



Fair Folk & other fey creatures

AN OLD SCHOOL ZINE

BY SIMPLE GOBLIN

DESIGNED FOR USE WITH

**OLD-SCHOOL
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1

ISSUE

Fair Folk & other Fey Creatures is an old school zine of fairy themed content for Old School Essentials.

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While Ye Wander Through Yonder Woods...

1. 2d4 goblins emerge from a nearby bush, carrying large boxes and piles of junk upon their back. They mutter and chatter, eager to hawk dubious wares and eying up shiny things with avaricious delight.
2. A black mare and a rider bolt past the party at blinding speed, the man screams for help with a terrified tenor to his voice. The mare whinnies a guttural sound which slowly transforms into the laughter of a woman in the throes of wild whimsy.
3. 1d6+2 knockers march in a single file line through the wilderness. They occasionally turn their heads to look at a small stone or outcropping of earth, muttering. Their leader, ostensibly the one in front, seeks a new haunt and will reward a promising lead with a small handful of gems.
4. A picturesque cottage sits in a shaded glen, a log burns in the fireplace and its table is set with lavish pastries and sweetmeats, their scent wafts upon the wind. No decorations line the cottage walls, and it is otherwise seemingly empty. Any who partake of the food will find themselves indebted to a wily sprite who will haunt their dreams until they fulfil its whims.
5. A distant hunting horn unleashes its clarion call. It heralds their arrival. 2d6 hunting dogs, larger and quicker than any mortal hound, precedes them. 1d8 lords of Faerie trespass in the mortal world, in search of mannish quarry and the entertaining thrill of the hunt.
6. The weeping sounds like a river choking to death on its own waters. A troll sits under a squat stone bridge, its eyes gazing up at the underside in unblinking depression. It weeps and sniffles, for its love has left them not a week past and every little thing reminds them of that love now gone. "Wine," they moan and mumble like grinding stones. "Wine and spirits, to dull the ache of memory."
7. A young mother wanders the woods, pockets stuffed with a cunning woman's herbs and wielding an iron poker like a questing knight's blade. She searches for her missing child who, unbeknownst to her, is a changeling yearning for a way to return to Faerie.
8. Atop an old chest sits a spriggan, challenging any who pass them by to a game of riddles. They claim the prize within the chest will be awarded to any who can best them in such a game of wits. The chest is empty, the riddles are trite and poorly thought out; the spriggan is in truth, deeply lonely and in desperate need of social interaction.
9. A merchant beseeches armed passersby for aid. Earlier that day they threw a bag of coins at a pursuing troll hoping that it would distract them and allow the merchant to escape. The ploy worked, but now the merchant is unable to retrieve the coins as the troll still seems to be compelled to count them many hours later. There are around 43 gold coins in total, but the troll keeps losing count when it runs out of digits to count on and starting again.
10. 3 trolls sit in a shaded glen, a brutalised corpse at their feet. Two of the trolls make passionate arguments about who shall eat the corpse while the one in the middle calmly holds the others to the decorum of debate.
11. Within a thicket a crone quests for herbs and reagents. At her waist, clinking its minuscule fists against the walls of a glass jar, is a frantic sprite. It will offer the location of a great treasure in return for its freedom, but the crone warns that none should ever trust a faery at its words. She needs the fey as a reagent for a concoction, provided she can't find the herbs she's looking for.
12. A horde of pixies stream from a nearby barrow hole like a swarm of locusts. The barrow hole is filled to the brim with stolen liquor, both bottled, casked, and spilled into a brackish pool deep enough to drown a goat. They celebrate the election new chieftain and now go hunting giants to honour the departed chief.
13. Within a cromlech 1d4+1 hordes of pixies linger in the shade for a day of feasting, drinking, and brawling. Any who stumble upon this celebration will be invited to join the festivities, though even a sprite would be too large to properly enjoy themselves. The pixies will consider it a grave insult if their invitation is refused without very good reason.
14. A pooka spits on a bush laden with plump wild berries. The berries become overripe in an instant. The pooka was slighted by the inhabitants of a small village and now it ruins the local forage in spite.
15. A giant spriggan wades through the forest. Impediments pass through them as if they are made of coloured smoke. A local has unwittingly stolen a stone from the spriggan's cairn for their own construction and now the spriggan is on the warpath.
16. A peculiar sight if ever there was one, a cow moving backwards at a sprinter's pace, its legs unmoving; dragging against the grass. Its eyes are confused, but a cow's eyes often look this way. A local farmer, once moderately wealthy, is down to their last 2 cattle. They've made an enemy of a horde of pixies, though they don't know how.
17. Thick mist blankets the ground and yields to no mortal wind. Staccato music plays just on the edge of mortal hearing. Nearby, lords and ladies of Faerie waltz in the shade. Should any mortals join the waltz, the faery lords will be surprised and impressed in the same way a mortal man would be if they saw a bird mimic human speech.
18. A finely dressed man wanders barefoot, his feet seeming to catch on every gnarled root and prickly thorn. He hunts for the sprite who tricked him out of his shoes. "To steal a man's socks is mischief" he yells to no-one in particular, "to steal a man's shoes is the work of a blackguard!"
19. A woman emerges from a sunbeam in a shaded clearing. She is a head shorter and many shades more swarthy than the local population. Her clothes are strange and she is clad in finely wrought armour of bronze. In one hand she holds the head of a faery, features serene and beautiful even in death. The woman is a warrior princess of a great empire of antiquity. As far as she is concerned, the hunt for the faery who insulted her honour took a day and a night and her return to the nearby capital is eagerly awaited.
20. 1d4 goblins rush towards the nearest bit of foliage, clad in junk and frantic in their movement. One goblin has a haphazard grip on a bawling infant, unable to determine which side needs to be held upright despite its best efforts. A young woman pursues the goblins, demanding the return of her brother.

