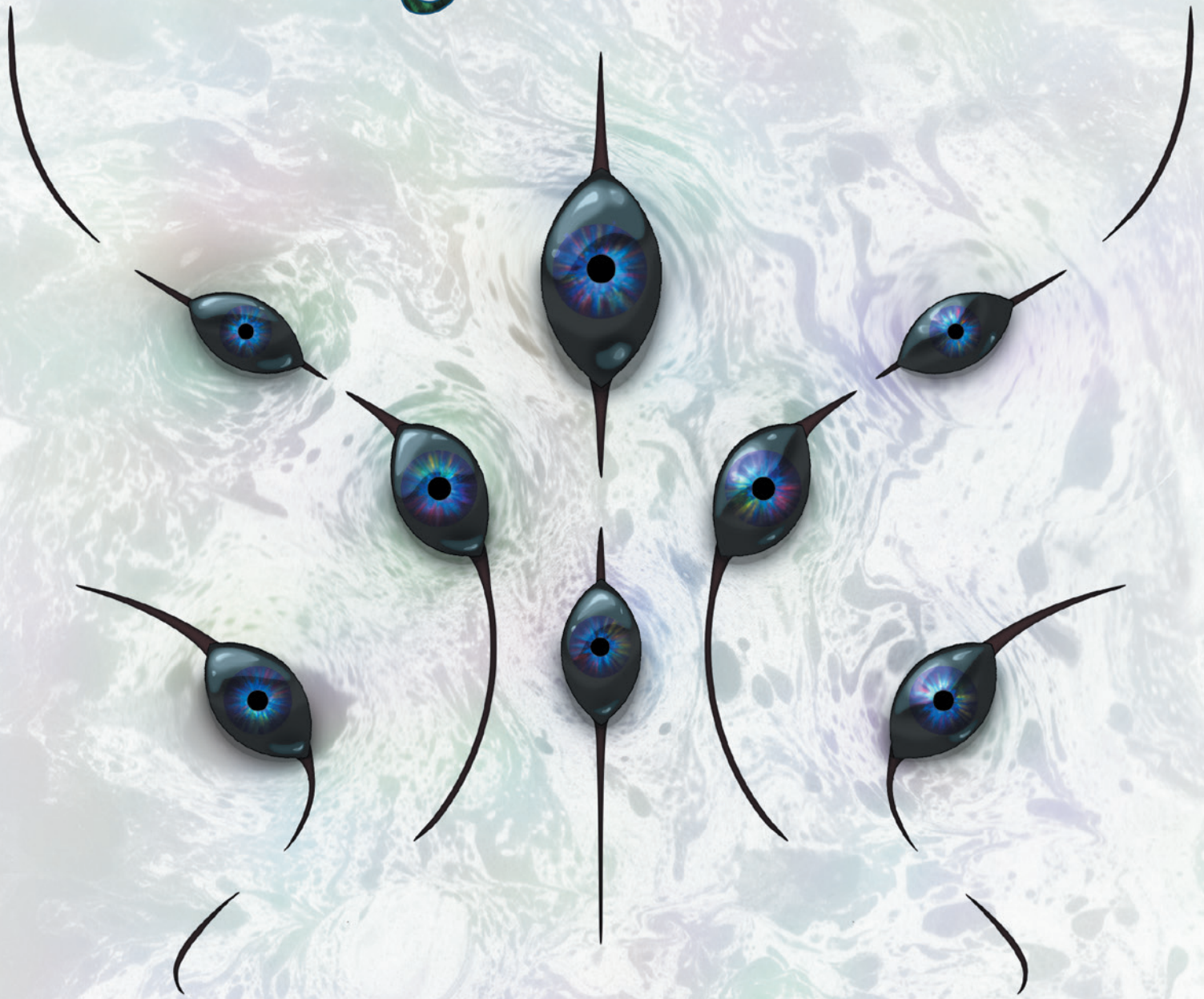


Fae Nightmares



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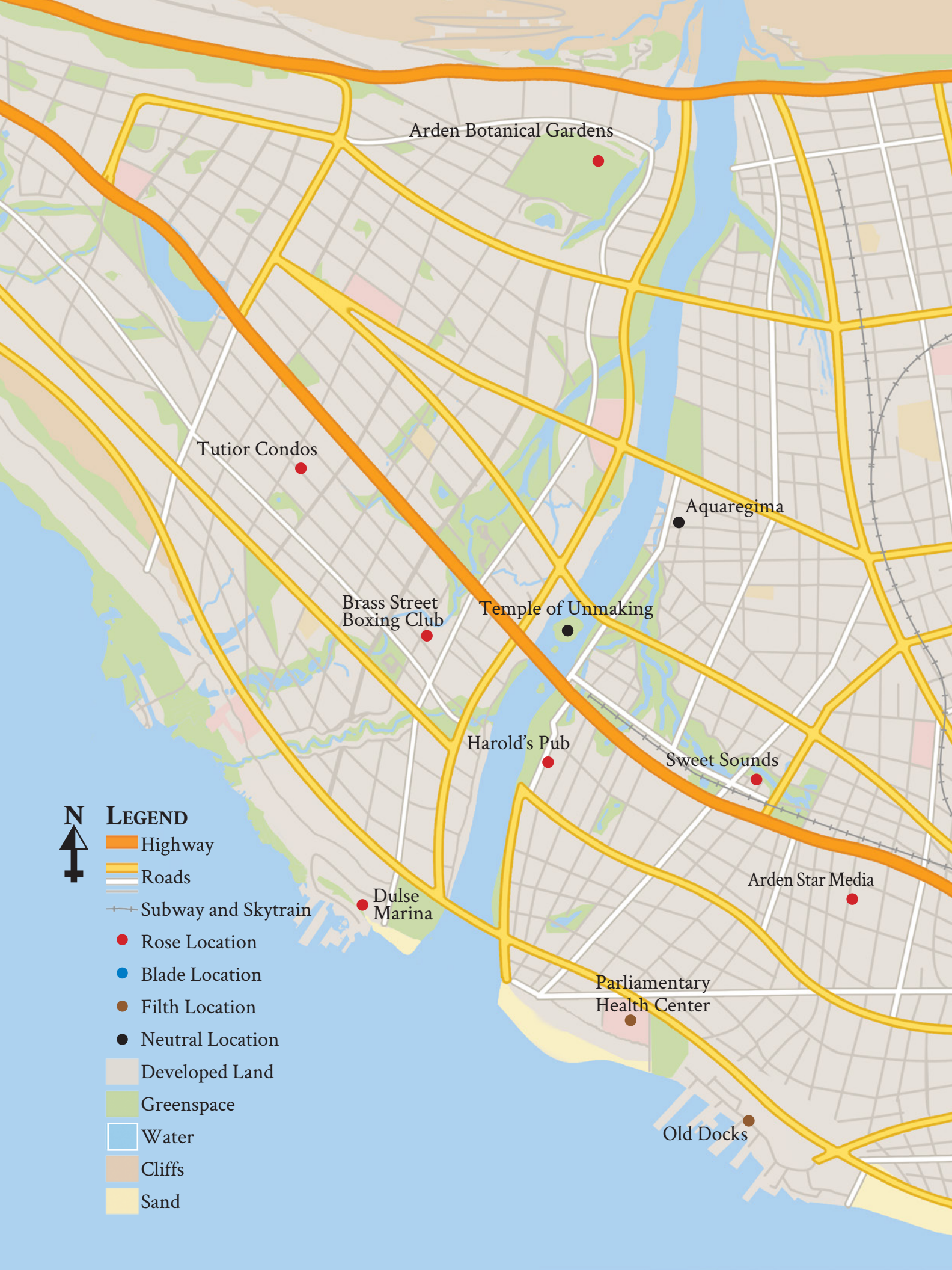
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Arden Botanical Gardens

Tutior Condos

Brass Street
Boxing Club

Temple of Unmaking

Aquaregima

Harold's Pub

Sweet Sounds

Arden Star Media

Dulse
Marina

Parliamentary
Health Center

Old Docks



LEGEND

Highway

Roads

Subway and Skytrain

Rose Location

Blade Location

Filth Location

Neutral Location

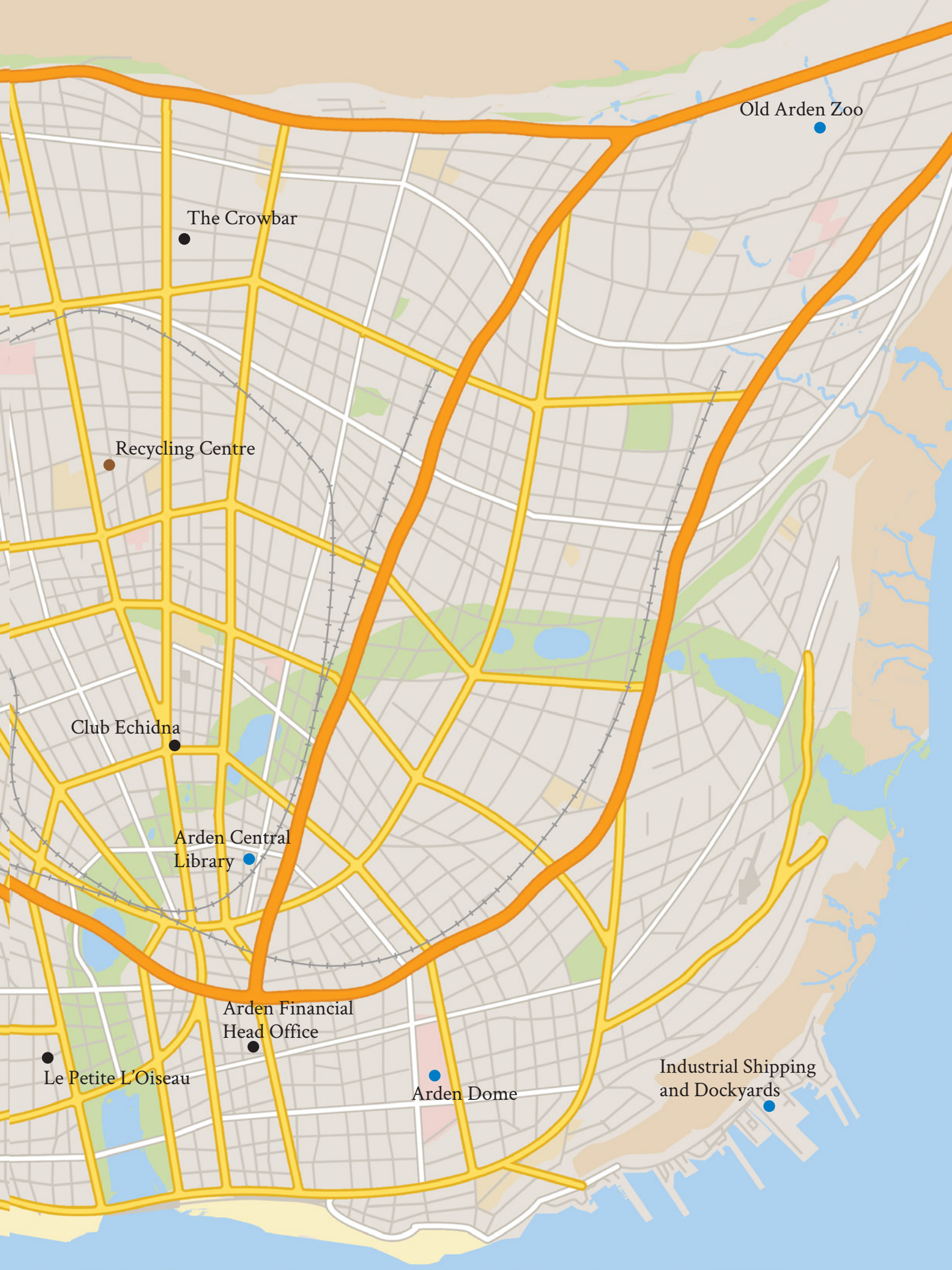
Developed Land

Greenspace

Water

Cliffs

Sand



Old Arden Zoo

The Crowbar

Recycling Centre

Club Echidna

Arden Central Library

Arden Financial Head Office

Le Petite L'Oiseau

Arden Dome

Industrial Shipping and Dockyards

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FAE NIGHTMARES

Enter a shadow war between two Fae Courts in your own city. As you're thrown headlong into a world of extremes and contradiction where you must adapt to a new reality, or perish. You are becoming something less human and more like the beings found in stories—the Fae, the monsters, the gods and everything in between. Until recently, you were human—and maybe you still are—but a Fae decided to claim you, drawing you into a world that overlays the one you know, and straining under the tension of two courts about to explode.

To play Fae Nightmares you'll also need to pick up a copy of *Savage Worlds*. This book is written using the *Savage Worlds Deluxe Rule set*, if it isn't available where you bought this book, then *Savage Worlds* can be purchased online.

In addition to this book and *Savage Worlds*, you'll need a few things to play:

- A group of friends, at minimum two: one Game Master (GM) and one to play a character, but usually four to seven.
- At least one set of polyhedral dice, preferably with an extra d6 in a different color.
- A deck of cards for initiative.
- And if you'd like, something to hand out as "bennies" makes them easier to keep track of. We use plastic gems.

NIGHTMARES AND FAE

From Tuatha Dé Danann of Celtic Lore to Thunderbirds of Native American stories and the Boogey & Hat Man of modern tales and urban myth, these stories come from somewhere. The Fae are powerful beings and creatures of magic, described in our myth and legends. These beings have potentially infinite life spans, only ending through violence or choice, and many are capable of shape shifting or other changes to their physicality.

Nightmare is the term for anyone who is capable of seeing the Fae, but not completely Fae. There are four kinds of Nightmares: the Precious, Gifted, Changeling and Sighted. The Precious and Gifted Nightmares make up most of the Nightmare population. The Precious impressed a Fae with a skill, either with mastery or devotion to it, and had that skill magically improved. A Gifted Nightmare was given a magical item, usually in return for aiding a Fae. Changelings and Sighted are much more uncommon, Changelings are constructs built to replace a "stolen" Mortal, and the Sighted, Mortals who gained the Sight and any magic on their own. All except the Sighted are closely associated with a single Fae and imbued with a piece of their power.

This Fae is called your Lord, and you have a responsibility to each other, as determined by your court and them. To the Fae, this can be viewed as adopting a child, claiming a vassal, taking on an apprentice or any mix thereof. You become a member of your Lord's court by association. No

INTRODUCTION

matter how you treat this association, you're not entirely human any more, and as time progresses, you'll find yourself becoming more like your Lord. Over time, you'll develop the powers, form, and weaknesses common to your lineage; those with bestial Fae lineages often find themselves developing claws or armored scales, elemental types such as the Aos Sí and Manitou often find they reflect their element and gain a finer mastery of magic—if they survive long enough.

No longer entirely human, but not yet Fae, most Nightmares find they need to group together for survival. A lone Nightmare is too easily picked off by the Fae and other Nightmares. These teams of Nightmares, referred to as Packs, vary in form and intimacy—some become a second family, others merely tolerate each other for mutual survival.

THE SIGHT AND MAGIC

Just because most Mortals can't see the Fae doesn't mean they aren't affected by them. Every Nightmare has the Sight, the ability to see the Fae influence on the world. Many, though not all, are also able to wield Fae Magic.

By its nature, Fae Magic is largely intuitive and unpredictable, with most magic disguised from Mortal eyes through innate Glamors. It does not agree with technology, however. The more complicated the technology, the more likely it will resist magical effects - and break. The magic of Mortals is able to interface with technology, though even magically enhanced technology will break upon exposure to strong Fae Magic.

MORTAL INTERACTION

Few of Arden's Mortal population are aware of the Fae, Nightmares or the nature of the conflict waged. It is not that they're incapable of understanding it, but that the Fae magic naturally shields itself from them. Glamors are possessed by nearly all Fae, and most are more than content to keep their nature hidden. Most courts ban revealing the Fae or Magic to Mortals, though a few disregard this norm.

Young children, the insane and those under the influence of drugs have an elevated chance of seeing through Glamors, but are unlikely to be believed. Being completely against most people's



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worldview, one-time or even occasional exposure to magic is often written off as seeing things, hallucinations or dreaming. However, this is not always the case. Any Mortal who has become aware of the Fae is a potential risk or ally. To the Rose Court, this risk is far too great. They strongly encourages cutting all ties to the Mortal population. Intentionally or accidentally revealing the Fae or Magic to a Mortal is highly prohibited.

THE COURTS' WAR

The Court of Roses and the Court of Blades are Arden's two major Fae Collectives. They have been in a conflict over control of Arden's Ley Lines ever since the arrival of the Rose court, shortly after the cities founding in the early 1800s. In the past, this conflict has gone through hot and cold periods. But currently it's progressed leaping into more outright combat than the courts have seen since the Court of Roses first claimed the West Ley Line.

A minor group, the Parliament of Filth, is a neutral party in this war and is profiteering off of it as a mercenary court—selling their services to the highest bidder, and hiring the cheapest or most competent from the other courts. Beyond the city, in the less urban areas, are solitary Wild Fae, of no court.

THE COURT OF ROSES

One of the two major courts occupying Arden, the Court of Roses, is one of the oldest Fae Courts still functioning. Headed by the King and Queen of Roses, the power and structure of this court is well defined, and very top-down. Those Fae with the most physical, magical or social might are on the top, with the weaker ones occupying lower positions. Nightmares are generally regulated to the lower rungs until they are indispensable, or Fae proper.

The focus of this court is on diplomacy, rather than the power of might and weaponry. The Court of Roses has an exceptionally high number of courtiers, ambassadors and allies compared to the other local courts. They have used these resources to keep their ground in a fight where they are both outnumbered and outfought.

The Court of Roses has claimed the western region of Arden, territory that includes the wealthiest regions in the city. With the Court of Roses' preference for entertainers and artists as Nightmares, there are many such Rose-only venues. To lessen risks to their Nightmares from living and working in neutral or enemy territories, new Nightmares are often provided new accommodation well inside this zone, and a minimal stipend for living expenses.

THE COURT OF BLADES

The second major faction within Arden, the Blades are a much more chaotic court, with a more practical and militaristic bent than the Roses. Known internationally as a war court, the Court of Blades commands a certain wary respect. To an outsider, there seems to be no structure whatsoever, and ceaseless infighting. There have been five instances where a Thane has been overthrown since the Blade court claimed Arden, all from internal attacks.

THE PARLIAMENT OF FILTH

A minor faction within Arden, but peculiar in that it's not centralized, the Parliament of Filth stretches across the globe, with representatives in almost every city with a Ley Line. Arden's branch of the Parliament is large for the Filth, taking advantage of the war between the Roses and Blades. They're particularly focused on mercenary dealings.

SETTING

SETTING AND RULES

This book, and the contents of the character creation, Plot Points, and Setting details is meant to be played as members of the Court of Roses. The information on the other courts is not in depth enough to play these factions.

ARDEN CITY

Arden is a large North American city located on the East Coast, in the bend of the Tierce River between Moira Lake and the ocean. The city has a population of about three million.

Arden city was originally a stopping ground on the fur trade, where sailors would restock and repair any damage on their ships before continuing down a particularly rough patch of the river. As the city grew larger, it grew outward, but the location of the downtown core and historic buildings reflect these beginnings. The downtown core encompasses the financial district and the more corporate shops. Tall skyscrapers, high-end coffee shops and bistros, and expensive restaurants are common, as are expansive malls. Moving out of the financial district, mixed-use buildings start to appear, with apartments over boutiques and mom-and-pop stores, right before the transition to the club and alternate fashion district. The city has distinctly wealthy and poor areas. Most of the conflict occurs in poorer neighborhoods, though they have bled over into downtown and even wealthy areas at times.

TRANSPORTATION

Arden has an extensive network of subways and buses, favouring better service towards wealthier areas that already thrive on personal transportation. More modern streets attempt to form a grid patterns, filling in gaps between older, more winding roads.

THE WALK

The WALK is an indoors and underground path connecting many of the major structures of the downtown core. Mostly accidental, the WALK oscillates between malls, office buildings and subway entrances, with connecting pieces added as an afterthought. Highly favored by Fae and Nightmares with a sunlight bane, the WALK closes after 9 p.m., leaving only a few hours until sundown for most of the year.

ACCOMMODATION

There is an increasing number of high-end condos in the downtown core, though most of the affordable downtown apartments are in mixed-use buildings over smaller shops. Moving outward from the club district, apartment blocks begin to dominate, with duplexes and detached homes in the wealthier areas. Lawns are generally small, and almost non-existent in the poorer regions, but are prevalent and either manicured or full of flowers in the wealthier areas.

PUBLIC RESOURCES AND AREAS

Wealthier areas have small parks tucked into corners are commonly found throughout them. There are a few larger ones scattered throughout

the city, that are relatively well kept. However, the poorer areas have less maintained, more violently-proned such spaces.

There is one university, known more for its history and art programs. A few more eccentric professors, one of whom focuses on old folklore, regularly make national spectacles. There are also a few small colleges, one known for its journalism internship program with the Arden Star newspaper.

LEY LINES

Spiderwebbing the globe, Ley Lines are magical structures that travel through and connect locations and items of power. Ley Lines are generally more concentrated in power and number where the old accords are not maintained. These locations serve as a power source for Fae Magic, though one has to become accustomed to a particular Line to use it. Accustoming oneself to a Ley Line that is not claimed by your court can be a difficult task, and requires spending a substantial amount of time practicing magic on the Line.

