceful but quirky town of Grassdale, and some ideas for stories. All together, these let you use the rules of *Golden Sky Stories* to spin heartwarming tales in a fantastical world.



To play you will need the *Golden Sky Stories* rulebook, and the usual things it calls for (a few friends, pencils and paper, and some tokens to represent Dreams).

FANTASY FRIENDS



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF **GOLDEN SKY STORIES**, INCLUDING: CHARACTER RACES, POWERS, AND ABILITIES; MAGIC ITEMS DATA AND DESCRIPTIONS; SAMPLE TOWNSFOLK; AND INFORMATION ON MAKING FRIENDS.

by Ewen Cluney

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Based on *Golden Sky Stories* by Ryo Kamiya

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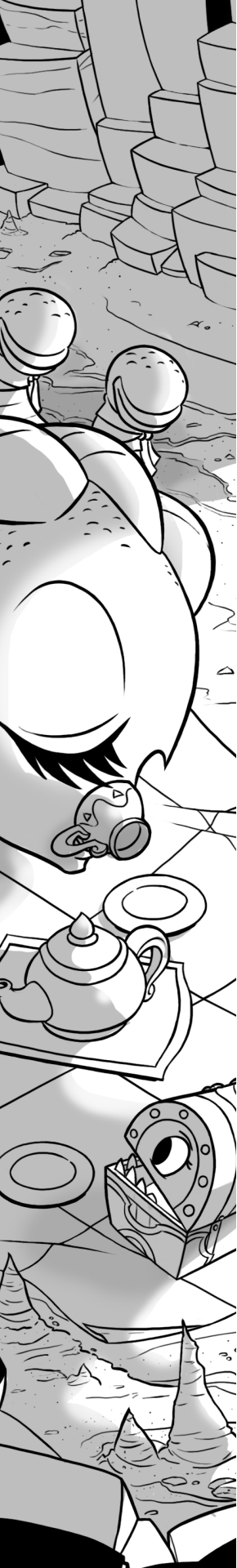


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INTRODUCTION

Somewhere far away, they are fighting the Dark Lord. Somewhere, there are great heroes uncovering ancient treasures, fighting great battles, leading armies to save the world. That's what they say at least. Here it is quiet and peaceful. Adventurers come and go, bringing news of their great deeds, the amazing happenings of the world, but here in town, life goes on. Farmers grow food and raise livestock, and a handful of craftsmen and merchants offer their wares. There is magic here, but then, there's magic everywhere. That's the nature of the world. But the magic here is for the most part gentle and quiet, better suited to the pace of the town. You're not likely to find an archmage slinging fireballs, but there is a hedge wizard who can help with the crops, an apothecary whose alchemical potions can help ease your back pain, and a priest who can give blessings.

For the most part, the people of the town are quite ordinary. Some are elves with pointed ears, or dwarves with long beards, or halflings with their hairy feet, but they're all basically people. But there are other inhabitants of the town, those who are things other than people. In other places, in distant lands, these other inhabitants are "monsters," dangers for brave adventurers to deal with. Here they're a fact of life, and while they may look quite strange, when all is said and done they're a lot more like people than most realize. They live their lives, and they have hopes and dreams. They get lonely and they seek friendship. In this game, you will take on the role of such a being, one who lives on the fringes of the town, trying to find a place to belong.

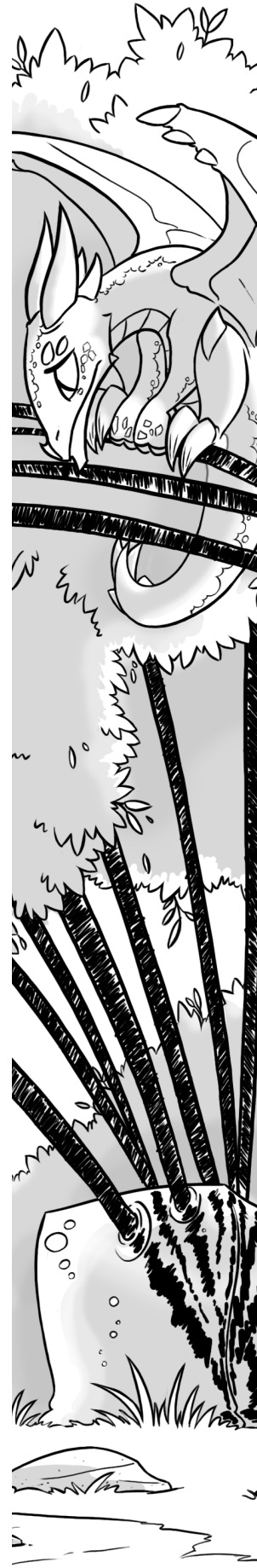
Fantasy Friends is an alternate setting for *Golden Sky Stories* that will help you

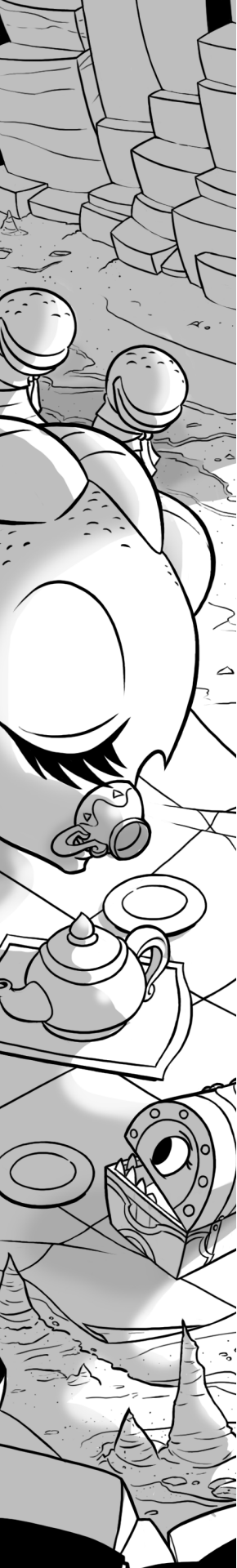
tell heartwarming stories taking place in a small town in a little corner of a high fantasy world. In order to play you will need the *Golden Sky Stories* rulebook. Having *Mononoke Koyake* as well would be helpful but isn't, strictly speaking, required. It also works best if everyone at the table has a general idea of the type of fantasy that this is a heartwarming version of; anyone who's played games like *Dungeons & Dragons*, *World of Warcraft*, or *Dragon Quest* should have a good starting point. Feel free to bring in whatever elements of your preferred fantasy works you think will make it more fun. Instead of a generic fantasy world, your game could happen in Faerûn, Uresia, or Golarion.

A FANTASY WORLD

They say that the gods made this world. The gods made light and darkness, and placed a world between. Many different gods added their creations to the world: the mountains and rivers, the animals and plants, and the many types of people and other creatures. The gods fought mighty battles, landing powerful blows that reshaped the land, splitting mountains, cleaving canyons, and sometimes tearing holes in reality itself, letting things from other worlds enter this one. To this day, the gods watch over us. Most of the time they act subtly, nudging heroes and villains to greatness as they play their great Game, but every now and then their clashes begin anew, and the world experiences times of great change.

They say all of that, but you've never seen any such thing. Maybe the gods are out there somewhere—sometimes you can feel something that might be them—but here and now there's the ground beneath your feet and the sky





overhead. There is magic though, the strange arts of wizards and priests, though the ones you know don't do anything flashy like in legends. Magic is useful, but it's not quite as interesting as you'd think.

You've seen the map in the town hall, with the name of the kingdom your village is a part of. You've seen people passing through, sometimes going to or from the capital. The capital is a great city with stone walls, ruled by a king and queen, home to knights and nobles and merchants. It feels a little more real than the gods, if only because people on royal business do come through now and then, but it's still a distant place, to you more a story than a reality. There are other kingdoms too, some only a little different from your home, others with strange ways.

On the edges of civilization there are things other than people. There are dragons and slimes, fairies and goblins, and stranger things besides. In this world thinking, feeling creatures come in countless shapes and sizes.

A FANTASY TOWN

The town is quite ordinary. To great heroes and kings it is just another place to rest on a long journey, a place between more important places. But to you, it's home. There are fields of wheat and cabbage, meadows where sheep and cows graze, and in the center of town the shops where people come to trade. There are a few hundred people in this town, and some similarly sized neighboring towns in the same general area. A lot of the people are farmers or shepherds, but there are also some craftsmen and merchants, and a priest and a hedge wizard. Traveling peddlers do come by every now and then, but for the most part the town has to be self-sufficient.

There are a few who live on the fringes too, the old witch of the hills,

the hermit of the mountains, the village idiot who's doing whatever it is he does. Beyond the fringes are the forests, the mountains and the caves they hold. There are great stretches of wilderness between here and the next town, though these are brimming with life, and some have their own kinds of people, wood elves and centaurs and so on. The townsfolk try to stay on these people's good side, though with different cultures that live such different lives there are bound to be some misunderstandings.

A FEW OTHER THINGS

The main currency used around here is gold pieces. We'll gloss over the implications of gold coins in a fantasy economy though. Gold is the money, and that's that. A gold piece is the rough equivalent of about \$10, a silver piece is \$1, and a copper piece is 10¢.

You might be wondering how it is that people and monsters are able to coexist. After all, if you believe the stories, dragons hoard treasure and capture princesses, gelatinous cubes devour anything they come across, eye creatures disintegrate things, and so on. But a funny thing happens when there are neither Dark Lords nor White Wizards, when beings that all mostly just want to live their lives and be happy come into contact. They start becoming friends. Wars are for kings and adventurers; everyone else wants to get on with more important things.

OTHER SELVES

To participate in *Fantasy Friends* stories, you will have to create your other self. The sorts of characters you can make with *Golden Sky Stories*, *Mononoke Koyake*, and *Faerie Skies* are fine, but we've also provided some new character types. In game terms, all of these are considered mononoke. As mononoke, they are a bit more advanced characters, better suited to players who have already played *Golden Sky Stories* as henge. You can, however, use the *Fantasy Friends* setting with henge or fae characters just fine. Take some time to talk with the narrator and the other participants about what kind of residents you'll be using to participate in stories.

Here are the six new types of mononoke introduced in *Fantasy Friends*:

- **Aberrations** are creatures with strange physiology and strange powers.
- **Constructs** are objects and devices given life through magic.
- **Dragons** are a kind of sentient lizard creatures, who can fly and have breath weapons.
- **Elementals** are beings that hail from the elemental planes and have power over one of the four elements.
- **Shapeshifters** are creatures capable of changing their forms in many different ways.
- **Slimes** are creatures made of protean ooze.

Many of these are portrayed as very powerful creatures in their source material. For the purposes of this game we'll assume that players are taking on the role of smaller, friendlier examples of each type. A dragon won't be some elder dragon whose wings blot out the

sun, but more likely a hatchling looking for friends.

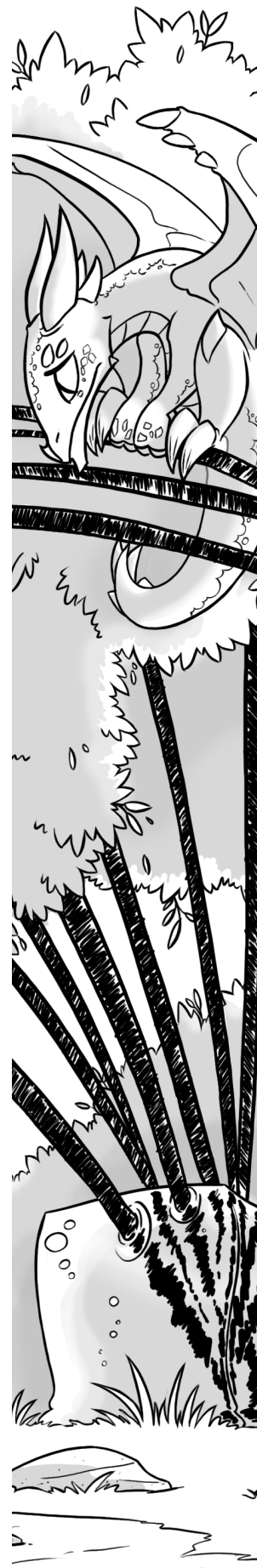
Transforming

For the purposes of this setting, when a character takes "human" form, they can instead take elven form, dwarven form, or similar. However, unless they have some special power, each character still has only the one humanoid form they can take.

MONONOKE RULES

There are a few rules differences for mononoke. *Mononoke Koyake* describes these in more detail, but here is a quick summary in case you don't have it:

- Where henge are animals that people tend to be more or less used to, mononoke are strange creatures outside of people's normal experiences. As a result, if a mononoke shows their true form or uses powers in front of someone, it causes Surprise based on the mononoke's Henge attribute plus 1.
- Mononoke have different transformations from henge. Each type of mononoke has its own descriptions of the different forms it can take.
- Mononoke do not possess the ability to talk to animals unless they have a power that lets them do so.
- Powers that affect "henge" also equally affect mononoke.



My name is Callie, and I'm an... **aberration?**

Is that what people call us? Look, I'm an eye creature, and Callie is short for Califrexilaliballe, but I'm nice! I swear! We eye creatures have round bodies that float around, with an eye and mouth in the middle, and a bunch of eye stalks on top. I know, I know, but you guys look really weird to us too.

What is an **aberration?** Well first of all it's a word that some wizard must've come up with! We're things that seem really weird because our bodies are really different from yours, and more magical. Some of us came from other faraway worlds. Others are things that wizards made using magic.

Demihumans are weird! I mean, they have these arms and legs and only two eyes, and they can only use magic if they study really hard for years and years.

My nestmates and I used to tell stories about **adventurers**. They're scary! They invade and steal stuff without remorse! But don't worry, if there are any adventurers around I won't let them hurt you!

It's weird that people think of **magic** as something unnatural. It's actually a force that's in everything. It helps hold the world together. Just because you can't throw lightning bolts doesn't mean you can't use magic. The best kinds of magic are the quiet, simple kinds.





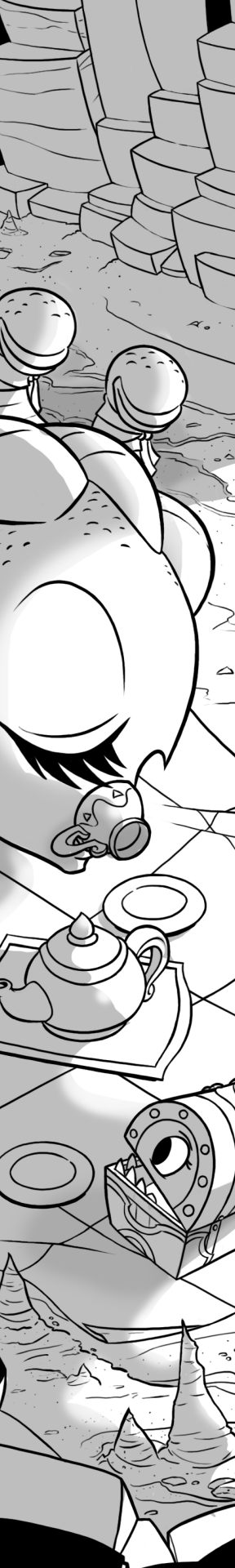
Eyes are very important to an eye creature. Not only do they let us see everything around us, but they let us change the world around us too. Looking at things can change them, even if you don't notice it yourself.

Some eye creatures are **xenophobic**. That, um, means they're afraid of what's different from themselves. I keep trying to tell my dad that demihumans are actually nice if you get to know them, but... well... you know how family can be, right? He thinks I should be running this place or something. Well, if he ever visits please, please just don't mention squidmen.

Wizards used to do all kinds of experiments to make different kinds of creatures. A lot of aberrations come from weird sorcery stuff. I can't imagine being the only one of your kind, with no family. Sometimes they can be lonely, so we have to take care of them, okay?

Have you ever gone to see the **stars**? Some of my cousins are from outer space, so we go visit them once in a while. The stars are even more beautiful close up, and from far away this world looks amazing too.

This town is a wonderful place. The weather is nice, and the people, well, they love each other.



A TYPICAL ABERRATION

"Aberration" is essentially a category some sage somewhere made up. What they have in common is physiology and special powers that are quite different from those of people. A few of them are partly humanoid, but viewed in full you would never mistake an aberration for a demihuman or a normal animal. Eye creatures like Callie are one of the more alien-looking varieties of aberrations though, and many of the other types look to be made up of pieces of familiar animals. There are many aberrations found in myths, creatures like the chimera and medusa, but also many oddities that come from some wizard's imagination.

Some aberrations are part of a larger species and can have homes and families like Callie, while others are unique magical creations or otherworldly refugees, and have to make their own place in the world. They often have trouble understanding human ways of thinking, especially about very basic things to do with how people live. On the other hand things that are mysterious to people, magic and other primal forces, come to them so naturally that they have a hard time even putting them into words.

Various Aberrations

Aberrations are always strange creatures, with unfamiliar bodies and magical properties, but there are many different kinds. Here are a few you might encounter:

Chimera: A chimera is a creature combining traits of several different animals. The default chimera has the front half of a lion, the back half of a goat, and the heads of a goat, lion, and dragon, plus dragon wings. Presumably whoever made this thing got tired after that.

Cockatrice: The cockatrice is a hybrid of rooster and lizard, with a stare that can paralyze. They are rather small as aberrations go, but can be rather proud creatures.

Driders: Driders are a hybrid of dark elf and giant spider, with the elf's upper body sprouting from where the spider's head would be. The dark elves are a bit cagey about what exactly a drider is, whether it is a relative of theirs, a result of some kind of curse, or perhaps even a type of reward from the spider goddess.



Eye Creature: The infamous eye creature consists of a sort of floating ball of flesh with a mouth and a single central eye, plus several more eyes on stalks. You would not believe how many subtypes there are.

Manticore: A manticore is a creature with the body of a lion, the head of a person with sharp, shark-like teeth, horns on its head, and huge bat-like wings. They have powerful voices that can sound like trumpets, and some can breathe fire as well.

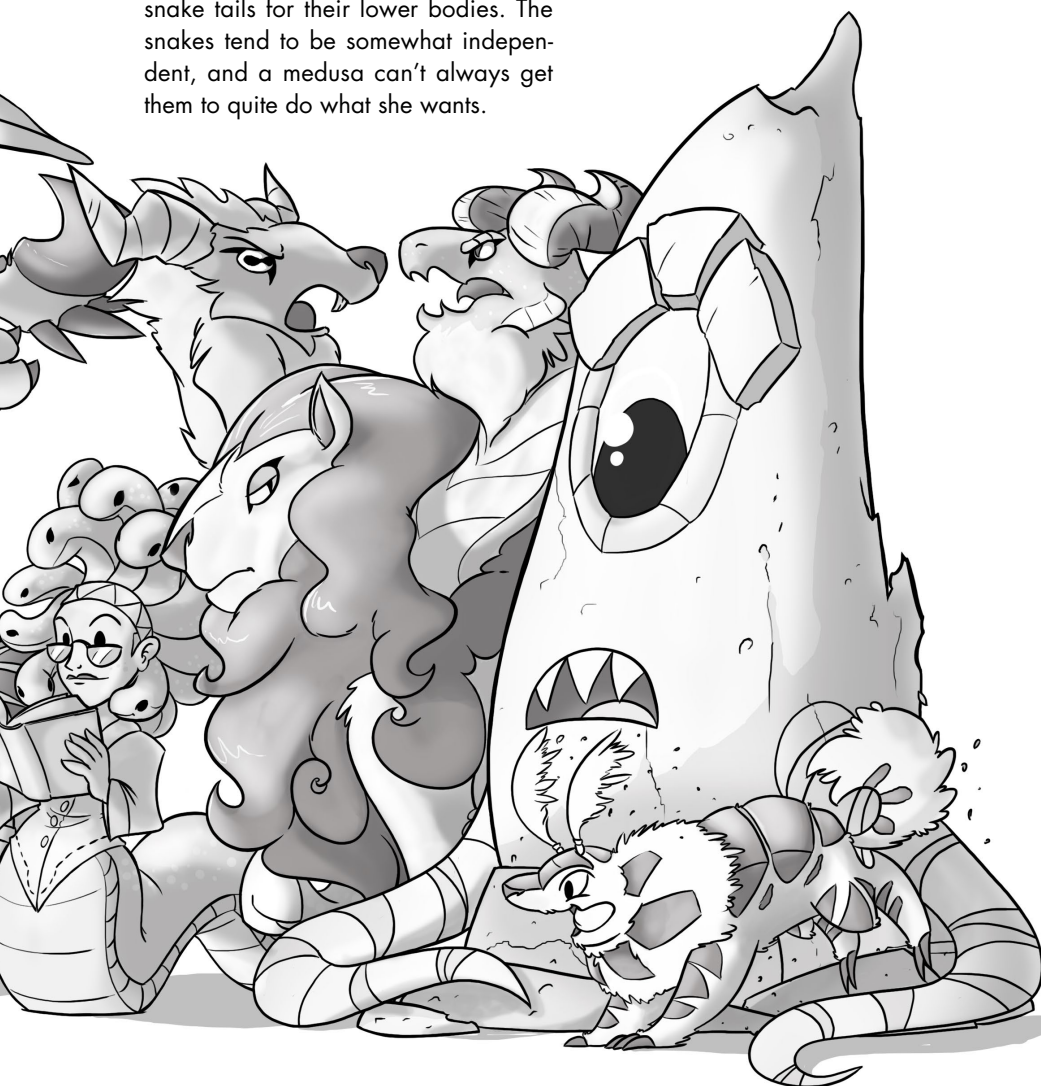
Medusa: Medusas look like green-skinned women with snakes for hair and snake tails for their lower bodies. The snakes tend to be somewhat independent, and a medusa can't always get them to quite do what she wants.

Roper: This strange creature looks like a natural pillar of rocks at first glance, but it has a toothy maw, several tentacles, and a single eye.

Rust Monster: A rust monster resembles a sort of armadillo creature, but with a long tail and two feelers. They're covered in rust too, and they like to rust and eat metal objects, even magical ones.

Names

Aberrations tend to have names that are elaborate and difficult for humans to pronounce, with many obscure consonants.



Transforming

Aberrations don't typically have ears or tails like henge, so it's a little harder to define how they transform. They generally start out in a form that's pretty far removed from human, and get closer to human by degrees when they transform, though for most people, an aberration who is not in full human form will be rather frightening.

COST TRANSFORMATION

- +0 A combination of the aberration's normal shape and a human body. Could look human from a distance.
- +2 Human, but something about the aberration's face, body, clothes, etc. is off.
- +4 Completely human.

Abberation Powers

Strong (0)

You have considerable physical strength. When making checks for lifting heavy things, arm wrestling, etc. your Animal attribute (but not the amount of Feelings you spend) is doubled.

Beam (4)

You can produce a blast, magical stare, or similar to Surprise someone. This causes a Surprise of 8, and they can't raise their attribute with Feelings.

Otherworldly Sight (4)

Your unusual senses let you find things when other people might not be able to. Using this power lets you discover the location of something or someone you're looking for in the immediate area regardless of what obstacles might prevent you from finding your objective.

Dissolve (6)

By using some unnatural property of your body or some magical power, you can destroy one mundane inanimate object up to a few feet across. You can also use this power to destroy a non-sentient magical object, but it costs 12 Wonder to do so.

Glare (10)

Your glare can paralyze someone. If your Henge attribute exceeds their Child or Adult, you can stop them from saying or doing whatever they were intending. However, if you use this power on someone, the strength of their connection to you goes down by 1, regardless of whether it has its intended effect.

Anti-Magic (12)

Some property of your body can negate certain kinds of magic. You can use this to interrupt when someone (a henge or mononoke) is using a power. When you use this power, their power simply doesn't work, and the Wonder they spent is wasted.

Weakness

Scary

You have a massive body, a scary face, or similar. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a Connection at all.) However, this only applies to those you've never met before. If you have a Thread with someone you can form a connection normally.

Startling

Your full aberrant form is startling to behold, even for an aberration. The Surprise you cause is increased by 1, or 2 if you are using any of your powers.

In the Dark

You can't do what you want when it's bright out. During the day, the costs of transforming and using powers increase by 4 points of Wonder.

Carried Away

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Loneliness

You're prone to loneliness, and you hate being alone. You can't act separately from someone else. You have to always be with someone.

Bluff

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

Additional Power

Aberrant Terror (20)

You become a massive, terrifying version of yourself, more than 5 meters tall. In this form, your Animal and Henge attributes are multiplied by 10, and you can easily pick up and throw those who are smaller than you. This power lasts until either you decide to return to normal or the scene ends. However, every time you use this power your connection from the town (or an appropriate friend) goes down by 1.

Vanish (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

Grab (8)

You entangle someone in a part of your body, ensuring that they can't get away. They must beat your Henge attribute with their Animal attribute, or they can't do anything that requires the use of the Animal attribute. However, henge, local gods, and such can still use powers that let them escape.

Float (4)

You can float through the sky at a leisurely pace. You can move through the air at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

Blink (10)

You can use your magical properties to appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

Peek into Hearts (6)

You can read the heart of another. This mainly lets you hear what someone is saying in their head, not what they're feeling or what's true. Still, it lets you find out what someone's real intentions are from their heart rather than their mouth.

Why hello there! I'm Durandal! I'm a **magical sword**, a construct if you will. I can fly around on my own, or I can let a worthy hero wield me. I've met a few other magic swords in my day, and they're pretty great too. One of these days I really need to find my brother and sister, Joyeuse and Cortana. We were kinda' famous.