Goblin of the Market

Requirements: Minimum 9 DEX & 9 INT

Prime Requisite: DEX & INT

Hit Dice: 1d6

Maximum Level: 8

Armour: None (See Junkclad)

Weapons: Dagger, Spear, Sling

Languages: Common, Goblin, Low Faery

Goblins of the Market are small, fey creatures with a penchant for trickery and a love of haggling. They rarely stand higher than 3' tall, and when unburdened by their wares they weigh around 40 pounds

Like all of Goblankind, the Goblins of the Market have a great diversity of features, ranging from bulbous noses, knobby digits, wizened eyes, fey beauty, to the oft unsettling mishmash of features more commonly found on small forest mammals. Goblins native to their titular Goblin Market, are further eclectic by the range of wares and collections of junk they carry upon their person.

These goblins, by virtue of their trade, have access to the sprawling bazaar accessible from the mortal realm via unkempt hedges and shrubberies. No one goblin has ever divulged the specifics of how such magical portals are achieved.

Aversion to Iron

Goblins have an aversion to forged iron. Touching the material without proper protection leaves a goblin feeling lethargic and queasy. As such, iron weaponry deals +2 damage against Goblins of the Market.

Defensive Bonus

Due to their small size, Goblins of the Market gain a +2 bonus to their Armour Class when attacked by opponents larger than human in size. This bonus is lost if the Goblin of the Market is fully Junk-Clad.

Faerie Law

Goblins of the Market are bound by ancient laws and rites of hospitality which do not allow them to knowingly lie or betray. However, goblins are well-versed in the game of riddles, and as such misdirections, half-truths, wordplay, and lies by omission are not considered in breach of Faerie law.

Goblin Trickery

Enthusiastic and consummate tricksters, the Goblins of the Market are always looking for a chance to bargain, distract, or bamboozle. When a Goblin of the Market attempts to do just that they may roll 1d6. If the roll is equal to or less than their Trickery Rating, the Goblin of the Market musters subtle magic or faery glamour to aid in their trick. If a Goblin of the Market is truly desperate, they may sacrifice a load of their Junk-clad goods to increase their Trickery by 1-in-6.

Goblin Level Progression

Saving Throws

Level	XP	HD	THAC0	Trickery	D	W	P	B	S
1	0	1d6	19 (+0)	2	14	13	13	14	15
2	2,000	2d6	19 (+0)	2	14	13	13	14	15
3	4,000	3d6	19 (+0)	3	14	13	13	14	15
4	8,000	4d6	17 (+2)	3	11	10	10	11	12
5	16,000	5d6	17 (+2)	3	11	10	10	11	12
6	32,000	6d6	17 (+2)	4	11	10	10	11	12
7	64,000	7d6	15 (+4)	4	8	7	7	9	9
8	120,000	8d6	15 (+4)	5	8	7	7	9	9

D: Death / poison, W: Wands, P: Paralysis, B: Breath attacks S: Spells / rods / Staves

Junk-Clad

The Goblins of the Market are infamous for lugging around a startling amount of petty treasures, discarded goods, and utter junk. This has the benefit of providing them with an effective carapace of hardy goods which in many cases is more useful to them than armour. Goblins of the Market gain a +1 bonus to their Armour Class for every 10 pounds (100 coins) worth of goods they are carrying, to a maximum bonus of +5.