There are three large Ley Lines that intersect Arden: one running along the river left unclaimed, two running roughly north-south. The latter two have calims staked by the Rose and Blade Courts. Branching off these major Lines are smaller Ley Lines that fluctuate in both power and position.

USING A LEY LINE

Nightmares have the ability to tap directly the power of a Ley Line. However, this is a desperate move, as the surge of raw magic is overwhelming and likely to escape control. This can also lead to destruction of virtually everything in the immediate vicinity. Being in close proximity to a Ley Line claimed by a Nightmare's Court grants even the weakest Magic user deep reservoirs of power and

endurance. When over your court's major Ley Line, there is no penalty for maintained spells, and the recharge time for Power Points (PP) is halved. For Makers, this also halves the time it takes to enchant items.

Should a Nightmare attempt to tap directly into their Main Ley Line, make a Magic skill roll at -6, -4 for a minor Ley Line they are familiar with or that feeds off their court's line. On a success, the Magic user regains all their Power Points and additional 2d6 PP over their cap, but suffers a level of fatigue and is shaken. On a raise, the caster is not shaken. On a Failure they still gain 2d6 PP, but become shaken and a large burst template for 4d8 damage is centered over them. On total of one or less, the caster is shaken and suffers three wounds instantly, before the 4d8 burst goes off, and the Ley Line segment is temporarily depleted of magic.



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Fae of great power are able to tap into the Ley Lines with substantially less risk than Nightmares, often using them to open and maintain Gates. These Gates are the quickest way to travel between locations. They may connect two locations in the Mortal world, or be a power source to a magically created location (such as where the Fae retreated to at the end of the Great War).

THE RIVER

Many aquatic Fae are particularly dangerous and unpredictable, known for viciousness or having powers eerily similar to those of the Oracles. Protection from these individuals is reason enough for the Courts to maintain a presence along the river and any other body of water. In addition, few courts are able to lay claim to water-bound Lay Lines, leaving these lines free to be used to open gates without interference. The Courts of Arden are no different; as none of the three are able to block passage along the river, it's officially neutral ground. Fae from any and no court are free to travel along it, though the courts maintain a strong presence on the water's edge through their docks and marinas, and are known to interfere with each other's use of the space.

FAE REALMS

Along the Ley Lines you'll find gates to the few Realms that are purely the domain of the Fae. These are often small, provide very little in terms of resources, and take an inordinate amount of magic to maintain. Due to this, only particularly powerful Fae have access to such a location, and most Nightmares and Fae spend the majority of their time in the Mortals' Realm.

There are some exceptions to the general rule of small Fae domiciles. The Rose and Blade Courts each have a fairly large stronghold, accessible through a single point on their Ley Line. The

Undermarket is another exception, an incredibly vast underground market that has connections to almost every Fae Court on the planet.

MODERN DEVICES

Mechanical and electronic devices are much more likely to break down in a Fae realm, and complex devices like guns, phones and computers refuse to work at all. When in these locations, all characters are treated as if possessing the All Thumbs hindrance. Those who already possess this hindrance break the device on any failed skill check.

Particularly powerful Fae warp the rules of a small area around them, acting as small Fae realms themselves. This is most noticeable where technology is concerned.

ECLIPSES

Eclipses are the only official locations in Arden where members of the different courts may congregate without conflict, and the only ones with court backing and approval. Breaking the laws of the establishment is a quick way to anger every local court—including your own.

Easily identifiable to those with The Sight, all Eclipses are marked with the symbol of a crescent moon overlaying the sun. All Eclipses follow a similar set of rules, the details of which may vary slightly between them. These rules are enforced in the Fae section, Mortal front and surrounding blocks.

- No Mortal, except those of Noble Mortal status, is permitted access to the Fae portion of the Eclipse.
- No one banned entry to Arden or the Undermarket may use an Arden Eclipse.
- No Banes are to be brought into an Eclipse. Nightmares and Fae with Bane attributes must keep them under control at all times.
- No Combat or inflicting harm on another patron.

FAE FOOD

Items grown and found in the Fae Realms are volatile with unpredictable effects, including addiction. These food items may not be particularly difficult to acquire, but ones where the side effects are known are rare and expensive. Each time a Nightmare consumes one such item, they become subject to its magical effects, whether known or random, and must make a Spirit check to avoid acquiring the Fae Diet Hindrance. To determine random effects see Fae Food Tables on page 203.

GLAMORS

Glamor is how well hidden something's supernatural nature is. Every Nightmare has their own Glamor, which hides them from Mortal and Fae eyes. Seeing through Glamors at all requires the

Sight, except in rare circumstances. Very young children, madmen and drunks are able to make unskilled rolls to briefly see through a Glamor.

THE SIGHT

All Fae, Changelings, Gifted, Precious and Sighted Nightmares have the Sight, as do most Noble Mortals. These characters have the ability to see through Glamors with a Notice at -2 that is modified by any edges or hindrances the target has that affect Glamors. A single success will tell you if the target is Fae, Nightmare or Mortal; raises will give you information about the Fae or Sighted type. When making a check against a group, make the roll once, against the whole group, but only see through the Glamors of those whose target numbers you've met. Modifiers are based on the environment, pack size and behavior.

HARMING THE FAE

Fae don't exist by the same rules of reality as Mortals. Just as they can damage intricate devices with their presence, they seem comparatively unfazed by mundane harm. Lesser Fae take damage the same as any Nightmare would, but most Fae only take half damage from non-magical sources, unless it's a Bane of theirs. Barehanded or natural weapon attacks by another Fae, or a Nightmare, including Sighted, do full damage, as do attacks with non-Fae-magics.

In addition, any Fae, lesser or greater, may be controlled through the use of their True Name, a secret they hide fervently. By speaking a Fae's true name, you can invoke the effects of the Puppet spell, though the skill check is opposed Trickery instead of Arcane Skill versus Spirit. The Fae is compelled to follow any commands to the letter, not the intent. Certain Fae have the ability to hide their true name or essence in a physical form. For these Fae knowing the name is not enough,



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you must possess the item it is held in, but you do gain a +2 to the skill check, and destroying it kills the Fae outright.

PACK

Most Nightmare packs are formed out of a need for mutual protection. Especially with the war between the Roses and Blades, it's entirely too easy to pick off a single Nightmare. Whether a pack is made up of first time Nightmares or already established and taking on new members, the primary goal is the same: keep each other alive. Because of the low adoption rates, it's fairly common for Rose packs to temporarily take on a new Nightmare who can't find a Pack, or one who has lost their Pack. Occasionally, though not very often, these temporary members are accepted into the Pack.

Pack dynamics can vary widely, but among the Roses many of them function as a type of familial unit. These groups are typically very tight-knit, and don't take on new members or handle the loss of one easily. This closeness is cultivated by the rules and decorum of the Rose court; the court expects Pack members to remain in the same pack, watch each other's backs, share resources and not date within the group. Resources and tasks given by the court are also not typically given to an individual, but to the group. As such, many packs end up with their members having complimentary jobs; it's peculiar for mixes such as a diplomat and a raider to be in the same pack, though not unheard of.

RELATIONSHIPS

ONE'S LORD

A Rose Nightmare's interaction with their Lord is not typically as familial as the use of "adopted" implies. Though there can be a peculiar parental-type relationship, more often than not, a Rose

Fae will regard their Nightmares as a student or a type of Vassal due to the mutual obligations. Despite the generally friendly interactions, there is a clear hierarchy here.

MORTAL

Many Nightmares find maintaining their ties to Mortals difficult, even without the Rose Court rules and decorum regarding them. With the Sight, a Nightmare is now interacting with the world on a different level than someone who doesn't have it. This makes understanding each other more complicated in their shared interactions and insights. There's also always the risk of bringing family and friends into the crossfire, where they can be harmed, killed or adopted. While the last may seem like a benefit, and it can be, the likelihood of them being adopted by a Rose is low. It's far more likely that a Blade Fae would take an interest. Because of these difficulties and risks, many Nightmares eventually choose to leave their Mortal lives behind, sometimes just cutting ties and not interacting. Others choose to have a Changeling made, as their apparent death can give friends and family a closure that they wouldn't get from a disappearance. Some never do fully distance themselves from their Mortal lives. Changelings, in particular, have a tendency to never completely let go of their Mortal friends and families, and many Fae with this origin like to keep an active hand in Mortal affairs.

ROMANTIC

Maintaining even platonic relationships with Mortals is difficult. It puts Nightmares in a situation where they can't discuss large parts of their life with Mortals. It also risks the Mortals' lives given their proximity to the Nightmare; sterility and a Nightmare's ageless state adds to the difficulties. In a romantic relationship these problems become magnified by the regular and close interactions.

A Nightmare becoming romantically or sexually involved with a Fae is uncommon in the Rose Court, as it's a large breach in decorum on the part of the Fae, though it doesn't break any laws. The vast differences in status and raw magical power make any sort of ongoing involved relationship potentially hazardous for the Nightmare. The weaker the Fae, the more likely the Nightmare will survive disruptions to the relationship. This is especially of concern should a Fae become careless on their part. Nonetheless, it's best to avoid such relationships.

As such, many Nightmares end up restricting dating to other Nightmares. While the Rose Court frowns on romantic relationships within the Pack, it's common for Nightmares to date other Roses, or Nightmares of allied Courts. The latter is encouraged as a way of building ties, however, dating members of unallied courts can vary from a mild breach in decorum to breaking laws.

Many of the Fae don't entirely grasp the concept of gender, and while they may have a preferred form, most are capable of changing it on a whim. This skill eventually becomes available to any Nightmare, even those who are not Changelings, and there is a large supply of form-altering trinkets available. As such, the concept of a constant form and associated gender tends to eventually erode; many older Nightmares, even those with a preference, tend to place little weight on the sex of a potential partner.

LANGUAGE

In addition to any Mortal languages a Nightmare knows, each court has its own language. A Nightmare's court's language is instinctually passed on when they are adopted, but it's also possible to learn other court languages. Pieces of the language can theoretically be learned by a Mortal, but without being adopted into a court this is incredibly difficult, and the full meanings

are not discernible. The Rose language is very lilting, nuanced, and drawn out, whereas the blade language is incredibly fluid and fast. The filth, by contrast, have a hissing buzzing drone to their tongue.

FAME

The Nightmare population is relatively small, and lives can depend on knowing who's who. As such, gossip spreads fast. This knowledge can save a Nightmare from a surprise attack, and provide you with knowledge of someone's bane or the information required to make an important ally. However, gossip being what it is, is rarely accurate—the stories are often exaggerated, about the wrong person or just simply wrong. Usually, half the information received this way is false in some fashion.

When determining who a Nightmare is, make a Common Knowledge roll, modified by the target's Fame. On a success, you know what Court they're from and have heard enough to know the strength of their Reputation. With a raise, you have a clear idea of who they are, what they've done and maybe even a bit about what Fae they are. When the roll totals one, all your information will be wrong: you've probably mistaken them for someone else. But on snake eyes, this misinformation is dramatic enough to put you in danger. Remember, even with a successful roll, you'll get some incorrect information.

Because this is a common knowledge roll, in addition to the target's fame, there are modifiers based on story. Being from a different court inflicts a -2 penalty, while frequenting the same eclipse may inflict a +1, +2 if you seem to live there. Someone from outside the city, or in the Undermarket, would have a -4 modifier. Important people may have a +1, +2, or greater added to this roll, as would those who have recently been attributed with sensational deeds.

SETTING

STATUS

A Nightmare's Status affects how the Fae interact with them. Someone with a high Status is granted a greater level of respect within their court, and begrudging respect and wariness from another court. Status among the Roses is critical, difficult to gain and easy to lose. It defines the worth of a Nightmare and Nightmare Pack in the eyes of the court.

Those with high Status are in an elevated position within the court. They are well thought of, given better assignments, and find they have social contacts and resources that other packs may never know exist. Nightmares with poor Reputations find few resources, allies and poorer jobs. A higher Reputation may give a Nightmare or pack more flexibility if they make a blunder that would otherwise embarrass them or be met with repercussions. Leniency may be granted, at

the cost of the Status, but it's often better than the alternative. In extreme cases, a high Reputation may help you avoid execution or exile.

Proving effective at your role within the Court of Roses is the best way to increase your Reputation and Status, however, even the most competent individual can drag themselves down by breaking decorum.

The Status statistic reflects your standing, or rank, and level of respect within your court. It's a combination of competency, social favoritism and adherence to the tenants of the court. Being caught breaking the rules and social norms will reduce, ruin or destroy one's Reputation and Status.

Rose Nightmares generally have Status stats ranging from -5 to +3, and start at -1. This stat is added to all tests to resist intimidation and social attacks, regardless of court, and is only used



offensively when the person you're interacting with knows of you (see Fame, page 13). Status can be used to add to intimidation rolls, regardless of court, and is added to your Charisma when dealing with Nightmares, Fae, and Mortal Allies of your court and allied courts, such as when bartering for better missions, pay and resources, or negotiating for help.

Status has effects on the individual and pack level. Keep track of individual Status, and when something happens that would affect the entire Pack's Reputation, add the modifiers to everyone's Status. Keep a record of the pack average, highest and lowest Status, using each as appropriate.

No one great action is likely to result in noticeable increases in Status, but even the little things do add up, pushing you up the social ladder. If an action you take is to the advantage of the Rose Court, you will gain Reputation as long as you did not impinge on the rules and norms of the court to do so. In contrast, any action you take that is detrimental to the court, results in a decrease.

Status is determined by GM Fiat, and is not easy to gain. Some missions have built in Status rewards, but most changes occur based on GM calls of how well you've handled yourself in game with respect to the customs, norms and rules of the court, and how well acknowledged the actions are. If no one knows that you did something, you can't receive or lose Status for it.

- Breaking Laws or Decorum is the fastest way to lose Status, but keeping them doesn't gain you anything on their own.
- Failing in your tasks will cause your Status to drop.
- Completing your jobs well, and to the benefit of the Rose Court will slowly increase Status
- Going above and beyond your tasks, again to the benefit of the Rose Court, will increase your Status faster.
- Gaining an advocate or friend of greater Status, who speaks well of you, can speed your rise to the

same Status level as them. Direct acknowledgment of one of the Royalty or Inner Circle also provides a Status boost, but increases risk; even small breaks in Decorum are likely to be noticed.

- Simply surviving long enough will provide a small boost to Reputation—when a Nightmare reaches Veteran Rank, and again at Legendary, automatically increase their Status by 1 point.

ROSE LAWS AND DECORUM

Breaking the Laws of the court can have consequences from increased duties to punitive measures to execution, depending on the severity and judgment of the council. Breaking decorum will result in decreased status, access to resources and social consequences, but no direct response, other than possible remedial training. Technically, no rules have been broken, just the social norms of the court. Unless otherwise noted, Laws and Decorum apply to all Roses, Nightmares and Lords both.

A Lord is required to explain the laws to their Nightmares immediately, as they are expected to adhere to the laws as soon as they are a Rose. Learning Decorum is a more involved process. A Lord is expected to guide their Nightmares in this, but they are granted much more latitude for mistakes caused early on. Once officially presented at court, however, a Nightmare is held to the full standards. Every Nightmare is expected to be presented at court within a few months of being adopted, and cannot gain full access to Rose resources until they are.

LAWS

- A Rose's first obedience is to the Royalty and Court.
- A Rose does not lie, break their word or turn their back on an agreed deal.
- A Rose does not fraternize with an enemy of the Court. These are both specific individuals and all members of an enemy group, two such examples

SETTING

are the Court of Blades and the Shadow Host.

- A Rose does not reveal themselves, the Fae, Magic, or the Court to the Mortals. Nor do they allow any unnecessary collateral damage. Any attention brought to the Fae is a serious concern and detrimental to the safety of all Fae. Should this occur, it is to be brought to the attention of the court immediately.
- A Rose does not seek to inflict harm on another member of the Court of Roses, nor interfere with their duties. A Lord may not “modify” his or her Nightmare without consent; this is to be considered harming another Rose. Only the Court may impose such punishments upon its members.
- A Rose does not leave Arden without permission from the Court.
- A Rose does not abandon a court member
- A Rose does not use death magic, raise the dead, speak to them, use necrotic spells, and so forth.
- A Rose Nightmare shows loyalty to their Pack and Lord, second only to the Court and Royalty.
- A Rose Lord is responsible for the education and actions of their Nightmare.

DECORUM

- A Rose always strives to excel in their tasks.
- A Rose does not show weakness to those not of the Court of Roses.
- A Rose is honored by protecting the Court and striking down its enemies.
- A Rose defends the reputation and dignity of the Rose Court.
- A Rose is responsible for having his or her deals enforced; allowing another to break their word to you is a sign of weakness.
- A Rose does not ask a Nightmare about who or what their Lord is—not only is this rude, it is asking a Nightmare to reveal potentially harmful information.
- A Rose does not ask after a Fae’s court affiliation, implying another Rose is not up to par is exceedingly rude, outsiders should be easy to spot. This question also reveals the ignorance of the individual posing it, and is a show of weakness,

potentially to an outsider.

- A Rose does not touch another’s possessions without permission, especially a Gifteds Gift.
- A Rose does not keep relationships, romantic or otherwise, that endanger the court. However, unless you break the law about revealing the Fae to a Mortal, the Rose court allows pre-existing relationships with Mortals to be maintained. they’re still heavily discouraged due to the risk of the Court, as well as the Moreal becoming a target through their connection with the Nightmare. Striking up new relationships after being adopted, however, has minimal improvements. Fraternizing with a member of a non-allied Court, or having a romantic relationship within your own Pack, are greatly frowned upon.
- A Rose Nightmare aids a Pack member whenever necessary.
- A Rose Nightmare does not track Favors or Debt within their Pack.
- A Rose Pack is to be treated as family, and conflicts within the Pack are not to be made public.
- A Rose is generous with the resources provided by the court.
- A Rose should always aid a member of an allied court where such aid does not impinge on the Rose Court. This reinforces ties and provides resources for when the Court of Roses is in need.
- A Rose is a gracious host, forgiving of a guest’s minor infringements, informing them of the rules and norms of the court, if unknown, and providing all necessary resources for the guest’s safety and comfort.
- A Rose is a courteous guest, demonstrating the best of the Rose Court and following the rules and expectations of the host.
- A Rose Lord should never have more than three Nightmares at a time, nor excessive turnover.
- A Rose Lord does not adopt Nightmares incapable of meeting the standards of a Rose.
- A Rose is expected to competently handle themselves in any situation. Even a courtier must be able to handle themselves in a fight, and a raider not embarrass themselves at court.

LEXICON

- **Adopted:** The term used to describe individuals imbued with a specific Fae's power.
- **Blade:** Term for a Court of Blades member.
- **Blind (slang):** Someone not possessing the Sight, usually refers to Mortals.
- **Court (official and slang uses):** A Fae collective structure with a small number of leaders and unequal power distribution between members. Casually used as a shorthand to refer to any Fae collective.
- **Courtier:** Anyone required to make regular appearances at court. All socialites, diplomats and champions fit this description, but also some artists, tacticians and others. These individuals are not expected to participate directly in combat, though some do.
- **Eclipse:** Neutral ground, with a no-fighting rule enforced by all local Fae Collectives.
- **Fae:** Magical beings, most with potentially infinite life-spans and the inspiration for many myths and legends.
- **Filth:** Term for a Parliament of Filth member.
- **Lesser Fae:** Less magically powerful Fae, some have almost no magic. Usually they occupy lower ranks within a Court.
- **Favor (official):** A unit commonly used in Fae Barter representing future payment, usually in labor.
- **Fop (slang, derogatory):** A Courtier who avoids any participation in the war; a coward.
- **Glamor:** The innate magic that hides the Fae and their creations from Mortals.
- **Greater Fae:** Magically strong Fae, these individuals make up most of the top ranks in a Court, though they can be found at all levels.
- **Grey (slang, derogatory):** Often slung at Eclipse Staff, this is used to claim someone has a poor alliance to their court; a traitor.
- **Host:** A Fae collective with little structure, and equal power distribution across members.
- **Wild:** A solitary Fae or their Nightmares, usually these are particularly powerful individuals as they don't rely on the backing of a court.
- **Lord:** Title for Fae in the Rose Court, never used to refer to Nightmares. Not to be used with a possessive pronoun e.g. my Lord, your Lord unless indicating the Fae that adopted you (my), or the Nightmare spoken about (your, his, her, etc).
- **Mortal (official and slang uses):** This term refers to humans, and all mundane creatures, referencing the Fae's potential to live forever. Officially this term includes the Sighted and animals, but it's often used to refer to just humans excluding the Sighted.
- **Nightmare:** Mortal humans and creatures imbued with a Fae's power, but not yet Fae themselves. Includes those imbued with a court's power, not enough to become Fae.
- **Noble Mortal:** A Sighted with enough magical and social power to be considered on par with a Greater Fae.
- **Pack:** A group of Nightmares. A member of your Pack is a Packmate.
- **Rose:** Term for a Court of Roses member.
- **The Sight:** The ability to see through Glamors.
- **Witch:** A Mortal capable of using magic, but lacking the Sight.

CHARACTERS

CHARACTERS



ARTIST

You may be any kind of artist: craftsman, musician, painter, orator, etc. Whatever your specialty, you have a creative talent, a treasure to the Fae.

CHAMPION

Called to defend or prosecute individuals accused of breaking court law, you are capable both with rhetoric and in trial by combat.