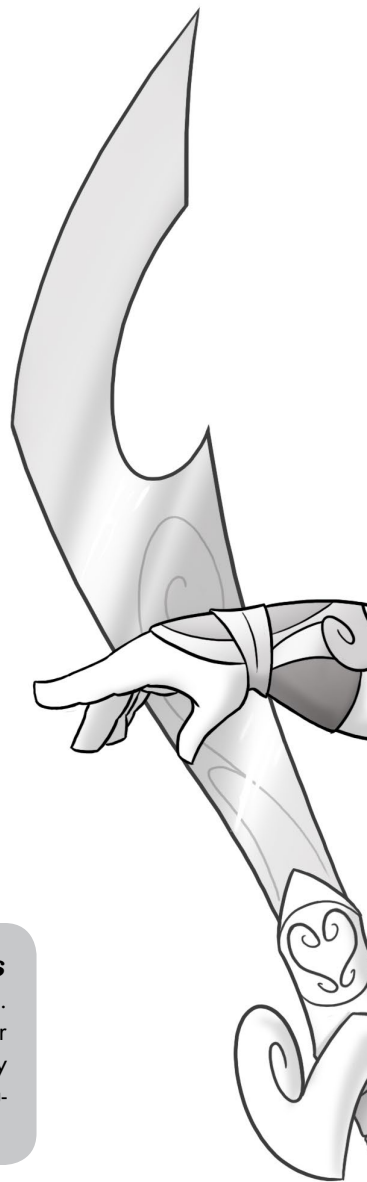
What is a **construct**? Well, put simply, a construct is an inanimate object that someone has animated, intentionally or otherwise, using powerful enchantments.

With a few exceptions, constructs were made by **people**, and I think that's why we understand people better than most monsters. Sometimes we become resentful, and there are a few constructs that are practically made of resentment, but mostly we want to be useful.

Being a magic sword, I've met a few **adventurers** in my day. They're... Well, they're people, but more so. They do stuff on a bigger scale, so whether they're nice or mean, they do it in a bigger way. Some just want money and treasure (like say, magic swords!), and some are actually in it to help others.

Magic is the most amazing achievement of man. I mean, they were able to use it to make me, so that should tell you something right there.

The thing about being an object is you usually have an **owner**. We constructs aren't like people, so a lot of us don't mind that, as long as the owner isn't mean or foolish. Even golems have their limits though.



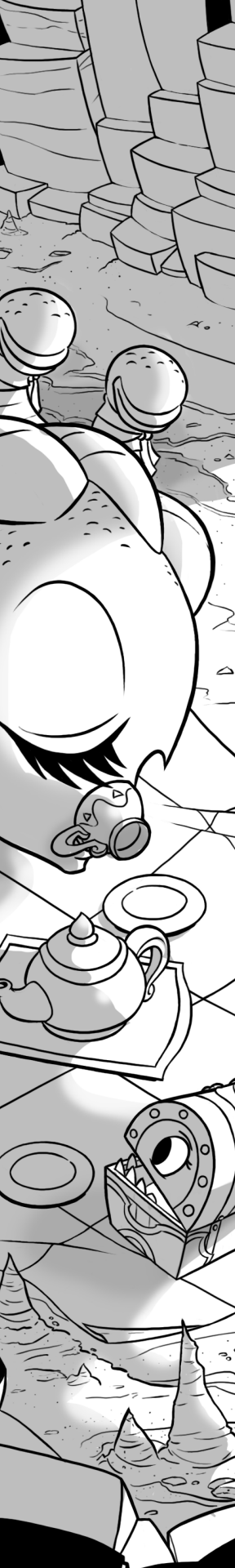
I can **sing** too by the way! Let's start with the Epic of Freya, in the original High Corathian. It's only got 96 stanzas, it won't be that long! *Carles li reis, nostre emperere magnes, set anz tuz pleins ad estet en Espagne: tresqu'en la mer cunquist la tere altaigne. N'i ad castel ki devant lui remaigne...* Are you listening?

Being objects that belong to people usually means taking **orders**. The problem is, people think and speak all fuzzy and curvy, and constructs think in clear, straight lines. I saw one guy tell a golem to watch a pot of stew, and then didn't understand why the golem had sat there and watched the stew boil down to nothing and fill the house with smoke. And when people give me orders they're all vague, like "stab him," or "protect me," or "stop singing." You've got to be specific!

People get **dependent** on tools sometimes. I mean, you need a certain amount of tools to be able to do things, but you shouldn't need a magic sword just to set foot outside the house. There was once a kingdom where they had golems do everything, and it didn't last. I think people need to do stuff with their own hands sometimes.

I originally came to **this village** because the hero I belonged to at the time retired here. Agaron the Brave, he and I had some good times together, but he decided to become a family man. I don't mind though. He was happy, and he made other people happy. I wonder how people will remember you...





A TYPICAL CONSTRUCT

All constructs began as manmade objects, but have since acquired a kind of life. They're often humanoid, either by design or some sort of accidental resonance. Durandal is great, but a golem is a more typical construct. Golems especially tend to have literal, computer-like minds, and will follow the instructions they were given, regardless of what was actually meant. On the other hand, even when following orders, a construct can show a degree of initiative, and a golem not following anything but its own will can be every bit as single-minded.

Constructs are defined by their relationships with people. Some exist to selflessly serve, while others resent their creators' neglect. They ultimately want to be useful, and they trust people to do a good job of utilizing their abilities. They don't like having that trust violated, but they love having the opportunity to accomplish things.

Various Constructs

Constructs can be most any sort of inanimate object that someone has given life. Here are some of the different types:

Amalgam: An "amalgam" is a collection of objects that have spontaneously developed some kind of spirit. A pile of junk from behind the blacksmith's shop, a bunch of old furniture, a mound of twigs, any of these could turn into an amalgam, the pieces joining together into a creature of sorts.

Animated Armor: Palaces and tombs and so on would regularly feature armor that a wizard had magically animated. Such suits of armor could be implacable, tireless soldiers ready to foil intruders. But with the passage of time, these creations became less and less needed, and now they stay unmoving, or wander about trying to find a new purpose.

Cursed Doll: Dolls are curious things. They are objects given the likeness of a person, and they are treasured by their owners, yet too often abandoned. Knowing that, it's no great surprise that sometimes a doll will come to life. People call these dolls "cursed," but what they really are is lonely.

Golem: A golem is a humanoid construct that can walk and talk, owing to magical words on a slip of paper in its head. The standard golem is made of baked clay, but wizards and priests have figured out how to make golems out of pretty much anything imaginable.

Homunculus: A homunculus is a magical organism brought to life using a special alchemical process, intended as a miniature servant for the alchemist. The archetypal homunculus looks like a sort of little demon with batwings. Although more "alive" than golems, homunculi still tend to be pretty stiff and literal, at least at first.

Intelligent Weapon: Throughout history, there have been many magical weapons that have shaped the world in the hands of heroes and kings. Some of these actually



have a mind of their own, a soul or spirit stuck in the weapon or an artificial mind created with magic. Such weapons can be quite temperamental, which may explain why they're so often found in remote crypts and such.

Living Statue: Living statues are cousins to golems, objects carved from stone, usually in the shape of a person in flowing robes, that have the ability to move about on their own. They're often quite old, and don't understand present-day society very well.

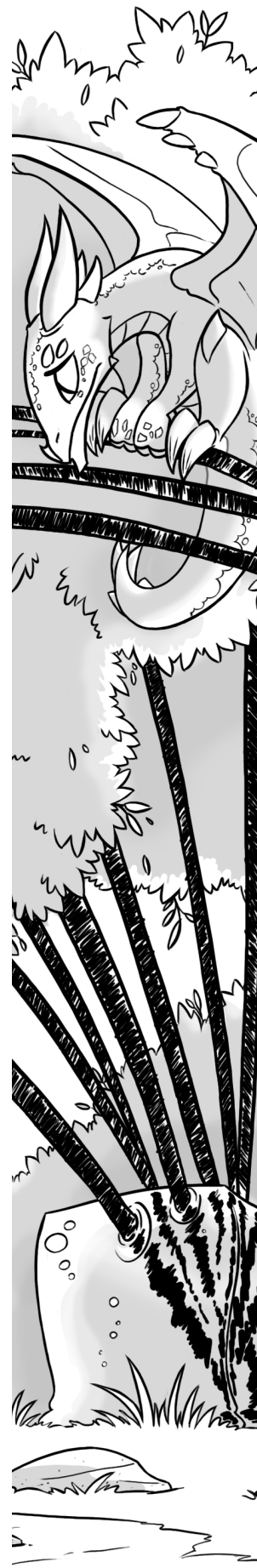
Scarecrow: People have been making figures out of straw and old clothes to scare off crows for longer than anyone can remember, but not all scare-

crows are content to stay still. Sometimes wizards make animated scarecrows on purpose as a sort of cheap golem, and sometimes some kind of spirit comes to inhabit one.

Terra Cotta Warrior: A few ancient civilizations gave their rulers truly epic burials, surrounding their dead kings with armies made of terra cotta. By design or accident, some come to life, and have to find their own way in the world.

Names

Constructs are things made by people, so they will tend to have whatever sort of names people choose to give them. A golem or other animated object made for purely utilitarian purposes might have a simple, blunt name like "Pump" or "Hammer #7," while a more fanciful, decorative construct could have as poetic and fancy a name as its creator could put together.



Transforming

Constructs transform differently from henge, with their artificial nature being readily apparent at first, and receding as they take a more fully human form.

COST TRANSFORMATION

- +0 Human, but with some obviously artificial parts here, such as glowing eyes, rivets, doll joints, etc.
- +2 Human except for one or two small details that look artificial.
- +4 Completely human.

Construct Powers

Invulnerable (0)

Some mysterious power protects you from things that would hurt a normal person. You can fall from a great height, stay underwater as long as you want, and do other things that would be very reckless for others.

Composure (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

Helping Hand (1+)

You can back up your friends when they try to do something. When you use this power, you add the amount of Wonder you spend to their attribute for a check. You can only use this power with someone you have a connection with a strength of 2 or higher to, and you can't use it for Impression Checks.

Clear Sight (4)

Your logical mind lets you see through illusions that would fool others. When you use this power, you can discern what is real and what is not, and thereby ignore the effects of illusions and such directed against you. You can also figure out the true form of transformed beings around you.

Guardian (6)

You can watch over a certain someone, or notice when someone is watching you. You can use this power once per scene, and it will last until the end of the scene. Pick someone for it to affect (which can be yourself); you can detect if someone is secretly watching or following them, regardless of what powers they might've used or checks they might've made. If there's another power in use, you can discern what kind of power.

Magical Immunity (8)

Your construction makes it fairly easy for you to shrug off the effects of magic. When you use this power, you can ignore the effect of one power that someone else is using on you.

Weakness

Dour

You have something of a dry, humorless demeanor. When you make an Impression Check, the strength of the connection that the other party formed is always lowered by 1. (In other words, you need a result of 8 to create a Connection at all.) However, this only applies to those you've never met before. If you have a Thread with someone, you can form a connection normally.

Lonely

You're prone to loneliness and hate being alone. You cannot act in a scene by yourself. You must always be with someone else.

Owner

You have a master, and you cannot disobey this person. Regardless of the strength of your connection to him or her, you cannot go against your master.

Mute

You lack the ability to speak. If you want to communicate with others you'll need to use gestures, writing, etc.

Strange

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much you can't really hide, and if you try to walk around town in human form you'll draw everyone's attention.

Chatty

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course).

Additional Power

Feat of Strength (6)

Your considerable physical strength lets you lift and move even enormous boulders with relative ease. Using this power lets you perform one incredible feat of strength.

Ordinary (0)

In your true form, you appear to be an ordinary, everyday object that won't cause Surprise as long as you stay still and silent and don't use any powers.

Home (0)

At the start of each story, you have a connection with your master, with a strength of 2 each way. You can only raise this connection after a scene where your master has appeared. Please discuss with the narrator what kind of person your master is.

Hard Work (8)

You're particularly strong, and good at manual labor. Using this power lets you complete a manual labor type task in half the usual amount of time.

Talk to Things (4)

Being connected to the natural world lets you speak to inanimate objects and get an answer back. When you use this power you can briefly converse with one object. It can tell you about whatever has gone on in the immediate vicinity recently, though inanimate objects tend to have an odd perspective on things.

Beautifully Made (0)

You have a certain charm that makes others like you. The cost in Dreams for others to strengthen a connection to you is reduced by 1.

Greetings. My name is Levi, and I am a **dragon**. Specifically, a green dragon. You humans act as though we are the “standard” dragons, but in truth we’re but one of many different varieties. Still, don’t you think these green scales are fetching?

Dragons are the noble descendants of Bahamut and Tiamat, great lizards with powerful wings, fearsome breath weapons, and powerful intellects. We are born from eggs, and in our long lives grow from tiny hatchlings to great elder wyrms, collecting much treasure and knowledge along the way.

Humans are interesting creatures. Stranded on the ground with no scales to protect them, yet they have spread across the world. I suppose it does take quite a bit less treasure and food to raise a human. Perhaps that has something to do with it.

I cannot say I’m fond of **adventurers**. Such sellswords invariably lust after treasure as much as any dragon, and that’s not a good thing for mortals. I’ll grant you they’re not all bad, but I would nonetheless recommend caution.



Magic is one of the fundamental forces that binds the world together. It is the power that the Creator used to make the world, though of course it is not exclusive to the Creator by any means. Still, unless you wish to become a wizard, I suggest you don't concern yourself overmuch with magic.

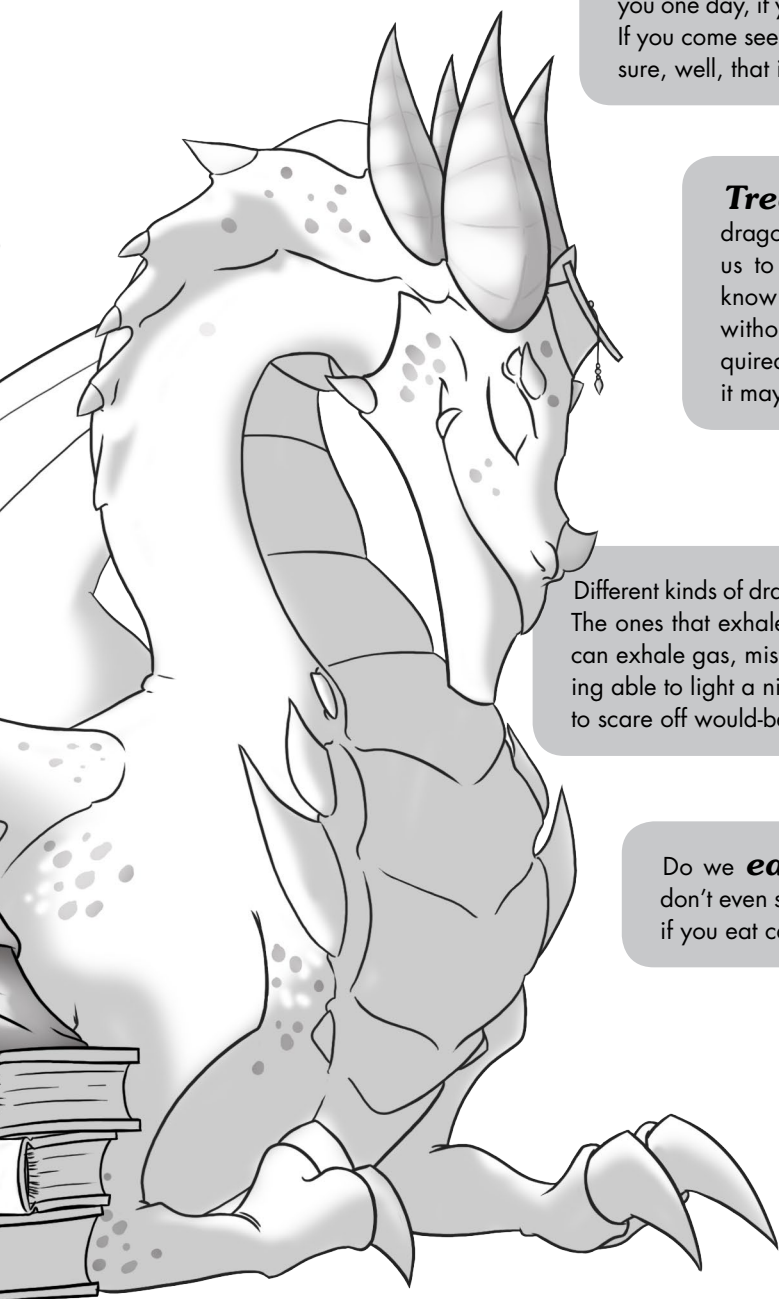
Every dragon needs a **lair**, a place to call home. Mine is up in the hills. I might show it to you one day, if you promise not to take anything. If you come seeking knowledge rather than treasure, well, that is another matter.

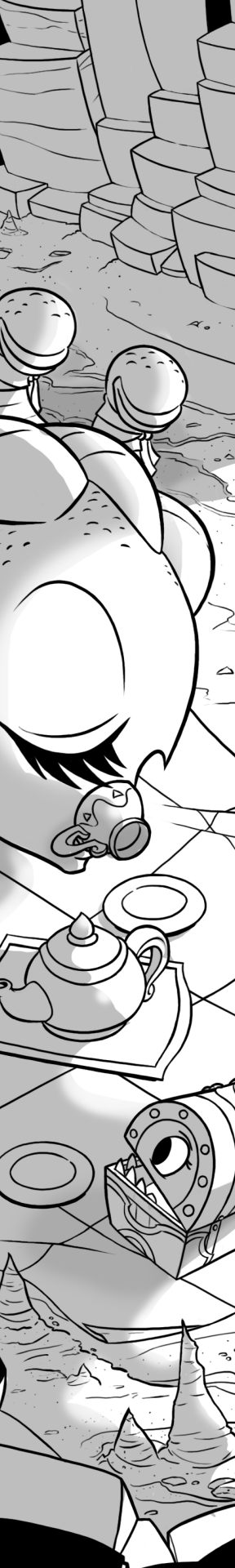
Treasure is, of course, very important to dragons. We have some sort of instinct that calls us to collect gold and other valuables. I don't know about you, but I just can't sleep properly without a pile of gold underneath me. I've acquired a habit of carrying some with me, odd as it may seem to you.

Different kinds of dragons have different **breath weapons**. The ones that exhale fire are perhaps the most famous, but others can exhale gas, mist, lightning, or any number of other things. Being able to light a nice fire is useful, but otherwise, I only use mine to scare off would-be thieves.

Do we **eat people**? Goodness, no! You don't even smell good to us. That's like me asking if you eat caterpillars. No offense.

Your **village** has survived for some time. I remember when I was but a hatchling, and it was a few buildings raised by two or three families. I suppose you could say we've grown up together.





A TYPICAL DRAGON

Though they have many relatives and many different types, the archetypal dragon is a sort of winged lizard that can breathe fire. Dragons are born from eggs. A hatchling may be around the size of a large dog, but over time, they grow into massive adult dragons whose wings can blot out the sun. They are also quite intelligent, but their pride and love of treasure can lead them astray at times. Dragons can be noble or selfish, but even the nicest dragon is likely to have a hard time parting with any treasure.

The dragon family tree has many different branches, and includes both dragons proper in a rainbow of colors and any number of related draconic species. The different colors typically have different breath weapons, including fire, mist, lightning, and more exotic things. Most of the other related species are smaller offshoots of dragonkind, though even the dragonmen (who are the size of people) tend to have quite dragon-like personalities.

Various Dragons

The dragon family tree is rather extensive, and includes many different kinds of dragons and related creatures. Here are some of the major types:

Colored Dragon: Colored, or “chromatic” dragons are the most common type. They look like a dragon out of a storybook, with four legs, bat-like wings, and scaly skin. Green dragons are probably the most common, but they come in many different colors.

Dragonmen: Also known as draconians, dragonborn, dracons, etc., dragonmen are a race of humanoid dragons. Some came from evil wizards doing strange experiments, others came from noble Bahamut using his divine power to create champions

of good, and some are just a race of dragon people. Sometimes they seem to have all the traits of a dragon squished into a too-small package, so that whatever personality a dragonman has, it's never subtle.

Drake: Drakes are among the smallest of dragonkind, ranging from the size of a large dog to the size of an average horse. They come in many different colors and even elemental varieties.

Gem Dragon: Gem dragons have scales that glisten like different kinds of gems. They tend to stand apart from the squabbles of the world, and can be quite intellectual.



Hydra: Hydras are a variety of dragons that have several heads, which have a way of regrowing when cut off.

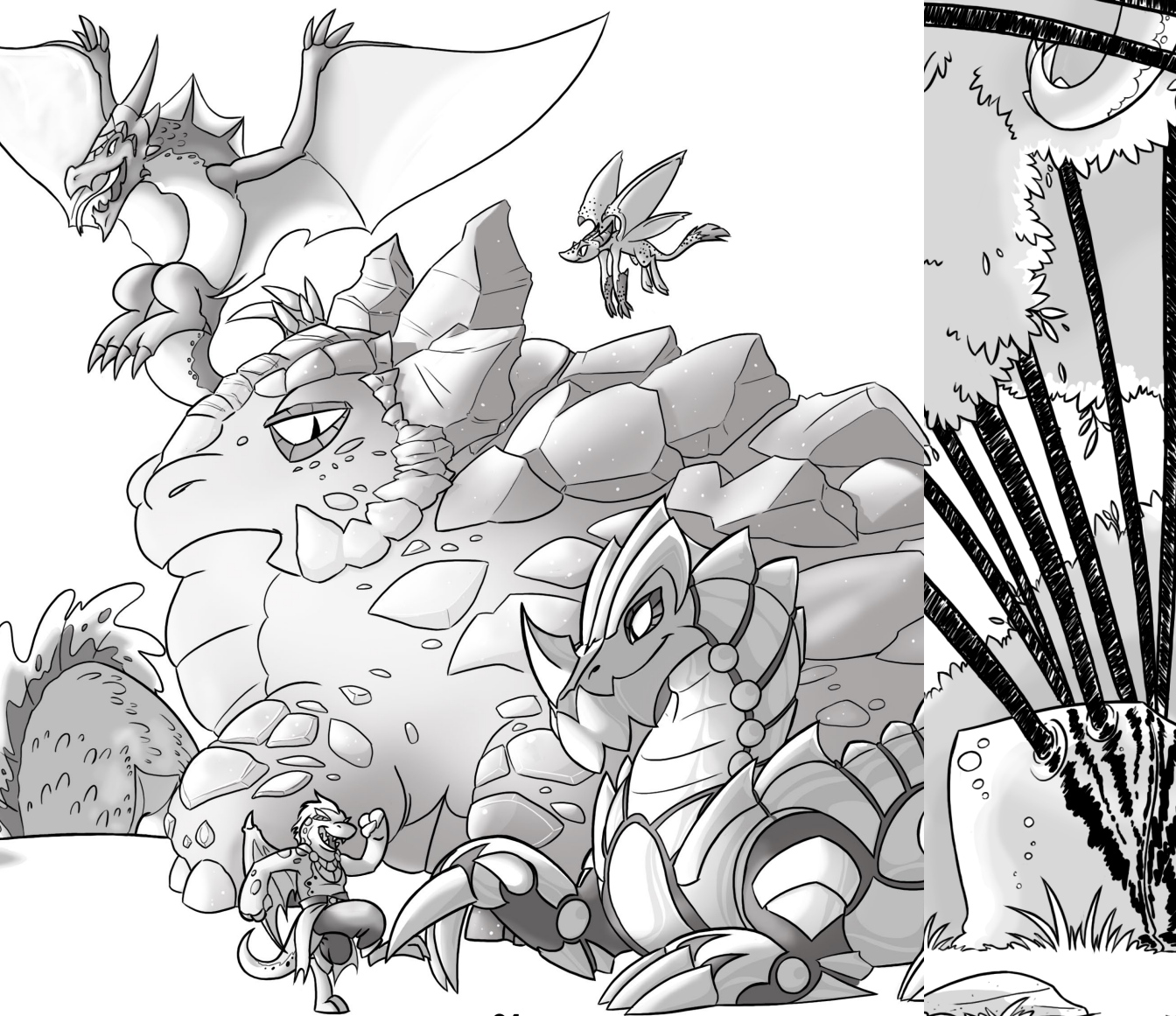
Metal Dragon: Metal dragons, named for how their scales closely resemble different kinds of metal, are among the friendlier types of dragons. They especially like to take human form and make contact with people.

Sea Serpent: Sea serpents are a type of dragon that usually reside in the ocean, and are a cartographer's favorite embellishment.

Wyvern: Wyverns are cousins of dragons, which have two legs, two wings, and a tail with a stinger. They tend to be a good deal smaller than true dragons, but still quite big next to a person.

Names

Traditional dragon names tend to fall into one of two categories. They are either elaborate and strange words with too many consonants, or sobriquets that give an image of a terrible dragon about to eat you. Thus names like "Pharalexarr" and "Banepyre" are equally common among dragons.



Transforming

When dragons take human form, it's a little more similar to henge than many other types of mononoke, but a little different from your typical henge too.

COST TRANSFORMATION

- +0 Human, but with the wings and tail of a dragon, plus ear fins and/or horns.
- +2 Human, but with the tail of a dragon.
- +4 Completely human.

Dragon Powers

Lair (0)

You have a certain territory in the mountains or forest where you're stronger than normal. As long as you're in your territory, the Wonder cost of other powers is halved (round up). You can only establish your territory somewhere outside of town. Talk to the Narrator about this before you begin.

Presence (0)

You leave a very strong impression on people you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

Wings (2)

You have wings that let you freely fly through the sky. You can also carry things that are smaller than yourself. Furthermore, when you are running away or searching for things, add 2 to your attribute. However, you cannot use this power when you are in a human form without wings. This effect lasts until the end of the scene.

Breath (4)

You launch a blast of some sort from your mouth to Surprise someone. This causes a Surprise of 8, and they can't raise their attribute with Feelings.

Glare (10)

Your glare can paralyze someone. If your Henge attribute exceeds their Child or Adult, you can stop them from saying or doing whatever they were intending. However, if you use this power on someone, the strength of their connection to you goes down by 1, regardless of whether it has its intended effect.

Dragon Roar (20)

You can unleash a roar that resounds all over town, startling everyone. You can only use this once per story. Everyone in town (including henge and mononoke) is subject to Surprise, based on your Animal attribute during the day, Animal +1 in the evening, or Animal +2 at night. However, this Surprise won't cause anyone to faint. Humans will generally not come to the area where you use this power, even if it's the center of town. If your use of this power causes too much bother for the town, the Narrator may decide to lower the strength of your connection to the town.