Items considered to be part of the clad junk are not readily accessible outside a resting period, otherwise it takes 1d6 rounds for the goblin to find the correct item from their junk pile. Junk affixed to a Goblin of the Market is notoriously hard to remove from their person. True treasures are never considered part of the junk.

After Reaching 8th Level

Once a Goblin of the Market has achieved significant enough funds they may seek out a derelict ruin to transform into a new hub of the Goblin Market proper. Once this ruin has been thoroughly established as a haunt for strange and fey things, the Goblin of the Market will attract the service of trollish market guards (2d6x2) who will serve loyally so long as they are well paid and kept out of misery.

This ruin's hidden paths into the Goblin Market will be shrouded from the mortal world but has a 1-in-10 chance of attracting adventuring parties, wizards, or questing knights who seek to plunder or acquire goods based on rumours overheard.

Goblin Aesthetics

Face

Body

Quirk

1	Enchanting fey beauty	Spindly legs	Pink little rat hands
2	Beast faced	Potbellied	Travels via cartwheeling
3	Large and knowing eyes	Crooked Spine	Speaks in rhymes
4	Dagger-like teeth	Graceful and well proportioned	Washes fastidiously and often
5	Uncomfortably small head	Thin and furtive	Constantly drooling
6	Long lolling tongue	Overlarge muscular arms	Leaps around like a frog

Goblin Junk

Roll 3d6 and consult the below table to determine the composition of a goblin's junk pile. The roll in the first column will determine the pile's main contents and the next two columns determine the less numerous elements of the pile.

1	Strange phallic fruit	Jingles bells	Burnt incense
2	Copper cooking utensils	Nuggets of fools gold (believes they are real)	High fashion accessories - 200 years out of style
3	Caged Songbirds	Fireworks	Bloated old toads
4	Antique Paintings	Nuggets of actual gold (believes they are fake)	Troll fingers
5	Block-print erotica	Dried Pixies	Gaudy cod-pieces
6	Stolen religious tapestries	Owl pellets	Well painted thimbles

“Dear, you should not stay so late,

Twilight is not good for maidens;

Should not loiter in the glen

In the haunts of goblin men.

Do you not remember Jeanie,

How she met them in the moonlight,

Took their gifts both choice and many,

Ate their fruits and wore their flowers

Pluck'd from bowers

Where summer ripens at all hours?

But ever in the noonlight

She pined and pined away;

Sought them by night and day,

Found them no more, but dwindled and grew grey;

Then fell with the first snow,

While to this day no grass will grow

Where she lies low:

I planted daisies there a year ago

That never blow.”

Knocker

Requirements: Minimum 9 CON

Prime Requisite: STR

Hit Dice: 1d6

Maximum Level: 12

Armour: Any, Including shield

Weapons: Small or normal sized, mattocks (as polearm)

Languages: Common, Dwarfish, Low Faery

Knockers are curmudgeonous fey commonly found in mountain regions rich with iron. They are universally wizened in appearance, and are whip-thin with overlarge extremities and sporting great wispy beards regardless of gender. Knockers are roughly 2' tall and weigh around 30 pounds; though they find being measured by terms such as "feet" or "pounds" vulgar and are more polite when measured in stones.

Knockers are universally reviled and considered outcast by most fey creatures, having been expelled from Faerie for the high treason of teaching mortals how to mine and work the hated iron. Folktales told by mortal kind view knockers as proficient miners and craftspeople, though they also note the fey's brutish lackadaisical nature. More than a few tales tell of how knockers will hold themselves entirely blameless for calamities that befall miners due to their overzealous prospecting; they gave adequate warning after all.

Defence Bonus

Due to their small size, knockers gain a +2 bonus to Armour Class when attacked by opponents larger than a human in size.