DIPLOMAT

Involved in the politics and intrigues of Court, your job is that of a politician when at home, and representative when at another court.

ENFORCER

You guard an Eclipse, section of the Undermarket or area of your court. Keep the law, bring in the troublemakers and watch the other courts.

HEALER

You specialize in magical and mundane healing, and are frequently sought out by other packs and given more protection from your court.

HUNTER

You specialize in tracking down and bringing in Nightmare and Fae alike. Some specialize in bringing targets in alive, others function more as assassins.

INVESTIGATOR

You're skilled at finding hidden information and solving puzzles. Your job is often to spy on another court, though you'll often come across information you shouldn't.

ORACLE

The rarest of the Sighted, you can see into the future, past and across impossible distances.

PATROLLER

You patrol an area of your court's turf, guarding it and intercepting anyone or anything that may pose a threat.

RAIDER

You're one of the Fighters for the Rose court. Instead of keeping a Rose area safe, you specialize in hitting Blade territories to destabilize the hold on it, steal something or get someone back out.

SABOTEUR

Masters of stealth, concealment and murder, with one well-placed strike you can accomplish what an army cannot.

SOCIALITE

You have a hand in Mortal politics directly, managing the Mortal allies, gathering information and making sure the Court has access to the best of Arden's resources.

SPOTTER

You're good at seeing things—enemies, friends, potential problems. Waiting for “visitors” or picking targets, your job is to notice the unusual and the Fae, and act on it.

TACTICIAN

You're not directly involved with the inter-court fighting, you specialize in determining what needs to be done, and by who.

CHARACTER CREATION

The Nightmares of the Fae Courts are the center of a Fae Nightmares game. When you have an idea of the type of character you want to play, then it's time to fill in the details and bring your Nightmare to life.

CLASS AND COURT

Nightmares were once human but now something else, not quite human, and not yet fully Fae. There are four ways you may have been adopted; choose between Sighted, Precious, Gifted and Changeling. This book assumes you'll be playing a Nightmare member of the Court of Roses.

TRAITS

Characters are defined by attributes and skills which are collectively called traits, and both work in exactly the same way. Attributes and skills are ranked by die types, from a d4 to a d12.

Every character starts with a d4 in each attribute, and has five points with which to raise them. Raising a d4 to a d6, for example costs one point.

You then have 15 points to spend on skills. It costs one point to increase a skill that is below its linked attribute, and two points to increase a skill at, or beyond, its attribute.

DERIVED STATISTICS

Charisma is zero unless you have Edges or Hindrances that modify it.

Pace is how fast your character moves in a standard combat round. This is equal to six inches, unless changed by Edges or Hindrances.

Parry is equal to two plus half your Fighting die type. Edges, Hindrances and some types of equipment can modify your Parry score.

Toughness is equal to two plus half your Vigor. Edges, Hindrances and wearing armor can modify Toughness.

Glamor is zero unless you have Edges or Hindrances that modify it.

Status starts at a -1 and is altered by Edges and Hindrances.

Fame is zero unless modified by Edges and events.

HINDRANCES

You can take up to four points, one Major Hindrance for two points, and two Minor Hindrances for one point each. You can take more Hindrances if you wish, but they will not grant you any extra character creation points.

For two points you can:

- Raise an attribute one die type, or
- Choose an Edge

For one point you can:

- Gain another skill point, or
- Gain an additional \$800

GEAR

Each character starts with \$1,600 to buy gear (\$800 if you're not from the Rose Court). This may be split into Mortal and Fae currencies, as chosen by the player. This is the time to pick up any weapons, armor, tools or equipment your character may need to start off.

BACKGROUND DETAILS

Finish your character by filling in a history or background. Ask yourself why your character is where they are and what goals, motivations and aspirations they have.

ORIGINS

GIFTED

Unlike the other Nightmares, a Gifted earned their position, through helping a Fae, outwitting it, or any other manner of impressing their Lord-to-be. In response to the human's action, the Fae in question bestowed a Gift of immense magical power to this person. These range vastly in form and function: Examples include a pendant in the shape of a songbird that can guide and instruct its wearer in the protocols of court and who to be wary of; to a gear-work gun that shoots bullets of burning steam which can pass through any armor; or even a diamond-eyed doll woven from the hair of a thousand crying infants that can conjure up barriers of discarded toys to protect its owner. A Gifted Nightmare can never get rid of their Gift. Forgotten, discarded, even destroyed, it will always return, perfect as it was the day it was granted.

CLASS EDGES AND HINDRANCES

HUMAN TIES

The Gifted receive the free Edge for Humans.

BANE

You must take the Bane Hindrance.

FROM ME TO YOU

The Gifted receives a magical Gift from his or her Fae. This Gift is bonded to the Gifted and may only be used by them. Each Gift is unique; see Gift Building, page 34.

FAE ADOPTED

You can access Edges with the Fae requirement

PRECIOUS

The Precious impressed a Fae with mastery of a particular skill. While the most popular type of Nightmare, these individuals usually still find few others with their particular abilities. Historically the Rose Court has favored artists and entertainers as Precious Nightmares, however, with the ongoing war between the Roses and Blades, more individuals are selected for their survival or combat abilities. The Precious are changed by their Fae: their talent increased at the expense of others deemed unnecessary by the same Fae. As a result of this interference, the Precious find themselves needing Fae foods for sustenance, and some unlucky few find themselves addicted to a particular food.

CLASS EDGES AND HINDRANCES

HUMAN TIES

You receive the Free Edge for Humans.

BANE

You must take the Bane Hindrance.

NATURAL TALENT

Precious begin with a d8 in one Attribute and may raise it to a d12+2 via normal advancement; the Expert and Master Edges then bring this Attribute to a d12+4.

HONED SKILL

You must take a Skill up to d12 in character creation. This Skill starts with a free d8.

FAE DIET

Precious have the Fae Diet Hindrance, or an addiction to a food with magical properties as per the Major Habit Hindrance.

FAE ADOPTED

You can access Edges with the Fae requirement.

CHANGELING

Changelings are creations of the Fae, left in the place of a stolen child or Nightmare severing ties. Created with a shard of the original's spirit, they're perfect down to every detail and memory. Splitting the Nightmare's spirit is not without risk though. Until all the pieces are reunited, both Changeling and Original are weakened. As such, most Changelings are intended to perish quickly. Occasionally, however, the Changeling survives when the Original could not. Unaware of their inhuman nature, Changelings will simply pick up life where it left off when they fell ill. Most have a charmed life at this point, interacting with Mortals and their world with a natural charisma. Eventually though, a Changeling's birthright will awaken, granting the Sight, and the ability to change form at will. Even after waking, Changelings interact with the Mortal world more easily and comfortably than any other Nightmare, and are more likely to maintain their Mortal life.

CLASS EDGES AND HINDRANCES

BANE

You must take the Bane Hindrance.

SOCIAL CREATURE

Changelings have the innate ability to develop an instant rapport with anyone. +2 Charisma and select a free d6 in one of: Persuasion, Trickery or Streetwise.

MALLEABLE FORM

You may disguise yourself as any humanoid, as per the *disguise* power, with a Power Point pool of five for transformations.

Your body's flexible structure also means that you can't resist damage as well as other Nightmares, -1 Toughness.

SURVIVOR'S BOON

You're immune to poison and disease, and suffer no additional damage from called shots.

FAE CRAFTED

You can access Edges with the Fae requirement.

SIGHTED

These are the rare Mortals who have an innate ability interact with the Fae world; some people are just more tuned in to the Supernatural than others. This ability has been recorded as manifesting through bloodlines, study, luck or a combination thereof. Usually, it still takes a direct interaction with the Fae or their magic to awaken the ability. While the seventh son of a seventh son may be born lucky and have Fae sight, another Sighted may have studied fairy tales throughout college. Twins, those born with each eye a different colour, and the insane, are also said to be "blessed" by the Fae. Because the Sighted did not have their abilities bestowed on them by the Fae, they are the most independent, only loosely tied to the court without a Lord or Lady to answer to. This comes at a cost; many Sighted find themselves treated with distrust by the Fae and other Nightmares.

CLASS EDGES AND HINDRANCES

STILL HUMAN

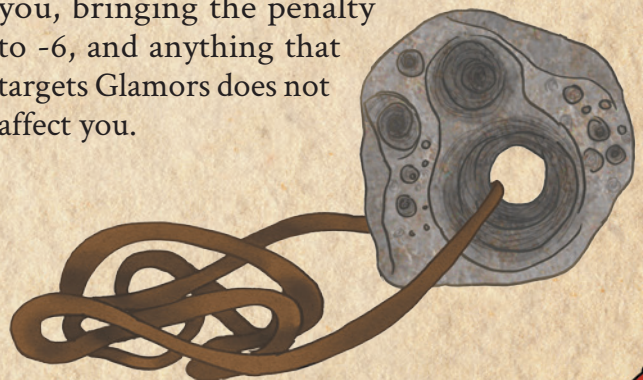
Sighted come with the Free Edge for being human.

OF NEITHER WORLD

-2 Charisma, except among other Sighted and Noble Mortals.

GLAMORLESS

As a Mortal, you don't possess a Glamor, nor do you need one. Those looking for Nightmares using the Sight suffer an additional -4 to spot you, bringing the penalty to -6, and anything that targets Glamors does not affect you.



NEW SKILLS

TRICKERY

The Fae, many being incapable of outright lies, rely on Trickery. While Nightmares are usually still capable of lying, the practice is greatly frowned upon by many of the Fae Courts. Being caught in a lie would be devastating to one's Reputation, instead the culture uses and even holds a certain esteem for the adept wordsmith.

This skill is about manipulating information and its presentation until it appears the way you want, without resorting to outright falsehood. The truth may be twisted, distorted, warped and omitted, but not ignored. Be it by fast talking, logical fallacy, or simply outwitting an opponent, Trickery is a critical skill for Fae and Nightmare alike.

This skill replaces Smarts when performing Combat Tricks. When Bartering or Hagglng use contested Trickery, modified by Charisma and, only if appropriate, Status.

LYING

When lying, use the lower of Persuasion or Trickery, modified by Charisma and opposed by Smarts. If you're caught in a lie, the hit to your Reputation is dire.

KNOWLEDGE

Common Knowledge should be used for getting general information about the city and groups of people in it that any Nightmare in the city might learn. For detailed information, specific knowledge skills should be used.

Character backgrounds such as where they grew up, social class and the like should have an effect on what they know about the city.

KNOWLEDGE (FAE GROUPS)

This knowledge is collective, specific and must be bought separately for each Court, Host or group other than your own: Blades, Wild, Filth, etc. This skill covers knowing about the important Nightmares Fae—officially and not, the structure, the current state of affairs, attitudes, diplomatic and military actions, resources and locations, important allies, etc.

KNOWLEDGE (MAGIC)

This gives knowledge of the various Fae and Mortal magics.



NEW HINDRANCES

The Doubting Thomas Hindrances is not available.

BANE (MAJOR)

This hindrance may be taken multiple times with a different trigger each time.

Banes are the critical weaknesses of many magical beings. In addition to the regular use of Hindrances, the Bane Hindrance may be taken up to a maximum of once per Rank for an additional Edge or two skill points. These reflect a character becoming more magically potent, and with the power, more weaknesses. Banes may never be bought off with Advances. Should an Edge and a Bane be in conflict, the Bane takes priority. A Bane chosen to fill the Origin requirement must be listed here. However, after character creation with GM approval, certain other Major Hindrances, such as Obsession, Delusions and Phobias may be taken as Banes. Some examples of these are: Phobia (Roosters), Obsession (counting) and Blind, however, many instances of Fae phobias are more aptly described by the Ward Bane.

COLD IRON

You feel ill in the presence of Cold Iron, and suffer a level of fatigue when it's near (within four yards). When touching the metal, you become Shaken and suffer a wound; when attacked with Cold Iron, you suffer an additional d6 of damage. Soak Rolls to absorb wounds caused by Cold Iron suffer a -2 penalty.

FIRE

You cannot voluntarily touch or pass through any flame, and are automatically Shaken and suffer an extra d6 of damage from fire and heat. Soak Rolls to absorb wounds caused by fire suffer a -2 penalty.

RUNNING WATER

Running water is a barrier to you, crossing even narrow streams requires an act of great will. Make a Spirit check, adding a -1 penalty for every inch on the map. With a success, you may cross at half pace (round down). Failing this roll means you are shaken and unable to cross this stream of your own violation and may not make another attempt for a least 10 minutes. Upon crossing running water, voluntarily or not, you are shaken and suffer one wound. Only water that is flowing at your surface level will affect you. Whenever it rains, suffer a level of fatigue, and two levels in a downpour. Soak Rolls to absorb wounds caused by water suffer a -2 penalty.

SUNLIGHT

The touch of the sun may not burn, instead it incapacitates you. An hour after sunlight no longer touches you, you will recover, should you survive your vulnerable state. Many Fae and Nightmares with this hindrance turn to stone in the sun, some simply collapse. You do, however, get the Nocturnal Edge for free. Full spectrum light from an artificial source will not incapacitate you, but you will suffer a level of fatigue while exposed.

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WARDING

This Bane covers items traditionally thought of as wards against the Fae: Holy symbols and ground, Horseshoes, Rowan Arches, Pine Bough, Bells and so forth. Many of these are used to bar entry or protect a person from the Fae. Nightmares and Fae with this Bane cannot cross wards easily, and are shaken and take a wound if they touch one. To cross a ward voluntarily, make a Spirit check that is greater than the Casting skill or Spirit check of the creator. Upon crossing, voluntary or not, you are shaken and suffer a wound as for touching a ward. Holy weapons and attacks deal an extra d6 of damage. Soak Rolls to absorb wounds caused by wards or Holy magic suffer a -2 penalty.

CAN'T TELL A LIE (MINOR)

Like many of the full Fae, you are incapable of lying, and even stretching the truth can be quite difficult. -1 to Trickery and Persuasion

FAE DIET (MAJOR)

You cannot derive sustenance solely from human food. You must consume at least one pound of food or drink from a Fae realm each day or suffer fatigue. A lack of Fae Food can lead to incapacitation, but is not fatal. To recover from fatigue induced by avoiding Fae Food, you'll need to consume appropriate foods in game. This food is not easy to acquire, and can have unpredictable side

effects. Each time you eat Fae Food with unknown effects, roll on the Fae Food Tables. All but the most expensive Fae Foods fall under this category.

OBSESSION (MAJOR)

An irrational obsession with something leading you to actively seek out the object of your obsessions, in some way, no matter the consequences. This obsession will overwhelm your better judgment and complications stemming from these actions tend to be unconsidered until too late. Some examples of this are: a Boggart harassing a family, wherever they flee; Basket Woman collecting children for dinner; or a Jackalope's fondness for whisky.

PRACTICAL JOKER (MINOR)

You just can't take people and things seriously. The stuffier and more prudish they are, the more tempting the target and lengths you'll go to just to get one up on them. Even though Rose culture has a certain respect for trickery, this does not always translate to your jokes, and keeping track of who you've upset gets complicated.

SECRET (MAJOR/MINOR)

This secret is devastating, capable of damaging your reputation, or even getting you killed. To make matters worse, it keeps threatening to get out, requiring you to work at keeping it hidden.

If your Minor Secret is made public, this Hindrance must be replaced with a relevant Major Hindrance, such as: Traitor, Enemy (Major) or Wanted (Major). For a Major Secret getting revealed, replace the Secret as above, and immediately drop Charisma by four, if your character survives.



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TEMPER (MINOR)

Your character is more than a little hot-headed, and prone to saying and doing the wrong things when provoked. Suffer a -1 to Charisma and -1 to your starting Reputation.

TRAITOR (MAJOR)

Though you've been forgiven or acquitted, accusations of betraying the court still follow you. Few are willing to offer you aid or resources, nor are you trusted with valuable information or important tasks. Your Status starts at -4 and is capped at zero. You may not take the Gossip Edge. If this hindrance is acquired in game, drop Status by three, and if previously purchased, trade the Gossip edge for a different edge.

WEAK GLAMOR (MAJOR/MINOR)

With the Minor version of this hindrance, your character's Glamor is a bit weak, but not disastrously so, suffer a -2 to your Glamor.

With the Major version of this hindrance, your character's inhuman appearance is not hidden from Mortal eyes. You have to use disguises to go out in public or spend most of your time hidden. Suffer a -4 to your Glamor.

Sighted characters with this hindrance do not have a Glamor, but instead have particularly noticeable features marking them as Nightmares.

WEAK SIGHT (MINOR)

Your Sight is not as potent as it should be, suffer a -2 to Notice anything magical.

NEW EDGES

Only Arcane Backgrounds described in this book are available, all Edges with these as requirements cannot be taken. The Noble Edge has been replaced with Public Figure, and Quick Draw has been modified as described below.

QUICK DRAW

Requirements: Novice, Agility d8+.

In addition to the description in the core, Quick Draw allows a Nightmare to activate a Fae Item, including a Gifted's Gift, as a free action.

BACKGROUND EDGES

EIDETIC MEMORY

Requirements: Novice, Smarts d8+.

You can recall information such as images, sounds and behaviors with extreme ease. +2 to Common Knowledge rolls.

FAE MENTOR

Requirements: Novice.

A Fae has taken a particular interest in you, and occasionally provides guidance with regards to the new world open to you and your place in the

CHARACTERS

Court. This commonly is your Lord, but need not be, in either case this Fae will expect your aid when requested.

PUBLIC FIGURE

Requirements: Novice.

You are a well-known person in the Mortal realm. With this edge, you receive +2 Charisma and the Rich Edge. However, there are drawbacks. With this fame comes memorability. Sneaking anywhere is almost impossible, and people will distinctly remember your presence and actions. Your Fame is always at a minimum of +2, and attempts to blend into a crowd just don't work.

COMBAT EDGES

ARMORED FAE

Requirements: Fae, Novice, Vigor d8+.

Your skin is particularly hard, plated or otherwise resists damage to an incredible degree. You have two points of Natural Armor. This armor bonus does not stack with worn or magical armor. This edge may be purchased twice for a total of four points of Natural Armor.

BESTIAL WEAPON

Requirements: Fae, Novice.

This Nightmare has a natural weapon such as horns or claws, and is never subjected to the unarmed defender rules. In addition, when they successfully make an unarmed attack with their Bestial Weapon, add +d4 to their damage.

IMPROVED BESTIAL WEAPON

Requirements: Seasoned, Bestial Weapon, Strength d8+.

This character's Bestial Weapon now adds an additional +d6 to damage instead of +d4.

FAST TALKER

Requirements: Seasoned, Spirit d8+, Trickery d8+.

Adept at thinking on your feet, you may use a Trickery-based Combat Trick as a free action once per combat.

PROFESSIONAL EDGES

BODYGUARD

Requirements: Seasoned, Agility d8+.

Skilled at protecting others, you don't hesitate to take a blow meant for someone else. Once per round, you may attempt to intercept an attack meant for an adjacent ally by making an Agility check, or at -2 for a ranged attack. If you are on hold, you may add +2. On a success, treat the attack as if it was directed at you, ignoring any effects from a Called Shot.

COUNTER-CASTER

Requirements: Seasoned, Arcane Skill d8+, *dispel* power.

You're skilled at interrupting another's magic. Once per round, you may use the *dispel* power to counter an enemy power without having to be on hold or roll to interrupt the opponent's action. However being on hold grants a +2 to attempts to use the *dispel* power. The power is still rolled as opposed Arcane Skills as usual.

ENRAPTURE

Requirements: Seasoned, Arcane Background (Performer) Spirit d10+, Performance d8+.

There's something particularly enthralling about your Performances. When you use this ability, everyone within earshot or line of sight (as appropriate) of your Performance must make a Spirit Check to pay attention to anything other than you. On a failure, their next trait test is made

at a -2. This ability can only be used while using the Preforming Skill without using powers.

LINE MAGE

Requirements: Veteran, Arcane Background (Any), Arcane Skill d8+, Spirit d8+.

Practiced at using the Ley Lines to your benefit, you're not only able to use the Major Ley Lines to better effect, but are also able to use the Minor Lines. Halve the Power Point recharge time when over any Ley Line, this stacks with the boost from a Major Line. Gain a +1 to all Arcane Skill Checks when over a Ley Line, and +2 to tapping into the Ley Lines.

TWICE-HONED SKILL

Requirements: Precious, Veteran.

With repeated practice, even your magically elevated skill may be increased. Gain a +1 to your Honed Skill; this may stack with the Professional and Expert Edges.

SOCIAL EDGES

CAN'T FOOL A TRICKSTER

Requirements: Novice, Trickery d6+, Smarts d8+.

You excel at seeing through attempts to twist words and dodge questions. Gain a +2 to resist Trickery.

GLIB TONGUE

Requirements: Novice, Trickery d8+.

You're particularly adept at manipulating information and words; gain a +2 bonus to all Trickery rolls.

GOSSIP

Requirements: Seasoned, Notice d6+, Persuasion d6+, Streetwise d6+.

You're not only well-connected to the biggest gossips, but the accurate ones too. Add +2 to all

Fame checks, and receive a greater proportion of accurate information.

WEIRD EDGES

BEAST FORM

Requirements: Novice.

You may transform into a single type of creature (see Beast Form Creation, page 35). You have a 5 PP pool for the transformation, which acts as any other Power Point pool. This Edge may be purchased more than once for alternate forms, but each form draws from the same pool and does not grant additional Power Points. If purchased by a Changeling, this uses the same transformation pool as their innate shape shift.