Weakness

Greedy

You're a bit greedy, such that you have a hard time letting go when you've got your hands on something valuable. Any time you're holding something of value, you have to spend 3 Feelings to willingly let it go.

Lazy

You move slowly and you just can't help it. You can't put your Animal attribute above 1 when you create your mononoke, and if you want to raise it for a check, you have to spend 1 extra point of Feelings.

Ageless

You have lived for a very long time. Because you've lived a little too long, your Child attribute has to be zero (and in turn your Adult attribute has to be at least 1). Also, you have to spend an extra 2 points of Feelings in order to make a Child check.

Pride

You are arrogant towards humans, henge, and mononoke. When others want to increase their connection to you, it costs them an extra 2 Dreams.

Underground

You live in a dark hole, and thus don't know much about the surface world or the town. You automatically fail any checks relating to information about the town, the lay of the land, etc.

Violent

You're kind of violent, and tend to use your hands before your mouth. When you would need to make a check to persuade someone or make a request, you end up quarreling instead. Needless to say, you're no good at persuasion.

Additional Power

Hoard (6)

You know the location of some long-forgotten treasure. Once per story, you can have a valuable item worth 500 Gold Pieces (roughly \$5,000), such as an ancient gold crown or other treasure. However, this is in the form of an object rather than actual money, and you'll have to find a clever way to use it.

Chameleon (4)

You change the coloration of your body to match the scenery around you. Others will have to exceed your Animal attribute with theirs to detect you. This effect lasts until you cancel it, or until the end of the scene.

Old Friend (6)

In your long life, you've accumulated much knowledge and come to know many people. When you first meet a henge or mononoke, you can have them be someone you've known a long time, and when you meet a person, you can have them be someone you met when they were a child. (This also works for local gods.) This only works when meeting someone for the "first" time. Also, you must tell the narrator how you met.

Composure (4)

Whatever happens, you can at least pretend it doesn't bother you. When you use this power, you can stay calm against any kind of Surprise.

Present (8)

You can give a person an object with a special power in it. Pick any one power of yours or a power from one of your friends to put into the object. If they use it properly, they can use that power (using their Wonder and/or Feelings). You can decide what form the present takes and how it's used, but it shouldn't be too big or be useful for anything else.

Great Wurm (20)

You transform into huge dragon some 6+ meters long and as tall as an adult human. In this state, your Animal and Henge attributes increase by +10, and you're big enough for a few people (or 5 children) to ride on your back. This power lasts until the end of the scene or until you cancel it. However, each time you use this power, the strength of your connection from the town (or a connection from a friend if you don't have a connection to the town) goes down by 1.

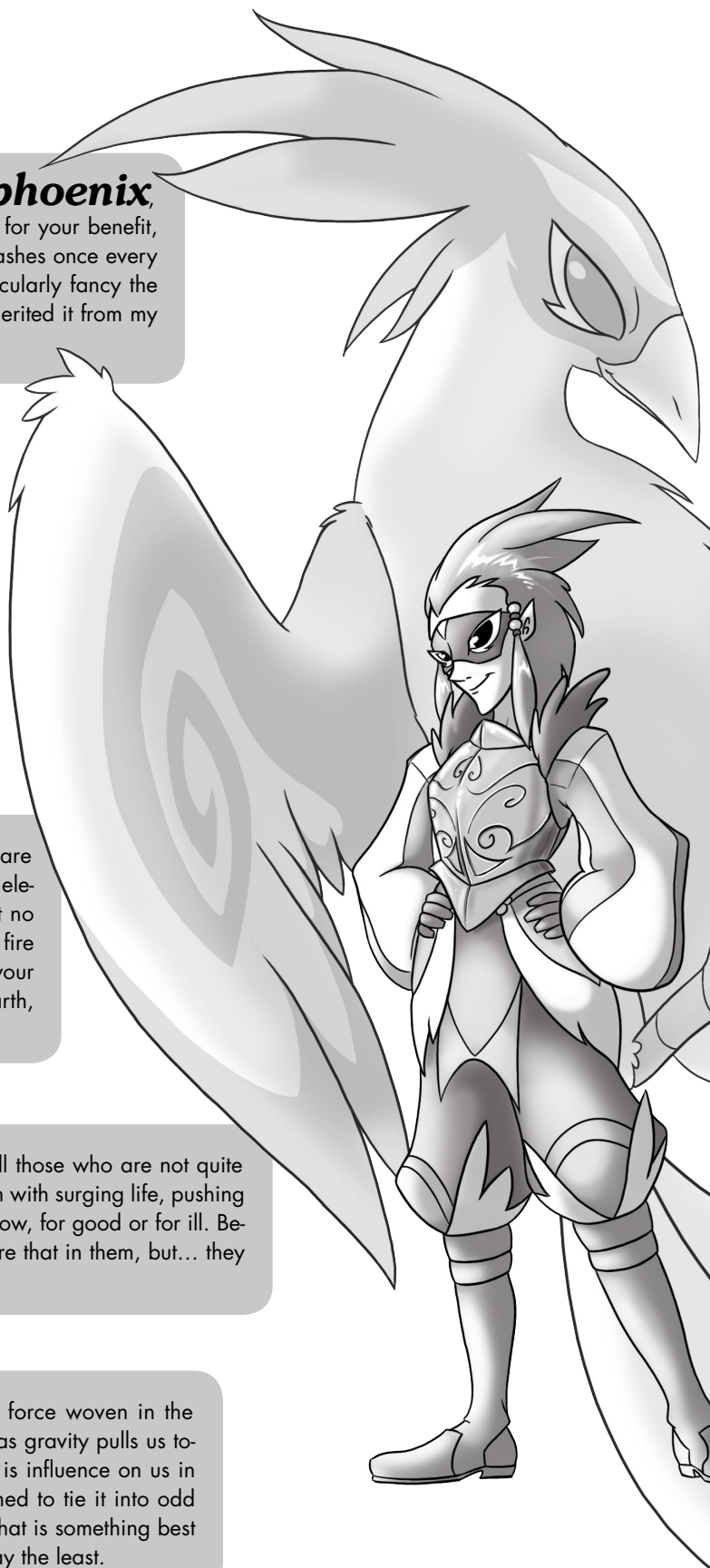
Greetings. I am called Epimetrius, and I am a **phoenix**, a type of elemental. I have taken elven form for your benefit, but I am a bird of fire, reborn from my own ashes once every 500 years. Do you like my plumage? I particularly fancy the gold feather just in the center of my crest. Inherited it from my mother I think.

What is an **elemental**? We are creatures born of the four elemental planes of fire, earth, wind and... ahem... water. The elemental planes encircle your prime material plane, feeding their power into it, enriching your natural world. Not all elementals are quite as magnificent as a phoenix though.

The **denizens of this plane** are curious creatures to us. You contain all four elements, but in a kind of equilibrium, so that no one element can dominate. I can feel the fire in you, in the way you burn food to fuel your body, yet there is sloshing water, gritty earth, and blowing wind in you too.

Adventurers are what you call those who are not quite so in equilibrium as the rest. They burn with surging life, pushing beyond the limits of the world they know, for good or for ill. Being born of fire, I can't help but admire that in them, but... they do tend to make such a mess.

What you call **magic** is a force woven in the basic fabric of the world. Just as gravity pulls us towards the earth, magic exerts its influence on us in other ways. People have learned to tie it into odd shapes with their sorcery, but that is something best approached with caution, to say the least.



Perhaps you see **fire** as a destructive force. You are not wrong, but it is so much more than that. Fire is warmth and renewal, a necessary part of the cycle of nature. It is in this world's burning bones, moving whole continents by degrees.

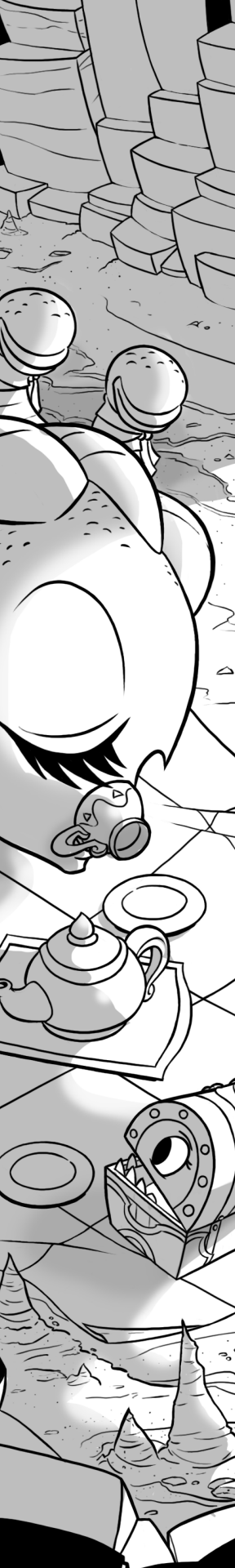
The ground beneath your feet and the mountains in the distance, these things are of the **earth** element. It is the most rigid of the elements, but in that very rigidity the earth elementals find great strength.

The element of **air** is all around us, even in the water, even in your blood. In a sense we are in a great sea of air, and as a creature of fire I need it to breathe as much as you do.

Admittedly, I am not fond of **water** myself. Where fire and water meet there is steam. But for you, for creatures of the prime material plane, I understand water is rather important.

Your **village** too is of the elements. The fires of the hearth, the soil in the ground, the wind in the trees, and the, ahem, water of the river, together these things make your life possible. You should be grateful to all of them.





A TYPICAL ELEMENTAL

Elementals are creatures with inherent elemental power. They always express their elemental nature in rather obvious ways when they're not transformed, but they can appear as any number of creatures. Some are humanoids, while others are more like animals, and there are those that are shapes or amorphous blobs of their particular element. Being creatures purely of the substance of another plane, elementals tend to have abilities that seem magical to us, but are entirely natural to them. Being able to conjure up fire from thin air seems miraculous to a person, but for a fire elemental, it's a pretty basic thing to do.

Those elementals that have distinct shapes also tend to have the properties of whatever creatures they resemble though. A phoenix like Epimetrius is very much a bird as well as an elemental, and djinns and efreet are likewise people of a sort. Having such a dual nature lets those elementals be a bridge between worlds, as they have some grasp of both the fundamental forces of the cosmos and of what it means to be a living, physical being.

Various Elementals

There are countless different types of elementals; here are a few of the most common kinds.

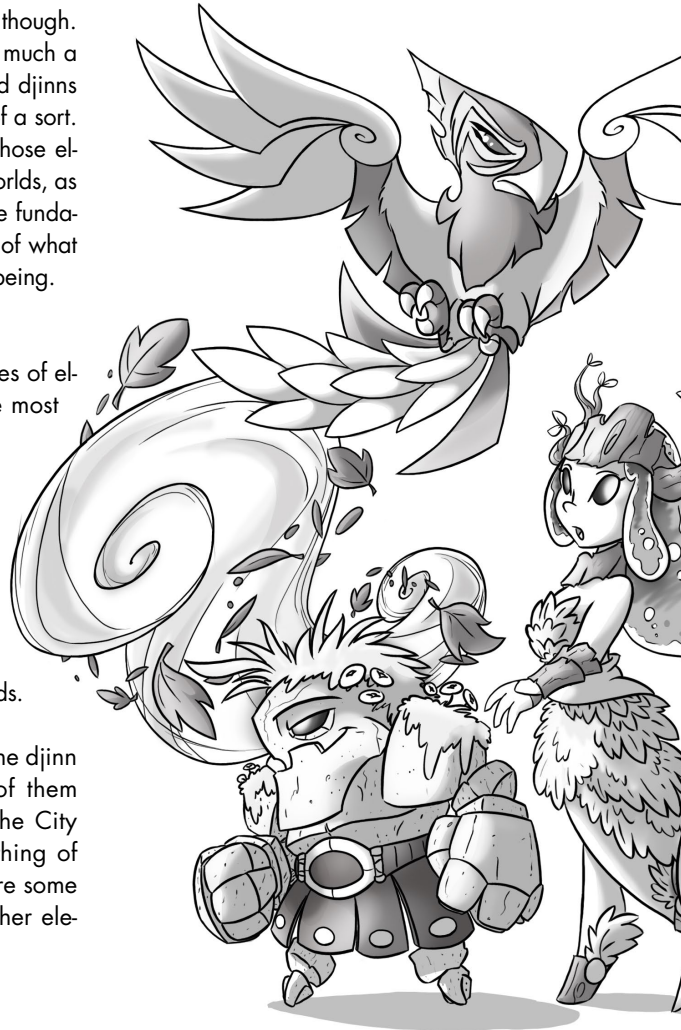
Djinn: The djinn are a type of humanoid air elementals, and the source of the myths of genies. They are fond of vaguely Arab-style dress, and in the plane of air they lead a quite civilized and cultured existence on floating islands.

Efreet: Efreets are relatives of the djinn from the plane of fire. Most of them live in a great citadel called the City of Brass, and they have something of a rivalry with the djinn. There are some other types of genies for the other elements by the way.

Galeb Duhr: These creatures look like boulders with hands and feet and funny faces. They mostly keep to their own kind, and spend their time eating rocks (but not sedimentary rocks!) and collecting gems.

Nymph: Nymphs are a type of humanoid elemental that takes the form of a beautiful woman. Water and air nymphs are the most common, though there are also nymphs of the earth and fire.

Phoenix: Phoenixes are a type of fire elemental bird with magnificent red and gold plumage. They are known for how they live for a very long time and then burst into flames, only to be reborn from the ashes.



Pure Elemental: Some elementals haven't gotten around to taking the form of a proper creature per se, and instead more resemble large blobs or whatever element they are.

Rockman: Rockmen are humanoid creatures of stone, sometimes known as gnomes or trolls, and sometimes mistaken for golems.

Salamander: The salamander is a fire elemental that has a humanlike body, a snakelike tail, and a head like that of a normal salamander, all colored red and orange and often wreathed in fire.

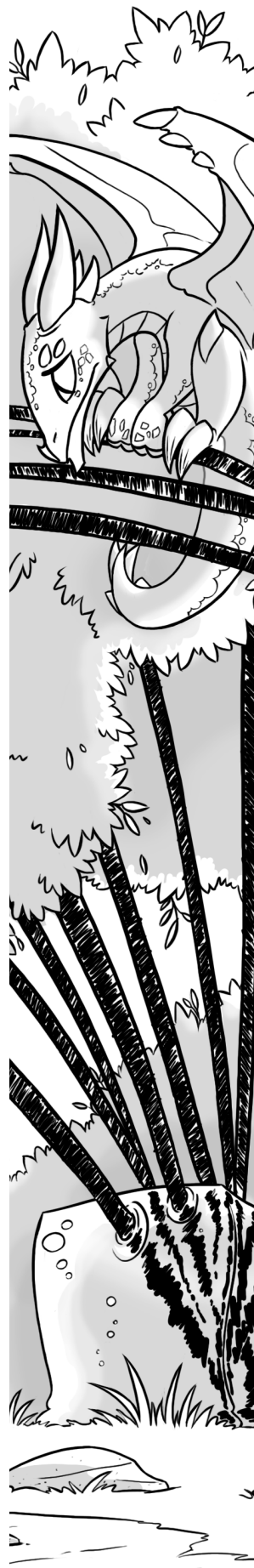
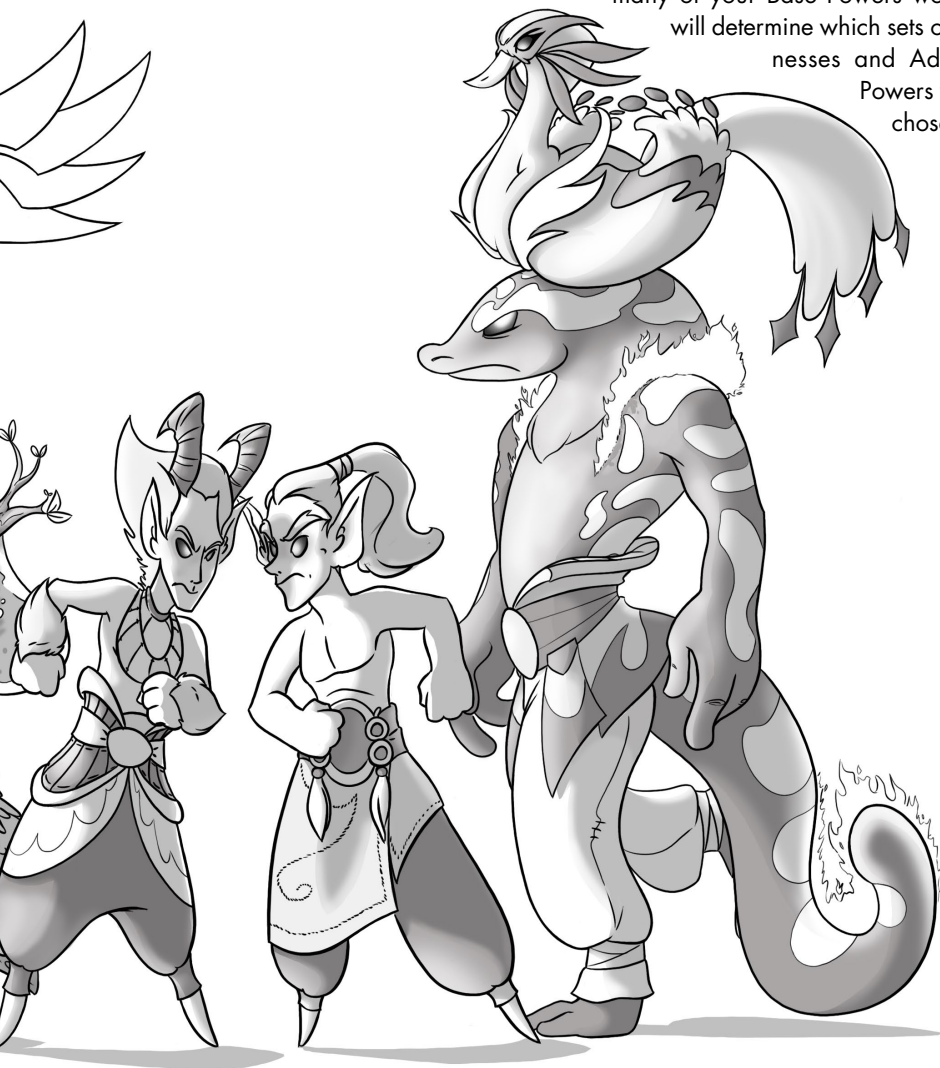
Thunderbird: Perhaps related to phoenixes, thunderbirds are air elemental birds with the power of lightning. They have black and blue feathers, glowing blue eyes, and can summon lightning at will.

Names

Elementals tend to have majestic-sounding names derived from foreign languages such as Greek, Arabic, or Gaelic.

Selecting an Element

There are four types of elementals—earth, air, fire, and water. When you create an elemental, you must select one of these. Your choice will affect how many of your Base Powers work, and will determine which sets of Weaknesses and Additional Powers you can choose from.



Transforming

When elementals take human form they don't usually have ears or tails that pop out as henge do, but rather unless they're careful, their elemental power will shine through—literally in the case of fire elementals.

COST TRANSFORMATION

- +0 Though human-looking overall, the elemental has strange hair that embodies their element, and glowing eyes.
- +2 The elemental shows a subtle but unnatural color tint based on their element.
- +4 Completely human.

Elemental Powers

Concealment (4)

When there's the tiniest bit of your own element present, you can hide yourself inside of it, disappearing from sight completely. While you are concealed this way, you simply cannot be seen unless you move, or if someone uses a special power that lets them find things that are magically hidden.

Elemental Speech (4)

Using this power lets you communicate with anything that is of your element, even if it is an inanimate object. You can converse freely with fellow elemental creatures of the same element, and objects of your element will be able to report to you on what's been happening around them. Air elementals need a more distinct bit of air, such as a whirlwind or cloud, to talk to with this power.

Create Element (6)

You can create a small quantity of your element, enough to fill a few cubic feet. This will gently appear in front of you and will not take any particular shape. On the other hand, whatever you conjure will be quite pure.

Elemental Form (6)

Using this power lets you take on a form more fully of your element. This means that you become invulnerable to normal sources of harm, and you get an additional benefit depending on your element. This lasts until the end of the scene or until you take another form.

Air: Being made of air, you can float through the air at a leisurely pace.

Earth: You become heavy and strong; add 1 to your Animal attribute.

Fire: You become a source of heat and light, though you might set things on fire if you're not careful.

Water: You can briefly reshape your body to fit through any opening, no matter how small.

Elem. Movement (10)

You are able to very quickly move through your element in some way. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress.

Air: You can fly through the air at great speed.

Earth: You can swiftly move through solid earth.

Fire: You can enter a fire and then appear out of any other fire in town.

Water: You can instantly move from one part to another of any continuous water in town.

Call Spirits (14)

You have the ability to summon several minor elemental spirits (of your element) to come help you. This will bring out a number of little elemental spirits equal to the sum of your Henge and Animal attributes, times two. However, if you and your friends don't do a good job of hiding, you'll probably Surprise people you meet.

Air Weakness

Airhead

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your air elemental will forget.

Delicate

You are of a delicate build, and you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

Gale

When you're upset, you tend to summon up bursts of powerful winds. If you are Surprised by 3 or more, you create a flurry of wind that picks up and hurls small objects (and creatures!) in the immediate area, causing Surprise of 8 for everyone present.

Distant

You are distant from the mundane world, and you think differently from humans. The required result for Impression Checks goes up by 2 for both you and people making connections to you.

Earth Weakness

Greedy

You're a bit greedy, such that you have a hard time letting go when you've got your hands on something valuable. Any time you're holding something of value, you have to spend 3 Feelings to willingly let it go.

Contrary

You unconsciously take up an attitude that's the opposite of what you're actually thinking. Unless you have a connection of Strength 3 or higher to someone, your connection doesn't provide them with any Feelings between scenes. They'll get Feelings from all of their other connections like usual, but not from yours.

Additional Power

Summon Winds (4)

You can call on the wind to blow how you wish. If you use this power, you can make the wind blow in an unnatural direction, such as making a piece of paper in the air move how you want. You can cause sudden, powerful gusts too, but not so strongly as to damage things like a typhoon.

Vanish (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

Thunderclap (6)

You are able to unleash an ear-splitting clap of thunder to Surprise someone. This causes a Surprise of 8, and they can't raise their attribute with Feelings.

Tranquility (6)

By embracing someone, you can give them peace of mind. If someone is Surprised, has lost a quarrel, or is otherwise troubled, you can cheer them up and bring them out of that state.

Additional Power

Fool's Gold (2)

You can make common stones on appear to be gold. This power only works in the evening or at night, and the "gold" will turn back into rocks at dawn.

Drill (1+)

You can create a hole in the ground in the blink of an eye. The depth of the hole you create is equal to the number of points of Wonder you spend in yards.

Earth Weakness

Dour

You have something of a dry, humorless demeanor. When you make an Impression Check, the strength of the connection that the other party formed is always lowered by 1. (In other words, you need a result of 8 to create a Connection at all.) However, this only applies to those you've never met before. If you have a Thread with someone you can form a connection normally.

Slow

You move slowly and you just can't help it. You can't put your Animal attribute above 1 when you create your henge, and if you want to raise it for a check, you have to spend 1 extra point of Feelings.

Additional Power

Enlarge (8)

You can make your body become massive to Surprise people. People (and even henge) who haven't seen this power in use before can be Surprised by it. If this is the case, you get a bonus of +2 to your Henge attributes for Surprise checks.

Stone Shape (6)

You can reshape stone, an amount up to about the size of a person, as though it were soft clay.

Fire Weakness

Hot-Headed

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Additional Power

Fire Burst (4)

You release a burst of fire to Surprise someone. This causes a Surprise of 8, and they can't raise their attribute with Feelings.

Quench

Being a fire elemental, you are susceptible to water. When you are wet, you cannot use any powers and all of your attributes go down by one (to a minimum of zero) until you dry off.

Ball of Fire (6)

This calls up a ball of fire that floats in the air. However, you can only use this power in the evening or at night. For the rest of the scene you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, you can make them run away or draw closer as you please.

Skittish

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

Burning Flight (2)

Your flame powers let you freely fly through the sky. You can also carry things that are smaller than yourself. Furthermore, when you are running away or searching for things, add 2 to your attribute. However, you cannot use this power when you are in full human form. This effect lasts until the end of the scene.

Fire Weakness

Bluff

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

Additional Power

Warm (0)

You have a warm personality that makes a strong impression on people you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

Water Weakness

Distant

You are distant from the mundane world, and you think differently from humans. The required result for Impression Checks goes up by 2 for both you and people making connections with you.

Additional Power

Gills (0)

You can breathe and survive underwater without difficulty. The water must be pure, natural, and clean, though it can be fresh or salt water.

Carried Away

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Walk on Water (0)

You have the ability to walk on water. Whenever you wish, you can walk across the surface of water as though it were dry land. You can take someone else along if you can carry them with you.

Babbling Brook

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course).

Watery Touch (8)

This power lets you give people and friendly henge or mononoke the ability to breathe underwater. However, you can only use this power on those you have a connection to.

Moist

You need your body to be moist in order to function. If a scene takes place in an area without water, you have to spend twice as many points of Feelings to boost your attributes for checks. However, if it's cloudy, or if there's a water supply or an active irrigation canal, you don't suffer this penalty.

Gentle Rain (12)

You can cause a light rain to fall in the immediate area. This rain will come down regardless of whether there are any clouds, and it can come day or night. While in this rain, henge and mononoke can take human form at no cost and they can use Wonder and Feelings interchangeably (i.e. they can use Feelings for powers and Wonder for checks). This lasts until the end of the scene.