Detect Construction Tricks

As expert miners and metalworkers, knockers have a 2-in-6 chance of being able to detect recent construction, sliding walls, or sloping passages when passing by; and a 4-in-6 chance when actively searching.

Faerie Law

Despite their estrangement from Faerie, knockers are still bound by ancient faery laws of hospitality and cannot knowingly lie or betray. They may use misdirection, half truths, and lies of omission should it suit them but most knockers find such methods to be distasteful.

Furtive Miners

Knockers who so wish may vanish while underground, becoming intangible and undetectable save for when they rap their mattocks or upon the earth.

While vanished underground, a knocker exists in an ethereal half-realm, allowing them to walk up surfaces made of stone as if they were unaffected by gravity. Creatures who can see ghosts or other ethereal creatures may make a Save against Wands to detect a vanished knocker.

Knockers cannot attack while vanished or the glamour will fade and they will be revealed. If they cause harm indirectly while vanished there is a 2-in-6 chance their glamour will fade.

Knocker Level Progression

Saving Throws

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 (+0)	8	9	10	13	12
2	2,200	2d6	19 (+0)	8	9	10	13	12
3	4,400	3d6	19 (+0)	8	9	10	13	12
4	8,800	4d6	17 (+2)	6	7	8	10	10
5	17,000	5d6	17 (+2)	6	7	8	10	10
6	35,000	6d6	17 (+2)	6	7	8	10	10
7	70,000	7d6	14 (+5)	4	5	6	8	8
8	140,000	8d6	14 (+5)	4	5	6	8	8
9	270,000	9d6	14 (+5)	4	5	6	8	8
10	400,000	9d6+3*	12 (+7)	2	3	4	6	6
11	530,000	9d6+6*	12 (+7)	2	3	4	6	6
12	660,000	9d6+9*	12 (+7)	2	3	4	6	6

*Modifiers from CON no longer apply

D: Death / poison, W: Wands, P: Paralysis,
B: Breath attacks S: Spells / rods / Staves

Iron Enmity

Knockers suffer a -1 penalty to reaction rolls when interacting with other fey creatures. High ranking individuals within the courts of Faerie will seek out justice for ancient slights if proper supplication is not offered by a knocker

Additionally, due to their special connection with the metal, knockers who wield iron despite its sting, may strike at intangible, ethereal, or enchanted creatures as though the weapon itself were magical. This boon lingers upon a single iron weapon for a number of turns equal to a knocker's level, should an ally need to wield the weapon.

After 9th Level

A knocker may seek out an earthen place to establish a haunt. Mines are of particular appeal, though well-shaded crags, deep-delving caves, or jagged crevices within a mountain realm will suffice.

While creating the haunt, the knocker will vanish and begin carving the earthen place to the thrum and whim of the stone; carving homely holes and myriad defences, cultivating ores and gem like a farmer sows seed. Once completed, the haunt will attract 3d6x2 freshly exiled knockers from Faerie.

Cont.

Cont.

Each month after the haunt is complete there is a 1-in-8 chance of being discovered by mortal prospectors and becoming the site of a mortal mine and surrounding mining community. Such mortals will invariably include superstitious folk who will offer up drink, bread, and song to the knockers for as long as the mine is active.

Goods produced in the haunt or by metal cultivated from it will be of knocker quality and sold to outsiders at a 20% markup. There is a 1-in-20 chance that any weapon forged from these metals will deal an additional +1 damage to fey, though such enchantment will only make itself known if appraised by a knocker or used.

Knocker Aesthetics

Face

Body

Quirk

1	Nose like an angry shrew	Badly bent back, almost crawling	A laugh like gargled pebbles
2	Mole rat teeth	Branded for elf-land treason	Always grumbling about aching knees
3	Ghostly pale eyes	Skin as cold as riverbed stone	Joints crack like falling rocks
4	Bloated cheeks	Distended belly	Sucks on stones like candy
5	Chin like a radish	Thin and furtive	An appraising eye for everything
6	Rock-studded nose	Chest hair like an old yam	Constantly wetting a finger to test air currents



Pooka

Requirements: Minimum 9 CHA
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: 10
Armour: Leather, and shield
Weapons: Any
Languages: Common, Low Fairy

Known both as tricksters and harbingers of fortune - both good and ill, pooka are fey most commonly associated by mortals with the harvest season. Pooka are shape-shifters, generally of human size and proportion, though possessing a bestial tail or ears which relates to their favoured animal form. When in the form of a beast they can be identified by their midnight black coat and their piercing golden eyes.