ELEMENTAL RESISTANCE

Requirements: Fae, Novice, Vigor d6+.

You have protection from a particular element or damage type, usually your own element, but not necessarily. This edge applies not only to the "classic four" elements of wind, earth, fire and water, but any that may be associated with your Fae type: vegetative, acid, darkness, metal, electricity and so forth.

Gain armor +4 against one elemental damage type that does not negate any of your Banes. This edge may be taken more than once to select protection from another different element type, but does not stack with itself or other armors.

FLIGHT

Requirements: Fae, Novice, Strength d6+.

Whether gliding on bird-like wings or floating on the wind, this Nightmare is capable of taking flight. However, with this comes large wings, or a noticeably light step that even strong Glamors have difficulty hiding. Anyone attempting to see through your Glamor has a +2 to the roll. Your

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Pace while in the air is six, gaining elevation requires a strength check, and for each success and raise you may increase your height above ground by one. Attempts to preform difficult maneuvers, such as tight turns and dodges, are made with an Agility Check. You may “run” while airborne, as you would on the ground. Use the unstable platform rules while airborne.

IMPROVED FLIGHT

Requirements: Flight, Strength d10+.

The character now increases their areal pace by +2, and gains a +2 to all Agility and Strength Checks for maneuvers and elevation.

FUTURE SIGHT

Requirements: Novice, Arcane Background (Oracle), Prescience d10+.

You have the ability to see a short ways into the future, allowing you to change it. Once per game, you may spend a benny to retroactively turn a scene into a vision. If your character was injured in this scene, you must pass a Vigor check with the wound modifiers applied, or you are shaken and gain a wound. Rolling snake eyes inflicts a permanent injury; gain the Bad Eyes Hindrance or Blindness, if already suffering from poor vision.

INDEFINITE TRANSFORMATION

Requirements: Veteran, Changeling OR Beast Form, Spirit d10+.

You're able to maintain your transformed state for a substantial length of time. The maintenance for a transformation now costs 1 PP per 30 minutes.

MIMIC SHIFT

Requirements: Changeling, Novice, Spirit d8+.

Some Changelings are able to take on not just the appearance of an individual, but also some functions of their appearance, such as toughened scales or damaging claws. When you shift to

imitate someone with physical edges you meet the requirements of, you may copy the effect of a single edge, at the additional cost of 2 PP.

IMPROVED MIMIC SHIFT

Requirements: Heroic, Mimic Shift.

You may now copy the effects any physical edges you meet the requirements of at the additional cost of 2 PP per edge.

NOCTURNAL FAE

Requirements: Fae, Novice

As a being who cannot venture out in the day, or simply prefers not to, you don't suffer darkness penalties on vision-based trait tests, but you must make a Vigor check to avoid fatigue on exposure to bright light, and every 10 minutes thereafter.

STRONG GLAMOR

Requirements: Fae, Novice.

You have a thicker than normal Glamor. All Glamor checks to spot you suffer an additional -2 penalty.

SUBTLE SHIFTER

Requirements: Novice, Changeling, Stealth d8+.

When imitating a Mortal's form, there is an additional -2 on opponents Glamor check to spot you. This may stack with strong Glamor.

TENACIOUS SHIFTER

Requirements: Seasoned, Spirit d8+, Changeling or Beast Form.

You're able to remain in a transformed state despite distractions and pain. Gain +2 to Spirit checks to maintain any shape-shifted form.

WALLCRAWL

Requirements: Fae, Novice.

You can walk on walls, and even upside down, as if on normal ground.

WATER FAE

Requirements: Fae, Novice.

You cannot drown in water and your base pace while swimming is equal to your swimming skill die.

WIDENED SCOPE

Requirements: Sighted, Novice, Notice d8+.

You can see things that even the Fae have difficulty with, such as Changelings and those in other forms. Never suffer Glamor penalties to your Notice rolls.

LEGENDARY EDGES

TARGET AUDIENCE

Requirements: Legendary, Arcane Background (Performer), Performance d10+.

Your mastery of Performance is such that you may cast an area of effect (AOE) spell and selectively exclude individuals from the effects, at a casting cost of -1 per person.

GUARD MAGE

Requirements: Legendary, Arcane Background (any), Arcane Skill d8+.

Setting and holding defenses for yourself and others is second nature. You may ignore the spell-casting penalty for maintenance of up to two defensive spells.

GIFTED RAIDER

Origin: Gifted; **Lineage:** Mahwaew

ATTRIBUTES

Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

SKILLS

Conjuring d8, Driving d6, Fighting d10, Notice d6, Stealth d6, Trickery d4

DERIVED STATS

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (3)

HINDRANCES

Bane: Running Water, Code of Honor, Loyal, Temper

EDGES

Gift: Gift Weapon, Shrinkable. 15PP, *deflection, smite*

GEAR

Cell (prepaid), Motorcycle Top (Armor +2, *resilient*), Motorcycle Legs (Armor +2, *resilient*), Switchblade (str+d4, -2 to be Noticed if hidden), \$440 cash

I love my axe. You show me an assault rifle which can cut through a two-foot steel door, and never runs out of ammo. At least once a week, someone shoots at me and the looks of shock and fear on their face when I slice their bullets in half never stops being funny. Besides, I know it won't jam up, start bleeding or turn into a cloud of butterflies around the Fae. I love my axe.

PRECIOUS SCULPTOR

Origin: Precious; **Lineage:** Asrai

ATTRIBUTES

Agility d4, Smarts d12, Spirit d8, Strength d4, Vigor d6

SKILLS

Enchanting d12, Fighting d4, Knowledge
Magic d6, Notice d8, Repair d8,
Throwing d4, Trickery d8

DERIVED STATS

Charisma: 0; **Pace:** 6;
Parry: 4; **Toughness:** 5

HINDRANCES

Bane: Sunlight, Fae Diet,
Absent Minded, Can't tell a
lie, Weak Glamor (minor)

EDGES

Arcane Background (Maker):
10PP, *summon ally*, *tripwire*, Water
Fae, Darksight

GEAR

Workshop and tools, portable tool kit,
sculpting supplies (x40), smartphone, rapier
(str+d4, parry +1, *bramble*), \$40 cash.



I'll have you know I'm not just some fop hiding away from the war. Fighting's not my strongest skill, and I can't go outside without attracting too much attention, but what I can do more than makes up for it. My creations now walk, talk, and breathe! I can make a songbird that sings when enemies are near, living statues to guard your back, and Enchant weapons so they better harm the Fae.

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CHANGELING DIPLOMAT

Origin: Changeling; **Lineage:** Puka

ATTRIBUTES

Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d4

SKILLS

Intimidation d4, Investigation d8, Knowledge Rose Court d6, Notice d6, Persuasion d8, Shooting d4, Stealth d6, Streetwise d6, Trickery d8

DERIVED STATS

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 4(1)

HINDRANCES

Bane: Cold Iron, Malleable Form, Arrogant: Social, Vow (minor): Loyalty and Obedience to the Rose Court, Enemy (minor)

EDGES

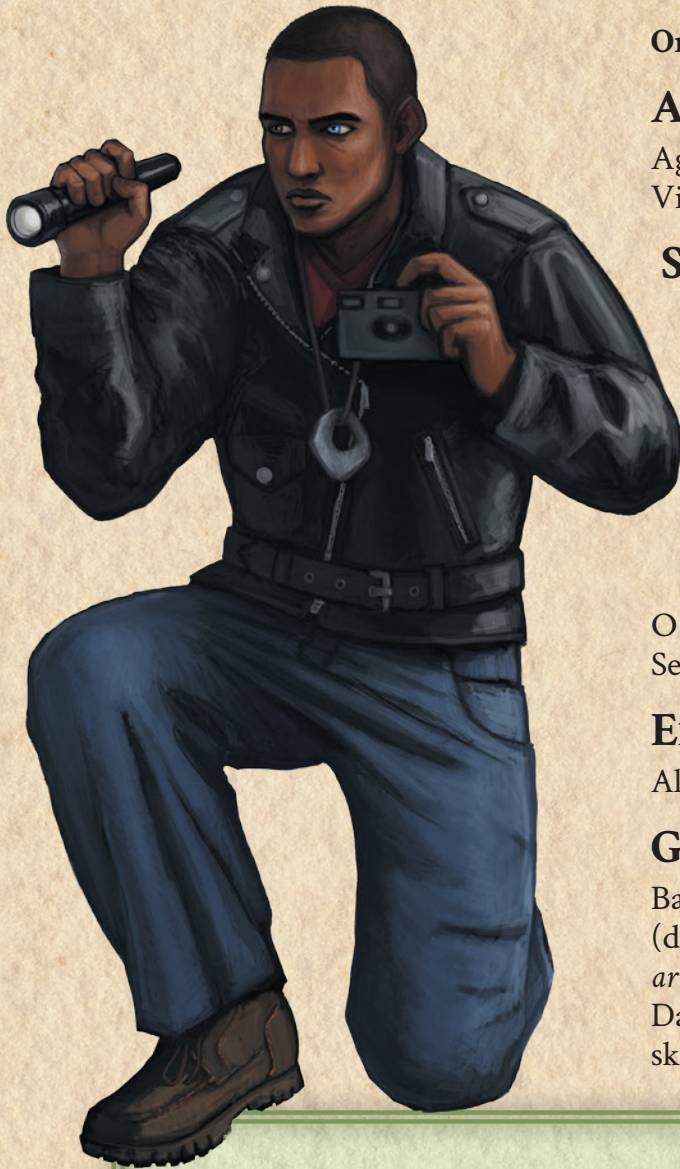
Social Creature, Malleable Form: Humanoid Disguise, 5PP, Survivor's Boon, Charismatic

GEAR

Smartphone, Cell (prepaid), court clothes (*light armor*), disguise outfits: 2x cheap, 1x nice, Glock, \$150 cash.

As far as the doctors could understand, I had a stroke that put me into a coma. I should have died, but instead I had an impossible overnight recovery. Two years later, this black cat shows up and announces that I'm a fairy tale backup of the original me. Long story short: the original me was killed and it seems the old me's killer is trying to do the new me in too. I've got a few clues about who it is, and they all point to it being another Rose Courtier. Nothing surprising there, ignoring the laws only matters if you get caught.

SIGHTED SPOTTER



Origin: Sighted; **Lineage:** Mortal

ATTRIBUTES

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

SKILLS

Driving d6, Fighting d6, Investigation d6, Notice d10, Shooting d6, Stealth d6, Trickery d8

DERIVED STATS

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

HINDRANCES

Of Neither World, Curious, Loyal, Secret (minor): Sibling with the Sight

EDGES

Alertness, Glamorless

GEAR

Backpack, Binoculars, Camera (disposable), Cell (disposable), flashlight, Rose Jacket (*medium armor* +2, see notes), Sightstone, Arden City Map, Dagger (str+d4, *beacon*, 1x enchantment space), skeleton key, \$157 cash.

I was strong-armed into the Court of Roses after sneaking into the wrong party. Let it slip that I could see through the attendants Glamors, and that was it. Being a Rose has its benefits; they took care of some nasty debt and my Pack has a good apartment, but I'm not falling for the smoke and mirrors they throw up. I'll do anything I can for my Pack, they come before some fickle court that speaks in circles and only meets the letter of their word.

GIFT BUILDING

When given, the Gift provided to the Gifted Nightmares may start with three abilities.

All Gifts have to be activated, which takes an action and makes them easier to spot. This grants a +2 to Glamor Checks against them. Gifts that have used all their Power Points do not have enough magic to deactivate or maintain their Glamor, becoming visible without using the Sight. Gifts that do not use Powers always have 15 Power Points.

A typical Gift has a toughness of 10, and requires a Called Shot at -2 to hit. Damage rolled against a Gift must equal or exceed its toughness in one blow. It must be slashing, blunt or magic damage. As with all damage against non-living objects, this roll does not ace. A Gift will return to its owner 1d4 hours after breaking or without physical contact.

GIFT ABILITIES

COMES WHEN CALLED

Requirements: Novice, Gifted.

As long as it is unbroken, this Gift will always appear when needed. It may also stay away longer when desired.

GIFT WEAPON

Requirements: Novice, Gifted.

Your gift is intended as a weapon and does str+d6 damage. Gift weapons are always based on "archaic" or "high fantasy" weapons such as a sword, shield, bow and arrow, spear, club, etc. The Gift counts as a Natural Weapon for the

purposes of edges that affect those. You cannot take Small Target Ability.

GUIDING PERSONALITY

Requirements: Novice, Gifted.

This Gift has its own personality, is generally helpful and an adept guide, though at times they may prove to be a minor nuisance. Gifts with their own personalities are capable of activating on their own, and using and preventing the use of their abilities.

LAST BREATH

Requirements: Novice, Gifted.

When this Gift breaks, it produces a Large Template AOE attack of 3d6 centered on itself. This attack does not affect allies.

QUICK REFORM

Requirements: Novice, Gifted.

Your Gift rebuilds itself quickly after breaking, returning in only 1d4 minutes instead of the usual 1d4 hours.

IMPROVED QUICK REFORM

Requirements: Novice, Gifted, Quick Reform.

The speed this Gift reforms with is incredibly rapid, only 1d4+1 rounds.

POWER

Requirements: Novice, Gifted, Arcane Background (Gifted).

Choose a single power from the Arcane Background (Gifted) on page 31. This ability may be taken more than once.

SMALL TARGET

Requirements: Novice, Gifted, Spirit d8+.

This Gift is small and difficult to hit, being roughly the size of pocket watch. Opponents targeting it suffer a total of -6 to the called shot. You cannot take the Gift Weapon Ability.

SYMPATHETIC BOND

Requirements: Novice, Gifted, Spirit d8+.

The connection between you and your Gift is particularly strong, damage done to one can be moved to the other. After a hit is scored on the Gifted or their Gift, but before damage is rolled, this Gifted may attempt to shift the damage. On a successful Spirit check, treat damage dealt to the Gift as targeting the Gifted or vice versa. This damage roll bypasses all armor that does not protect the original target. The damage roll made on the Gift is treated as against a non-living target as usual.



SUBTLE

Requirements: Novice, Gifted.

This Gift is not particularly noticeable, it may have a strong Glamor, look completely mundane, or just be shrinkable.

There is no additional penalty to the Gifted's glamor when this Gift is activated, nor can Mortals see what it truly is.

TOUGH

Requirements: Novice, Gifted.

The Gift is particularly difficult to break, with a toughness of 14.

UNREMOVABLE

Requirements: Novice, Gifted

The Gift is physically attached to a part of the character and must be broken to be removed. These Gifts cannot have Abilities or Powers that remove the Gift.

BEAST FORM CREATION

Those Nightmares with bestial Fae often acquire the ability to transform into a creature relating to their Fae. But this ability can be attained through many other means as well. Some even have multiple creatures they may become.

When transforming into a Beast form, you gain the Agility, Strength and Vigor of the beast—and those linked skills, but retain your own Smarts, Spirit and those linked skills. Unfortunately,

magic abilities are not available in this form, nor can you speak in this form. All beast forms have the appearance and physical capabilities of mundane beasts, including a natural weapon that does strength damage, unless affected by Edges or Hindrances.

The form change costs 3 PP, but requires no skill check, and lasts for 10 minutes. It costs 1PP to maintain for every 10 minutes thereafter.

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Creating your Beast Form is much like character creation, with some exceptions you have only three points to distribute across attributes, seven in skills, and one edge. All character Hindrances apply, though you may take a Beast Form Hindrance from the list below to gain an extra attribute, edge, or two skill points.

Any Edge may be taken in Beast Form, so long as its requirements are met and it makes sense. However, there are a few edges specific to Beast Forms, listed below.

You gain two points to spend on Beast Forms for every rank above Novice. In addition, when leveling you may opt to spend your level on improving your Beast Form instead of your regular form.

BEAST FORM HINDRANCES

ANIMAL MINDSET

The instincts of your Beast Form are overbearing, you suffer a -2 penalty to use of any Smarts or Spirit linked trait.

BAD EYES

This type of beast cannot see well, all sight-based trait rolls at a range of greater than five inches are made at -2.

CONSPICUOUS

You're a creature that's not normally seen in the city, or a particularly odd looking one. Nightmares spotting you have a +2 to their Glamor checks, and Mortals will notice that you look out of place.

DELICATE

Your Beast Form is of a more frail or delicate species and, as such, you suffer -1 to your toughness.

INVOLUNTARY CHANGE

You do not control when you change to and from beast form and, as such, do not use the shape shifting power pool for this change. Some outside factor controls your form, such as phase of the moon or contact with water. This drawback does come with two slight benefits, though. A Nightmare whose beast form is triggered this way automatically passes the spirit check to avoid reverting to humanoid form when they are shaken or wounded, and they do not have to pay a maintenance cost to stay in the Beast Form.

LEGLESS

Your Beast Form is of some creature that does not have legs. Your Pace on land is two.

PREY

Your Beast Form is of a species predated upon by animals common to Arden, or hunted by humans for sport, food or as a pest.

SKINSHIFTER

You require most, if not all of the pelt of your Beast Form to transform into it.

SLOW

Your Beast Form is of a particularly sluggish creature. Your Beast Form's Agility may not increase past d8, and you suffer a -2 to all dodge checks.

BEAST EDGES

CARRYING STRENGTH

Requirements: Novice, Strength d8+, Beast Form.

These beasts are much stronger than their Mortal counterparts, and even the smallest of them can do things such as carry a fully grown person.

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DEXTEROUS

Requirements: Novice, Agility d8+, Beast Form.

Most Beast Forms lack fingers and therefore cannot use tools. You, however, do have hands, with thumbs even!

INFECTIOUS

Requirements: Novice, Vigor d8+, Beast Form.

For each wound inflicted by this creature's natural weapons, victims suffer an additional -1 modifier to healing.

SPEECH

Requirements: Novice, Beast Form.

Not normally within the capacity of beasts, these Fae animal forms still retain this ability.

MALLEABLE APPEARANCE

Requirements: Novice, Beast Form.

While in Beast Form, you can subtly manipulate your physique. You have the ability to change size and shape to some extent, such as lengthening a back, shrinking, stretching a neck around a corner, or changing the color of your fur.

EAGLE

Attributes: Agility d8, Strength d6, Vigor d4

Skills: Fighting d8, Flying d8

Hindrance: Animal Mindset

Edges: Flight, Natural Weapon

RAT

Attributes: Agility d8, Strength d4, Vigor d6

Skills: Lockpicking d6, Stealth d10

Hindrance: Prey

Edges: Dexterous, Speech

SEAL

Attributes: Agility d6, Strength d8, Vigor d4

Skills: Fighting d4, Swimming d10

Hindrance: Skinshifter

Edges: Carrying Strength, Water Fae



MAGIC

Fae Magic is most commonly linked to objects, those who can make said objects are highly prized Nightmares, as are Performers with their strange ability to change the very air around them. The Ritual and Oracular Magics are available only to the Sighted; the Gift Magics to the Gifted; and the Performer and Maker Magics to the Precious, Gifted and Changelings.

MAGIC OUTSIDE OF COMBAT

Due to the decreased danger and distractions present, maintaining powers outside of combat is much less draining on the caster. Powers may be maintained for a minute for each round that they would be maintained in combat, unless otherwise stated by the power.

TRAPPINGS

Pick one or two types of trappings that thematically suit your character. While these should thematically be the only trappings you use, remember that the trappings listed in the Savage Worlds book are suggestions, and if you like an effect, as long as it makes sense, feel free to use it under a different theme.

All trappings that count as a Bane cost an extra PP to cast: e.g. holy, sunlight, fire, torrents of water, and so forth.

POWERS

Each Arcane Background has a different list of powers they have access to. Those listed in **bold script** can be found on page 44 in the Powers

section, all others are in the Savage Worlds Deluxe rules (SWD). The powers *elemental manipulation* and *succor* have been modified from the SWD, and the modifications can be found in this book. Those marked with an asterisk are powers the Rose Court has banned the use of. The summary table of the different powers available by Arcane Background uses the same notation.

ARCANE BACKGROUND (PERFORMER)

Arcane Skill: Performance (Spirit)

Starting Power Points: 10

Starting Powers: 2

Casters with this Arcane Background channel their energy into a performance of some sort; Orators, Dancers, and Musicians commonly. Unlike the Gifted and Makers, Performers are able to cast Fae Magics without props. They have the distinct advantage that their powers cannot be temporarily taken away by another. However, they lack the raw power the Gifted often begin with, and there is a greater chance of backlash from poorly cast powers. Performers start with two powers and a 10 PP pool from which to cast all Powers.

When a one is rolled on the Perform die, make a Vigor check: on a success the caster is merely shaken, but on a failure they've injured themselves and are unable to cast spells until 1d4 days have passed; as well as suffering from mundane effects of the injury. For example, an Orator may lose their voice, while a dancer might twist an ankle.

This is the only magic type that allows for team casting. Arcane Performers may work together

ARCANE BACKGROUND (GIFTED)

to cast a better spell and to split the Power Points cost of the spell as they choose. After the initial casting, the power is maintained by the leader alone. The Lead caster makes the base Performance check, and must have the power being cast along with any special abilities being used. All casters aiding the leader make a Perform check, granting a teamwork bonus of +1 to the leader, or +2 with a raise. However, if they fail their roll, a -1 penalty is applied and a critical failure spoils the entire spell. Not all Performers helping with the spell need to provide Power Points, however, anyone providing Power Points to the spell needs to make the cooperative check.