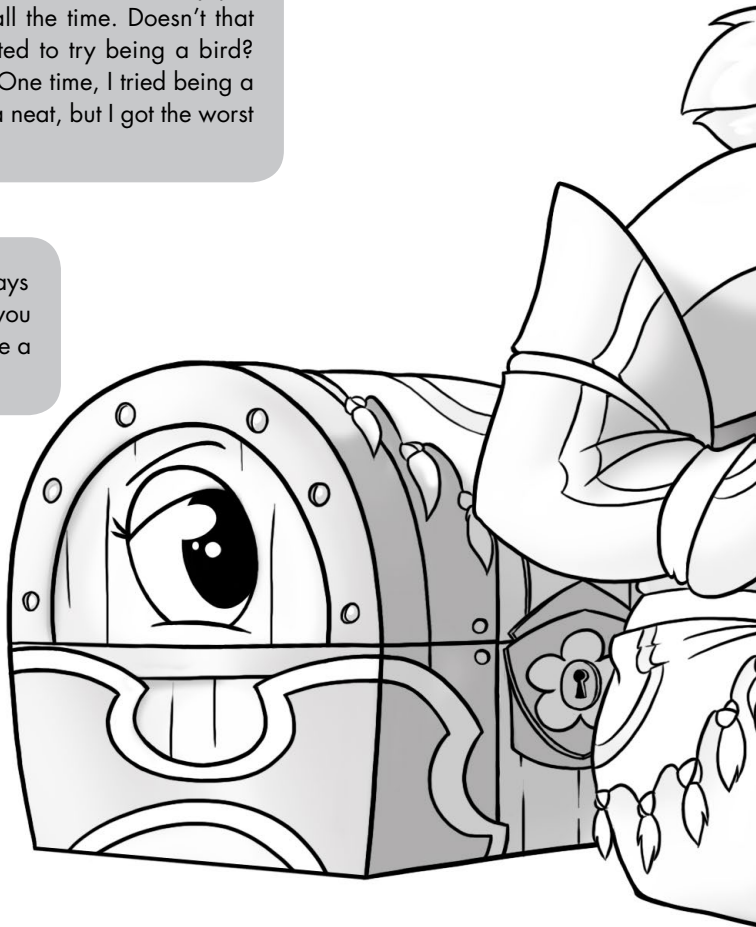
Hey guys! I'm **Mimi**, the mimic! What's wrong? You never met a talking treasure chest before? Oh, all right. Here we go! ***poof*** Is that better? The treasure chest is actually just my favorite shape, but I can do all kinds of others. I'm actually kind of a blob thing, and I can stick out pseudopods and stuff, which is really handy.

Shapershifters are, you know, things that can change shape. There are mimics like me, but also changelings, dopplegangers, rakshasas, and some others too. Shapershifters can look like all kinds of weird things in their native forms. Like I'm usually a treasure chest, but my cousins are Greater Mimics, and they're huge and they like to pretend to be a whole village!

People are pretty neat, though I wonder how they put up with being just the one shape all the time. Doesn't that get boring? Haven't you ever wanted to try being a bird? Or another person? Or a fountain? One time, I tried being a pillar for a whole week. It was kinda neat, but I got the worst cramp in my pseudopods.

Adventurers are hilarious! They always want more treasure, so the look they give you when they see a treasure chest turn out to be a mimic is just the greatest thing!

Magic is basically just a tool, like a hammer, or being able to change shape. Some people use it for fun things, and some people use it for boring stuff. This one bard I met had a bunch of cantrips that let him do the most amazing practical jokes. I think Bubsy's Tickling Fingers was my favorite!



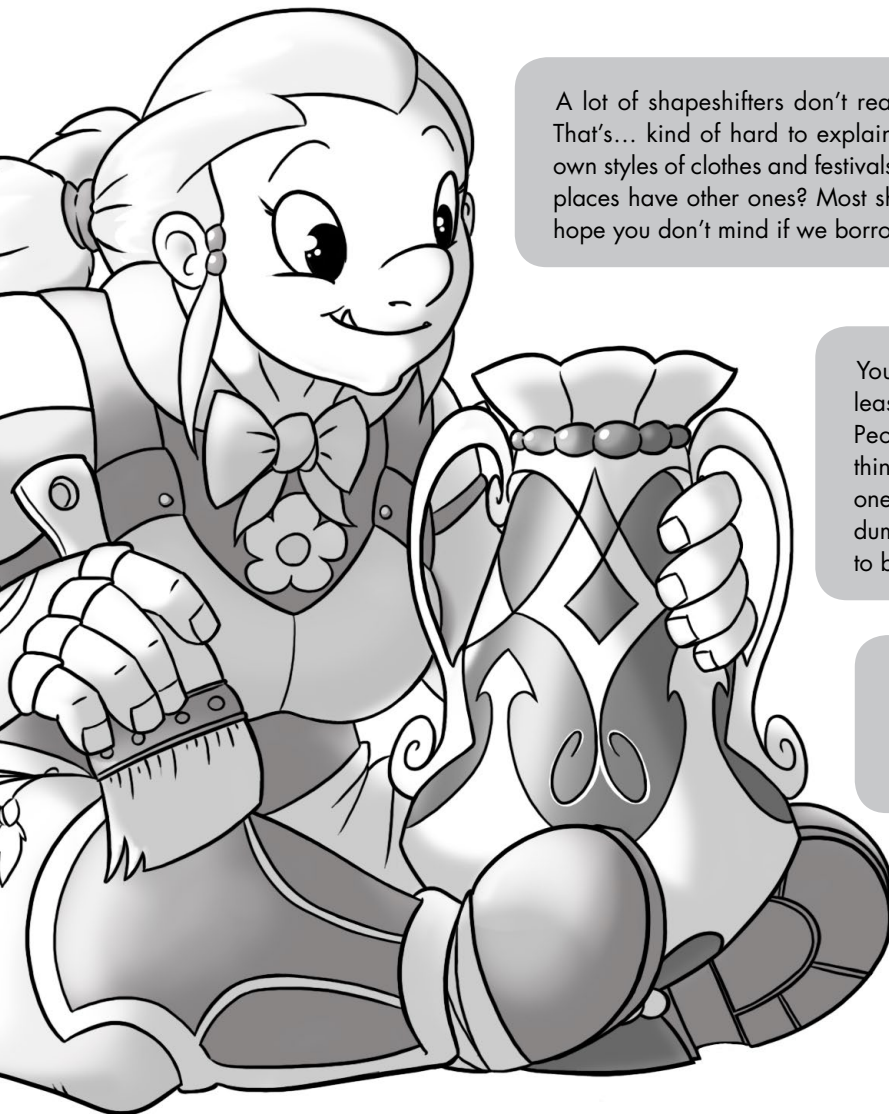
A lot of shapeshifters like **playing tricks** on people. A lot of people get way too serious for their own good and need someone to get them to lighten up.

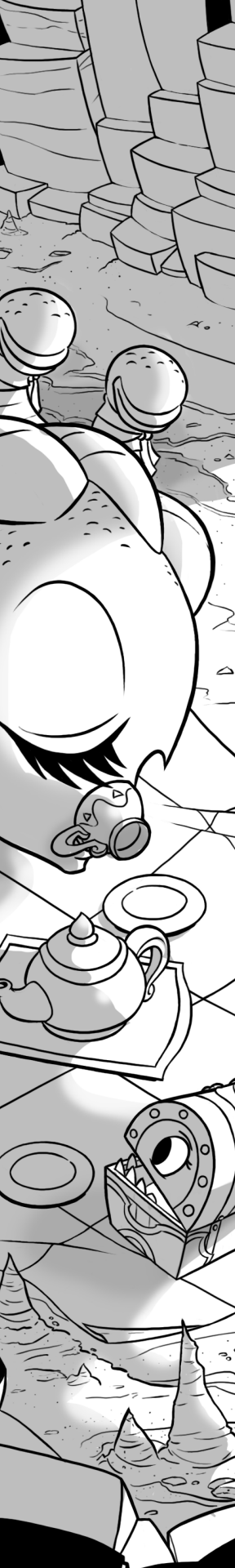
I got tired of hanging around **dungeons**. Whether it's the adventurers or the guys that run the place, no one there ever seems to have a sense of humor. I mean, I did meet a few friends there—let me introduce you to Quatra some time—but there's always like some dragon or lich trying to boss everyone around, and they never see the humor in a phylactery full of whipped cream.

A lot of shapeshifters don't really have their own **culture**. That's... kind of hard to explain. You know how you have your own styles of clothes and festivals and stuff, and people from other places have other ones? Most shapeshifters don't have that. So I hope you don't mind if we borrow yours a little...

You shouldn't listen to **stories**, at least not the ones about shapeshifters. People get a paranoid because they think we're going to impersonate someone or eat them or whatever, which is so dumb. We're just trying to find a place to belong, like everyone else.

Your **village** is pretty cool. The weather's nice, there's some neat stuff to see and do, and the people around here can take a joke!





A TYPICAL SHAPESHIFTER

It's very much in the nature of shapeshifters that they're hard to pin down. Their natural forms tend to be strange, just the sort of thing one would need to conceal from most normal people. Some are relatively human-looking, such as changelings, while others are particularly ugly or unnatural. Mimics are actually a little unusual in that they're shapeshifters with a non-humanoid natural form; most of them still have the general shape of a person, even if they look very different from your average human or elf.

Not being tied to any one shape, shapeshifters tend to have a different view of the world. They are able to step into someone—or something—else's shoes like you wouldn't believe, and can be surprisingly empathetic. On the other hand, due to being distrusted and such, they're often also rather mischievous and deceptive.

Various Shapeshifters

There are quite a few varieties of shapeshifters; here are the most common ones.

Changeling: Changelings are a humanoid race that has shapeshifting powers. A changeling's natural form looks like a person with pale white hair, milky white eyes, and whitish skin. They seem to be related to doppelgangers, but are a bit closer to humans.

Doppelganger: Doppelgangers are the quintessential shapeshifters, humanoid creatures with pale, hairless skin, big yellow eyes, and gangly limbs that look weaker than they really are. They're especially good at imitating specific people, and can read minds.

Hag: Hags are strange creatures that look like old women and have magical powers, most notably the ability to change their shape.

Leshy: The leshy is a woodland spirit that can take the form of just about anything. In his natural form he looks like a tall man with pale green skin and a great bushy beard made of plants.

Mimic: Mimics are creatures that evolved to take advantage of dungeons, taking the form of a treasure chest most of the time, but able to extrude pseudopods at need.



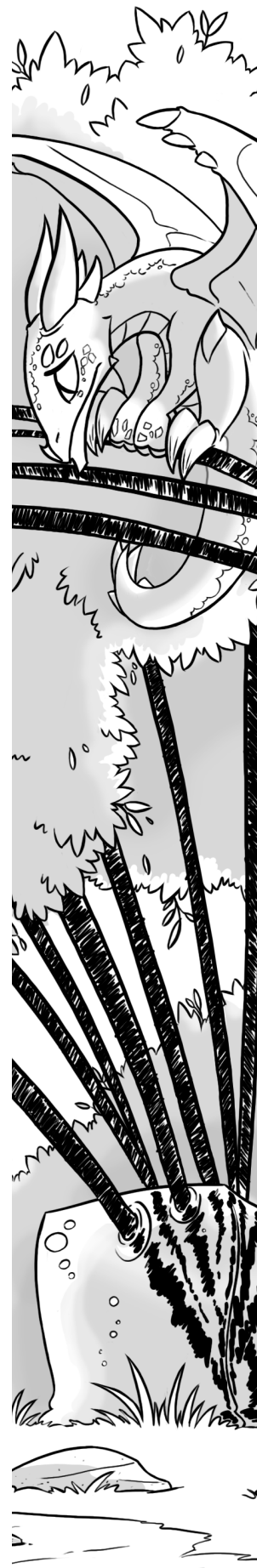
Rakshasa: The Rakshasa are a race of shapeshifters who look like humanoid tigers in their natural forms. They're a rather proud people, and like to wear flashy, magnificent clothes.

Spriggan: Spriggans are a kind of woodland fae, resembling a goblin with bark-like skin and a crown of branches upon the head. They look rather ugly in their natural form, but can take any number of shapes.

Trickster Demigod: One thing that turns up over and over in myths is that gods are into shapeshifting, especially trickster gods. While true gods are unlikely to show up in town, a minor demigod just might.

Names

Shapeshifters are often a scattered people without too much of a culture of their own, so they tend to have names of the same sort as the ordinary people around them, even if they're not always quite right. Rakshasas, on the other hand, tend to have grand Indian names with elaborate titles.



Transforming

Although shapeshifters can take the form of objects or other people using their powers, they also have a favored human form. As with other mononoke, they take human form by degrees, and tend to stand out if they don't become completely human.

COST TRANSFORMATION

- +0 Generally human, but with enough odd traits to make it clear they are not.
- +2 Human, except for one telltale trait, such as a tail, unnatural eyes, horns, etc.
- +4 Completely human.

Shapeshifter Powers

Feigned Innocence (4)

This lets you hide your true character and put on an excellent act. Declare that you're using this power before you make the check. When you use it, you can use whichever attribute you like for a check, rather than one designated by the narrator or the rules.

Change Clothes (6)

This power lets you change the clothing of yourself or a willing recipient to whatever you want. You can use this to remove your "Strange" weakness until the end of the scene (as far as your clothing goes), or to change someone else's outfit. You can also use it on an unwilling recipient by spending 12 Wonder.

Hold (6)

You take a form that lets you wrap yourself around someone, ensuring that they can't get away. Until either they beat your Henge attribute with their Animal attribute, or the scene ends, or you decide to let them go, they can't move from where they are.

Become Anything (8)

You can turn into a tool or a natural object, such as a teapot or a stone. Also, if you change back suddenly, you may be able to Surprise people. If you pay double the cost (16 points), you can become something big enough to hold several people, like a wagon or a shack. However, this power does not let you become liquid, gas, flame, or living things.

Sneaky (8)

You can move around without making a sound or other signs, so that others don't notice you at all. This lets you take action without anyone in the scene spotting you, without any chance to resist. This effect continues until the end of the scene or until you make some kind of noise, like talking above a whisper or a flashy scene.

Copy (10)

You can change into a copy of a person you know. You can't change into someone you don't know. Also, once you've changed, if you talk to someone who knows the person you're copying, you have to beat their Adult attribute (or the strength of their connection to that person) with a Henge check, or they'll realize you're a fake.

Weakness

Impatient

You're prone to being flustered and rushed, often engaging in wasted efforts. Any time you use a power, you have to spend 1 additional point of Wonder.

Loneliness

You're prone to loneliness, and you hate being alone. You can't act separately from someone else. You have to always be with someone.

Secret

You have a very strict rule against letting people see your true form. If someone does see your true shapeshifter form, your connections to both that person and the town lose 1 strength.

Shy

You are bashful and have trouble with getting to know new people. When making an Impression Check, reduce the strength of the resulting connection by 1. However, this only applies to people you're meeting for the first time, so you can make a normal Impression Check if you have a Thread to that person.

Teasing

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

Ugly

By most people's standards, you are quite ugly, and it takes a bit for others to get past your appearance. Impression Checks made to or from you while in your true form will need a result 2 points higher.

Additional Power

Animal Form (6)

You can take the form of a natural animal that you are reasonably familiar with. While in that form, you can sort of communicate with animals of that type, but not very well (your attribute is reduced by 1 for such purposes). This lasts until the end of the scene or until you take a different form, whichever comes first.

Liar (8)

You can make a person believe a lie you've just told them. If they can't beat your Henge attribute with an Adult check, they'll be tricked. They'll go on believing your lie and acting accordingly until they find very clear evidence to the contrary.

From the Shadows (6)

You can be anywhere and catch sight of anything. If you use this power, you can declare that you've seen something that happened before in another scene or story, even if you weren't there. However, you can't use this for things that happened before you were born.

Peek into Hearts (6)

You can read the heart of another. This mainly lets you hear what someone is saying in their head, not what they're feeling or what's true. Still, it lets you find out what someone's real intentions are from their heart rather than their mouth.

Expert Shifter (4)

When you end a scene in a form other than your own true form, you can use this power to begin the next scene in that same form.

Illusion (16)

You can surround someone with illusions and enchant their senses. One person is completely ensnared by these illusions, and they'll believe they're in a completely different place. Other people can, of course, see reality, but the victim has to beat your Henge attribute with their Henge or Adult attributes to break through the illusion. This power lasts until you cancel it or the scene ends.

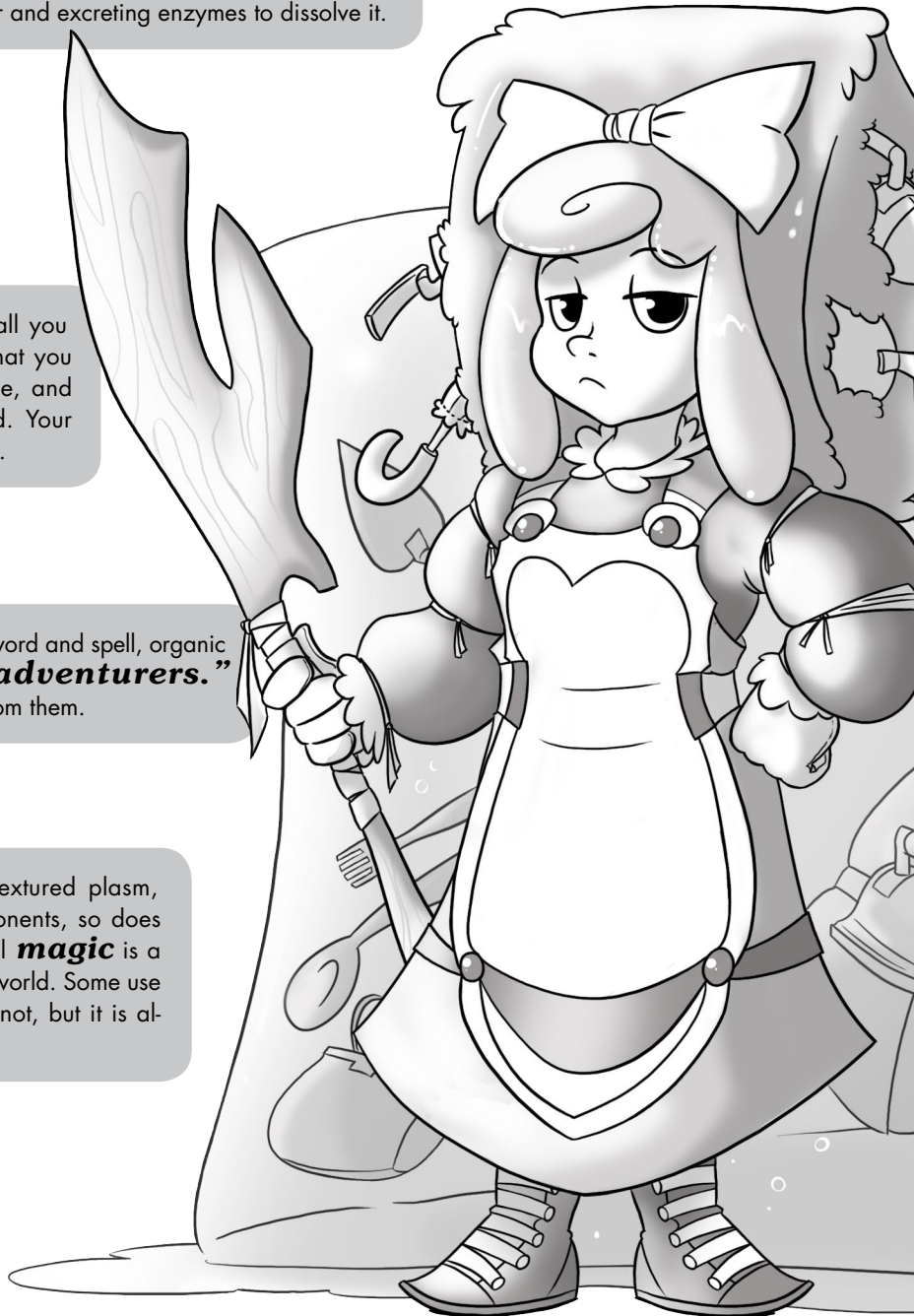
Hello organic humanoids. I am a **gelatinous cube** designated Quatra. I have assumed a humanoid form in order to interact. My natural form is large and transparent and square and hungry.

The class of organisms designated “**slimes**” are protean, composed of a homogenous substance that is capable of distorting into various shapes. Food is consumed by engulfing suitable organic matter and excreting enzymes to dissolve it.

You call us slimes, we call you **solids**. It is strange that you change your form so little, and have parts that are hard. Your parts are very specialized.

Sometimes they come with sword and spell, organic humanoids designated “**adventurers**.” They are danger. We flee from them.

Slime is not simply untextured plasm, and as slime has components, so does the world. What you call **magic** is a part of the texture of the world. Some use it overtly and others do not, but it is always there.



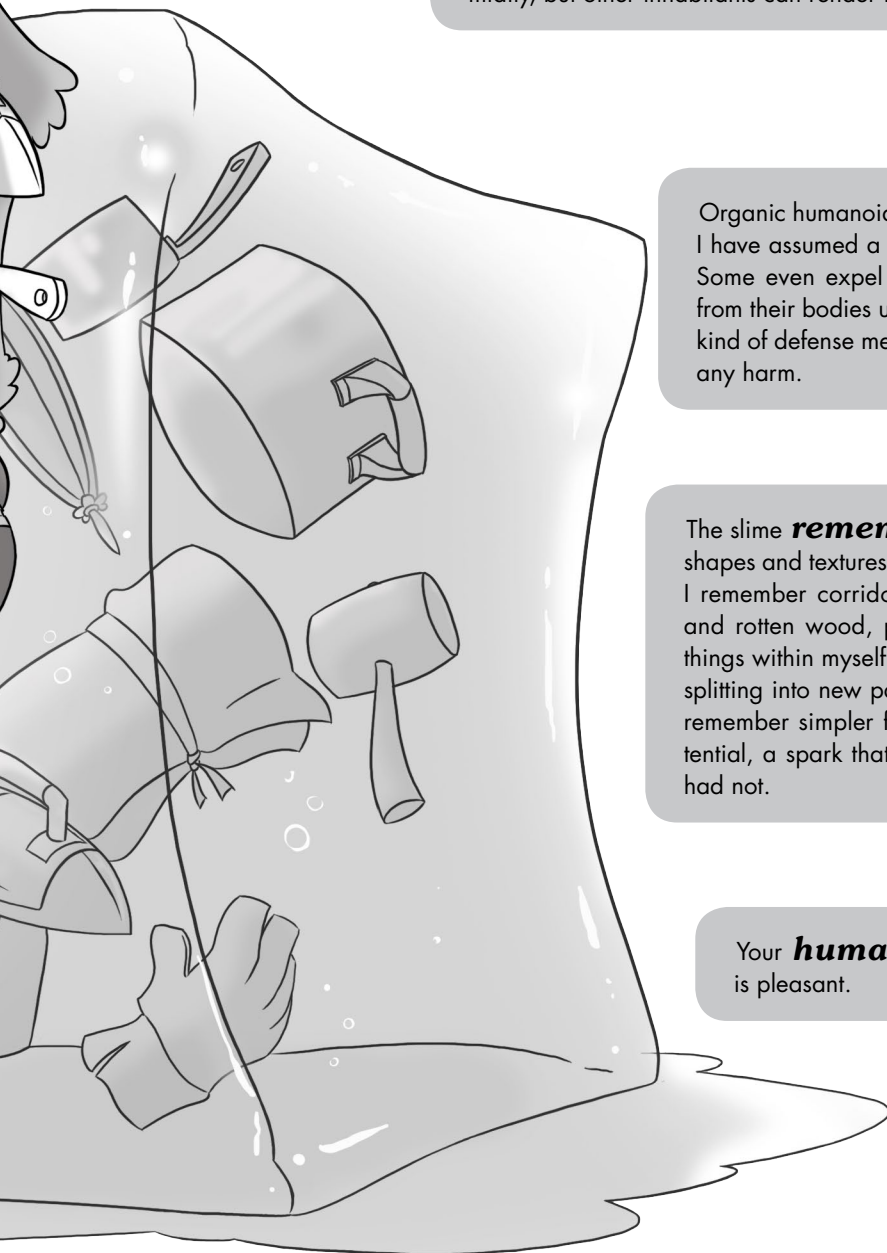
Food is important to all organisms. It is required to sustain life. It comes from other organisms, and we must be grateful to them, and to the atomic reactions of the sun that begin the process. Do you have food? I am hungry. I am always hungry.

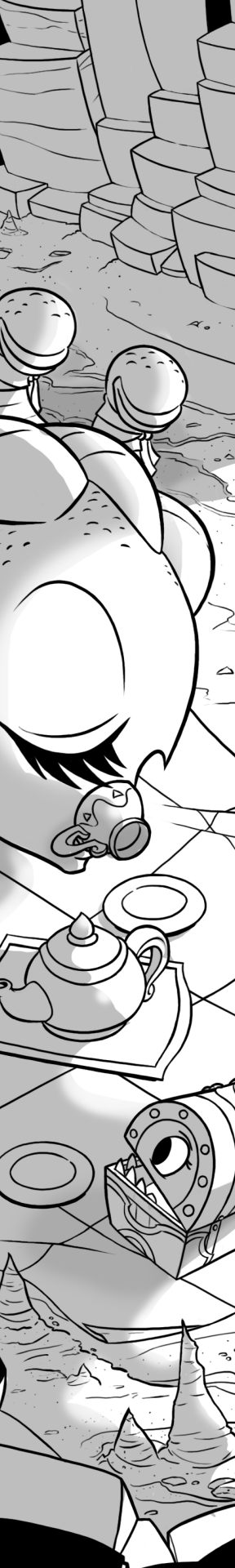
Subterranean habitats are optimal for slimes overall, as they offer lower temperatures and greater humidity, but other inhabitants can render them impractical.

Organic humanoid often find slime **unsettling**. I have assumed a humanoid form in order to interact. Some even expel partially dissolved organic matter from their bodies upon perceiving a slime. Is this some kind of defense mechanism? Be assured I do not mean any harm.