Aversion to Iron

Pooka have an aversion to worked iron. Touching the material without proper protection leaves a pooka feeling lethargic and queasy, and causes harvested vegetables and grains on their person to wither and shrivel up. As such, iron weaponry deals +2 damage against a pooka.

Faerie Law

Though trickster spirits, pooka are still bound by Faerie Law. They cannot knowingly lie or betray. They may misdirect, tell half truths, or lie by omission. A pooka may never deny a gift of wheat-

vegetable, or raw fruit given to them as an offering in good faith. If they believe an offering is given in bad faith they may refuse it though they must state why they consider it as such lest they be in breach of etiquette and subjected to *Shame* (-2 to reaction rolls with other fey, their beast form taking on the head of a jackass) until amends are made.

Fear the Sharp

Due to their kinship with animals and the harvest, pooka feel unpleasant kinship to beasts whose throats are so often slit to sate mortal hungers. If struck by a hunting knife, ritual dagger, or other culling implement, a pooka falls into a stuttering state and suffers a -1 to their AC until the “sharp” is hidden away. Pooka struck in this manner also lose one of their Pooka Fortune results (see below) until the “sharp” is put away or the wielder is disarmed.

Pooka Fortune

At the start of each day a pooka may roll 2d20 and record the results. Throughout the day a pooka may replace the results of an ally’s d20 roll with one of these Pooka Fortune results, provided it will allow them to succeed.

Just the same, a pooka may replace the results of a hostile entity’s d20 roll with one of the Pooka Fortune if it would cause them to fail. The results of either success or failure caused by a Pooka Fortune is inherently fey and enchanted in appearance; a rock emerging from the earth to stub the toe of a bandit, a barking guard dog noticing a bit of fatty meat tied to its tail with golden thread, a dice rolled foul spinning on its edge to roll fair in a game of chance; et cetera.

Pooka Level Progression

Saving Throws

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 (+0)	12	13	14	15	15
2	2,000	2d6	19 (+0)	12	13	14	15	15
3	4,000	3d6	19 (+0)	12	13	14	15	15
4	8,000	4d6	17 (+2)	10	11	12	13	14
5	16,000	5d6	17 (+2)	10	11	12	13	14
6	32,000	6d6	17 (+2)	10	11	12	13	14
7	64,000	7d6	14 (+5)	8	9	10	10	12
8	120,000	8d6	14 (+5)	8	9	10	10	12
9	240,000	8d6+3*	12 (+7)	6	7	8	8	10
10	360,000	8d6+6*	12 (+7)	6	7	8	8	10

*Modifiers from CON no longer apply

D: Death / poison, W: Wands, P: Paralysis,
B: Breath attacks S: Spells / rods / Staves

Shapeshifting

As trickster spirits, pooka are inherently shape-shifting entities of some skill; and most find themselves more comfortable in bestial form when interacting with mortals. The most favoured form of a pooka is a pitch black horse with piercing eyes of gold; though folktale (and witch-hunting manuals) will speak of those who take on the form of black rams, hares, and strange shifting beasts of the wild.

When in a bestial form a pooka retains their base statistics unless the beast statistics would be beneficial in some way; such as a horse’s speed or a hawk’s flight. The most common forms for a pooka, which can be assumed at will include: horses, goats, hares, and hawks.

After 8th Level

Any pooka of sufficient power and notoriety will find themselves being venerated as a minor harvest god for a region of their choice. The mortals present will spend their planting season creating effigies and votive shrines in their fields, all for the vaunting of the pooka.

If the pooka spends a planting season within this region, the crops for the locals will become bountiful and hearty; such that the locals will set aside a portion of their harvest equal to 3d6x100 gold as an offering.

Cont.

Cont.

If the pooka spends a generation blessing harvests, then those who grew up knowing the plentiful boons of the pooka will seek to elevate the fey to the status of a local deity; constructing a small temple over the next few years on the edge of cultivated lands. There is a 1-in-6 chance that local authorities, witch hunters, or clerics of more “civilised” deities will take issue with this, though should the pooka intervene; most will be easily humbled for how their actions would harm the populace unless they are particularly zealous.