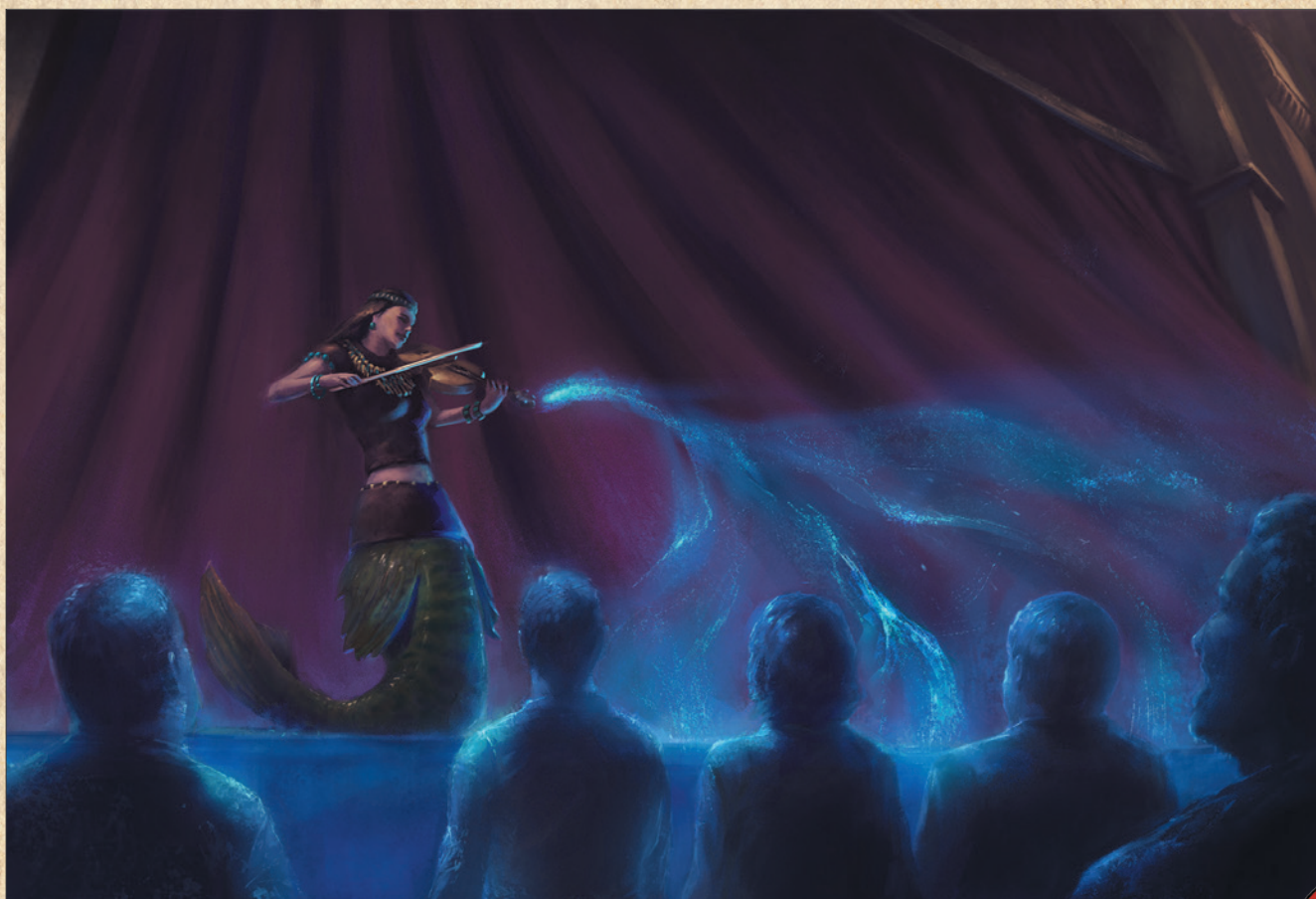
Powers: *barrier, beast friend, blast, blind, boost/lower trait, burst, confusion, deflection, **disable defenses**, dispel, drain PP, **elemental manipulation**, fear, **glamor manipulation**, havoc, **like new**, light/obscure, pummel, puppet*, quickness, slow, slumber, speak language, speed, stun, **succor**, warrior's gift, **wisp light**.*

Arcane Skill: Conjuring (Spirit)

Starting Power Points: 15

Starting Powers: Special

Fae magic can be unpredictable, these Nightmares have been given a Gift that can serve as a focus, helping them harness their magical inheritance, should they choose to pursue it. These are powerful items that take time and skill to fully use; if they are not activated, or if they break, the Gifted will be unable to call forth their magic until the Gift returns. Gifted casters start with a 15 PP pool to cast powers from, and up to three starting powers as determined during Gift Building. Powers are cast with the Conjuring skill while the Gift is activated. Rolling a one on the Conjuring die shakes the caster, this may cause a wound. Only the Nightmare bonded to the Gift may use its



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abilities. To build the Gift, and for more information, see page 34.

Powers: armor, barrier, beast friend, blast, blind, bolt, boost/lower, burrow, burst, confusion, damage field, darksight, **death touch**, deflection, detect/conceal arcana, **disable defenses**, dispel, drain PP, **elemental manipulation**, environmental protection, farsight, fly, greater heal, grow/shrink, **glamor manipulation**, havoc, heal, intangibility, invisibility, **like new**, light/obscure, pummel, puppet*, quickness, slow, slumber, smite, speak language, speed, stun, **succor**, teleport, **transfiguration**, wall walk, warrior's gift, **wisp light**, zombie*.

ARCANE BACKGROUND (MAKER)

Arcane Skill: Enchant (Smarts); Repair (Smarts)

Starting Power Points: 10

Starting Powers: 1

This Arcane Background allows the Caster to create and enchant magical items. Makers start with 10 PP to invest in items for each of their Powers.

Powers: armor, barrier, beast friend, blast, blind, boost/lower trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, **disable defenses**, disguise, entangle, environmental protection, far sight, fly, grow/shrink, havoc, heal, intangibility, invisibility, **like new**, light/obscure, quickness, slow, slumber, speak language, speed, stun, **succor**, summon ally, **transfiguration**, **tripwire**, wall walk, warrior's gift, zombie*.

CREATING ITEMS TO HOST SPELLS

Creating items capable of holding a spell requires the Maker Arcane Background, a workshop, a fair amount of time, and quality supplies, at least a portion of which are Fae in origin. It's possible to create items that can support more than a single



spell. However, these get increasingly difficult, time consuming, and require better and more magical materials.

Items that can support a single spell can be created with a basic Repair check in 1d6 hours from almost completely mundane materials, requiring a single Fae component. Items that can support two spells need at least one noticeable component from a Fae Realm, take 2d12 hours to make and suffer from a -2 penalty to the Repair check. Items that can support three spells need to be made of at least 50 percent magical components, take 2d6 days to make and suffer a -4 penalty. The greatest number of spells any one piece can support is four; the item needs to be made from completely magical

CHARACTERS

components, takes 4d12 days to make and the roll suffers a penalty of -8.

Attempting to create an item without the proper tools will also impart a -2 penalty.

Even if creating the item is a failed roll, the time and materials are still spent. If failed and a one is rolled on the skill die, a complication from the failure occurs; consult the Malfunction table below. A raise on the Repair roll means you've created a higher quality item that is easier to enchant, granting a +1 to the Enchanting roll.

ENCHANTING ITEMS

Not everything can be Enchanted. Mundane items cannot hold the magic, and few magically made items can hold an enchantment more than once; the Maker must already have created or possess the item they plan on Enchanting. Materials that count as a Bane cannot be enchanted, even if you do not suffer from that Bane. Embedding a spell requires basic tools, but takes time, 1d6 minutes per Power Point. The Enchantment may be cast without even basic tools at a -2 penalty, or rushed to be cast in 1d4 rounds at the same -2 penalty. However, it's best to have Enchanted items prepared before you need them. A failure when Enchanting an item damages it, inflicting a cumulative -1 penalty to subsequent Enchanting attempts, but only ruins the item on a critical failure, at which point the Malfunction table below is consulted.

The Enchantments on these items trigger as determined by the Maker, usually on breaking or throwing the item, though other actions may be used. All aspects of the spell must be determined when Enchanted: duration, potency, trigger condition and any other variables. These items can be used by anyone who knows the trigger condition, making them valuable for trade, sale, or gifts, but also a risk if the wrong person finds them. Items can only be Enchanted and triggered

once, though it's possible to remove powers that were never triggered and reuse the item.

Power Points begin to recharge after the item they were invested in is used, or the Power

MALFUNCTIONS

When the caster fails their roll with a one on the skill die, draw a card to determine what goes wrong.

CREATING AN ENCHANTABLE ITEM

Suit	Effect
Hearts	Ruin: The item you are working on is destroyed.
Clubs	Damage Tools: The tools you were using are destroyed and need to be replaced. Ruin item.
Diamonds	Chain Reaction: All Fae Supplies in a SBT are destroyed. Ruin item.
Spades	Damage Workshop: requires 2d6 hours to get it back into shape.

ENCHANTING AN ITEM

Suit	Effect
Hearts	Ruin: The item you are Enchanting is destroyed.
Clubs	Premature activation: The power activates immediately, targeting or centering on the caster. Ruin item.
Diamonds	Reverse effect: Unknown to you, the effect of the enchantment is inverted. If not possible, treat as Explosive Escape.
Spades	Explosive Escape: The Enchantment wrests from your grasp, dealing 3d6 damage to a LBT centered on the maker. Ruin item.

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overwritten. An item that was given away or sold is used at the GMs discretion, not the point of sale, and the item's Maker knows when it's used. All Power Points must be available when you begin Enchanting an item.

MULTIPLE ENCHANTMENTS PER ITEM

Enchanting multiple powers onto a single item can only be done if the item was designed to hold more than a single power. This process cannot be rushed, and there is a cumulative -2 penalty to the Enchantment roll for each enchantment already on the item. For example, Enchanting a throwing dagger with the smite power when it already has the entangle power would require an Enchantment roll at -2. Further Enchanting the dagger with the sleep power would require an Enchantment roll at -4. The trigger conditions for the powers do not have to be same, though if they are, the order they activate in is also determined when casting. Enchanting an item already carrying the maximum number of enchantments it can hold causes the last power enchanted onto the piece to be overwritten, wither a single-use or multi-use enchantment.

ARCANE BACKGROUND (ORACLE)

Arcane Skill: Prescience

Starting Power Points: 10

Starting Powers: 2

Known throughout legend for their abilities to see into the past, future and across vast distances, Oracles are an odd type of Sighted. They have the ability to do things that no one else can, and a greater subtlety to their magic, leading many to believe them incapable of destruction and harm. Few gain complete control over their abilities, most find themselves at the whim of whatever grants their visions, powers can be triggered at the GM's discretion with no Power Point cost. When an Oracle fails a Prescience check, they are

shaken and temporarily blinded until he or she recovers from their shaken status, but on a one this is a longer-lasting condition. While blind, the Oracle suffers a -6 to all vision-based Trait Rolls and has their Parry reduced to two.

Powers: *barrier, beast friend, blind, confusion, darksight, **death touch**, deflection, detect/conceal arcana, **disable defenses**, dispel, **displaced vision**, divination*, drain PP, farsight, fear, invisibility, light/obscure, mind read, **past sight**, puppet*, speak language, stun, **telepathic bond**, **tripwire**, wall walk, warrior's gift.*

ARCANE BACKGROUND (RITUALIST)

Arcane Skill: Ritual (Smarts)

Starting Power Points: 10

Starting Powers: 1

Among the Sighted there are those who create their magic, whether through alchemical reduction, objects the caster has created a connection to, devices they've constructed themselves or any of an infinite number of objects a Ritualist needs their foci to channel their powers through. This Arcane Background functions like the Weird Science Arcane Background in the Savage Worlds Deluxe and may malfunction as such. The exception that all powers are cast through foci, not necessarily gadgets, and use the Arcane Ritualist skill when cast. Each focus has the full allotment of Power Points available to the caster. This item may be passed to another to use, however, without the Ritual Skill, these have limited usefulness.

Powers: *armor, barrier, blast, blind, bolt, boost/lower, burrow, burst, confusion, dark sight, **death touch**, deflection, detect/conceal arcana, disguise, dispel, **displaced vision**, divination*, **elemental manipulation**, entangle, fly, greater heal, havoc, heal, intangibility, invisibility, **like new**, light/obscure, pummel, puppet*, quickness, slow, slumber, smite, speed, stun, **succor**, summon ally, telekinesis, teleport, **transfiguration**, **tripwire**, wall walk, **wisp light**, zombie*.*

CHARACTERS

Power	Preformer	Ritualist	Gifted	Oracle	Maker
Armor		●	●		●
Barrier	●	●	●	●	●
Beast Friend	●		●	●	●
Blast	●	●	●		●
Blind	●	●	●	●	●
Bolt		●	●		
Boost/Lower	●	●	●		●
Burrow		●	●		●
Burst	●	●	●		●
Confusion	●	●	●	●	●
Damage Field			●		●
Darksight		●	●	●	●
Death Touch		●	●	●	
Deflection	●	●	●	●	●
Detect/Conceal Arcana		●	●	●	●
Disable Defenses	●		●	●	●
Disguise		●			●
Dispel	●	●	●	●	
Displaced Vision		●		●	
Divination*		●		●	
Drain PP	●		●	●	
Elemental Manipulation	●	●	●		
Entangle		●			●
Environmental Protection			●		●
Farsight			●	●	●
Fear	●			●	
Fly		●	●		●
Greater Heal		●	●		●
Grow/Shrink			●		●

Power	Preformer	Ritualist	Gifted	Oracle	Maker
Glamor Manipulation	●		●		●
Havoc	●	●	●		●
Heal		●	●		●
Intangibility		●	●		●
Invisibility		●	●	●	●
Like New	●	●	●		●
Light/Obscure	●	●	●	●	●
Mind Read				●	
Past Sight				●	
Pummel	●	●	●		
Puppet*	●	●	●	●	
Quickness	●	●	●		●
Slow	●	●	●		●
Slumber	●	●	●		●
Smite		●	●		
Speak Language	●		●	●	●
Speed	●	●	●		●
Stun	●	●	●	●	●
Succor	●	●	●		●
Summon Ally		●			●
Telekinesis		●			
Telepathic Bond				●	
Teleport		●	●		
Transfiguration		●	●		●
Tripwire		●		●	●
Wall Walk		●	●	●	●
Warrior's Gift	●		●	●	●
Wisp Light	●	●	●		
Zombie*		●	●		●

Powers marked with an asterisk are powers the Court of Roses has banned the use of.
Powers listed in bold script can be found in this book.

POWERS

Elemental Manipulation and Succor have been included in this section to clarify their effects in this setting

DISABLE DEFENSES

Rank: Seasoned

Power Points: 3

Range: LBT

Duration: 1 minute (2/minute)

Trappings: Violent wind, electric pulse, clinging shadows

This power temporarily suppresses both magical and mundane sensors, protections and monitoring devices, though it cannot affect Banes. The devices are shut down or halted in whatever way is impossible to detect, without direct monitoring. Cameras relay a still frame, and tripwires, including the power, won't send a signal until after the Disable Defenses Power halts.

This power can also be used to hide from scrying and other spying methods.

DEATH TOUCH

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Cold touch, grasping tendrils

Some are able to heal themselves by taking from another. This touch attack deals 2d6 damage, or 3d6 if an additional three PP are spent. If the attack successfully deals damage, the caster may heal one wound from themselves.

DISPLACED VISION

Rank: Novice

Power Points: 2

Range: Spirit x 2 miles

Duration: 1 minute (1/minute)

Trappings: Glowing mirror

You may look through a mirror to see out another one. Other smooth, highly reflective surfaces may be used to look into at a -2 penalty.

ELEMENTAL MANIPULATION

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Simple gestures

The impact of this power applies to one "element" only, chosen when the spell is purchased, and not limited to the classic four, but to elements associated with your Fae type, or particular Rituals. For example, an Emp may take elemental control of electricity due to its association with electronics, but the elements of fire, water and so forth would be beyond its abilities. This spell may be taken more than once to cover multiple elements. As before this power enables the caster to perform tricks with an element to cause a variety of effects with the chosen element, and summon a small amount of it, so long as the caster does not mimic another available Power, and the GM has veto power on effects. In addition to the examples in the Savage Worlds Rules of Earth, Fire, Water and Air, there are many more you may opt to take; plant, acid, darkness, metal, electricity and so forth. See also Savage Worlds Core.

Metal: The caster can bend metals at whim to create hazards or distractions.

Electricity: The caster can cause electricity spikes to damage and shut down electronic equipment, erase data or to make electronic devices behave erratically, they can also cause sparks and minor electric shocks.

GLAMOR MANIPULATION

Rank: Novice

Power Points: Special

Range: 1/2 Smarts

Duration: 3 (1/round) or 5 minutes (1/minute)

Trappings: Subtle hand gestures, air distortion

Manipulations of the senses are innate to the Fae, and often the first and last resorts when other tools fail. This spell allows one to perform minor manipulations of Glamor. Particularly small manipulations cost one PP, e.g. changes to a photo, hiding the signature on a letter or making an old trinket appear brand new. To manipulate something the size of a sheet of paper, the cost is two PP. A person-sized object would cost three PP, and four to subtly affect an entire room. Normally, those attempting to see through a created Glamor must make a Sight roll versus your casting. If you chose to strengthen or weaken a Nightmare's Glamor, at three PP cost, you modify their Glamor by one for a success, and two for a success and raise. If unwilling, this is opposed by Spirit.

LIKE NEW

Rank: Novice

Power Points: Special

Range: Touch

Duration: Instant

Trappings: Sweeping broom, whirlwind, water deluge

This power allows the caster to quickly and efficiently clean places, repair aesthetic damage, but also do the reverse and prematurely age a mundane item. The power does more than simply tidy the dirt away from a location, but in fact completely eliminates dirt, grime, bacteria, fingerprints,

hairs, skin cells and fibers. The cost of the power varies with the size of the area being affected; any handheld item costs one PP, a larger item like a table two PP and a room four PP.

PAST SIGHT

Rank: Novice

Power Points: 4

Range: Touch

Duration: Instant

Trappings: Glowing eyes, time rewind

You get flashes of information about the past. It's left to the GM's discretion as to how much, relevance and so forth, though raises should grant clearer information.

SUCCOR

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant, or 3(1/round)

Trappings: Curative tonic, laying on of hands, prayer

In addition to the uses in the Savage Worlds Core Book, Succor can be used to relieve the fatigues caused by Banes while still exposed to them. This effect lasts for three rounds, or more if the maintenance cost is paid. See also Savage Worlds Core.

TELEPATHIC BOND

Rank: Novice

Power Points: 2

Range: Spirit x 2 miles

Duration: 1 minute (1/minute)

Trappings: Whispering voice, person projection

You may communicate with Packmates and others you are particularly close to over impossible distances for up to one minute. By spending an additional two PP, you may contact someone you have spoken to in person but are not close to. If the target chooses to, Telepathic Bond is resisted

CHARACTERS

by a Spirit Check. Other powers may be cast at the target through Telepathic Bond, as long as they do not require physical contact. The target suffers a -2 to all other actions while telepathic bond is being maintained.

TRANSFIGURATION

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 3 (2/round)

Trappings: Mouse, hairbrush, stuffed animal

This Power enables someone to transform things, for short periods of time, into inanimate objects or small animals as chosen when purchasing the power.

If targeting an inanimate object, this ability transforms the item automatically into another item or small animal. If targeting an opponent, this ability is resisted by a spirit check, at -2 with a raise.

Maintaining the animate status of the target costs regular Power Points. Changing the target from something animate to something inanimate, or vice versa, requires double Power Points. Harm inflicted on an inanimate object does not impart that harm to the target.

TRIPWIRE

Rank: Novice

Power Points: One per segment

Range: Touch

Duration: Special

Trappings: Thin strand of light, carvings in the walls

This power alerts the caster when it's crossed, dispelled or destroyed. If cast with a raise, will provide basic information about what activated it. These last until they are taken down, however, the Power Points spent on it do not recharge until the tripwire is taken down and disabled.

WISP LIGHT

Rank: Novice

Power Points: One per light

Range: Smarts x2

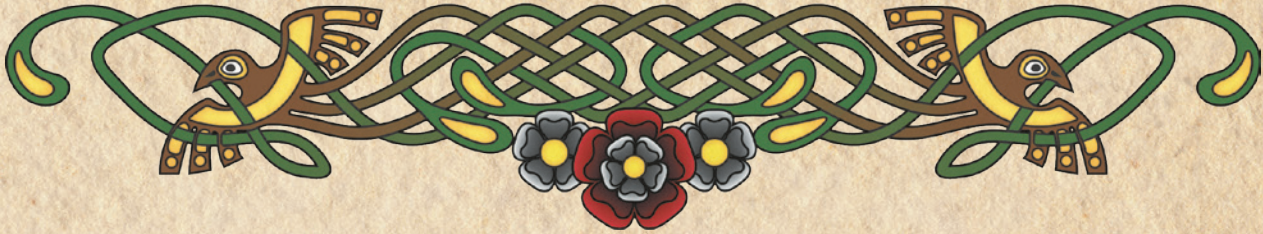
Duration: 3 (1/round)

Trappings: Floating balls of light, ethereal flames

This spell allows the caster to summon multiple mobile lights. Each is summed anywhere within range, can be moved independently on the caster's whim, covers a SBT, and negates up to -2 Darkness penalty, or -4 with a raise. This can be stacked with multiple lights. Lights that move out of the range are un-summoned without affecting the other lights. Individual lights can also be intentionally un-summoned without affecting the others. The maintenance cost supports all summoned lights, though the summoning cost is per light. Lights must be summoned simultaneously, and individual arcane skill rolls made for each. The caster may choose to pay double costs for summoning and maintenance to have the lights be invisible to all others.