The slime **remembers**. It remembers shapes and textures and thoughts and time. I remember corridors and caverns, stone and rotten wood, pulling food and other things within myself. I remember ancestors, splitting into new pairs again and again. I remember simpler forms, an ocean of potential, a spark that stayed lit when others had not.

Your **humanoid settlement** is pleasant.





A TYPICAL SLIME

There are several different types of slimes, but the fundamental thing about them is that they're creatures made out of some kind of ooze. Some maintain a coherent shape more than others, but they're generally made of one homogenous substance rather than different parts like an animal or person. They come in a huge variety of colors and textures, though of course they're always, well, slimy. Some have more defined shapes than others, and a few even have a natural humanoid shape (that's made of slime), but by and large, the notion of staying in a single defined shape is strange to them.

Even more so than other monsters, even more so than aberrations from another dimension, slimes tend to think in ways that are alien to people. They keenly and intuitively understand the basic nature of organic life on a cellular level, but have trouble with what originates from more complex forms.

Various Slimes

There are a lot of different varieties of slimes, but for the most part they're basically variations on the theme of, you know, slime. They can be big or small, they come in different colors and consistencies and shapes, but they're all basically dollops of goo.

Gelatinous Cube: These curious creatures are cubical, transparent slimes that like to shuffle through dungeon corridors picking up random things. They usually have an assortment of objects inside of them as a result.

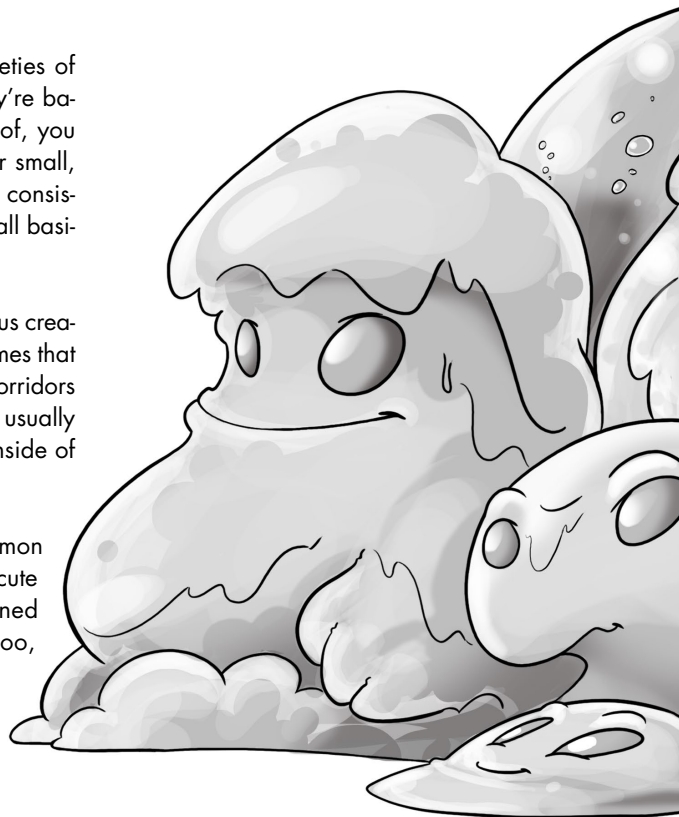
Little Slime: One of the common varieties of slimes is the small, cute kind. They look like little flattened oval-shaped things made of goo, with eyes and a mouth.

Jelly: The slimes called "jellies" are actually a type of giant amoeba. They thus have a lump in the middle that is a huge nucleus.

Metal Slime: Metal Slimes are cousins of the Little Slimes, very similar except for being made of a sort of liquid metal that makes them insanely durable.

Ooze: Oozes are thinner, runnier slimes that can look like a slick of oil on the ground.

Pudding: "Puddings" are a variety of slimes made up of groupings of single cells, giving them more of a blobby texture like a gelatinous sack of ping-pong balls. They usually come in dark colors, and do not taste good in the slightest.

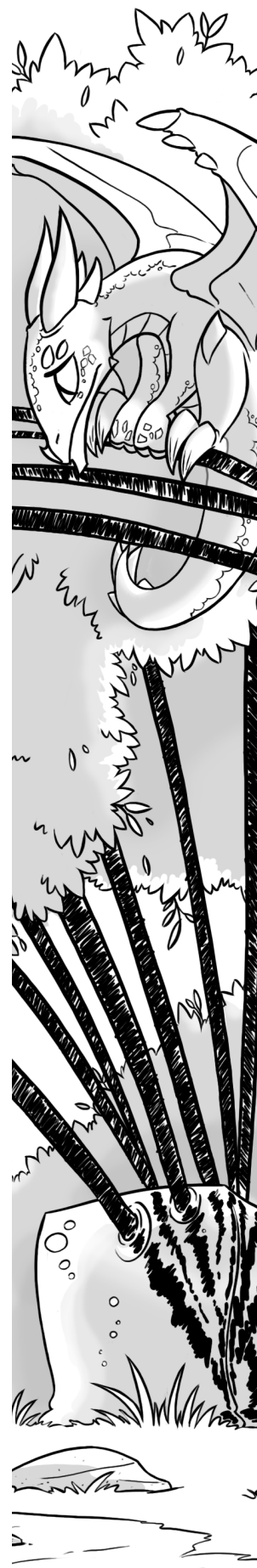


Slime Person: Some slimes naturally have a humanoid shape made of goo. This is kind of a mixed blessing when it comes to dealing with people, as it can make a slime overconfident about making contact.

Slime King: Among the little slimes, every now and then a slime king will emerge. They are several times bigger than a little slime, and for whatever reason show up wearing what looks like a little crown.

Names

Slimes tend to have names that are strange combinations of syllables that have an onomatopoeic bubbling sound, with many Ps and Qs in them, and a lot of Oo sounds. Some, especially those that manage to become friends with humans, adopt simpler, more descriptive names like Glop, Dollop, or Drip.



Transforming

When slimes take on human form, it works a bit differently from henge, with the slime adopting a more humanoid and more solid form as they put more power into the transformation.

COST TRANSFORMATION

- +0 Basically human, but the texture of the skin is a bit strange, and the body is soft and prone to bending in funny ways.
- +2 Basically human, but the skin has a strange sheen to it.
- +4 Completely human.

Slime Powers

Squeeze (4)

You can slip through a tiny crack to get to somewhere else. Even if a place is closed off or a dead end, you can disappear from the scene. Also, you can use this to get into places you wouldn't normally be able to.

Cellular Memory (6)

By making physical contact with someone, you can read their heart. This mainly lets you hear what someone is saying in their head, not what they're feeling or what's true. Still, it lets you find out what someone's real intentions are from their heart rather than their mouth.

Stuff (6)

Your gelatinous body has some random objects you've picked up at any given time. Use this power to pull a small, ordinary object out of your slimy body. It may be a little sticky though.

Hold (6)

You can extrude part of your body to wrap around someone, ensuring that they can't get away. Until either they beat your Henge attribute with their Animal attribute, the scene ends, or you decide to let them go, they can't move from where they are.

Swell (8)

You can make your body become massive to Surprise people. People (and even henge) who haven't seen this power in use before can be Surprised by it. If this is the case, you get a bonus of +2 to your Henge attributes for Surprise.

Two of Me (10)

You can temporarily split yourself apart to be in two different scenes at the same time. Even if two scenes are taking place at exactly the same time, you can appear in both. Also, each version of you can know about what's going on in the other's scene.

Weakness

Always the Same

You do not have the ability to change your form. You can't take human form, and you're always in the same shape.

Glutton

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even you have other things to do.

Trail

You can't help but leave a trail wherever you go, a thin film of moisture on the ground. This will reveal where you've been to others, plus it's a little messy and gross.

Gullible

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

Creepy

Even if you take human form, there's still something unsettling about you. You cannot make Impression Checks with people (but you still can with henge and animals). If you wish to form connections with people, you will have to spend Dreams to start a connection at a strength of 1.

Meep

You lack the ability to actually speak, instead only making odd cooing and bubbling sounds. If you need to communicate you'll have to use a mixture of those sounds, gestures, and perhaps writing.

Additional Power

See-Through (8)

By rendering your slime transparent, you can make yourself virtually invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

Antidote (20)

If a person is afflicted with a sickness or has been poisoned, you can eliminate it. This power can cure any deadly poison or incurable disease, but it cannot raise the dead, heal wounds, or extend a person's natural lifespan.

Catch (4)

You can extend pseudopods to snatch someone or something at a distance. When there's something in a place that's too far away or too high, you can use this power to extend a part of yourself to grab it.

Size Change (8)

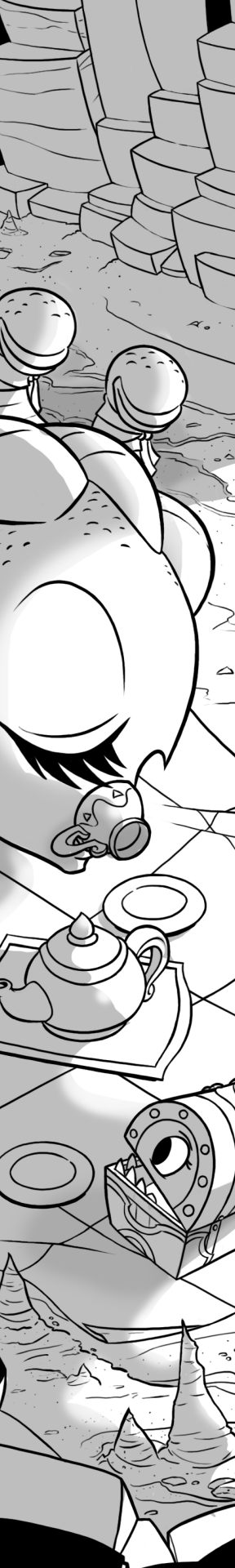
You can change your size, anywhere from one inch to about ten feet tall. If you become very small you can slip into smaller places, and add 1 to your attribute for checks relating to hiding or evading. If you become very large, add 1 to your attribute for Surprise and for checks relating to physical strength. This effect lasts until the end of the scene or until you cancel the transformation.

Jelly Stun (8)

This power makes someone suddenly become unable to move. If their Henge attribute doesn't exceed yours, they won't be able to do anything physical except talk until the end of the scene.

Vibration (2)

By exuding vibrations inaudible to normal people from your body and listening to the echoes, you can "see" in the dark and even through walls in the immediate area.



OTHER RESIDENTS

Although we've covered quite a few different types of creatures here, there are plenty more that you could potentially create using any number of *Golden Sky Stories* character types. You might even open up your *Monster Manual* to look for ideas! Here are some possible residents you might create using one or more existing character types.

Angel (Visitor): Angels, also known as "devas," are beings of light from the higher planes. They are typically very beautiful glowing humanoids with feathered wings. As servants of the cosmic forces of Law and Good they tend to be very serious.

Bulette (Oni/Centipede): The bulette, also known as a landshark, is a massive creature that can burrow through the ground like it was water.

Centaur (Pony): A centaur looks rather like someone took a horse and put a human torso in place of the horse's head. They typically live in forests, where they hunt and forage. They also have cousins who combine human with other animals, such as the wemics, which look like "lion centaurs."

Faerie Dragon (Dragon/Pixie): The faerie dragon is a curious offshoot of dragonkind, a miniature dragon with butterfly wings and some of the magic and mischievous nature of a pixie.

Harpy (Bird/Witch): The harpy is a hybrid of woman and bird, with the head and upper torso of a woman, and the wings and lower body of the bird. They often have magical powers, but they tend to have the skittishness of a bird writ large. On the other hand, they love to sing.

Kirin (Horse/Esper/Witch): The kirin (or qilin) is a creature of distant lands and planes, which has a body like a horse covered in green scales, and a head like an Eastern dragon, with a mane and antlers. They serve the forces of Law and Good, and have many special powers, including flight and telepathy.

Lizardman (Kappa): The lizardmen are a race of humanoid lizards that typically live in swamps and marshes.

Lycanthrope (Henge): Lycanthropes are creatures that appear as animals, but have the power to take human form. Werewolves are the best known type of lycanthropes, but there are many others.

Naga (Snake): Nagas resemble snakes from the waist down and people from the waist up. They are a noble but harsh race, and have potent magical powers.

Owlbear (Bird/Oni): As the name suggests, the owlbear is a cross between owl and bear, apparently because some wizard had a lot of time on his hands.

Squidmen (Esper/Kappa): The squidmen are humanoids with squidlike heads and potent psychic powers. They come from another plane of reality, and have a hard time understanding what's going on here.

PEOPLE

Most of the people described in both *Golden Sky Stories* and *Faerie Skies* work just fine in *Fantasy Friends* stories. Those that are particularly Japanese (Buddhist Priest, Shrine Maiden, etc.) or modern (Postman, Sceptic, etc.) could be a bit out of place, though this is nothing if not a genre prone to anachronism and otherworldly visitors. What follows are some additional people you can use in your stories. There are, of course, animals about, and you can potentially use any of the animals from *Golden Sky Stories* or *Faerie Skies* in *Fantasy Friends*. Local gods are not part of the assumed setting of *Fantasy Friends*, though; in the source material, the gods tend to be either glossed over entirely or are less local. However, you are certainly welcome to make them a part of your town if you wish.

For the purposes of *Fantasy Friends*, “people” generally include not only humans, but also elves, dwarves, halflings, and so on. They can potentially include more exotic beings as well depending on your particular setting. What matters is that they are the ordinary residents of the town, not born with magic (or not too much anyway), and not prone to transforming themselves. Any time the rules refer to “people” or “humans,” you can assume they apply equally to elves and such.

ADVENTURER

HENGE: 2 **ANIMAL:** 3
ADULT: 1 **CHILD:** 1

Adventurers are those strange folk who feel the need to wander the world as sellswords and do-gooders. When they come to town, the money they often bring is quite welcome, though they can cause all sorts of trouble as well. Adven-

turers usually travel in “parties” where each member has their own specialization so that they are more than the sum of their parts. Fighters are exceptionally athletic and masters of combat, wizards wield strange and powerful spells, clerics can work miracles, thieves can move silently and steal just about anything unnoticed, and so on.

Experienced adventurers tend to be larger than life, and do everything bigger and bolder than most. They eat and drink more, laugh louder, and cry harder. On the other hand, people have to start their adventuring careers somewhere, and sometimes you’ll run into a young swordsman or apprentice wizard who’s in way over their head.

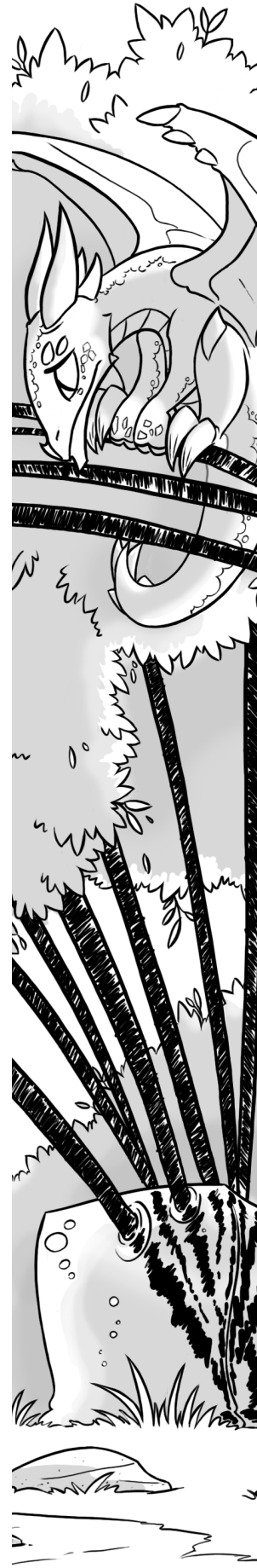
STORY FRAGMENTS:

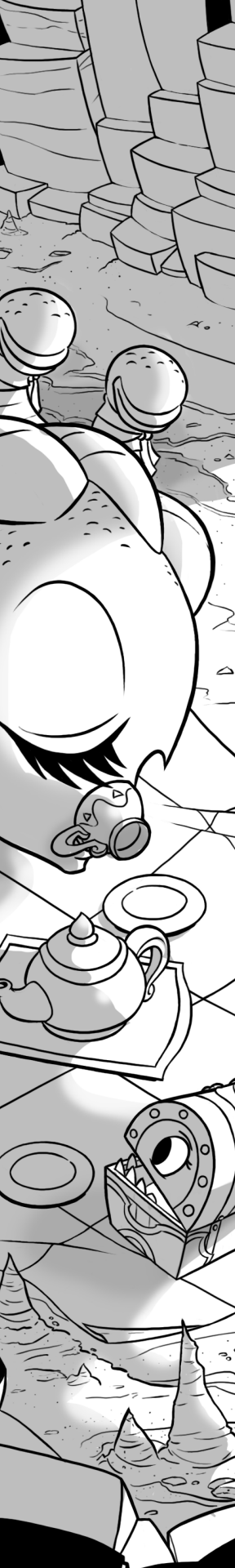
Some of the adventurers might get into an argument. An adventurer might be estranged from their family in town. They might accidentally bring a troublesome magic item into town. A young adventurer who had set out for glory might be about ready to give up. They might be quarrelling over who gets a particular magical item. A group of adventurers could be trying to set one of their members up on a date with someone from town.

CRAFTSMAN

HENGE: 0 **ANIMAL:** 2
ADULT: 2 **CHILD:** 0

The town is home to a number of people who, rather than farming, make things for a living. The blacksmith, who makes tools and horseshoes and so on out of metal is among the most important, but there are many others. The town could also have a tailor, barrel-maker, cobbler, scribe, baker, and so on. Craftsmen are typically very dedicated to the work





they do, and take great pride in doing it well. A craftsman's craft isn't just their meal ticket; it's a passion, something they've dedicated their whole life to.

Craftsmen usually teach their trade to an apprentice, a young person who must work very hard and pick up the basics of the trade over time. It's a rough job, but it can put them on a path that they'll walk their whole lives.

STORY FRAGMENTS:

He might be running out of raw materials at the worst possible time. He might ask a random visitor to help with some chores. An apprentice might get lost while running an errand. Two apprentices might get into a fight and make a mess. A wealthy customer could come and suddenly put in a huge order. He might be demanding things be as quiet as possible so he can concentrate on a particularly difficult and important bit of work.

HEDGE WIZARD

HEDGE: 2	ANIMAL: 1
ADULT: 3	CHILD: 1

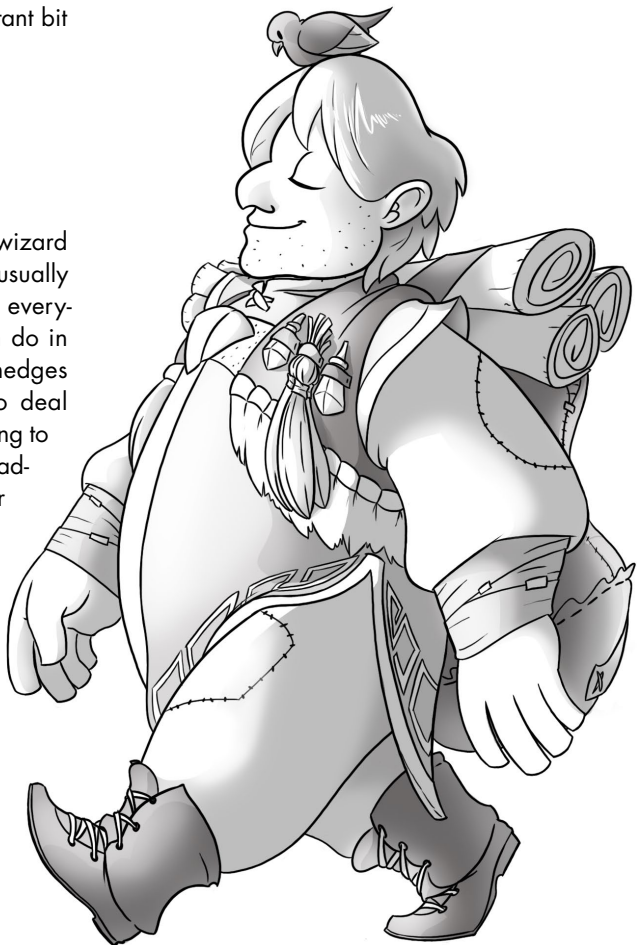
A "hedge wizard" is the sort of wizard you get out in the countryside, usually trained informally in practical, everyday spells. While some of them do in fact have spells dealing with hedges and even topiary, they tend to deal more with healing sickness, tending to plants, doing simple mending, reading the weather, and so on. Their work can keep them quite busy at times, and many hedge wizards end up running all over town, their charms and material components rattling and jingling as they go.

Generally speaking a hedge wizard can, with some time and effort, cast simple spells at a cost of 6 Wonder. Where full wizards will have many ancient grimoires, a

hedge wizard's spells are mostly things he's learned by rote, passed down through the family, and maybe written down in a rather eccentric way that your average tower-educated wizard would scoff at. On the other hand, a hedge wizard's magic is practical and everyday magic, and he both understands it intimately and knows just how to use it.

STORY FRAGMENTS:

One of his spells might go wrong and cause trouble. A child from town could run off with an important spell component for some reason. He might wind up in a magic contest against a full-fledged wizard and not know what to do. He could be friends with some of the monsters around town. He might need someone to watch over a sick child while he finds a rare herb.



INN KEEPER

HENGE: 0 **ANIMAL:** 3
ADULT: 3 **CHILD:** 0

Most towns with any outside traffic to speak of will have an inn, a pleasant place where the weary traveler can rent a room for the night and get hot meals, and the locals can come in for a drink now and then. The inn is thus something of a hub of the community, at least as much as the town hall proper. Innkeepers tend to be stout, practical men and women, able to keep the peace in the inn even when a drunken band of adventurers are causing a ruckus. They're also running a business, which generally

makes their lives busy at all hours as they try to keep the drinks and meals coming, the rooms comfy, and the atmosphere pleasant.

STORY FRAGMENTS:

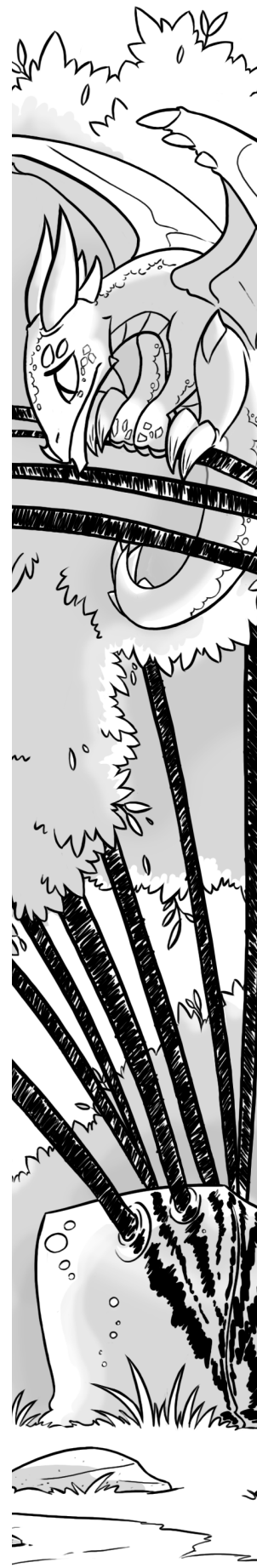
They might be troubled by something that's shown up at the inn. They could need some help with chores and offer a meal as a reward. They might be worried because there's a very important guest coming. They might be unhappy at how their daughter and an adventurer are eyeing one another. They might be in trouble because a customer's belonging went missing. Something could be creeping around the inn in the middle of the night.

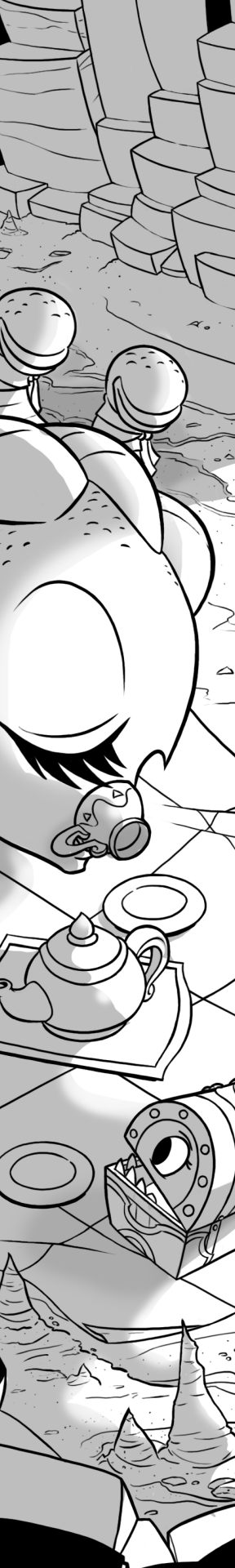
ITEM SHOP OWNER

HENGE: 1 **ANIMAL:** 1
ADULT: 2 **CHILD:** 1

Towns that have much in the way of adventurers coming through will have an item shop, which offers all sorts of magic items and adventuring gear. It's in the nature of magic that having lots of magic items in one place generally isn't the best idea. The magic leaks into other things, takes on a life of its own, and generally makes life interesting. It's also a challenge to figure out what exactly any given item is supposed to do, and being wrong about that can cause all sorts of problems. That's probably why the people who run item shops tend to be a little odd, and also why their shops tend to wind up several extra yards away from the other shops in town.

Running an item shop is kind of an odd lifestyle. Since many magic items are extremely expensive by villagers' standards, the shop owner often has very little to do when there aren't any





adventurers in town. They can get really bored, start talking to themselves, and generally get a little peculiar.

STORY FRAGMENTS:

She might need someone to watch the shop while she goes to deal with some important business. She might ask for help figuring out what a particular item does. She might have accidentally given someone the wrong item. A malfunctioning item might be keeping her out of her own shop. One of the items in her shop could turn out to actually be alive. She could be having trouble making friends with other shopkeepers in town.