Once the temple has been established it will attract the service of 2d6+6 lay priests (1st level specialists, 1-in-4 chance of a sage) and 1d3 ritual priests (1st level clerics or druids) who are devotedly loyal to the pooka and will construct cromlechs and stone circles in the hopes of ensuring continued blessings of the harvest. In time the temple will also become the site of a yearly harvest festival, complete with the burning of a great wicker man and all manner of frivolous gaiety; all for the honour of the pooka.

Pooka Aesthetics

Face

Body

Quirk

1	Kindly, like a good neighbour	Spry and quick, like a youth	Braying Laugh
2	Wolfish, like a gambler	Resilient and roughly built	Bewitching Smile
3	Resigned, but with an air of decency	Towering, like an elder willow	Absentmindedly chews cud
4	Loyal, like a foolish hound	Oddly bent, not used to a human shape	Smells of fresh soil and wet leaves
5	Disconcerting, with goat-like eyes	Strong and broad, like a farmer in their prime	Field mice live in their hair and vestments
6	Reliable, like the face of a docile cow.	Withered and wily, like a mischievous elder	Voice carries on the wind, like a bird

Sprite

Requirements: Maximum 6 STR

Prime Requisite: CHA

Hit Dice: 1d4

Maximum Level: 10

Armour: Leather, and shield
(adapted to size)

Weapons: None (see Improvised
Weaponry)

Languages: Common, Low Fairy

Diminutive creatures, the sprites are exceptionally small and slight; rarely taller than 8" and heftier than a few pounds. Sprites mostly resemble elves in miniature, but sporting a set of magnificent insect-like wings and other bug-like characteristics. These characteristics range from a glittering carapace, segmented eyes and antennae, or lavish coloration that dazzles to look upon.

When in the mortal realm, sprites most often lurk within the shaded clearings of the deep wooded places, where they can easily lure the unwary sojourner into the realm of Faerie. Adventuring for sprites beyond such places is often a fool's errand, but not completely unheard of.

Aversion to Iron

Sprites have an aversion to forged iron. Touching the material without proper protection causes horrifying marring burns to the sprite, which quickly heal but leave ugly scars to the next moon rise. As such, iron weaponry deals +2 damage to sprites.

Defensive Bonus

Due to their tiny size, sprites gain a +2 to Armour Class when attacked by opponents who are human sized or larger.

Diminutive

As exceptionally small entities, physical confrontation is seldom in their favour. When fighting with weaponry outside a deeply wooded place, fairy ring, mushroom circle, or other fey-touched location; a sprite must roll their damage dice twice and take the worse result.

Sprites may also only carry up to 3 pounds (30 coins) of treasure and equipment due to their small frame. But, a sprite may easily hide behind objects larger than itself at a rate of 4-in-6.

Fairy Magic

Sprites are innately magical and infused with spell-casting powers. A sprite's magic functions like that of a Magic-User, with the following exceptions:

Innate: sprites start at level 1 with two innate spells. When a sprite advances in level, they gain two additional spells.

Spontaneous: sprites do not need to prepare spells or make use of material components for the spells they know. They may cast any spell they know as long as they have an appropriate spell slot.

Fairy Law

Bound by ancient Faerie Law, sprites may never knowingly lie or betray, but they may misdirect, tell half truths, or lie by omission.

Sprite Level Progression

Saving Throws

Spell Slots

Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
1	0	1d4	19 (+0)	12	13	13	15	15	1	-	-	-	-
2	2,500	1d4+1	19 (+0)	12	13	13	15	15	2	-	-	-	-
3	5,000	2d4	19 (+0)	12	13	13	15	15	2	1	-	-	-
4	10,000	2d4+1	19 (+0)	10	11	11	13	12	2	2	-	-	-
5	20,000	3d4	17 (+2)	10	11	11	13	12	2	2	1	-	-
6	40,000	3d4+1	17 (+2)	10	11	11	13	12	3	2	1	-	-
7	80,000	4d4	17 (+2)	8	9	9	10	10	3	2	2	1	-
8	150,000	4d4+1	17 (+2)	8	9	9	10	10	3	3	2	2	-
9	300,000	5d4	14 (+5)	8	9	9	10	10	4	3	3	2	1
10	450,000	5d4+3	14 (+5)	6	7	8	8	8	4	4	3	3	2

D: Death / poison, W: Wands, P: Paralysis,
B: Breath attacks S: Spells / rods / Staves

Flight

Sprites make use of their wings as their primary means of movements. When flying, a sprite has a rate of 120' (40"), though powerful winds or inclement weather will reduce this in half. The walking speed of a sprite is 90' (30").