GEAR AND CURRENCY



TWO SYSTEMS OF CURRENCY

There are two systems of currency in this game: Mortal money, which is almost entirely scorned by the Fae; and the Fae system of Bartering, Favors and Magic. Mortal money can be used to buy mundane items and, on rare occasion, one may find a Maker willing to accept it for low-level items. However, the vast majority of spells, enchantments, magic items and help will need to be bartered for. Magic items are given a value, but there is no actual currency, your characters are likely carrying small valuable items—magical gems or metals, minor enchantments and so forth—to use when bartering. The final cost of an item will depend on your bartering skill and what you have to trade. The Fae and Nightmares of most Courts also deal in Favors; essentially delayed payment via actions, jobs or tasks. We will use the **h** symbol to denote the use of Fae Currencies.

The separate currency for the Fae is important, otherwise it's too easy to break the system in terms of finances. Plus, it provides incentive to deal with the Parliament of Filth.

BARTERING

When purchasing anything Fae, you'll have to barter. The roll is contested Trickery + Charisma, and for each success and raise, decrease the price by 10 percent to a maximum of 40 percent, but if the roll is failed the cost is increased by 10 percent

for each success and raise your opponent receives, with no maximum.

VALUE OF A FAVOR

Sometimes the only way to get something is to offer a favor. To some these have a value over and above other options, as they allow for flexibility in claiming them. Different individuals will value their Favors differently than those others, at times. When Bartering, the description is a more accurate statement; This is used as an approximate only. The level at which these are claimed is determined by the value placed on them at barter. A small Favor is a minor inconvenience but no real trouble, or a single use and simple item. These are valued at about 100**h**. Most Favors, unless specified, are claimed for difficult or inconvenient tasks, but not ones likely to be a huge danger, and have a value of about 500**h**. A large Favor is something big—potentially life threatening, reputation-tanking or violating court law. The Favor cost of items listed here are approximates and will vary based on many factors, such as where you buy something, and what you're offering in trade.

WHERE

Generally basic supplies, and a few specialty items, can be purchased through your Court directly; the Roses and the other local Courts prefer to deal on an individual basis, either when negotiating for payment for jobs, or by allowing Nightmares

GEAR

to contact the makers or suppliers directly. The best places to find potent magical items are the Undermarket and the Goblin Bazaar. The Undermarket has its standards and laws, whereas the Goblin Bazaar is more of a local free-for-all. Banes however, are almost never available through a Fae. There are a few other place to get magical items; a pair of Noble Mortals, Sycorax and Mags, who run a shop, and other individuals in the general area may be up for Bartering.

WORKING FOR THE FILTH

Jobs from the Filth are a great way of getting money fast, but not a good way to become wealthy. The pay is often less than you could get through a Mortal for a similar job, and you'll be expected to pay union dues to the Parliament. However, there are definite benefits to working for the Filth. The pay can be split into Mortal currencies and Fae valuables, your identity is better protected, and not too many gangs cover health and dental. The best-paying contracts are usually reserved for permanent and long-term Filth members, and occasionally offered to selected members of other courts.

MAGIC ITEMS

Magical items are most commonly of Fae make; however there are Sighted and Noble Mortals capable of making magical items as well. Fae-made items do not count as magical unless they are made entirely of Fae materials, or Enchanted. Enchanted items are considered magical for the purposes of dealing damage, spotting them and anything else referencing magic. As a Nightmare, you are a magic being, and thus even your fists are technically a magic weapon for the purposes of dealing damage.

Mortal-made items cannot hold an Enchantment, and even most Fae-made weapons and items can

only carry one. Caster-maintained powers do not count as Enchantments for these purposes, the only things that do count must be built into the item. For example, a Ritualist casting *smite* on a sword would not override an already existing Enchantment, but a Maker casting the same power would.

ENCHANTMENTS

This is the term used for magical powers and abilities imbued in items. Certain Enchantments are permanent, and generally expensive. Others are temporary, or activate a limited number of times. Currently, only single-use enchantments may be created by player characters (PCs). Multi-use enchantments can only be applied to items by a non-player character (NPC) Maker. See the Maker Arcane Background on page 40 for more information.

MULTIPLE ENCHANTMENTS

Items with the ability to hold extra enchantments are made of superior materials and craftsmanship, and as such cost more. Double the cost of the item for each extra enchantment it can carry. So, for example, a dagger valued at 50*h* could accept one enchantment, so an equivalent dagger that can accept two enchantments would cost 100*h*, or 200*h* if it can hold three enchantments. Applying multiple layers of spells is also incredibly difficult, and purchasing this works the same way. The first spell is easiest to apply and costs the standard rate, for example 100*h*; the second would cost 200*h*; and the third, if you can find someone to do the work, 400*h*; and so forth.

FILTH ENCHANTMENTS

Some Parliament of Filth Makers have the peculiar ability to Enchant even completely mundane items, however, peculiarities of the method used mean that only those who are immune to poisons and stench can use them without necessitating

a Vigor check at -2 every round. When failed, treat as a paralytic poison.

RANGED WEAPONS

A bow, sling or other such weapon may be Enchanted if appropriately made, but items fired from these do not count as magical weapons. For this, the arrow, quarrel or sling stone needs to be Enchanted.

Modern guns are too mechanically complex to work properly with Enchantments. The bullets can be Enchanted if made appropriately, but this increases the volatility of the weapon. If a one is rolled on the wild die, the effect activates in the gun on its wielder, though the bullet may still meet its target if the shooting die is a success. Gun-like items of Fae-make are made through multiple layers of Enchantment already, so while it might be possible to apply new Enchantments, it would be extremely difficult to do.

WEAPONS

Archaic-styled weapons can be bought from Mortals, but you'll find that these are generally of very poor quality, likely to break and can't carry enchantments. For this reason, most Nightmares get these weapons through the Fae. Though, guns, being highly mechanical, don't agree with the Fae and need to be bought from Mortals. Pistols and the occasional sawed-off shotgun are the most commonly used as they're easy to hide. Fae-made weapons are generally more expensive than their mundane counterparts, but all Fae-made items can hold a minimum of one Enchantment.

ARCHAIC STYLED WEAPONS

Archaic weapons bought from Mortal shops are not typically made to a combat standard, nor can they carry Enchantments. They will break if you roll a one on your skill die. This applies to both hand and ranged weapons. Even if built to combat standard, Mortal weapons cannot carry an Enchantment.

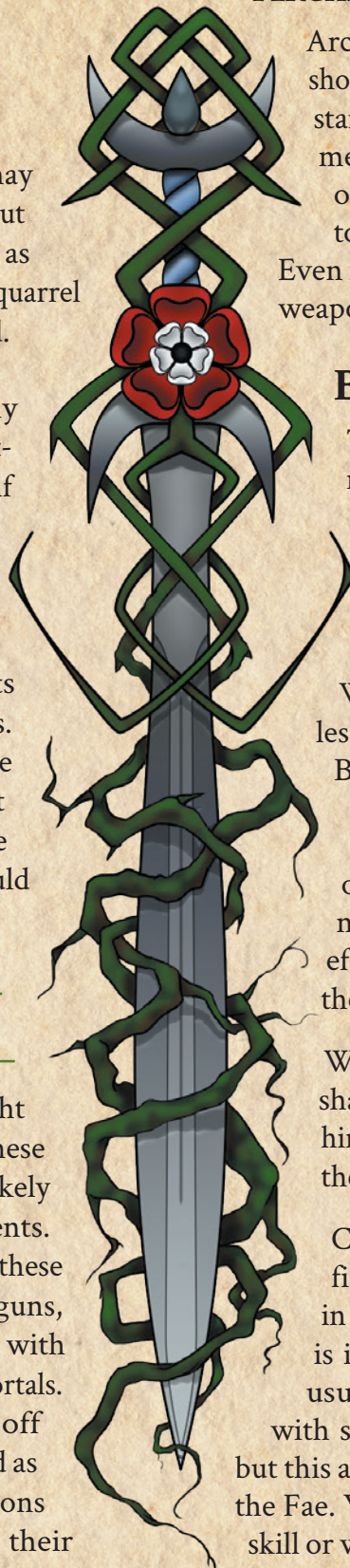
BANE WEAPONS

The Courts generally don't have many, if any, individuals capable of making Cold Iron items, Wards or other Banes, and as such these items are incredibly difficult and expensive to get.

Warded weapons are typically much less expensive to purchase than other Bane weapons, however, finding someone with the capability and faith willing to do so can be arduous. In addition, if used by someone not of the faith it's Warded by, the effects only last up to a week before the Ward must be re-blessed.

Weapons that use streams of water will shake those with the running water hindrance, and inflict one wound, as if the target had crossed running water.

Cold Iron items are notoriously difficult and time consuming to make, in addition to being fragile. Cold Iron is iron untainted by impurities. The usual Forging process imbues iron with strength by incorporating carbon, but this also dilutes its potency for harming the Fae. When a one is rolled on either the skill or wild die, an item made of Cold Iron shatters, however, if the other die is a success, damage is still dealt as usual.



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ARMOR

Visible armor attracts attention, both from the Mortal public and police, but also makes you very noticeable to other Nightmares and Fae. As such, many Nightmares prefer to use Enchanted items, armor they can hide, or at least armor that is somewhat explainable. Archaic-styled armor, however, is much easier to find from the Fae. Armor weights are effective when worn and properly fitted; see the Savage Worlds Rule Book for more information.

ROSE ARMOR

These armored jackets look like regular leather jackets with large rose emblems enchanted onto them. If worn by someone not of the Court of Roses, the emblems blacken and the armor enchantments dispel permanently. This makes it easy to spot court members when wearing these jackets for both allies and enemies.

SHIELDS

Like visible armor, these will attract notice. See Savage Worlds Core for more shield specifics.

ARMOR

MODERN BODY ARMOR

Type	Armor	Weight	\$	h	Notes
Sports Equipment	+1	10	100	400	Covers torso, arms, legs; 50% chance will protect.
Rose Leather Jacket	+1	6	-	500	Covers torso, arms. See "Rose Armor" notes.
Rose Trench Coat	+1	10	-	800	Covers torso, arms, legs. See "Rose Armor" notes.
Motorcycle Jacket	+2	10	350	600	Covers torso, arms.
Motorcycle Leg	+2	4	250	400	Covers legs.
Motorcycle Jacket (plate inserts)	+4	15	500	750	Covers torso, arms.
Flak Jacket	0/+4	12	100	200	Covers torso. Effective against ranged attacks only. Concealable.
Kevlar Vest	+2/+4	8	400	-	Covers torso, negates 4 AP. Concealable. See notes in Savage Worlds.
Kevlar Vest with inserts	+4/+8	12	800	-	As Kevlar, but ceramic inserts are +8 vs bullets. Notice at -2 to spot if covered.

ARCHAIC STYLED BODY ARMOR

Type	Armor	Weight	\$	h	Notes
Hardened Leathers	+1	15	450	600	Covers torso, arms, legs.
Chain Hauberk	+2	25	600	800	Covers torso, arms, legs.
Plate Corselet	+3	25	500	700	Covers torso.
Plate Arms	+3	10	250	400	Covers arms.
Plate Leggings	+3	15	250	400	Covers legs.

HELMETS

Type	Armor	Weight	\$	h	Notes
Pot Helm	+3	4	125	300	50% vs. head shots.
Steel Helmet (enclosed)	+3	8	200	450	Covers head. Includes neck protection
Motorcycle Helmet	+3	5	120	-	50% vs. head shots.
Steel Pot (helmet)	+4	5	50	120	50% vs. head shots.

SHIELDS

Type	Armor	Weight	\$	h	Notes
Shield (small)	0	8	50	120	+1 Parry. See Shield notes.
Shield (medium)	0/+2	12	150	400	+1 Parry. See Shield notes.
Shield (large)	0/+2	20	300	700	+2 Parry. See Shield notes.

MELEE WEAPONS

BLADES

Type	Damage	Weight	\$	h	Notes
Switchblade	Str+d4	1	30	80	-2 to be Noticed if hidden.
Dagger	Str+d4	1	10	50	
Great Sword	Str+d10	12	440	650	Parry -1, 2 hands.
Long Sword	Str+d8	8	380	450	Includes scimitars.
Rapier	Str+d4	3	150	200	Parry +1.
Short Sword	Str+d6	4	180	300	Includes cavalry sabers and katanas.

AXES AND BLUDGEONING

Type	Damage	Weight	\$	h	Notes
Axe	Str+d6	2	120	280	
Battle Axe	Str+d8	10	350	460	
Great Axe	Str+d10	15	400	600	AP 1, Parry -1, 2 hands.
Telescoping Baton	Str+d4	1	50	80	Collapsible, -2 to be Noticed if hidden.
Brass Knuckles	Str+d4	1	20	50	Wielder considered an Unarmed Attacker.
Brass Knuckles (Cold Iron)	Str+d4	2	-	2000	Wielder considered an Unarmed Attacker. See Bane Weapons (Cold Iron).
Flail	Str+d6	8	150	220	Ignores Shield Parry and Cover bonuses. Parry -1.
Warhammer	Str+d6	8	180	320	AP 1 vs. rigid armor.
Maul	Str+d8	20	400	500	AP 2 vs rigid armor, Parry -1, 2 hands.

GEAR

POLE ARMS

Type	Damage	Weight	\$	h	Notes
Spear	Str+d6	5	120	280	Parry +1, Reach 1, 2 hands.
Halberd	Str+d10	18	380	800	Parry -1. Reach 1, 2 hands.
Wooden Staff	Str+d4	8	20	200	Parry +1, Reach 1, 2 hands.
Reinforced Staff	Str+d8	15	370	420	Reach 1, 2 hands.
Sasumata (modern)	Str+d4	8	200	280	Reach 1, 2 hands. A raise on the roll to hit pins the opponent. Opposed str to escape.

BALLPOINT SWORD

Cost: 1200h

Weight: 3

Notes: Str+d4, parry +1, shrink, mark.

A one-handed rapier of black metal and polished chrome that shrinks into a ball point pen when not in use. When a target has been successfully hit, it marks them, granting +1 to hit this target until their next action.

CRYSTAL KNIFE

Cost: 80h

Weight: 1

Notes: str+d4, shatters on first wound.

A delicate and beautiful blade cut out of crystal. Once this dagger pierces a foe's armor, it breaks off dealing an additional 2d4+4 damage, and renders the weapon unusable.

FILIBUSTER SWORD

Cost: 1000h

Weight: 8

Notes: str+d8, stops all attacks for one round when unsheathed.

An ornate bastard-sword decorated with thick gilding, this peculiar weapon stops all attacks when unsheathed, whether friend or foe.

ICE'S GRASP

Cost: 1800h

Weight: 15

Notes: str+d8, parry+1, reach 1, 2 hands, freeze. This heavy staff is carved to resemble an icy talon grasping a sphere which emanates a cold wind. Foes that are shaken by this weapon are frozen in place and cannot take move or free actions until they deshake.

MORTIS DAGGERS*

Cost: 2400h (pair)

Weight: 1 each

Notes: str+d4, blood charge

These matched daggers depict a grim scene of skeletons and reapers. For each wound dealt by these weapons, a single Power Point is generated and stored, up to a maximum of five. The wielder must have a spirit of d8+ to charge or access the power points, and the daggers must be used as a pair.

PYRE AXE

Cost: 2000h

Weight: 12

Notes: str+d10, AP 1, Parry -1, 2 hands.

This redwood axe is perpetually engulfed in flame. The wielder must be protected from fire or automatically catch fire, suffering 2d10 damage each round. On each connecting strike, the target must make a roll to avoid catching fire, and a Vigor roll or suffer one level of fatigue.

WARDED STAVE

Cost: 800h

Weight: 8

Notes: str+d4, Parry +1, Reach 1, 2 hands. Warded.

This lightweight oak staff has been blessed by follower of Arduinna, making it function as a Ward Bane weapon. If wielded by any not of this faith, it must be re-blessed on a weekly basis or become an ordinary staff.

RANGED WEAPONS

SHOOTING

Type	Range	Damage	RoF	\$	⌏	Weight	Min Str	Notes
Short Bow	12/24/48	2d4	1	150	300	3	-	Must shoot in round aimed.
Long Bow	15/30/60	2d6	1	300	500	5	d6	Must shoot in round aimed.
Compound Bow	15/30/60	2d6	1	700	1500	2	d8	
Crossbow	15/30/60	2d6	1	500	1200	10	-	AP 2, 1 action to reload. Modern versions use similar arrows to bows.
Sling	4/8/16	Str+d4	1	20	50	1	-	
Squirt Gun	2/4/8	-	1	40	-	10	-	Holds five shots. See Bane Weapons.
Water cannon	5/10/20	-	1	70	-	15	-	Includes 10-foot hose and tripod. Must connect to outdoor tap. See Bane Weapons (running water).
Cat's Bite	10/20/40	3d6	1	-	3400	5	-	Shoots Cactus Cat spines. Holds six rounds.

THROWING

Type	Range	Damage	\$	⌏	Weight	Min Str	Notes
Axe, Throwing	3/6/12	Str+d6	20	60	2	d6	
Knives, Throwing	3/6/12	Str+d4	15	30	1	-	
Bolos	3/6/12	Str+d4	10	30	4	d6	Grapple foe. Agility -2 to escape.
Spear	3/6/12	Str+d6	50	80	5	d6	
Fussee (Signal Flare)	3/6/12	-	10/6	-	2/6	-	Will shake those with Sunlight Bane when ignited, and impose -1 penalty in SBT while burning. Burns for 10 minutes. Negates up to -1 darkness penalty in SBT.
Cyclone Jacks	3/6/12	special	-	50	1/5	-	These jacks deal 2d6 damage to whoever steps on them, then release a MBT Havoc Spell.
Force Feed	3/6/12	Special	-	50	1	-	Roll once on the Fae Food Table, everyone under a MBT suffers this effect.
Ice Wasps	3/6/12	special	-	100	1/5	-	A swarm of wasps attack the nearest target. See Savage Worlds Bestiary.
Piranha Grenade	3/6/12	2d6 each	-	100	2/6	-	Three mechanical piranha attack nearest target, move on to next until broken (toughness 8).

If important axes, knives, bolos and spears can be recovered on a d6 roll of 3-6.

GEAR

AMMO

Name	Weight	\$	h	Notes
Hunting Arrow	1/5	50/6	20	-
Broad-Head Arrow	1/5	70/6	30	+1 damage.
Teflon Arrow	1/5	90/6	35	AP 2.
Sling Stone	1/10	-	10	Stones can be found for free with a Notice roll and 1d10 minutes searching, dependent on terrain.
Cactus Cat Spines	1/10	-	80/6	Can be taken from a Cactus Cat. Usually about 500 useable quills per Fae.

If important arrows and sling stones can be recovered on a d6 roll of 4-6.

TRANSPORT

Name	Acc/TS	Toughness	Crew	\$	h	Notes
Metropass	-	-	-	150	-	Monthly. One person at a time. Transferable after trip is complete. Access to Arden busses and Subway.
Bicycle	1/2	8(2)	1	-	-	Skill check is Agility.
Car, clunker	8/30	8(2)	1+3	400	-	On any failed driving roll, the car breaks down and must be repaired.
Canoe	1/2	8(2)	1+3	2500	3000	Includes four paddles.
Sailboat, small	2/6	8(2)	1+3	3000	5000	Includes two paddles.
Sailboat, large	1/8	12(2)	2+6	10000	15000	Able to hold two spells.

REED BOAT

Cost: 3000h

Acc/TS: 2/30; **Toughness:** 18(4); **Crew:** 0+20

This small reed transforms into a large boat that steers itself. Once it reaches its destination the boat reverts back into an ordinary reed.

TOY TAXI

Cost: 1000h

Acc/Ts: 20/40, **Toughness:** 11(3); **Crew:** 0+4

This tiny die cast toy taxi resembles a child's toy. When placed on a road, a taxi will drive up immediately. The summoned taxi will deliver its passengers to any Mortal destination, including those out of its regular range, but will need to be paid regular fare.

NECTAR WIND PIPE

Cost: 1000h

A musical pipe made of carved yew. When played correctly it can turn a group of Nightmares into bees and teleport them long distances. Once on arrival, they will return to their true form. While traveling, use the swarm bestiary entry for stats.

TIN SNAIL

Cost: 15000h

Acc/Ts: 5/16, **Toughness:** 8(2); **Crew:** 0+6

A rare and effective transportation device. This mechanical snail is capable of transporting several people to a predetermined location in complete stealth by stopping time in the Mortal world. The snail cannot be set to a location it has never been to.