MAYOR

HENGE: 0

ANIMAL: 2

ADULT: 3

CHILD: 1

The mayor is the person more or less in charge of the town. Around here, the law is a set of traditions that most people agree on, and even the king can't really change them much. The mayor's job is more to be an arbitrator and organizer, so people come to him when they disagree on something, or when the time comes to organize a festival or similar. This is in addition to a more typical job, so his mayoral duties can pull him away from his usual work.

A mayor has to be smart, pragmatic, and reasonably well-liked, able to resolve problems and popular enough to get people to pick him as the mayor in the first place. He's also the person who royal officials want to talk to first, so some people would rather not be the mayor if they can help it.

STORY FRAGMENTS:

He might need someone to keep an eye on things while he goes to resolve a dispute. He could come looking for a monster to get to the bottom of what really happened. He might need to go talk to someone from a neighboring community. His special badge to show that he's the mayor could go missing. He might actually not want to be the mayor, but feel that no one else is really up to the task.

PRIEST

HENGE: 2

ANIMAL: 1

ADULT: 3

CHILD: 0

A "cleric" is a holy crusader who takes up a mace and goes around trying to right wrongs in the world and such. Clerics aren't all that common, and most of those who serve the gods are simple priests. Although they can work minor miracles on occasion, their real job is to tend to the spiritual and practical needs of the townsfolk. They lead rituals that

help people come together as a community, and they provide a sympathetic ear when it's needed.

Priests can work minor miracles, but it takes a lot of time and prayer, and lighting some incense and such doesn't hurt. In general a priest can spend 6 Wonder to work a minor miracle. Clerics and higher-ranking priests can do flashier stuff, but they seldom have time to hang around a small town.

STORY FRAGMENTS:

A monster might wind up inadvertently being the answer to his prayers. He could receive a message from the gods and not know what to do about it. He might find a monster wants his help. A child who ran away from home might come to his temple. He might be upset because his son or daughter wants to do something besides being a priest. A high-ranking priest could be stopping by to check on the temple.

RANGER

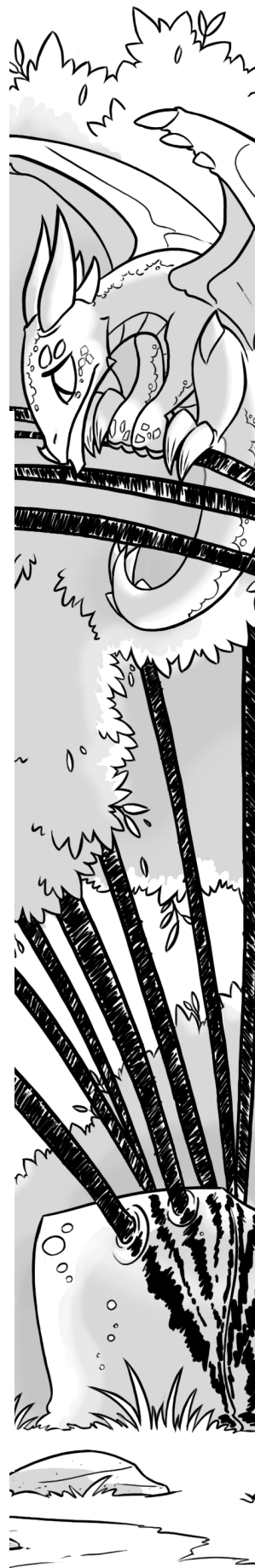
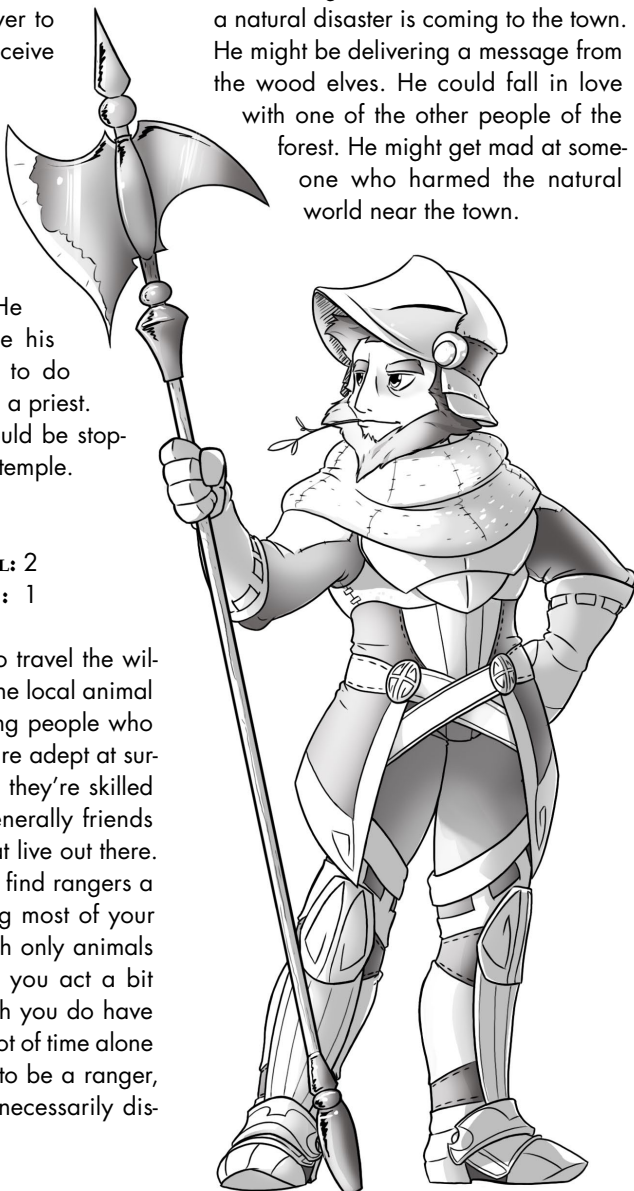
HENGE: 0	ANIMAL: 2
ADULT: 2	CHILD: 1

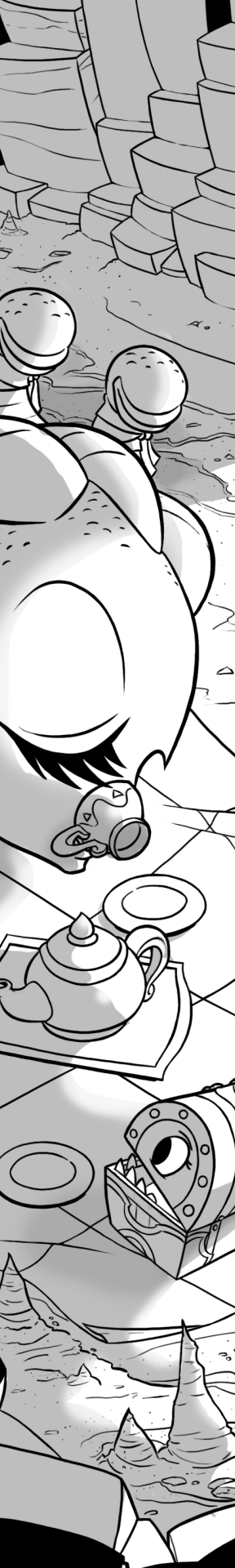
Rangers are people who travel the wilderness, taking care of the local animal population and protecting people who venture out there. They are adept at surviving in the wilderness, they're skilled trackers, and they're generally friends with the other beings that live out there. Other people sometimes find rangers a little weird, but spending most of your time out in the forest with only animals for company can make you act a bit odd sometimes. Although you do have to be willing to spend a lot of time alone with your own thoughts to be a ranger, that doesn't mean they necessarily dislike having company.

Where most people can get downright panicky around monsters, rangers are among those who've learned to keep a cool head. They understand better than most that "monster" is a label, and most creatures just want to live their lives. That makes them particularly well-equipped to be emissaries between worlds.

STORY FRAGMENTS:

He might be asked to find a child who wandered into the woods. He might offer to share his food with a hungry monster. He might be the first to realize that a natural disaster is coming to the town. He might be delivering a message from the wood elves. He could fall in love with one of the other people of the forest. He might get mad at someone who harmed the natural world near the town.





TOWN GUARD

HENGE: 0

ANIMAL: 1

ADULT: 2

CHILD: 1

The town guard are ostensibly there to keep the peace and make sure everyone is safe. In practice their job is mostly standing around watching things, polishing their armor, and occasionally stuff like helping drunks find their way home. Starry-eyed kids sometimes think that the town guard must be glorious warriors who've been in many battles—and some guards have been known to tell tales—but on the whole, they're mostly just keeping an eye on things in general and acting sufficiently guard-like to keep people from getting any funny ideas. Every now and then, a new town guard will come in thinking his job is to be a paladin and give people (and other things) a hard time over every little thing, but they usually learn their lesson pretty quickly.

STORY FRAGMENTS:

A young member of the town guard might follow a monster and get lost. The guard could panic at the sight of a monster. A guard might have an ill-advised crush on a visiting prince or princess. A guard could need help dealing with unruly adventurers. A guard might get into the habit of leaving food out for a monster. Two guards might get into an argument.

TRAVELLING MERCHANT

HENGE: 0

ANIMAL: 1

ADULT: 2

CHILD: 2

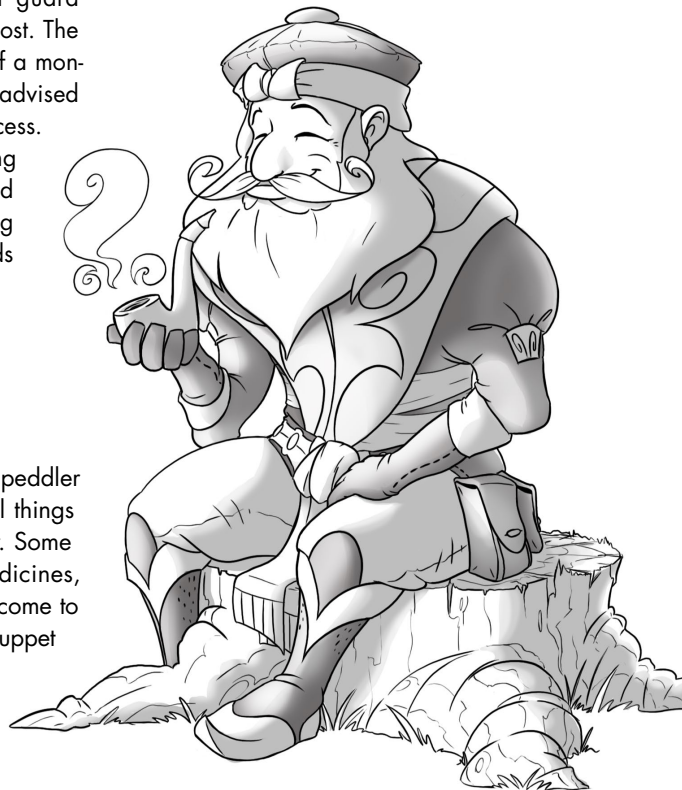
Now and again, a wandering peddler will come to town hoping to sell things the townsfolk can't get normally. Some specialize in books, rare medicines, tools, spices, and so on. A few come to give performances, putting on puppet shows for children, or teaching people things about the world. Some peddlers have

a bit of everything, and roll into town with a cart full of what looks like random junk, but which hides many treasures.

Your typical traveling merchant is someone who likes traveling from place to place, constantly meeting new people, and who can handle themselves out on the road. Along with their wares, they often bring gossip about the world, so many townspeople come out to see them even if they're not planning to buy anything, and a peddler can at least expect a drink or two in the inn.

STORY FRAGMENTS:

The merchant might also be delivering an important letter. They might tell a fib that gets out of hand. They could be trying to hide from someone who's been following them. They might be carrying a rare item that a local wizard needs for something. They might get in trouble for trading with a monster. Their donkey might go missing, stranding them in the town until it's found or replaced.



MAGIC ITEMS

While in rural Japan items imbued with magical power are exceedingly rare, in the world of *Fantasy Friends* such things are relatively common, and can make a fun element to add to your stories. In game terms, a magic item is basically a collection of special Powers and Weaknesses; we call these Item Powers and Item Weaknesses. It's possible for an item to have a Power but not a Weakness or vice versa, but the best items for use in stories will usually have both. If an Item Power has a Wonder cost, normal people can pay the cost with their Feelings, but beings that can use Wonder must spend Wonder. Regardless, they won't actually know what the item does until they try it out, though the narrator might allow a Henge check to figure it out.

This section has 36 magic items we thought would be interesting, but please feel free to adapt magic items from other sources or just make them up yourself

if you think they'll make the game more fun.

USING ITEMS IN STORIES

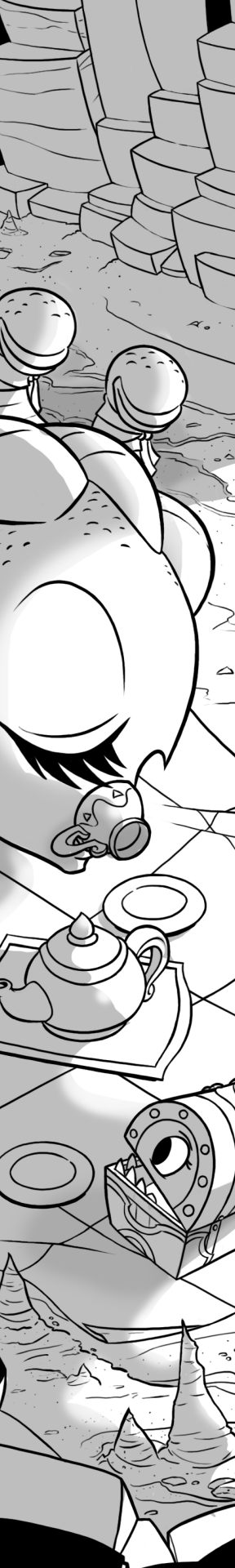
Although the occasional story taking place inside an item shop can be fun, for the most part you should think of a magic item as a special kind of character. That is to say, a magic item should play an important role in the story, which in turn means that there isn't room for very many of them.

RANDOM ITEMS

In keeping with tradition, you can use the table below to pick out an item randomly by rolling dice. To do this, you'll need to use two six-sided dice to make a d66 roll. This means you take the dice, designate one as the tens digit and the other as the ones digit (it helps for them to be different colors), and roll to get one of 36 possible results numbered 11 to 66.

ROLL	ITEM	ROLL	ITEM
11	Bag of Holding	41	Mind Exchanger
12	Bear of Protection	42	Mirror of Duplication
13	Boots of Speed	43	Orchestra Wand
14	Candle of Truth	44	Quill of Libel
15	Cat Ears of Meow	45	Rabbit Slippers
16	Catfriend Amulet	46	Raistminster's Library
21	Centaur's Shoes	51	Rapid Reading Glasses
22	Cup of Energy	52	Ring of Etiquette
23	Deck of Many Things	53	Rod of Absorption
24	Dwarfmaiden Hair Clip	54	Shrinking Sweets
25	Fake Spellbook	55	The Singing Sword
26	Fancy Sphere	56	Skeleton Key
31	Ghostly Pendant	61	Sleep Pendant
32	Growth Mushrooms	62	Stone Horse
33	Kitsune Pendant	63	Stopwatch
34	Language Ring	64	Story Lamp
35	Lightening Rod	65	Tub of Washing
36	Love Potion	66	The Village Record Book





BAG OF HOLDING

A bag of holding is a special magical bag with enchantments that make it bigger on the inside than the outside. Adventurers quite like having these around because it lets them carry around quite a lot of treasure and supplies without worrying about how heavy it is.

Cluttered on the Inside

The bag has a considerable amount of random stuff inside it, making it hard to find just what you're looking for. When you reach inside the bag to get something, you need to make an Adult check with a result of 5 or better to find it. If you don't make the check, you'll pull out some other random trinket instead.

Bigger on the Inside (0)

The bag of holding is small and light enough to easily hold in one hand, but its interior can hold a huge amount of non-living matter, so long as it's narrow enough to fit into the pouch's opening.

STORY FRAGMENTS:

Someone might've left something important in the depths of the bag. A lost relative could have left behind a bag with a huge number of mementos inside. An old bag of holding could turn out to contain a small golem.

BEAR OF PROTECTION

A wizard made this enchanted plush bear toy for her daughter to ensure that she'd be safe at night.

Favorite Toy

The enchantment on this toy makes you not want to let it go. Once you pick it up, you have to spend 3 Feelings to put it down. If you don't, you'll have to keep carrying it around wherever you go.

Protection Field (0)

If you sleep while holding this bear, you will not be affected by any powers directed against you.

STORY FRAGMENTS:

The owner might lend it to a friend to keep them safe, only to have the friend not want to give it up. The bear left in a cave might turn out to be a dragon's treasured possession. The bear could turn out to be blocking some kind of magic that they actually need.



BOOTS OF SPEED

These sturdy but ordinary-looking boots let the wearer run exceptionally fast. Sometimes a little too fast.

Overshoot

While wearing the boots, any time you try to walk a short distance, you end up going about a quarter of a mile too far.

Super Speed (6)

These boots let you run fast enough to take you anywhere in town in a short amount of time. By using this power, you can get to anywhere in town by the end of the scene or before the beginning of the next scene.

STORY FRAGMENTS:

Someone might try to use the boots to win a race and run into trouble. Someone could try to use the boots to run away from home. Trying out the boots could get someone stuck somewhere unsafe.

CANDLE OF TRUTH

This magical candle is made of purple and white wax in a swirling pattern. Unlit, it is just a candle with an unusual color and design, but light it and something... interesting will happen.

Consumable

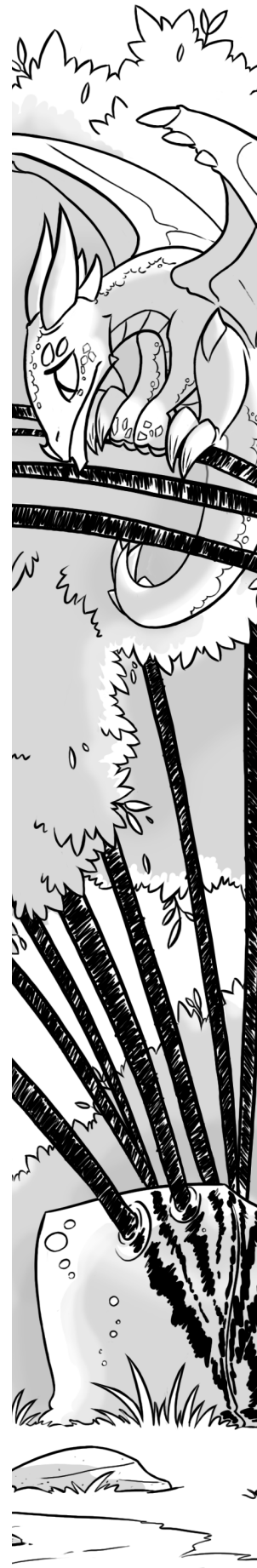
This item is consumable, so once someone uses it, there isn't any more left for someone else to use. The candle will burn down to nothing and be used up after about an hour.

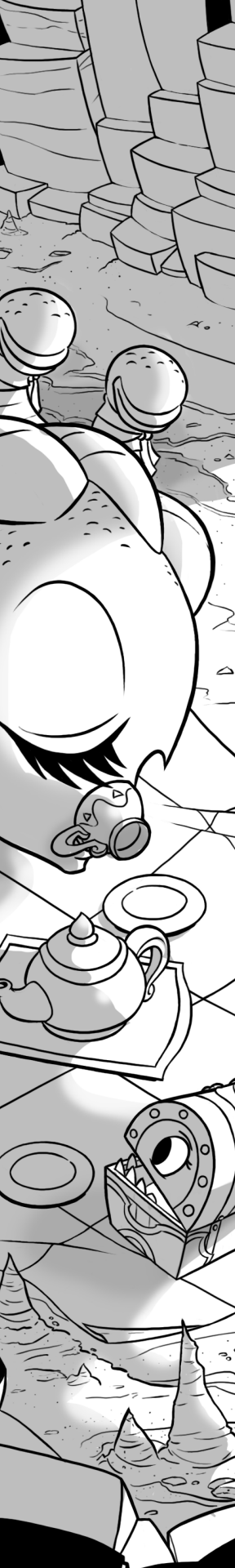
Truth Field (0)

While this candle is burning, everyone in the immediate area (10 feet or so) must tell the truth whenever they speak.

STORY FRAGMENTS:

Friends might hurt each other's feelings with the candle lit nearby. A boy could try to use the candle to get his father to tell the truth about something. The candle could be just the thing to get someone to confess their true feelings.





CAT EARS OF MEOW

This item looks like a hair band with cat ears made of some sort of fuzzy cloth attached. It can make you look quite fetching actually, but it does have side effects.

Curse of Meow

While this headband sits on your head you lose the ability to speak properly, and can only make cat sounds. Also, you cannot take the headband off yourself; someone else has to do it.

Cute (0)

The cat ears are quite fetching, and while you wear them others are generally more favorable to you. When you make impression checks on others, the result you need is reduced to 3 for a strength 1 connection or 6 for a strength 2 connection.

STORY FRAGMENTS:

Someone might put the cat ears on someone as a prank and regret it later. Someone could wind up wearing the cat ears and come to enjoy how popular they become too much to want to take them off. Someone might wind up with the cat ears on their head at a time when they need to be able to talk.

CATFRIEND AMULET

This amulet bears what looks like a small ball of red yarn. It makes it much easier for you to befriend cats and other felines, but it also makes you a little too attractive to the cats of the town.

All Cats All the Time

While wearing this amulet, cats will not leave you alone. You will always be surrounded by cats, and the cats will be constantly rubbing against you, meowing, begging for treats, wanting to play, etc. You cannot form connections with this mob of cats, and their presence makes it hard for anyone else to even get near you.

Friendly Cats (0)

While you wear the amulet, cats naturally tend to like you. Cats (and other feline creatures) will generally be nice to you, and the cost to strengthen connections between you and a feline is reduced by 2 Dreams.

STORY FRAGMENTS:

Someone's pet cat might have wandered off due to the amulet's power. The wearer might find an unlikely friend in a chimera or other catlike monster. A person who's afraid of cats could put it on not knowing what it does.

CENTAUR'S SHOES

These shoes look rather ordinary, if comfortable and sturdy. Anyone who dons them, however, will find them to be something of a mixed blessing, as it causes them to turn into a horse from the waist down, thus making them look like a centaur.

Suddenly Centaur

You rather abruptly find yourself looking like a centaur until someone else takes the shoes off (you can't reach yourself). While in this state, your Animal attribute is reduced by 1 for anything other than running, and you cause Surprise of 3 to normal people.

Swift Steed (6)

You are now fast enough to take you anywhere in town in a short amount of time. By using this power, you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

STORY FRAGMENTS:

Someone trying out the shoes could wind up with an actual centaur taking an interest in them. Someone could get stuck in centaur form just before something important. The shoes could wind up coming in handy when a group of centaur dignitaries is visiting.

CUP OF ENERGY

When you hold this magical cup in your hands and stare at the bottom, it fills with a strange greenish liquid.

Sugar Rush

While under the effects of the potion, you become very prone to panic, and are always in a rush. Because you're so flustered, you do lots of pointless things. Whenever you want to use a power, you have to spend 1 extra point of Wonder.

Energy Draught (4)

When you activate the Cup of Energy, it fills up with a pale green potion with a sickly sweet taste. Drinking the potion gives you 10 Feelings and lets you stay awake for the next 12 hours. Drinking it multiple times will not have any additional effect.

STORY FRAGMENTS:

Someone might try to use the cup's power to stay up all night to watch for a monster. Some kids might start using the cup and get hyper. The extra pep from the cup might make someone get a little reckless.

DWARFMAIDEN HAIR CLIP

This hair clip is well made and finely decorated with silver and small, tasteful gemstones. It makes a fine accent to a lady's ensemble. There's just one little problem, owing to it having been made by dwarves, and rather traditional dwarves at that.

Hirsute

Wearing this hair clip has no effect on men. On women it causes them to grow a long, luxurious beard.

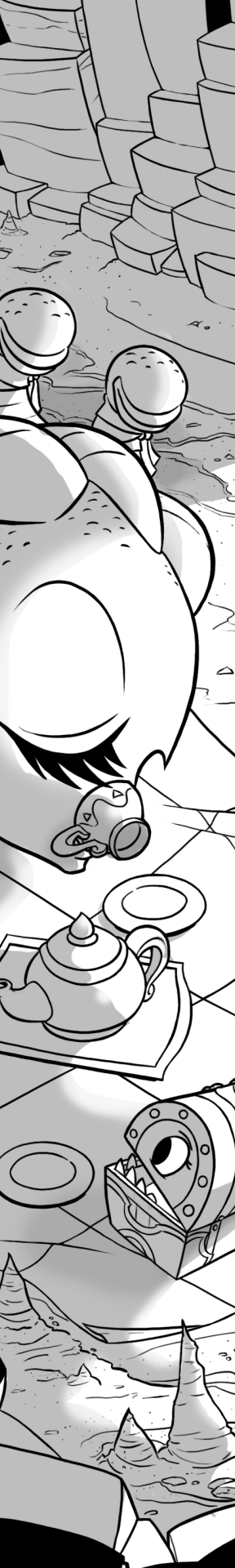
Dwarven Beauty (0)

This power takes effect when a woman wears the hair clip. When making an Impression Check with a dwarf, it only takes a result of 3 to create a Strength 1 connection or a result of 6 to create a Strength 2 connection.

STORY FRAGMENTS:

A girl trying out the comb might have a visiting dwarf lord ask to marry her. A woman might accidentally put the hair clip on right before she has something very important and public to do.





DECK OF MANY THINGS

The deck of many things is a small deck of 18 highly magical cards covered in various magical symbols, and usually in a fine leather case. If you draw a random card, you will get its effect, though you might not like what you get.

Magic Draw (4)

When you concentrate on the deck and draw a card, you get a magical effect. Make a d66 roll or draw a card from a deck of playing cards (with all the number cards removed) and check the table below.