Improvised Weaponry

Conventional weaponry is ill-suited to the diminutive frames of a sprite, and as such they are often forced to improvise with various odds and ends. Improvised weapons always deal 1d4 damage, and ranged improvised weapons have a range of 5-10/11-20/21-30. Sprites may wield any type of weaponry that has been specifically crafted for their size, though such items are invariably enchanted due to the rigours of crafting such small things.

After 8th Level

Should a sprite achieve fame, power, and sated wanderlust, they may be offered a fief in the realm of Faerie by an archfey benefactor. Such fiefs may include large forest clearings, mushroom-infested groves, or enchanted grottos. The sprite may alter the perceptions of mortals in their fief though this may be resisted with a Save against Spells.

Once the fief has been established and an appropriate home for the sprite has been built within it, the sprite will be named a cabinet member of the archfey's court, and a variety of lesser fey creatures may swear fealty oaths to the sprite.

Cont.

Cont.

The sprite may then also establish up to 3 fairy ring portals within their domain which coincide with shaded places in the mortal realm. Any mortals who wander into the sprite's domain may be bound to their service, provided they partake in fairy food, tell the sprite their true name, or accept aid from the sprite.

Sprite Aesthetics

Face

Body

Quirk

- | | | | |
|---|--|--|---|
| 1 | Crowned with the horns of as stag beetle | Plump and off-white, like larvae | Patterned wings that dust as they flap |
| 2 | Maned, like a moth | Elongated and soft, like a caterpillar | Resplendent wings, befitting a sovereign |
| 3 | Wide black eyes, like a fly | Brittle carapace, jet black and banded | The quick wings of a dragon fly |
| 4 | Stoic and scheming, like a mantis | Glittering carapace that shines in the sun | Wings like fallen leaves, a scouts camouflage |
| 5 | Rank and file, helmed with a locusts cap | Furred and delicate, like a moth | Wings that resemble a face when open |
| 6 | Jaws like a predatory spider. | Broad and colourful, like a shield bug | Dreary wings, serviceable but seldom praised. |





Magic Items

The Old Poker - A roughshod iron spear of obvious antiquity, said to be the first iron weapon raised against faery-kind. The spear has no magical qualities but its symbolic power is undeniable. All faeries who make a morale check in the presence of the Old Poker must do so with a -2 penalty.

Lance of the Elf Lord - An ornate lance of impossibly delicate construction wielded by only the most prestigious Faery cavalry. When a mounted rider charges with this weapon their physical form oscillates between Faerie and the mortal world making them difficult to hit in either realm. When charging, this weapon gives the wielder the appearance of a howling phantasm and forces all creatures who wish to strike them to make 2 attack rolls and take the worse result.

Pixie Brew - A sickly sweet, syrupy brew with a potent alcoholic quality. Perfectly harmless when consumed by pixies, but fills 'big'uns' with belligerent rage and a drunk's bravery. When consumed, the drinker must Save Against Poison or be compelled to start a fight with the nearest target they see. The effect ends when it has been thoroughly beaten out of them. Each bottle has 6 uses.

Dousing Staff - A well-worn oaken staff that always points towards the nearest portal to Faerie when held aloft. The staff will begin to flower when in proximity to Faerie but will wither as the wielder moves further away.

Seed of Elfhorne - A large silver acorn that when planted and watered will spring up into a large tree overnight. The tree will have a compartment in the trunk large enough for comfortable slumber for a single human sized creature and is sturdy enough to support wooden construction on its branches. The highest branch of the tree will bear another Seed of Elfhorne should it stand 1 year undisturbed by axe or flame.

Faerie Bestiary

Goblin of the Market

AC: 6(13)
HD: 1 (3hp)
Att: 1 x spear (1d6)
THAC0: 19 (0)
MV: 60'(20')
SV: D:12 W:13 P:14 B:15 S:16
ML: 7
XP: 5

Aversion to Iron: Goblins take +2 damage from iron weapons.