SPECIAL ITEMS

Name	Weight	⌋	Uses	Notes
Book of Faces	3	100	1 per image	Touching one of these pictures while attempting to copy it adds +2 to the shape shifting roll. Contains five forms, four copies of each.
Sparrow Earring	-	80	1	+2 to checks using etiquette and decorum.
Skeleton Key*	-	150	1	Opens any door with a key hole.
Ghost Sail*	50	2000	Repeat	Hides any sailing vessel from scrying, and both mundane and magic sights.
Maw Ring	-	200	1	A harmless looking ring which will devour its wearer. Must be placed on target's finger, and is resisted by Agility -2.
Pigeon Pipe	1	160	1	Smoke pigeons can be directed to tear apart nearby enchantments, wards and spells.
Lunar Lamp	2	500	Special	This globe hovers wherever it is set, providing light only to the person who activates it. It can be reused after a night with a full moon has passed.
Dragon Eye	-	1'500	Repeat	A lens for professional cameras, this enables an early 20th century camera (pre-35 millimeter film camera) to capture images uninterfered with by Glamors.
Quarts Tracker	1	50	1	+2 to tracking a Nightmare or Fae
Ouroboros Ring	-	60	1	Transforms the wearer into a Hoop Snake (page 185) for 1 hr
Clockwork Apple	2	2500	1	Acts as the Future Sight Edge for one day.
Sightstone	1	90	Repeat	+2 to Sight checks
Gemini Ring	1	540	Repeat	Changes sex of wearer while worn, all features otherwise remain the same.
Color Comb	-	220	1	Changes natural hair color permanently to a color set by the user.
Glamor Salve	3	800	1	Aids the wearer's Glamor for 24 hours. Negates a minor weak glamor hindrance, or decreases a major to a minor.

COURT MIMIC

Cost: 1000⌋

Weight: -

Often found as a cameo, set of cufflinks or earrings, these items are of mixed value. These small pieces of jewelry allow one to appear perfectly as a member of a specific court, altering not only the wearer, but also their clothes—as long as the item is visible. The wearer's true court crest is depicted in their ornamentation. A notice roll at -6 must be passed to spot the crest. The effects last for a maximum of 24 hours, and the item can only be used once

INTRIGUE BOARD

Cost: 1500⌋

Weight: 8

Carved from shadow realm stone, this board can be used once a day to receive an answer to one question a day about social or political machination in action against a specified individual. Due to the limitations of the board, the answers play out as a chess game, and require a Smarts roll at -2 to decipher.

GEAR

IVORY HEART

Cost: 4000 \mathfrak{h}

Weight: 1

An extremely rare ivory charm in the shape of a stylized heart, this item alters the breaker's skills. Rewrite the character sheet of the Extra or Wild Card that crushes this item, maintaining the same court affiliation, gear, experience, and personality.

UNDERMARKET TOKENS

These tokens can be dropped into any Mortal subway station, and will grant passage to one of the Undermarket entry points. However, if any Mortals are watching, the Enchantment will not take effect, and the token will still be in the machine. As such, very rarely you'll get them

randomly when buying the regular tokens.

CHEAP TOKENS

Cost: 20 \mathfrak{h} /5

Weight: -

These get you a spot in the back car--standing room only, and being in the last car it's a bumpy ride. You'll get to the Undermarket lower levels.

VIP TOKENS

Cost: 250 \mathfrak{h}

Weight: -

The car runs smoothly, and there's comfortable seating with complimentary Fae food and drink. These cars will take you to the top levels.

ONGOING ENCHANTMENTS

WEAPONS ONLY

Type	\mathfrak{h}	Notes
<i>pierce</i>	800	+2 Armor Piercing.
<i>heavy</i>	1200	Turns weapon into a Heavy Weapon.
<i>bramble</i>	300	+1 to Parry.
<i>greased</i>	250	AP 4, Damage -1. See Filth Enchantment.
<i>infested*</i>	500	Wounds continue to suffer 2d6 damage each round until a turn is sacrificed to remove insects. See Filth Enchantment.
<i>necrotic*</i>	1000	-2 to opponents deshack. Blade and Filth Favorite.
<i>scythe*</i>	1500	+2 to damage.
<i>thorn</i>	1300	+1 to fighting, no effect on Parry.

WORN ONLY

Type	\mathfrak{h}	Notes
<i>light armor</i>	500	+1 armor.
<i>armor</i>	800	+2 armor. Requires heavy materials, e.g. thick leather.
<i>pad-foot</i>	1600	+2 Stealth.
<i>haste</i>	700	Increase pace by two. Can only be cast on lightweight materials or shoes.
<i>entice</i>	800	Negotiation +1.
<i>crystal voice</i>	800	Persuasion +1.
<i>iron voice</i>	1000	Intimidation +1.
<i>ready</i>	520	Wearer never suffers unarmed defender.
<i>resolve</i>	600	+1 to deshack attempts.

GENERAL

Type	⌘	Notes
<i>beckon</i>	400	Item appears instantly when called by name.
<i>charge</i>	2000	May be charged by a caster from their own magic to store up to 3PP for later. One PP may be stored per day. (Does not count towards caster's PP pool).
<i>blood charge*</i>	2000	Forms a pool of PP (up to five) for each wound inflicted.
<i>drift</i>	50+	Cost by container size. Halves weight of items contained. A 50F casting can hold a couple of trinkets. Double the price when doubling the size, and so forth.
<i>flies</i>	60	Reduce Weight of carried weapon to zero when not in use by transforming it into a swarm of flies. Maximum amount that can be carried by flies at any one time is 15 pounds. Harming the swam damages the items carried. See Filth Enchantment.
<i>float</i>	50	Halve the weight of the item.
<i>hidden</i>	100	Takes a raise over holder's glamor to see. Hidden from Mortals.
<i>shrinkable</i>	50	Shrinks item. -2 to notice when shrunk.
<i>toxic</i>	150	When hit, roll a d6; on a six, any material that the attack hits is ruined, armor loses one point of protection. See Filth Enchantment.
<i>resilience</i>	50	Item is immune to magically induced damage.

FAE FOODS

Type	⌘	Addiction Check Modifier	Duration	Uses	Effect
Amber Cupcake	100	-	24 hours	1	Gain d8 knowledge in Fae History. Make a Fae Food Roll.
Marbled Cupcake	140	-	24 hours	1	Gain d8 knowledge in Minor Fae Courts. Make a Fae Food Roll.
Carrot Cupcake	140	-1	24 hours	1	Gain d8 knowledge in Undermarket Politics and Customs. Make a Fae Food Roll.
Emerald Cupcake	100	-1	24 hours	1	Gain d8 knowledge in Knowledge Ley line Movements. Make a Fae Food Roll.
Glass Flowers	120	-4; specific	1 hour	Repeat	Imparts a sensation of Euphoria and satisfies Fae Diet Requirements. Instead of the regular Fae Food roll, make a Spirit check at -4 to avoid addiction. If addicted, treat as Long-Term Chronic, Minorly Debilitating Disease.
Blood on the Tongue	2'000	-2; specific	30 minutes	5	Anyone drinking this, including Changelings, suffers intoxication as if they're drunk. Gain the effects of the Widened Scope Edge. Instead of the regular Fae Food roll, make a Spirit check at -2 to avoid addiction.
Fae Fruits	60	-	-	1	Make a Fae Food Roll.

GEAR

MISCELLANEOUS ITEMS

Type	\$	h	Weight
Backpack	40	80	2
Quiver (up to 20 arrows)	50	80	2
Winter Sleeping Bag	150	200	4
Blanket	20	30	4
Umbrella	5	10	2
Flashlight (10-inch beam)	20	-	3
Candle (two-inch radius)	1	5	1
Lighter	1	-	-
Matches (20 uses)	1	-	-
Flint Striker	5	-	-
Sport Water Bottle (1L; weight when full)	10	30	2
Flask (metal)	5	30	1
Grappling Hook	20	45	2
Lock Picks	60	200	1
Compass	20	60	-
City Map	8	-	-
Whetstone	10	15	1
Handcuffs	40	120	2
Climbing Rope (20 feet)	20	50	2
Binoculars	90	220	3
Shovel	15	20	5
Crowbar	10	50	2
Hammer	10	25	1
Tool Kit (portable)	60	500	5
Workshop & tools	500	1200	50
Supplies to make simple Enchantable objects	-	50/10	5

CLOTHES

Type	\$	h	Weight
Camouflage Fatigues	80	140	-
Hiking Boots	100	250	1
Winter Parka	250	400	3
Winter Boots	150	300	1
Winter Gloves and Hat	10	50	-
Outfit (cheap)	50	120	-
Outfit (nice)	120	200	-
Formal Wear	700	1'000	-

ELECTRONICS

Type	\$	Weight
Camera (disposable)	15	1
Camera (digital)	150	1
Wrist Watch	20	-
Desktop Computer	800	20
Laptop Computer	1200	5
Tablet	250	1
GPS	150	1
Prepaid Cell Phone (30 minutes of talk time)	30	-
Smart Phone	300	-





Game Master's Section

GAME MASTER'S SETTING

THEMES

There is a subversive theme in this game; it's no mistake that the main plot point requires the characters to break one of the laws of the court, and presents the opportunity before they are likely to be familiar with those rules. Though lying is banned, and heavily punished, there's a new skill in place that centers on deception and guiding misinterpretation. It's intentional that the favor system can place the characters in a position where they must break the rules of the court. By choosing between honoring their word or a different law, and of course, that the position the courts place their Nightmares in is counter to the Mortal laws they spent their Mortal life with.

COURT STRUCTURES

Most Fae collectives have those Fae with the most physical, magical or social might on the top and the weaker ones occupying lower positions. However, there are differences in structure and function. The most common structures are Courts, Councils and Hosts. Courts typically have a distinct hierarchical structure, with very few Fae at the very top as leaders or rulers and holding significantly more power than those below them. Councils generally function similarly to courts, but with greater accountability at the highest level, and more Fae holding these positions. Hosts are usually much more egalitarian. Their leaders, if there are any, do not hold much more power in the court than any other individual. Some hosts are barely distinguishable from Solitary Fae, others have a much stronger community.

In many ways these organizations are influenced by human structures, especially the younger collectives. But they by no means are intended to be perfect reflections. The distinctions of Seelie and Unseelie and not Fae concepts are Mortal ones, relating to varying courts' treatment of the Mortals who interact with them.

COLD IRON BANE

We've written the book using the cold-forged, pure iron definition common in modern Urban Fantasy. However, there is some debate about what the term means in its historical context, so we have included setting rules for different meanings. Care should be taken to balance the impact of the other Banes if these are used instead.

Weapon: Old slang from when peasants were unable to own weaponry. Ignore the breakage rules, and Cold Iron cannot act as a barrier. Because this is a more open interpretation of what counts as Cold Iron and negates its largest risk, the material should be much more prominent in your world.

Literal: The iron is chilled. Ignore the breakage rules. Cold Iron more prominent in setting. This interpretation would make the city very difficult to navigate in the winter for anyone with this Bane, but would be almost non-existent in the summer, and has some other interesting implications for characters with cold- or heat-based powers.

All Iron: A poetic descriptor used because Iron feels cold to the touch. This would mean anything constructed of Iron activates the Bane, making the Cold Iron Bane unplayable in this or any other city setting, but is playable outside of the cities. Ignore the breakage rules.

GAME MASTER'S SETTING

ADOPTION

The Fae are imperfectly imMortal. They do not age, they do not fall to disease, but they can be killed through violence or poison. They are also unable to reproduce as Mortals do—a flaw with the first Fae that has been passed down. Instead of genetics, the magic power that runs through a Fae carries the signature of what it is, both its strengths and weaknesses. This power is fragmented and shared and as such, Fae can imbue a suitable individual with the magic that makes them unique. To these beings, this is the only way to pass on the lineage. Those individuals imbued with a Fae's magic- Precious and Gifted Nightmares- often find that their Fae's inability to have children is quickly transferred to them;

Changelings have been unable to do so since their creation.

While intelligent Fae typically prefer to adopt humans, and bestial Fae instinctively adopt those physically similar to themselves, these are not rules, and as such there are a variety of variations from the basic Fae lineages. Intelligent adoptees of Bestial Fae often have a more difficult path through Nightmarehood, as they rarely have a collective to lean on. But if they survive, they do retain both their intelligence and the instincts of their lineage. While an intelligent Fae may choose to adopt an unintelligent beast in order to have a pet or tool more suited to their needs, these creatures never gain sapience, as Fae remain a bestial variation of their lineage.

HISTORY

The Fae have long memories and many still remember when their armies clashed with the humans on the battlefield. It was during the Ancient War led by the Nine Strangers; the King and Queen of Anthesteria were cut down on the field of battle. A new Queen climbed to the top amid the chaos and uncertainty, but watched as the King she rose with also fell in battle, and then another. Where once they had ruled the humans with an iron fist, now their kingdom came crashing down. Driven from their lands, amid the slaughter, it was the Queen of Anthesteria who understood without discourse both the humans and Fae were destined for extinction. The Queen sought parlay with the strangers, who presented a contract that would force the Fae and Mortals apart, and agreed to a ceasefire of a year and a day to allow all the Royalty and Leaders of the Fae to commune. Though the terms were less than ideal, the Fae were desperate, and the Queen of

Anthesteria petitioned the leaders of the remaining Fae courts and hosts, including the Host of Retaliation's Sword Thane, to accept the terms offered. This Thane was a powerful force in allowing the contract to pass, as there wasn't a court that was not in debt to the Host of Retaliation.

In accordance with the negotiations, the Fae retreated in safety to the few places of magic and secrecy left to them, and left humanity behind. Soon the Mortals regulated the Fae to myth, as little more than children's stories and old wives tales. As time progressed the truce was slowly forgotten, and dismissed by the Mortals, tenants of the contract were regulated to ritual. As these were no longer obeyed, cracks and fissures began to form, allowing the Fae access to the Mortal world again. Weakened in number, vastly changed, and wary they have made their way back into the world.

GAME MASTER'S SETTING

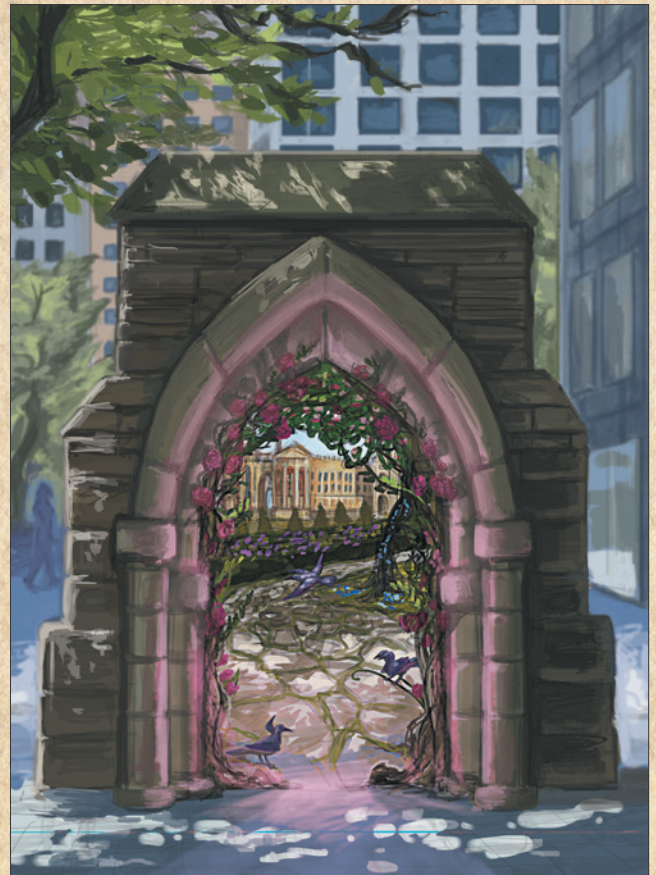
MODERN TIMELINE

When the Fae return to the Mortal dimension, it is through gates, appearing on Ley Lines at seemingly random locations across the world. Arden City with its location near several Ley Lines, large and diverse human population has been the site of several gates since the accords began to fall. Wild Fae were the first to enter this area, most of whom eventually left Arden as it became increasingly populated and industrialized. Moving into the forests of the north, and the less polluted rivers and lakes to the east and west, allowed them to avoid contact with humans and interference from the encroaching courts. The Storm's Wind formed of those Fae who chose to remain. The Parliament of Filth sent a new Lord Stewart and small retinue to claim a seat near the marina, a key trade location. The Lunar Council and Court of Frost each briefly attempted to claim a foothold in the city, centering their claims on the coast and mountain foot.

Shortly thereafter the Court of Blades moved to take control of Arden, placing their stronghold in the thriving industrial sector to the east, pushing the Storm's Wind and Lunar Council south and the Court of Frost west. Fearful of the chaotic Court of Blades holding unchecked control over three major Ley Lines, the Queen of Anthesteria announced that the Court of Anthesteria was to shift their gate to Arden City. Knowing this move would put the court into direct conflict with the Court of Blades the council elected to remove the Queen from her position. The motion passed, but instead of re-electing a new Queen, it split the court. Due to current Queen of Anthesteria's long history and effectiveness as leader of the court, many Fae choose to stand behind the Queen and not the council. The old Queen and her followers came to Arden, and the younger King staying with the now smaller Court of Anthesteria in Stratford, England. The Anthesteria fragment joined the Storm's Wind, who had not been

pushed far by the Blades, and were re-carving out access to their Ley Line. This alliance formed the Court of Roses, naming themselves after a resilient plant indigenous to both regions of the new court's origins. The newly formed Court of Roses claimed the western end of Arden, now the wealthier end of the city. Comparatively, the Court of Blades' region has become dilapidated as the years pass on. Though each of these courts has enough power to level Arden City, doing so would not only decimate the human population and local environment, but more importantly, would also destroy the Ley Lines that are a source of the court's power.

The Court of Roses and Blades are waging an escalating shadow war with each other. Open conflict has been rare, but has occurred on occasion, and is usually blamed on gang violence by the local police and media. The Parliament of Filth has grown greatly in power during this conflict due to its neutral stance and mercenary dealings.



ASPECTS

The Aspects started the Ancient War. Without them, it would simply have been a massacre of the human race and a slow dwindling of the Fae. Records are unclear—did they create the critical weaknesses of the Fae, or simply bring knowledge of them to the Mortals? Some claim they are the first Fae, but others state them to be manifestation of common traits and roles of the Fae, more still think each was a single Fae that began collecting power from others. All agree they are among the

oldest Fae. Whatever they are, the Aspects are active in the world, and while they did start the Ancient War by aiding the Mortals, all seem far more concerned with the Fae. Some of the Fae have chosen to follow a particular Aspect, to gain skills unshared by others, boons and favors of the Aspect, or with the hope of being assumed into the Aspect instead of death. These Fae would merge with the Aspect, becoming a small piece of the overall personality.

MORPHEUM

The Morpheum are incredible predators. Created during the Ancient War, they are impervious to Fae Magic and actively hunt the Fae, Nightmares, and anything that hints of their magic, consuming them and augmenting its own power with that of the Fae. While completely immune to Fae Magic, these creatures are highly resistant to other forms of damage, and their healing is such that they cannot be destroyed; only driven off. The first Morpheum were living siege engines, while the latter ones became apex predators without rival. While a handful of Fae across the planet remember the indestructible threat of the Morpheum, many Nightmares and Fae regard these creatures as defeated, if they know anything of them at all.

CREATION AND BINDING

The Morpheum were first created by Noble Mortals to be unstoppable weapons during the Ancient War with the Fae. A small group of Noble Mortals were able to bind an Aspect, and with it created the first Morpheum. When the Morpheum was unleashed, it was under the control of Noble Mortals who created it. At first

it hunted Nightmares and weak Fae, augmenting its power with their own, until eventually it was able to topple entire Fae cities overnight. Further Morpheum were created by the Mortals by slivering off pieces of it and refining them. When a peace was brokered between the Fae and humanity, the Noble Mortals bound each Morpheum to the objects used to create it, as they could not be destroyed. These Noble Mortals took on the duty of safe-guarding the relics and all knowledge relating to the Morpheum, and charged their descendants with the same as part of the peace treaty. Eventually these descendants would become the Guard of Unmaking. The Guard is obligated to provide aid in reclaiming missing relics, and binding any released Morphia, though the exact nature of this aid is unspecified. Should any of the Guard release or create a new Morpheum, or the High Keeper refuse to meet the stated obligations, their protections in the treaty crumble. The Relics for Vengoth and Krew were stolen at the same time as the High Keeper Joesph Aerugo disappeared, presumably taken by his murderer.

GAME MASTER'S SETTING

VENGOTH, THE IMPOSTER

Vengoth is the youngest and weakest among the Morpheum but also the most cunning. While older Morpheum rely on their invulnerabilities and sheer strength, Vengoth uses a variety of tactics. From infiltrating as its prey, and utilizing terror and surprise to scatter them, to sneaking in the dark, Vengoth always targets just a few Nightmares or Fae at once.

Though all Morpheum are shape shifters, Vengoth is the unparalleled master. The Morpheum shape shifting suffers from crippling dual flaws. They cannot hide their eight spider-like eyes and white coloration. Vengoth instead incorporates these flaws into new forms, allowing them to blend in: black eyes are easily mistaken for buttons, while its pale coloration can pass as white clothing, albino skin or a creature's fur. Capable of mimicking not only form, Vengoth can also copy skills and mannerisms.



THE COURT OF ROSES

The Court of Roses is known for its stronghold's opulent and graceful display of power, and their diplomats' more subtle displays. The Rose Realm projects an image of strength and vitality with warm woods and morning light, vaulted ceilings and halls adorned with magnificent art. Courtiers at home tend towards one-upmanship and extravagant ornamentation and rich clothes, while those diplomats abroad are expected to be less garish, but no less richly dressed.