ROLL	CARD	EFFECT
11-12	A♥	Gain 10 Feelings.
13-14	K♥	Gain 5 Dreams.
15-16	Q♥	Increase the strength of your connection to someone of your choice by 1.
21-22	J♥	Find a random magical item.
23-24	A♦	A paladin shows up and offers to help.
25-26	K♦	You find a small bag of gold pieces.
31-32	Q♦	Until the end of the scene, you take the form of an animal of the type nearest to you.
33-34	J♦	You become stronger. Until the end of the scene, when making checks for lifting heavy things, arm wrestling, etc. your Animal attribute (but not the amount of Feelings you spend) is doubled.
35-36	A♣	You shrink and become only a few inches tall for the rest of the scene. Your Animal attribute is reduced by 1.
41-42	K♣	You turn to unmoving stone until the end of the scene.
43-44	Q♣	Reduce the strength of your connection with someone of your choice by 1.
45-46	J♣	You teleport to a random part of town.
51-52	A♠	A band of little gnomes shows up claiming you took something of theirs.
53-54	K♠	You turn invisible until the end of the scene.
55-56	Q♠	You immediately faint.
61-62	J♠	The weather abruptly changes for the worse.
63-66	JOKER	Lose 5 Feelings and draw 2 more cards.

STORY FRAGMENTS:

Someone might accidentally try to use the deck to play a card game. Some children could get in trouble playing with the deck. A paladin summoned by the deck might stick around and overstay his welcome.

FAKE SPELLBOOK

This thick leather-bound book looks like a fairly typical spellbook, full of relatively simple incantations. However, this is something of a joke spellbook, and whoever made it had a rather crude sense of humor.

Backfire

Each time someone tries to use the book, it will pull some kind of small prank on them, such as making them itchy, dousing them with water, conjuring a cloud of skunk smell, making a fart noise, etc.

Mysterious Moves (2)

You can use the spells in the book to perform very simple, everyday tasks. When you use this power, you can substitute your Henge attribute for any check.

STORY FRAGMENTS:

Swapping a wizard's spellbook for this one could cause no end of trouble. A jester could find a new lease on life thanks to the book. A wizard might conspicuously leave the book out as a trap.

FANCY SPHERE

These items look like little glass balls with pretty colors swirling inside. They usually come in sets. Throwing one on the ground makes it shatter, but also gives you its special effect.

Consumable

This item is consumable, so once someone uses it, there isn't any more left for someone else to use.

Dress Up (0)

Breaking a Fancy Sphere causes a colorful mist to engulf you. When the mist fades you will find yourself clad in fancy clothes, complete with jewelry, makeup, and an ideal hairstyle. The clothes and accessories are fleeting magic that will disappear when the spell ends (the next morning), but the hairstyle will still be there.

STORY FRAGMENTS:

A fancy sphere might result in a rough blacksmith or farm hand attracting the notice of a sophisticated prince or princess. Someone could get in the habit of using fancy spheres, and then run out and have to explain who they really are.

GHOSTLY PENDANT

This amulet has an opalescent white stone in it with two little black eyes. Wearing it causes you to partially fade out like a ghost.

Faint

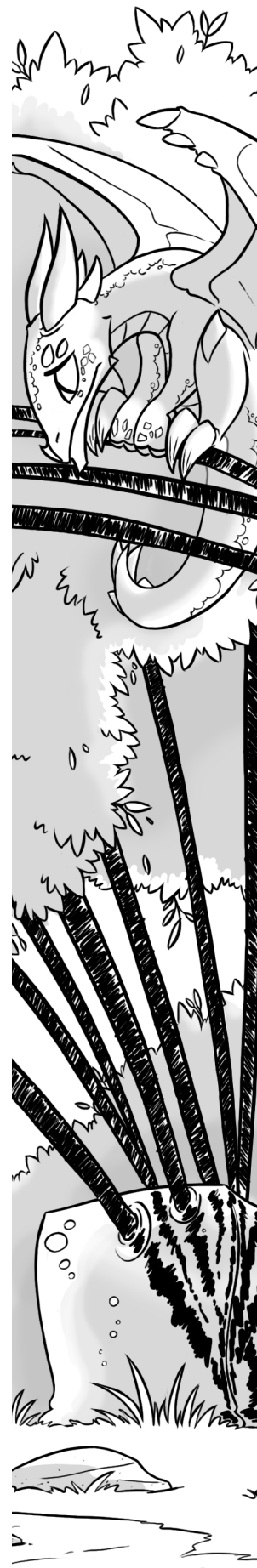
Your existence is very faint, so you can't actually pick things up. You can't touch anything that you didn't originally have with you when you put on the pendant, though you can still indirectly touch things with powers and such.

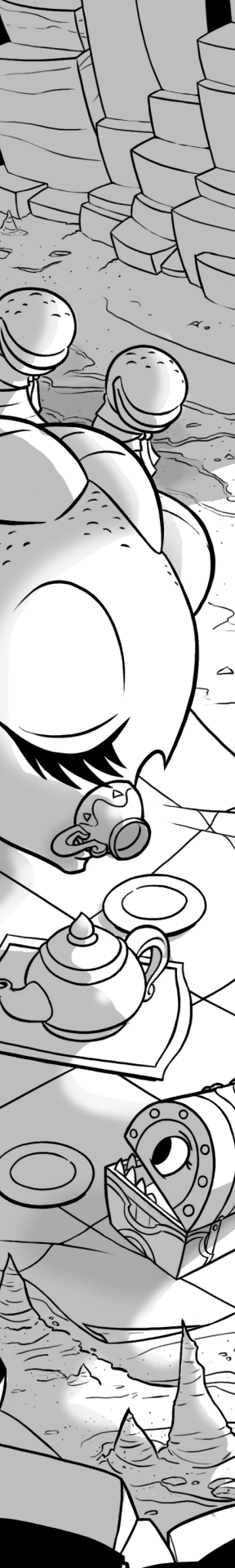
Walk Through Walls (4)

You can enter places where there's no way in at all. When there's a closed door, a dead end, or similar, you can slip through and appear on the other side.

STORY FRAGMENTS:

Someone wearing the pendant might get a little too used to being able to walk through walls. Someone wearing the pendant could wind up becoming friends with an actual ghost.





GROWTH MUSHROOMS

Often paired with Shrinking Sweets, these strangely-colored mushrooms cause anyone who eats them to grow in size.

Consumable

This item is consumable, so once someone uses it, there isn't any more left for someone else to use.

Growth (0)

Eating one of these mushrooms will cause you to grow to giant size (or normal size if you're at a tiny size). Being giant size increases your Animal attribute by 2, but people who see you are subject to Surprise based on your Animal. Eating more mushrooms will not cause you to grow to more than 10 times your normal size however. This lasts until something returns you to your normal size or until the next sunrise.

STORY FRAGMENTS:

A tiny fairy might use the mushrooms to go into town. A small child might find the mushrooms and become so big they break things. A slime that absorbs one of the mushrooms might not know what to do.

KITSUNE PENDANT

This simple pendant has a blue stone with a hole in it and a claw-like part extending from the center. It comes from a distant land and holds within it some of the power of a fox spirit.

Strange

While you wear it, the influence of the pendant makes you speak strangely (which is to say, like a 300-year-old fox henge). You also sprout a fox tail.

Fox Fire (6)

By summoning up the power of the pendant you can conjure a ball of ghostly blue fire. You can only use this power in the evening or at night. For the rest of the scene, you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, you can make them run away or draw closer as you please.

STORY FRAGMENTS:

A monster hunter might mistake the wearer for an actual kitsune. A kitsune might mistake the wearer for a fellow kitsune. Using fox fire might make a situation worse rather than better.

LANGUAGE RING

This golden ring is engraved with characters from many different languages. Wearing it lets you speak and understand any language, though it can be hard to keep them all straight sometimes.

Babble

Having so many languages magically going into your head makes it hard to actually find your own language. You will need to make an Adult check with a result of 6 to actually speak your own language. If you can't make the check, you'll say what you intended to say in other languages.

Omniglot (0)

While wearing the ring you can speak and understand any language. This is for the languages of people and other sentient beings however, and will not let you communicate with animals.

STORY FRAGMENTS:

The ring might be the only way to communicate with a visitor from another world. The ring could wind up on a creature that can't normally speak, who turns out to have some rather strong opinions.

LIGHTENING ROD

Not to be mistaken for a Lightning Rod, this is a simple bar made of a bluish metal. The magic in it temporarily makes objects lighter.

Lighten Up (2)

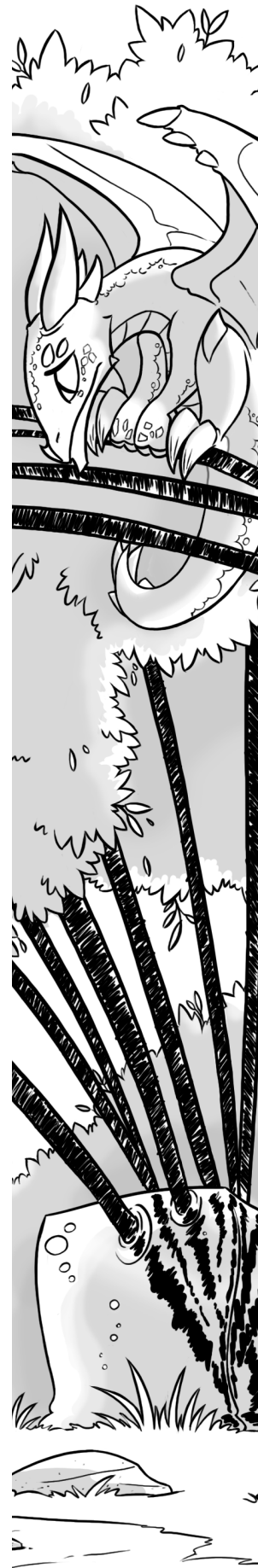
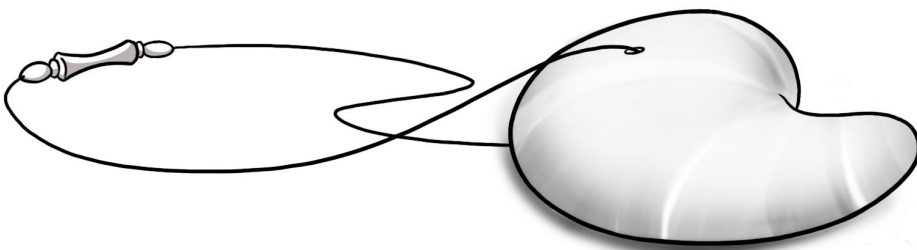
By using the wand's power, you can carry stuff weighing up to three times as much as you could normally for the rest of the scene or until you put that stuff down.

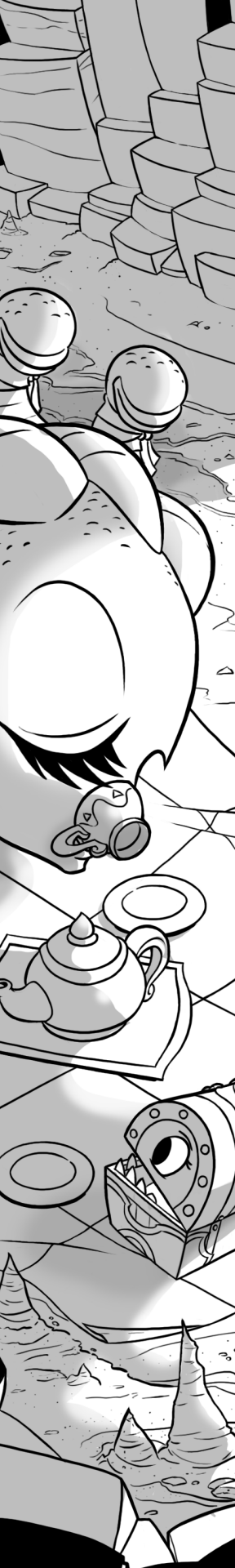
Big Lifting (6)

A more concentrated use of the wand's power lets you briefly lift something weighing up to a few tons with ease.

STORY FRAGMENTS:

Having the rod could lead to lots of people asking you for help. The rod might let someone unearth something truly ancient.





LOVE POTION

This potion, which has a pinkish hue and sparkles faintly in the light, causes anyone who drinks it to feel a temporary but powerful infatuation for the next being they see. Needless to say, such potions cause no end of trouble.

Consumable

This item is consumable, so once someone uses it, there isn't any more left for someone else to use.



Magic Infatuation (0)

Whoever drinks the potion gains a temporary infatuation with the next being they lay eyes on. If they already have a connection to them, its contents becomes "Love" and its strength goes up by 1. If they don't, they gain a strength 2 Love connection. While the potion's effects last, the victim must always do whatever they can to stay with the object of their affections. The potion will wear off on its own after the current scene and the next scene after end, after which the victim's increased connection will go back down by the amount it went up.

STORY FRAGMENTS:

Someone could try to give the potion to someone, only to have them become infatuated with someone else. Someone might drink the potion totally on accident. Someone could end up with the potion in hand and be trying to decide whether or not to use it.

MIND EXCHANGER

This strange device consists of two metal headbands connected by arcane machinery with many glowing gems. When the two headbands are put over two heads, the device can cause them to swap bodies.

Big Magic

Activating the device causes a huge shower of sparks, an intense glow, and a booming sound. As a result using it is incredibly conspicuous. Everyone within a couple miles will know something is happening, and everyone in the immediate area will be subject to Surprise of 5.

Mind Swap (8)

The mind exchanger causes the two people (or other creatures) whose heads are in it to switch bodies. A character who is in someone else's body has their own Adult and Child attributes, but has the Henge and Animal attributes of the other body, and access to the body's Powers and Weaknesses, but won't know how to use them. They will naturally un-swap at the next sunrise.

STORY FRAGMENTS:

Friends might wind up understanding each other better thanks to the mind exchanger. Someone arrogant might wind up as a lowly little slime for a day. Repeated use of the mind exchanger could create quite a mess.

MIRROR OF DUPLICATION

This well-made but unadorned full-length mirror is an exceptionally powerful magical item. It can create a temporary copy of a person (or other creature). That's not a great idea in itself, and it has a way of going awry.

A Plague of Me

Copies made with this mirror have a way of taking it into their heads that the best thing to do is to make copies of themselves. As a result, it's rare for anyone to use the mirror without winding up with a few dozen copies running around.

Mirror Image (4)

The mirror can create a copy of a someone who gazes into it. Copies have the original's attributes, minus 1 (to a minimum of zero), as well as any powers and weaknesses. They have a simpler, more exaggerated personality, and aren't as smart. Also, copies return to the mirror at the next sunrise.

STORY FRAGMENTS:

A copy from the mirror might blunder into a delicate situation and cause a misunderstanding. Copies of someone who likes to play pranks could get way out of hand. Trying to use copies from the mirror to do work could turn into a big mess.

ORCHESTRA WAND

This simple wooden wand has no spectacular powers, but it does create music.

Trouble Stopping

The wand has a way of not stopping. About one time out of three when you use it, it will insist on playing an entire symphony, and force you to wave it around for about half an hour.

Empty Orchestra (2)

So long as you keep waving the wand, it will produce the music of an entire orchestra out of thin air.

STORY FRAGMENTS:

Kids playing with the wand might upset a creature that's trying to sleep. Someone sneaking in somewhere might be given away by the wand.

QUILL OF LIBEL

Magical writing quills are wonderfully useful devices that have saved many a scholar the trouble of writing things down by hand. This one originally belonged to a reporter from one of the "news papers" of the city, and has caused no end of trouble.

Tabloid Quill

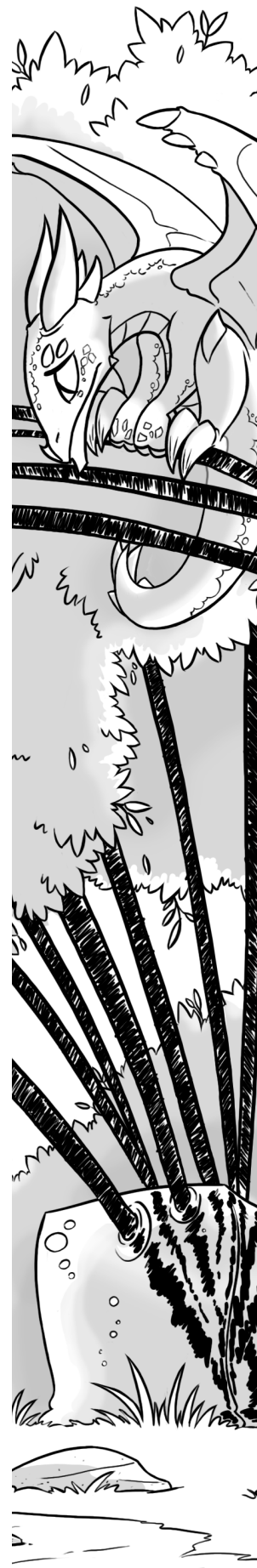
There is one problem with this quill: it likes to embellish. It will add odd details and generally make stuff up when it transcribes things.

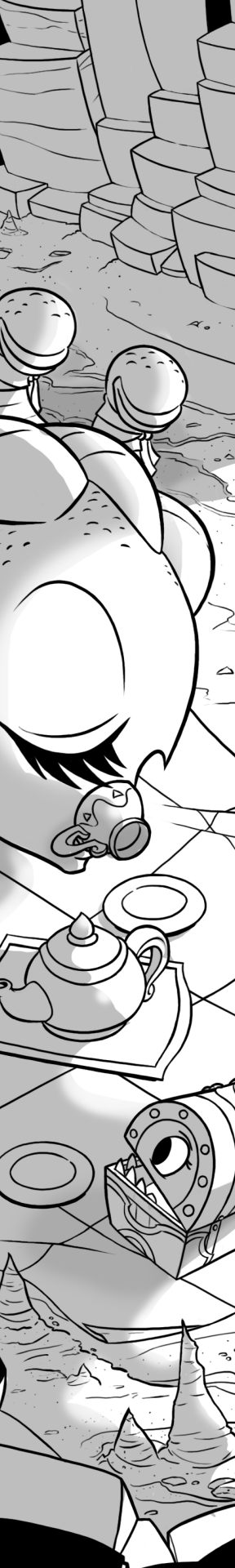
Magic Quill (2)

When you hold this quill over a piece of paper and concentrate for a moment, it will start writing down anything said in the immediate vicinity for the rest of the scene or until someone grabs the quill.

STORY FRAGMENTS:

The mayor might try to use one to keep notes about a town council meeting. The item shop owner might use one to take down an important order and need help unraveling what the customer really wants.





RABBIT SLIPPERS

These slippers have the look of fluffy bunnies with soft white fur. Wearing them grants you some of the swiftness of a rabbit, but also some of the loneliness.

Loneliness

While you wear the slippers you become prone to loneliness, and you hate being alone. You can't act separately from someone else. You have to always be with someone.

Dash (8)

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or henge with you as you run away.

STORY FRAGMENTS:

Someone wearing the slippers could cause misunderstandings with how needy they're being. Someone might grab someone and run off to be alone together.



RAISTMINSTER'S LIBRARY

This is a small collection of books that once belonged to a wizard who called himself Raistminster the Enchanted. (His real name was apparently Tom Ford.) Most of the books are apparently novels from another world, with titles like *Frankenstein*, *The Old Man and the Sea*, *For Whom the Bell Tolls*, *Little Women*, etc. (Which is to say, works of classic literature from Earth.) The books are full of handwritten notes in the margins, which give insight into magic, but they've created various side effects.

Literally!

Any time someone opens a book from the library, it creates a small, short-lived magical effect very literally drawn from the book's title or premise. *Frankenstein* gives an electric shock, *The Old Man and the Sea* gives a splash of water, etc.

Mystic Lore (2)

By studying these books for a little bit, you can gain knowledge of a magical topic equivalent to making a Henge check with a result of 6.

STORY FRAGMENTS:

Gone with the Wind could make a huge mess of papers at the worst possible time. *The Jungle Book* might be a wonderful reminder for a girl who misses her jungle home.

RAPID READING GLASSES

These special glasses let the wearer read books at an extraordinary pace, but also with an extraordinary appetite for reading.

Bibliophilia

Once the wearer finishes reading one book using the glasses, they'll want to read more. Unless someone stops them, they'll read every other book in the vicinity, and then go out in search of more books.

Speed Reading (0)

The wearer of the glasses can read books at around 100 times the usual speed, finishing whole books in minutes.

STORY FRAGMENTS:

A wizard trying to study for an exam might wind up stuck reading everything. Someone might start trying to read a particular book and wind up reading someone else's diary. Someone could wind up accidentally reading a dangerous book.

RING OF ETIQUETTE

This silver ring has a neat little bow tie ornament on it. Wearing it gives you flawless etiquette, though it can be hard to turn off.

Obsequiousness

You're so polite that you have a hard time openly displaying emotions. Your Child and Animal attributes thus both go down by 1 (to a minimum of 0).

Perfect Manners (0)

While wearing the ring, you display flawless manners. Add 2 to your result for Impression Checks made with people of high society, and 1 for people who appreciate good manners.

STORY FRAGMENTS:

A person wearing the ring might impress the princess of the Elven Star Kingdom, but annoy the garrulous Khan of the Southern Tribes. A bookish child who wears the ring might totally forget how to be a kid.

ROD OF ABSORPTION

This ornate magic wand has the power to absorb magical power from things it's pointed at.

Magic Burst

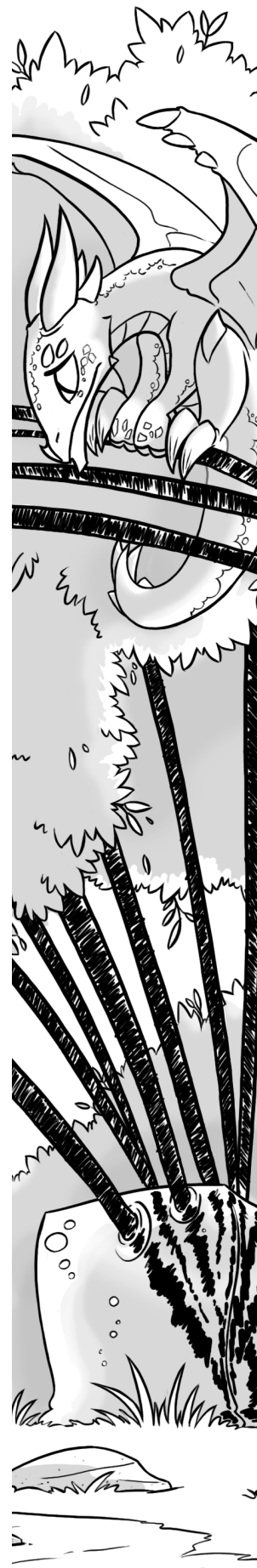
When the rod gets its third charge, it makes a burst of light and wind from the accumulated raw magic. Everyone in the immediate area (including the one with the rod!) suffers surprise of 8. The rod will then reset to zero charges.

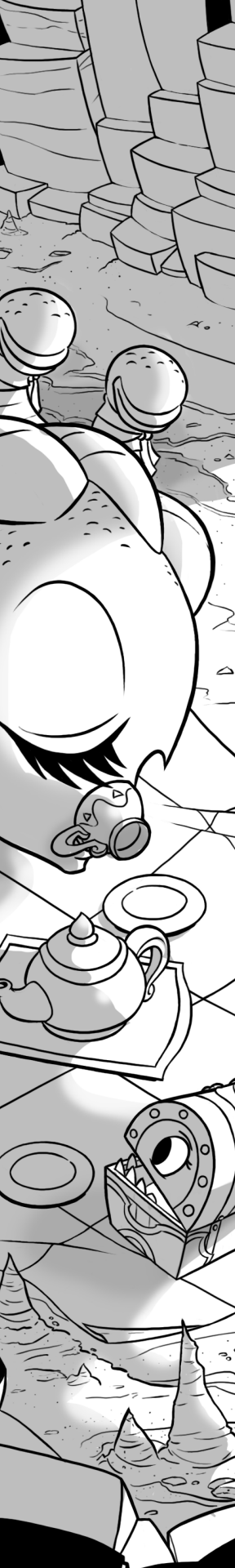
Magic Absorption (2)

If you point this rod at someone when they use a power, the power will not work, and the rod will gain one charge.

STORY FRAGMENTS:

Someone might try to use the rod against a young wizard who's being a bit of a bully. If two wizards get into a quarrel the rod would be great for stopping them... for a while.





SHRINKING SWEETS

This box of delicately-made confections, in the style of those from fancy shops in the cities, contains a variety of flavors of little treats, each one labeled "EAT ME." Taking their advice might not be the best idea, though.

Consumable

This item is consumable, so once someone uses it, there isn't any more left for someone else to use.

Shrink (0)

Eating one of the sweets causes you to shrink to about a tenth your current size. This also reduces your Animal attribute by 2 (to a minimum of zero). Eating them will not cause you to shrink below 1/10 your normal size however. The effect will wear off at the next sunrise, or when something else changes your size.

STORY FRAGMENTS:

Eating these sweets might let someone understand how fairies (or other tiny creatures) live and feel. Someone might trick someone else into eating one and then lose track of them.

THE SINGING SWORD

This rather magnificent, knightly sword is actually not terribly useful as a weapon. He doesn't like fighting (but insists he isn't afraid of anything), and prefers to sing, a lot. Oh, and he says his name is Naegling.

Singing is Better!

The sword is sentient, and he *hates* fighting. If anyone tries to use him with a hint of aggression, he'll go back into his sheath and refuse to come out. On the other hand, he loves to sing, and will break into song at the drop of a hat. You will not be doing anything sneaky while carrying the sword.

The Sword's Song (6)

The sword's more rousing songs can grant people the energy to do better. When you use this power, anyone who listens to the song feels a burst of courage, and gains 5 Feelings.

STORY FRAGMENTS:

A warrior might unwittingly replace his weapon with this sword. The sword might panic if it thinks it's being stolen. Someone might get stuck lip-syncing to the sword's songs.

SKELETON KEY

This item looks like a sort of key made of bone, with a little skull on the handle. Its enchantment lets it open any lock, but it also has a certain design flaw.