Junk Hunters: Regardless of reaction rolls, goblins are always willing to parley if barter is offered. A goblin's wares are mostly assorted trash but they have a 60% chance of carrying useful adventuring gear. They also have a 20% chance of carrying something valuable like a spell scroll or a magic item.

Tricksy: Any wares purchased from a goblin have a 20% chance of being of shoddy make but glamourous to look fine. Shoddy adventuring gear will break if used more than a few times, magic items will be less impressive than advertised, ect.

Knocker

AC: 5(14)
HD: 1 (4hp)
Att: 1 x mattock (1d8)
THAC0: 19 (0)
MV: 60'(20')
SV: D:10 W:11 P:12 B:13 S:14
ML: 8 (10 with leader)
XP: 10

Furtive Miners: Whilst underground, a knocker may vanish from sight. When invisible, the knocker enters a ghostly between-realm where they may walk on stone surfaces, unaffected by gravity. The knocker may be seen with a successful Save Against Spells or if a creature has some second sight that allows them to see otherworldly creatures. If a knocker makes an attack then the invisible ends.

Knocking: Whilst invisible a knocker may command the nearby stone and groan and buckle, as if collapse is imminent. This has the same effect as the Cause Fear spell,

Leader: A knocker headman of level 1d4+2 is present for every 6 knockers.

Pixie Horde

AC: 8(11)
HD: 4 (18hp)
Att: 1 x swarm (3 or 6hp)
THAC0: 16 (+3)
MV: 30'(10')
SV: D:10 W:11 P:12 B:13 S:14
ML: 11
XP: 50

Aversion to Iron: Pixie hordes take +2 damage from iron weapons.

Size: A pixie horde will typically take up a 10' x 10' area.

Swarm Attack: Automatically damages creatures within the swarm area: 3hp if wearing armour, and 6 hp if unarmoured. The damage is halved (rounded down) if a weapon is brandished.

Pooka

AC: 6(13)
HD: 2 (9hp)
Att: 1 x weapon
THAC0: 18 (+1)
MV: 120'(40')
SV: D:12 W:13 P:14 B:15 S:16
ML: 8
XP: 20

Aversion to Iron: Pooka take +2 damage from iron weapons.

Fear the Butcher's Knife: When in the presence of implements used to slaughter or butcher livestock, pooka suffer a -2 penalty to morale checks.

Harvest Spirit: Pooka are often found in rural communities where they bless crops in return for modest offerings. If one such pooka should be killed then the community will be ill disposed to the killers. If the killer should linger the community may raise a mob of 2d6+6 peasants to drive them from the region.

Shape Shifting: Pooka may shapeshift into horses, hares, hawks and goats. When a pooka transforms it looks to be a trick of the light, as if they had always been that shape and you didn't notice.

Spriggan

AC: 4(15)
HD: 6 (27hp)
Att: 1 x fist (2d8)
THAC0: 14 (+5)
MV: 120'(40')
SV: D:10 W:11 P:12 B:13 S:14
ML: 8
XP: 550

Averion to Iron: Spriggans take +2 damage from iron weapons.

Fey Giant: Though usually the size of a small human at rest, spriggans may grow to the size of a giant when angered or threatened. When in this giant form, the spriggan may pass through natural impediment like rocks and trees as if the spriggan was made of smoke. Attacks with iron weapons and enchanted weapons will hit a giant spriggan as normal.

Sprite

AC: 4(15)
HD: 1-3 (1-3hp)
Att: 1 x improvised weapon (1d4)
THAC0: 19 (0)
MV: 120'(40') / 90' (30)
SV: D:12 W:13 P:14 B:15 S:16
ML: 6
XP: 50

Aversion to Iron: Sprites take +2 damage from iron weapons.

Fairy Rings: Whilst inside a sprite's domain a hostile creature must Save Against Wands or be vulnerable to having their senses tampered with by the resident sprite.

Flight: Sprites make use of their wings as their primary means of movements. When flying, a sprite has a rate of 120' (40'), though powerful winds or inclement weather will reduce this in half. The walking speed of a sprite is 90' (30').

Sprite Magic: A sprite knows a number of magic-user spells equal to twice their hit dice. These spells can be of a level no higher than the sprites hit dice. Every time a sprite casts a spell they have a 2-in-6 chance of exhausting their magical energy. If a sprite exhausts their magical energy they cannot cast again until they have rested for a day in Faerie and must immediately make a moral check.

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