Chatter

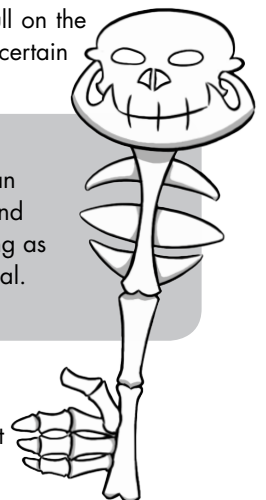
The skeleton key also has the ability to talk, and boy does it like to talk. The moment you get near a lock with it, it will start blabbering, making small talk and asking about every little thing.

Unlock (6)

The skeleton key can go into any lock, and can unlock it as long as the lock isn't magical.

STORY FRAGMENTS:

Someone who's lonely might find the key a nice companion. Someone might get into trouble because the key keeps trying to get them to unlock things. The key might repeat secrets it's heard.



SLEEP PENDANT

This simple pendant consists of a cord with a small ivory carving of a sheep.

Sleep Walker

Unfortunately, when sleeping with the pendant on, you'll also start sleep walking, wandering around town and mumbling to yourself without waking up.

Sound Sleeper (0)

If you go to sleep while wearing this pendant, you will sleep soundly until morning, or until someone makes a very loud noise to wake you up.

STORY FRAGMENTS:

Rumors of a ghost stalking the town late at night could actually be someone using the pendant. Someone might insist on using the pendant because something is keeping them awake otherwise.

STONE HORSE

This item looks like a small carving of a magnificent horse, made of black stone. The proper trigger will make it magically grow to full size and come to life. From there, it will let you get on and carry you off. Making it stop may be a little difficult though.

Arcane Commands

There's just one problem with the stone horse: it's meant to take commands in an ancient runic dialect. Each time you want to give it a command (other than "go fast!") you will have to make a Henge check with a result of 6 or higher.

Swift Steed (6)

The stone horse is fast enough to take you anywhere in town in a short amount of time. By using this power, you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

STORY FRAGMENTS:

Kids trying to use the horse to get somewhere might wind up in the next town over and need help getting home. Someone using the horse could come bearing an urgent message.

STOPWATCH

This item looks like an ornate pocket watch, with arcane symbols on its face and intricate etchings of gears all over its surface. It always shows the current time, date, and phases of the moon perfectly. More importantly, it has a very potent magical effect.

No Meddling

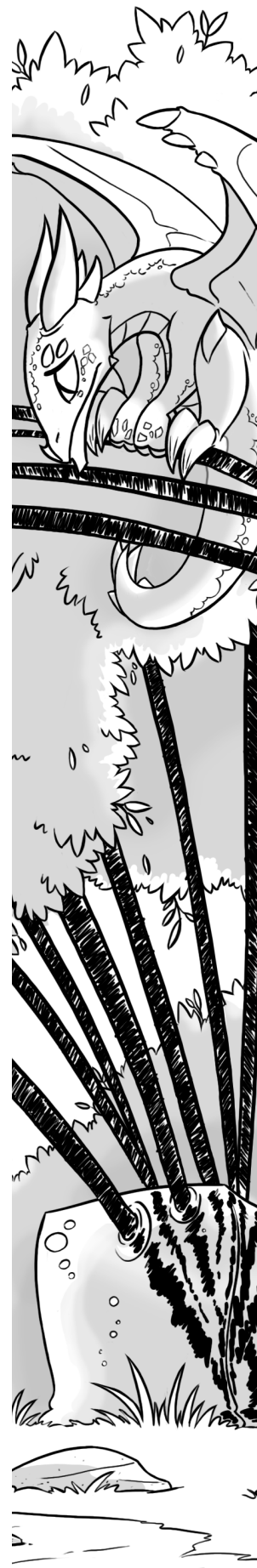
Anyone who uses the stopwatch for anything substantial will receive a visit from Chronos, Lord of Time. He will scold them, take away the stopwatch, and possibly undo whatever mischief they've done.

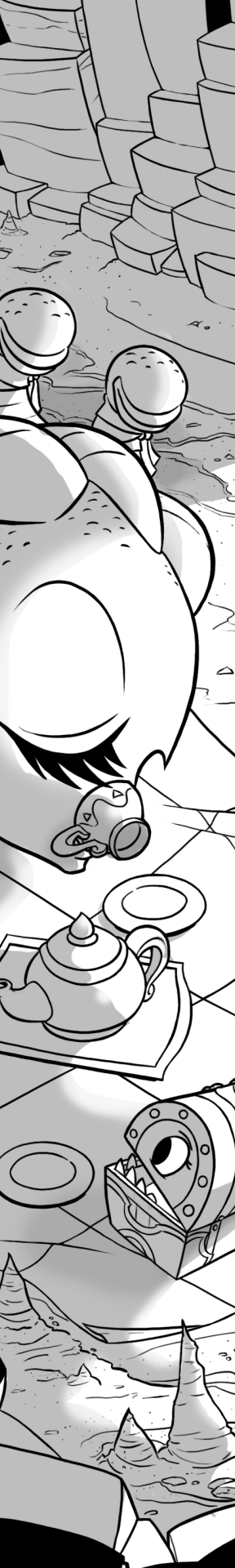
Time Stop (16)

Using the stopwatch lets you briefly stop time to a certain extent. If you use this power, the narrator must begin a new scene with just you. This can be between scenes or it can interrupt a current scene. During this special scene, you're the only one who can move, and everything is frozen in place. However, you cannot gain Dreams, Wonder, or Feelings for this scene.

STORY FRAGMENTS:

A powerful creature might try to use the stopwatch to play pranks. Chronos might lend the stopwatch to someone to fix a problem. Someone who owned the watch for a long time might suddenly discover its power.





STORY LAMP

When someone lights this curious lamp in a darkened room, it projects shadows on the walls. When someone tells a story in the room, the shadows will act out the story.

Scary Shadows

If the story goes on for any length of time, the shadows will start to become scary, and everyone in the room will be subjected to Surprise based on the storyteller's check result.

Dance of Shadows (0)

Any time someone tells a story in a darkened room where the lamp is lit, the shadows will dance and act out the story. The storyteller adds 2 to their attribute for telling the story.

STORY FRAGMENTS:

Using the lamp to give a little extra something to ghost stories could scare the kids. A traveling tale-teller could be using the lamp to trick people. Someone could run off with the lamp in the hopes of showing up their friend at telling stories.

TUB OF WASHING

This magical bathtub is capable of creating soapy water, perfect for washing oneself or clothes. You do have to be a bit careful about how you use it though.

Bubble Explosion

If no one turns it off shortly after the tub fills, the soap will quickly foam up, creating a wall of suds enough to fill a room. Navigating to the faucet to turn it off will require an Animal check with a result of 6.

Magic Tub (4)

When you turn the tub's faucet, it quickly fills with hot soapy water, perfect for bathing or washing.

STORY FRAGMENTS:

The proprietor of the inn might ask some passing monsters to help with the washing without thinking to tell them about how the tub works. The fearsome artifact that the goblins whisper about might turn out to be a tub of washing.

THE VILLAGE RECORD BOOK

In the mayor's office there is a thick, old book, passed down from mayor to mayor through many generations. They have a duty to accurately record what goes on in the village, and they don't talk about it much.

Come Back to Haunt You

When fibs come true, they will tend to come true in a way that makes life difficult for whoever wrote the fib.

Fibs (4)

If someone writes things that aren't true in the book, they will come true in some form within the next day. Not necessarily the way they meant, but some form.

STORY FRAGMENTS:

The mayor could be desperate to get the book back if it goes missing. The mayor's son might write that he's a hard worker only to regret having it come true. The mayor might be worried about what happens when the book runs out of pages.

GRASSDALE

Grassdale is a small town located in the land of Pastoria. It is nearly two weeks' travel from the capital, and one week from the nearest city. The only reason it's of any note to anyone who doesn't live there is that it's situated along the Blue Road, named for the blue flowers that grow along its length. A fair number of adventurers and merchants pass through, though few stay for more than a day or so. Pastoria is notable for being the site of many fallen empires and magical battles, and while this is a peaceful era, there are magical beings and items all over the place.

Apart from the shops and the inn, Grassdale is basically a farming community, one of half a dozen or so in the immediate area. The people of Wheatdale, Oakdale, and Riverdale tend to think the people of Grassdale are weird, but not as weird as those weirdoes in Valleydale. Grassdale does seem to have a higher concentration of magical creatures and artifacts, and the people there are maybe a little better prepared to deal with such things.

THE TOWN SQUARE

Roughly in the middle of town is the town square, a broad stone plaza where people come for festivals or just to socialize. The shops and such are arranged around it, and it's a short walk from the Blue Road. In the middle of the square is a statue of a hero with sword and shield. The statue dates back centuries, to some war or other. Today no one remembers the hero's name, though more than one of the village's children have imitated his heroic pose with a stick and a pot lid. Mad Tom, the village idiot, spends much of his time hanging around here making weird little sculptures out of twigs.

TOWN HALL

The town hall is the largest building in the town (not that that's saying much), a wooden structure big enough to hold a hundred or so people. Mayor Bradford has a small office here from which he handles his administrative duties, and there is also a little library. The mayor is a rather serious man, and spends a great deal of time writing things down in the village's record book.

THE MARKET

A little ways from the town square is the market, where local farmers and visiting merchants come to do business. There are some fairly simple stalls for people to use. On market day, the market is full to the brim with people come to buy and sell, but it can be rather quiet otherwise.

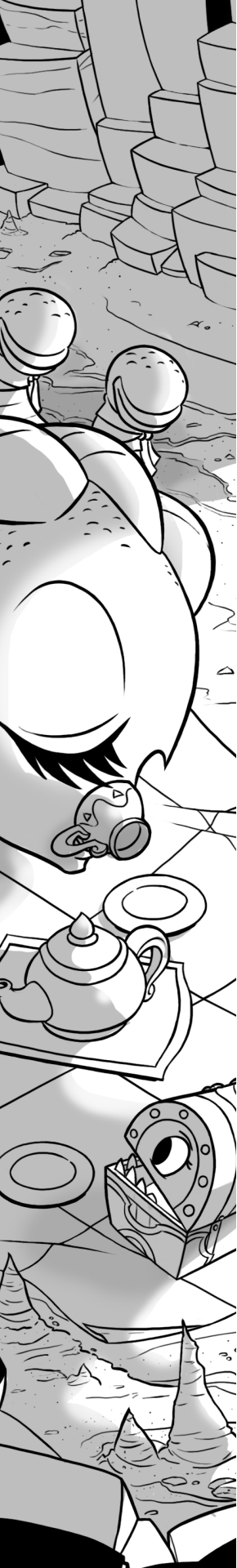
THE FORGE

Not far from the town square is the forge, where Tony the blacksmith is constantly at work, making horseshoes and iron tools and such. From the outside the building is rather plain and unremarkable, but inside, there's usually a blazing fire and a cacophony of metal sounds from the blacksmith at work. Lately, there have been rumors that Tony is working on some kind of secret project...

THE TEMPLE OF GRASS

The town is home to a small temple dedicated to the Twelve Gods, the major pantheon of Pastoria. There are only two priests, old Edgar and his daughter Ellie. The temple is a small stone building with statues of the Twelve Gods arranged in a semicircle, and smaller impromptu shrines to lesser gods here and there. Most of the townspeople are rather busy with practical matters, but those who feel so inclined will come here to make offerings.





ALDREN'S APOTHECARY

The apothecary is a shop that sells all sorts of special powders, oils, bits of animals, and so on. Some of these are important alchemical ingredients, while others are simple medicine, and many don't do anything in particular. The current owner is a young man named Aldren, who rather abruptly inherited it from his father. While he knows quite a bit about alchemy and such, he's not terribly good at running a business or dealing with customers.

REBECCA'S ITEM SHOP

The town's magic item shop belongs to an energetic young woman named Rebecca. She hadn't had any particular plans for her life, but circumstances abruptly thrust her into the magic item trade when her father passed away and she had to find a way to pay off his debts. Since her father was an adventurer who had left a substantial pile of magic items around the house, she turned it into a magic item shop in the hopes of getting out of debt and maybe getting a nice nest egg for herself too. More recently she's been reading books on this new "capitalism" stuff that's all the rage in the cities and getting some funny ideas.

EMERALD DRAGON INN

This inn, located right near the main road, is a popular spot for locals and travelers alike, offering ale, hot meals, and lodgings. The name comes from the green dragon of the mountains, who they say sometimes comes to the inn in disguise. The innkeeper is a stout, nonsense woman named Margret Bradford, and she has the smarts, guts, and sheer force of personality to keep even the most wayward adventurers under control in her inn. Her husband is the mayor, though he gets no special favors from her for it. That said, she can have a definite soft side, especially when it comes to children.

THE GUARD TOWER

Looking over the whole town is a guard tower, home to all six members of the town guard. It gives a stunning view of the surrounding countryside, and Captain Barrowman lets children come up to have a look sometimes.

THE RIVER GELT

This river runs through the center of Grassdale, and people from the north side tend to think people from the south side are a little weird, and vice versa. There are persistent rumors that the river got its name from there being gold there, but it seems pretty clear that either the gold is long gone, or the name dates back to when "gelt" was a word in the Old Tongue for "eel," because there are plenty of eels there. There are also rumors of a mermaid that lives in the river, or possibly a river serpent. The fishermen aren't too clear on that.

THE KING'S BRIDGE

Where the Blue Road crosses the River Gelt, there is a large stone bridge, which a king ordered built long ago. There's some kind of enchantment on the bridge that keeps the stone from wearing away and regulates the flow of the river, though every now and then, it malfunctions in interesting ways. Some people like to go fishing from the bridge, but it's hard to catch anything other than eels.

FARMS

For many miles around, the rest of the town consists mostly of farmland, divided into several family farms, each with a farmhouse. People around here raise livestock and grow wheat, cabbage, and various fruits and vegetables.

THE CAVES

To the northeast there is a rather large and complex system of caves. Anyone unprepared could easily get lost here, but the caves are actually inhabited. There is a small clan of dwarves that make their home in one of the areas nearer to the town, and several of the town's monsters live here, including at least one dragon. The dwarves are primarily miners and craftsmen, with a few hunters, mushroom farmers, and lore-keepers. There's also an area that used to be a very dangerous dungeon called the Pits of Dread, but is now mostly just a place where certain monsters live.

THE WITCH'S HUT

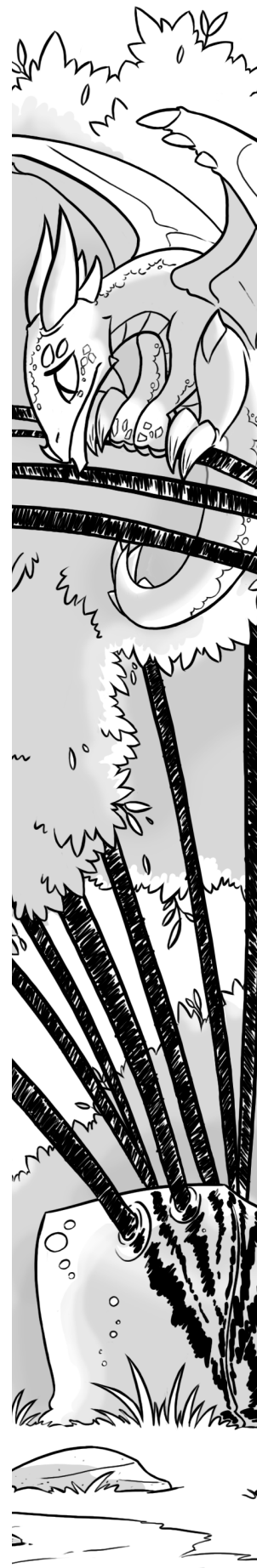
Out in the hills there is a little ramshackle hut where a witch named Griselda lives. There are all manner of stories about how she's turned people into frogs, flies around on a broomstick, and so on, but people tend not to mention that she looks about fifteen years old. Those who get to know her find that she's actually pretty nice, if a bit hot-tempered, and first and foremost uses her magic to help people.

BRIGHTSTONE FOREST

Past the edge of the farmland, far from the Blue Road, is a great forest. It is home to several different peoples, including wood elves, centaurs, and tree men. The people of Grassdale have co-existed with these other people for generations, and that is why in the village there are strict rules about not going into the woods uninvited and never chopping down trees or otherwise harming the forest. The wood elves have a small village up in the trees, and they get a little snotty about other elves who live among humans.

THE BRIGHT STONE

A little ways into the Brightstone forest, at the end of a narrow dirt path, is a clearing with a great monolith in the center of it. It's made of grayish-blue stone that shimmers in the twilight, and it's shaped roughly like a dagger. It appears to be magical, but no one really knows what it does, except that fairies like to visit it now and then.



Witch's hut

Guard tower

Aldren's
Apothecary

Market

Rebecca's
Itemshop

The River Golt

Emerald Dragon
Inn

The King's Bridge





The Farms

The Caves

Brightstone

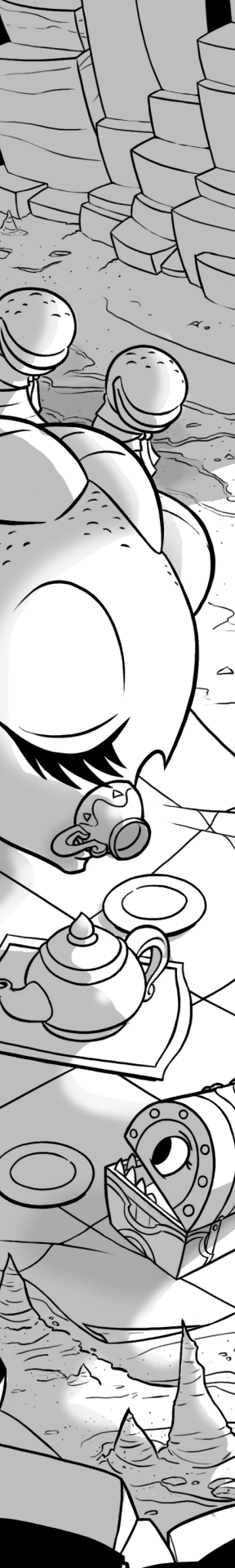
Temple of Grass

Town Square

Town Hall

The Forge

Grassdale



STORY SEEDS

What follows are some ideas for *Fantasy Friends* stories. These aren't fully developed scenarios like in *Golden Sky Stories* and its other supplements, but they should be easy for a Narrator to spin into a full story.

BROTHERHOOD

Two adventurers roll into town, a wizard named Vincent and a fighter named Kevin. They're actually brothers, and originally from this town. They're arguing the whole way, and they're trying to find their mother's locket to settle which one she liked best. Maybe you can help them find it, and maybe you can make them understand that their mother wanted them to get along.

FAMILY STUFF

Callie, a local eye creature, has to play host to some of her relatives who are visiting from the beyond. She could really use some help keeping things under control, especially since she let her bluster father believe that she's running the whole place.

THE FRESH AIR

Glod, the youngest of the family of dwarves that live in the mountain, has started dreaming of becoming a ranger. He's started sneaking away from home and trying to pester Alyssa, the local ranger, to teach him how things work, even though he's barely been above ground before. He really needs some help figuring out what he's going to do with his future!

A GOLEM'S WISH

When miners unearth an ancient golem, it resumes walking as though the centuries it had spent buried in rock were a momentary pause. It walks directly to

the town square, and waits next to the statue there. People are starting to get a little worried about this golem, and no one can figure out what it wants, or why it's holding what looks like an egg in its hand...

SAVE THE DRAGON FROM THE EVIL PRINCESS

A princess arrives in town riding a dragon. She's a member of the royalty from a distant land, and a skilled dragon rider. It quickly becomes obvious that she's kind of mean to her dragon though. Hopefully you can get her to stop being such a jerk, or at least get the dragon to stand up for himself.

THE STAR FESTIVAL

Every year the town holds a special event called the Star Festival, where people gather at night to feast and watch the stars. It is one of the few times of the year when the elves of the forest and the people of the town come together. At this festival the elven prince and the blacksmith's daughter fall in love, but someone's going to have to convince their parents not to interfere!

AFTERWORD

Fantasy Friends essentially started as an entry in a list of possible *Golden Sky Stories* setting hacks. I really had no idea where it would take me, but I ended up being glad to go there. Growing up, the whole fantasy genre was largely absent from my life, and a significant part of my creative output has involved grappling with it in different ways. *Fantasy Friends* joins *Retail Magic*, *Slime Quest*, and *Dragon World* on my list of fantasy RPG projects.

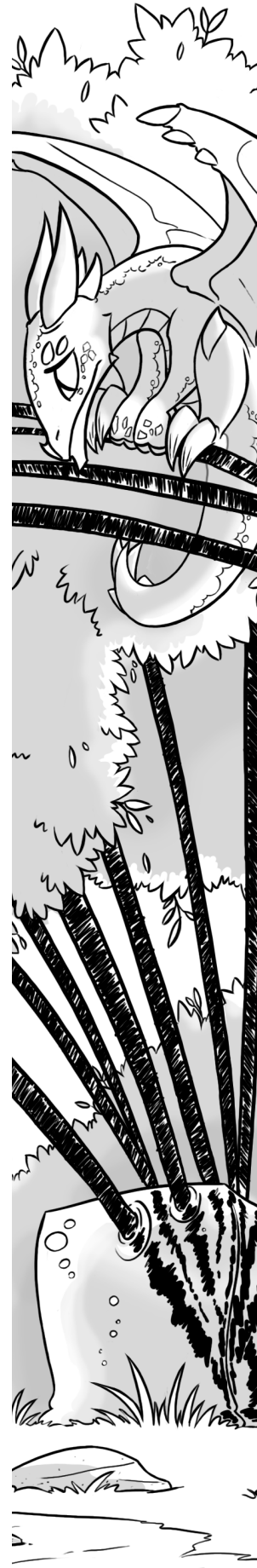
This book wound up being in large part a reaction to *Dungeons & Dragons* and its influence on the fantasy genre. Creating a friendly, heartwarming version of D&D and the monsters it contains is a strange and wonderful proposition. For *Faerie Skies*, I got into fairy lore quite a bit, and while mythical fairies can be very dangerous and nasty creatures, there are plenty of friendlier modern portrayals for us to take hold of. On the other hand, D&D monsters are a mixture of mythology from every part of the world, unique creations, and things that Gary Gygax based on plastic toys from the dime store. Viewed through the lens of the various *Monster Manuals*, the D&D world feels downright contrived in how hostile and deadly it is, and there are an awful lot of creatures that literally exist solely to kill incautious adventurers.

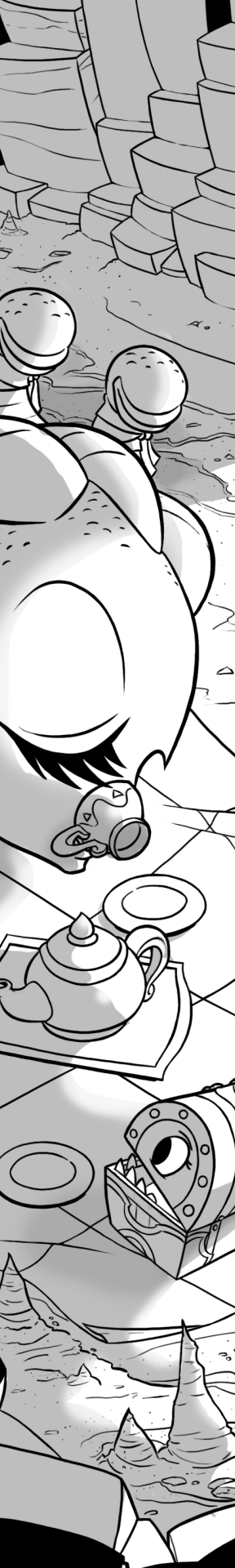
D&D isn't as mindless hack and slash as some of its detractors have claimed, but it is a pretty violent game. It spawned a medium in which a non-violent game like *Golden Sky Stories* is an extreme rarity, to the point where a lot of gamers have trouble understanding how a non-violent RPG would even work. That makes creating a friendly, good-natured eye creature a delightfully subversive thing to do, and I love the tension it creates between our expectations and

the outcomes we get. Callie's line about how if there are any adventurers about she'll protect you from them is easily my favorite in the whole book. It shows us just how pure-hearted the character is, and it hurls us towards the opposite perspective on the characters we'd normally be playing in a D&D game, asking questions that D&D glosses over.

That still leaves the issue of how to go about making playable *Golden Sky Stories* characters out of these sorts of creatures. In a typical RPG, throwing the likes of henge, fae, slimes, and dragons together would leave room for huge power disparities, but *Golden Sky Stories'* mechanical concerns are sufficiently orthogonal to those of your typical RPG to make it relatively easy to keep them from overshadowing one another. A dragon's breath weapon just causes Surprise, and while things like flying are useful for solving problems, they also take up slots that more down to earth character types could dedicate to being better able to form friendships and such.

For me, the other main pillar of the fantasy genre besides D&D (and various Japanese console games) is Terry Pratchett's *Discworld* novels. His early novels deconstruct tired fantasy tropes, and his later novels use the deconstructed bits and pieces as scaffolding for showing us a modernizing fantasy world that's home to many truly exceptional people. What makes it pertinent to *Fantasy Friends* is that it posits a world where most of the beings we think of as "monsters" are just more people, even if they're taller or shorter or made of rock, and once you remove ignorance and circumstance from the equation, what were once unlikely friendships can become commonplace. Thus in the world





of *Fantasy Friends*, even people who are floating balls of flesh with a bunch of eye stalks are still basically people, and the xenophobia that makes them a deadly threat to D&D characters instead becomes Callie's dad going on one of his rants again, in a manner that the humans reading this will likely find quite familiar from many a Thanksgiving dinner.

In any case, I hope you have fun with what I've created here, carving out (not for the first time) my own idiosyncratic take on the fantasy genre.

INSPIRATIONS

Discworld

Dragon Quest

Dungeons & Dragons

Forgotten Realms

Monsters! Monsters!

Rusty & Co.

Uresia: The Grave of Heaven