HIERARCHY

The Court of Roses is highly hierarchical, with a pure top-down power structure, past the uppermost levels of the Royalty, Crown Knights and Council. At the top of this hierarchy are the royalty: the King and Queen of Roses. Second most influential are the Council and Crown Knights. Powerful Fae, both magically and socially, fill the next levels, eventually in lower ranks of less powerful. Fae are the highest ranking Nightmares, (Henry, Felix and Savant). Lesser Fae fill these

THE COURT OF ROSES

ranks and the ones below, mixing status with the higher ranked Nightmares. New Nightmares come in near the bottom of the rankings, but lower than even these individuals are those who have disgraced themselves—Fae and Nightmares unable or unwilling to do their duties or maintain their composure in court.

THE ROYALTY

The Royalty are selected by the council and can be removed from their position by the same. The Queen's role is internal—control of the Court of Roses members and course of action, while the King's is external: diplomacy and war.

It is important to note that King and Queen are titles of positions of power and politics, and not connected to perceived gender or lineage. Nor is there any implication of a romantic or familial relationship between the two.

The Queen of Roses is the longest reigning royal of this court, and was the tactician in the Ancient War who pushed through the negotiations and eventual treaties with humanity. The knowledge and wisdom that comes with the experience of the Queen is one of the most valuable resources the Court of Roses has. This is to such an extent that the last attempt to remove the Queen from her position split the Court of Anthesteria, and led to the formation of the Court of Roses. The King of Roses was originally the leader of the Storm Band, a small but potent collective of Fae who agreed to join with the Anthesteria fragment to regain access to the Ley Lines and have enough number to stay in their home. While the mingling of the two groups into the Court of Rose did not restore the court to the power lost by its

fragmentation, it did go a long way to allowing the court to maintain their presence in Arden. While fear and power are tools the Royalty and Knights will use, the Court of Roses runs more on a system of diplomacy, trickery and the control of sensitive information. The words and wishes of the Royalty are law within the Court of Roses.

THE COUNCIL

Directly under the Royalty in the Court of Roses hierarchy are the Council and Crown Knights. The council holds the authority to make decisions concerning anything that does not fall directly into the domain of one of the Royalty or Crown Knights, which is very little, but also anything that these Fae choose to pass down—commonly highly contentious issues. The Council is primarily responsible for electing the Royalty, and removing them if they no longer serve the court as well as another would. The Council is a collection of 12 members of the Court of Roses and its composition is constantly changing. The council holds the ability to remove and re-elect a new member into their midst at any time, and is the only body in the Court of Roses with the authority to do so. The only stipulations they must work within are that at least two members of the council must be Fae from the Anthesteria Fragment or their Lineage, and two other members must be Fae from the Storm Band or their Lineage.

THE CROWN KNIGHTS

The Crown Knights are considered members of the council for all purposes except decisions of membership on the council, and elections of the Royalty. The positions of Crown Knight are held by three individuals, each is a capable military leader and combatant. Jointly chosen by the Royalty, the position of Crown Knight is one that commands respect, power, and obedience. Should

THE COURT OF ROSES

a new King or Queen be brought to power, each Crown Knight position must be re-designated. Each Crown Knight is responsible for the military organization and use of a segment of the Court of Roses or their resources. Crown Knight Darq is responsible for the organization of the Nightmares and the brunt of the direct skirmishes. Henry, Felix and Savant were appointed to their positions by him, and report directly to Darq. Crown Knight Haba is responsible for organizing the Fae militarily, and determining when this is necessary, as the potential loss of power is a substantial cost to the Court of Roses. Crown Knight Madeline is responsible for working with the allies of the court, often serving in a diplomatic fashion, and managing the Mortal resources the Court of Roses has access to.

NIGHTMARES

Nightmares occupy a dichotomous position within the Court of Roses. On one hand they are vital to the Court of Roses and form the backbone of its martial, diplomatic and material resources. On the other hand a Nightmare can only rise so high in the Court of Roses. In the Court of Roses the upper echelons of the power structure are reserved for the Fae alone.

There is an open acknowledgement Nightmares will eventually become Fae and it is in their best interest to be ready for that time. However, the court considers them not yet ready for substantial authority and power within the court. Nightmares have the ability to eventually become Fae, and with the supports the Court of Roses offers, this is more common than in many others—if slower. Most Nightmares, though, have a generally shorter life span than they would have had as a Mortal; most meet with a violent demise within a few years of their adoption. Membership in a large or effective pack helps ensure a longer life span and higher likelihood of a Nightmare reaching their full potential as a Fae.

ADOPTION

The process of a Fae adopting a Nightmare involves imbuing a Mortal with a piece of the adopting Fae's power, and that of the Court of Roses. It's the Fae's power that grants the Nightmare with their supernatural abilities, the Sight and direction their power will grow in. The Court's fragment provides the Rose language and slows their aging until the Nightmare collects enough magical power of their own. Roses are particularly sparing with their power imbued, as they gain none of it back on a Nightmare's death, and their losses are high due to the war with the Blades. Sighted who become members of the Court of Roses are given a sliver of the court's power, enough to grant the Rose language, and slow their aging, but without a particular Fae's power, their magic and abilities remain human.

Rose Fae are expected to choose their Nightmares carefully, and to provide basic training to keep them alive and in line with the laws and culture of the Court of Roses. Though this instruction is often lacking when rushed, it is meant to include information on the laws of the court, manners, who's who, dangerous Fae Beasts, the war with the Court of Blades, and any other information they deem critical. The Court of Roses is unusual in that it takes over financial and training responsibilities from the individual Lords, once the Nightmares reach a basic level of knowledge and ability. However, prior to a Nightmare's presentation at court, their adopting Lord is expected to provide what they can of the resources the Rose Court would after their presentation. Many Fae, in fact, are known to go overboard at this point, and it's common to hear of Nightmares who had their Mortal debts cleared, a wardrobe for court or a new workshop provided.

A Fae Lord should never have more than three Nightmares at a time. To do otherwise greatly diminishes the Lord's power and limits their

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effectiveness as a member of the court. A Lord who has a high turnover of Nightmares is considered irresponsible and a poor teacher who can't help their Nightmares survive. Rose Fae who continuously lose their Nightmares may be knocked down in rank and denied the privilege to adopt Nightmares into the Court of Roses. The Lord is also expected to choose a Nightmare who can contribute and is worthy of being a Rose. To have anything less is a drain on the time and resources of the court, which could go to those who are more able.

The Court of Roses has considerable resources available, to both Nightmares and Fae. Such resources include: library, armory, stables and training. Access to most of these resources is regulated and monitored by Savant, while Head Librarian Charta is in charge of the library and Felix is responsible for training.

Theoretically a Nightmare's Lord should have no impact on their status and vice versa. This is rarely true. There is a back-and-forth political relationship between a Nightmare and their Lord where the status and actions of one will affect the status and actions of the other, though the actions of a Nightmare have a much greater impact on their Lord's status than the reverse. As such, to have a particularly valuable or high-status Nightmare is one way for a Fae to boost their own position and ingratiate them to the court. In some cases, the Lord will also bear some punishment for a law broken by the Nightmare, if they're deemed to have failed in instructing them, or that the problem should have been apparent before adopting them.

LOWER NUMBERS

Due to the peculiarities of Rose Decorum, and the Court's adoption flaw, Rose Fae do not adopt many Nightmares. Most have only one or two at a time, and any more than three is looked at askance. The court compensates for their lower adoption rate and numbers in a few ways, the

most notable of which are the increased resources and training they provide their Nightmares, and a near second is their active forging and calling on Favors and alliances with other courts.

While the Court of Roses claims a capable and well-taught Nightmare with resources is more effective than a dozen who lack either, the effect is not so extreme. The Court of Roses' shortfall in Nightmare numbers can be a crippling liability, and the loss of even one pack has a significant effect that takes longer to recover from.

RECRUITMENT

Despite their low adoption rates, the Roses rarely take in Nightmares or Fae from other courts. Any entrants must prove their worth beforehand, above and beyond what any adopted in Rose must, and be vouched for by a member of the council. Those they do accept are usually from allied courts, and these individuals find themselves under heavy scrutiny for a prolonged period of time. Few Roses originate from outside courts, two notable examples are Henry from Dust's Host and Deres from the Court of Blades.

DIPLOMACY

The Court of Roses puts considerable resources into maintaining and forging connections with other Fae and Noble Mortal Collectives and, as such, has a high number of envoys, diplomats and ambassadors. Their vast network of allies, agreements and favors with other courts and powerful individuals gives the Court of Roses access to many variable resources. In addition, as the Court of Roses is ruled by the original Queen of Anthesteria, many of those who owed the Court of Anthesteria, attribute their debts to the Queen instead, and there are those Favors she collected while the Ancient War was ending. When in particularly dire straits, the Queen has had to call on these Favors owed to her, and they

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are slowly being whittled down by the War with the Court of Blades.

LAWS

The laws of the Rose Court are taken seriously; the council and royalty consider these laws critical to the survival of the Court of Roses. Violating them can result in anything from public admonishment to execution, depending on how severely the laws were broken. They were primarily designed to keep the world of the Fae secret from Mortals and maintain the integrity and defensibility of the court.

Roses are also not permitted to leave Arden without permission from the Court of Roses, and there is considerable wariness of members—especially new ones—those trying to flee the war, decreasing their numbers further. For similar reason, members of the Court of Roses both Fae and Nightmares are not allowed to harm each other or interfere with their duties. This includes social sabotages, and a Lord modifying their Nightmares without their consent. For a Rose to do so to another Rose not only weakens that member but the entire court, and with their lowered numbers, this is an appreciable impact.

Counter to the Court of Roses' standard approach of diplomacy and pulling on strings, the court holds a law that a Rose does not fraternize with an enemy of the court. This is a recent law created when the Court of Roses went to war with the Court of Blades, as the Blades are known for enticing members of other courts, and especially those they war with into their court. This practice strengthens the Court of Blades while at the same time weakens their enemies. The Rose prohibition has significantly reduced the opportunities for the Court of Blades to use this tactic.

At one point in history, the Fae suffered incredible losses, almost getting wiped out at the hands of

the Mortals. Still remembering this event, and well aware that Mortals vastly outnumber the Fae and Nightmares Globally, the Court of Roses demands secrecy to avoid another catastrophic war.

TRIAL

Those suspected of breaking Court Law have the right to a trial, with the Court's council presiding judgment. The accused individual and the accuser both are able to name a willing Second to represent them. The Second is essentially backing the person, and will share in the punishments or rewards in all but extreme cases. A Second never shares an execution sentence, but these are rare occurrences in the first place.



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Most minor grievances are settled by arguing their cases to the council. However, any member of the Court of Roses facing a trial has the right to call for a duel at any point in their trial. The challenged representative chooses the type of duel, while the council sets the date and any extra conditions. Only the accused (or accuser) or their declared Second may participate in the duel, and for this reason most try to find a Second who compliments their abilities as best they can, to avoid opponents focusing on weak spots.

FORMAL DUELS

Formal duels occur at court—often as a way to settle grievances brought to the court or as part of a trail, but also as entertainment. As such, the stakes can range from a reputation hit to execution depending on the seriousness of the duel. Multiple duels are usually run simultaneously, in the ever-shifting tournament grounds; all but the most pressing and pivotal duels are fought in groups, with a usual minimum of four duels at the same time. While combative duels are the most common, formal duels, Performers and Craftspeople facing another artist generally instead enter into the relevant art competition, though this still occurs in the same location as the other duels and, as such, they have to contend with the chaos of the shifting terrain and fighting going on around them.

Even the combative duels are not as simple as who wins or loses the fight. There are multiple stages, and the entrants are judged on their performance in all of them. It is possible to win the “Combat” and still lose the duel, and vice versa. Killing or irreparably wounding an opponent is a certain way to loose, while breaking Rose Decorum will severely hinder your chances. Though rare, occasionally the council will declare the duel has no winner, as both participants were not up to their expected standard—and both pairs subject to penalty.

The three stages to a formal duel are: the presentation, the match and the feast.

The **presentation** before the council, and royalty if present, is the official start of the duel. Typically this stage is extremely short. During the presentation, the accuser states who they are accusing, their grievance and their Second. In response, the accused must either accept the accusation as true, or claim it to be false and name their Second. In a trial where a participant called for a duel part way through, any proceedings prior to the duel are considered to be part of the presentation and are taken into consideration, as is the challenged participant’s choice of duel type.

The second phase of the duel, the **match**, is normally the main body of the competition, and opens and closes with a salutation, where both participating members are expected to address each other respectfully. This is the stage of the duel that occurs in the Tournament Grounds, a constantly changing arena. Duelists are evaluated on their skill in the match, presentation and adherence to Rose Decorum—even a poor fighter can come out ahead if they have excellent showmanship and the other does not.

The final phase of the duel is the feast, where unlike the other stages of a duel, Seconds, accuser and accused are all evaluated here, even if the Seconds have not otherwise been active in the duel. The duelists are free to accept help from Packmates, allies and anyone else as the audience is able to attempt to sway the result of the duel through their interactions with the duelists and council. New Roses, or those from outside the court, often slip up at this stage, not realizing it’s still a part of the duel itself, and don’t take the opportunity to curry favor and sway the council in their favor.

After the **feast** concludes the duel, the council announces the winner of each duel and any penalties to the loser and their Second, effective immediately.

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DECORUM

Unlike laws, decorum is informal. Consisting of the social norms and unspoken rules, decorum is not formally enforced, but violations can have significant impacts on status and reputation, or at the least make one appear rude or foolish. Those who maintain perfect decorum are often well thought of at court, and extended the trust of the court, and benefits of their good reputation.

PACK

The Court of Roses considers Nightmare Packs to be a form of familial unit, and with this goes certain expectations. Nightmares are to aid a pack member whenever necessary, and can expect to receive similar aid in turn. Taking this call to aid to the extreme and taking advantage of pack members is incredibly poorly looked upon. Examples include tracking debts, or relying on members to consistently provide unnecessary services such as providing funds, services or materials. Conflicts within the pack are not to be made public, a necessity as a pack needs to appear strong, so as not to be preyed on by enemies of the court or rivals from within.

MANNERS AND FORMALITY

The Aos Si and many other Fae are known for their peculiarly temperamental and vengeful natures. One of the fastest ways to end up dead in this world is to personally insult the powerful Fae residing in it. Being polite is the safest, even when the target does their best to be undeserving of it such as a Clurichaun, never call an Aos Si or Sidhe of any kind “Fae” or “Fairy,” always repay your debts and keep your word—though thanks and clothes are an insult to any House Fae, while food is almost always welcomed by any.

The Court of Roses also has its own formalities within the court relating to relative status. Speaking

casually to someone above your station without being directly invited to do so is being disrespectful and may incur the wrath of the specific Fae or Nightmare, if they decide the slight is great enough. This can be cause for a duel, though the response is often more direct. Speaking casually to another below your status is a quick way to drop your status down to theirs, and can even be interpreted as mockery. In either case, it's important to know about those you're speaking to, and where they stand in the court to prevent unintended slights and misunderstandings.

Generally, no matter the difference in status, Nightmares within the same pack are expected to interact with each other on a more casual basis, without the formality and manners that might otherwise be due. Fae Lords each have their own preferences in terms of manners and protocol from their Nightmares. These preferences range from casual to formal depending on how they view their adoptive Nightmares—as family, apprentices, or vassals.

GIFT GIVING

The Court of Roses, being a fairly wealthy court that monetarily supports its members, brings gift giving in as a formal expectation in certain situations. Some such examples are at a Nightmare's presentation, an audience with the council or royalty, or at your own formal duel. Though aware of other Collectives' treatment of Gifts as part of a Favor exchange or payment, unless it is explicitly stated, a gift from a Rose does come with no strings attached. Gifts are valued on their significance more than their expense, and a functional gift is insulting, no matter how expensive—with a good meal being the one exception. A chest filled with jewels is far less appreciated, possibly even insulting, while the pen used by a famous musician to write their first song or a boxing glove with the blood of a worthy rival on it are far more valuable.

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A Gifted Nightmare's Gift is considered to be a part of them as much as an arm or a leg. As such, the Gift is not treated as an object, and touching the Gift without permission is considered to be a personal violation.

ENTERTAINMENT

The Court of Anthesteria historically preferred adopting entertainers—musicians, playwrights, fencers; and many Rose Fae still have this preference. Combined with the Court of Roses' resources, this has led to the Court of Roses having many Nightmares emeshed in the local arts and entertainment scenes. Rose culture predominantly favors attending venues where their members are on stage—or better yet, being one of the participants. Such events range from the symphony, private art exhibits, gourmet meal sampling to duels. Multiple locations in the west end of Arden are open only to members of the Court of Roses and its allies, while more are open to the general public, but carefully exclude enemies of the court.

The Court of Roses is known internationally for its extravagant parties and live entertainment when hosting visiting diplomats—rivalled by few others, but notably the Court of Anthesteria in Stratford.

DUELS

Informal duels are more common than the formal variety, and one of the most popular forms of entertainment. Performers are most fond of this form of challenge, and often start them up spontaneously—other informal duels are less common, as a fight has a risk of injury,

while a maker's duel requires significant time and monetary expense.

If a challenge is given, the duel tends to follow more closely the format it would in a formal duel (see "Formal Duels" under the Laws section above), but often there is no actual challenge, instead the entire duel consists of the match stage, with audience interaction replacing both feast and judgment. These informal duels rarely end with anyone losing reputation, unless their showing was incredibly poor. Similar to the formal duels, the match isn't everything, but unlike them, it's not decorum that matters as much as presentation, and being remembered by the audience. A friendly duel is done more as an excuse for the participants to show off than anything else.

KEY FIGURES

QUEEN OF ROSES

A member of the Court of Anthesteria from before the ancient war, this Queen Kore & King Nuesh rose to power during a prolonged period where the court was without a leader, the previous one having been defeated by the Morpheum Tanis. The council was formed by this pair as a fallback should the Royalty fall again, to prevent the court from becoming leaderless. This Queen is the Fae who initiated the negotiations between the Mortals and the Fae courts, and one of the driving forces in bringing them to a resolution, eventually bringing a painful and hard won peace to both sides. When the Court of Anthesteria tried to remove her from power, there was a schism and she left to form the Court of Roses and took some of the more powerful and influential Fae with her. She and the new King of Roses rule jointly as equals.

Fond of shape-shifting, the Queen of Roses adopts widely varying both male and female appearances regularly. Her forms are stunningly attractive

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and easily identified by the flowers growing in her hair and slight green tint to her skin. Those who have met the Queen feel her power radiate from her in waves of warm light, inspiring both fear and awe in Nightmares and Fae alike.

KING OF ROSES

The King of Roses emerged from the Storm's Wind host by reclaiming their first Ley Line. By repeatedly pushing back the armies of the Court of Blades and channeling the West Arden Ley Line to devastate their enemies the future King consolidated his reputation as both a warrior and a leader. When the Storm's Wind and the Anthesteria Fragment began to negotiate the terms of an alliance, the respect he had earned in battle meant that when Fae from both factions proposed not just an alliance, but a merging of the two, he was championed as King. He agreed to take the position, only if the council was to be exactly half formed of Fae from the Storm's

Wind for 101 years, and that his position could not pass to a Fae from the Anthesteria until after this time. Such a deal ensured that the members of his host had time to gain power, maintain their presence and influence the culture of the new Court, despite being fewer in number. The council has fluctuated since then, but the King still remains the same. Those of the Rose court know the King is rarely at court, save when the situation is extreme enough to warrant his direct involvement. The King prefers to travel, so as to leverage his stronger ties to local collectives in negotiations, and eliminate threats from outside of Arden seeking to predate on the Rose court, weakened as it is by constant war.

A great thunder bird, the King is a large and imposing warrior, whose eyes crackle with lightning even in his most subtle forms. Great golden wings and feathered horns add to his intimidating stature, and are a staple in his preferred forms.



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LORD ALZEID GRAF, THE POISON ROSE

Bitterly resentful, Alzeid Graf is sworn to the downfall of the Court of Roses and his Nightmare, Shengli, and is working with the Blade Rear-Guard Patrick to do so. When his Nightmare grew into a Fae, she used confidential information to blacken Alzeid Graf's reputation and have him cast out from the council. Fiercely proud, and with a temper to match, Alzeid Graf has since caused the fall of many. His sharp tongue, bold attitude and powerful position give him no shortage of enemies. A nine-tailed fox, he has been a council member since before the split from the Court of Anthesteria. Still a high-ranked courtier, he has a vast array of favors he hoards jealously, and uses to large effect.

CROWN KNIGHT DARQ

One of the few Fae in the Court of Roses almost as old as the Queen, Darq has been with the court for a long time. For most of this he served as a diplomat and military teacher, only recently taking on the mantle of Crown Knight. Wickedly intelligent and highly skilled with military tactics he is suspected of penning the "Art of War" under a pseudonym while residing with the Jade Tribune. Darq is a conundrum to the rest of the council, as he actively involves himself with the politics, but unlike most of those Crown Knights who have done so, he is incredibly honest, direct and stubborn. This Crown Knight demands the best from his Nightmares and protégés, and is a stern but compassionate teacher. He is known to make appearances at various Rose training grounds to provide instruction and advice, especially at his protégé Felix's boxing club.

CROWN KNIGHT MADELINE

More comfortable amidst the politicking and posturing of court than in a battlefield, Crown Knight Madeline is known for weaving thick

and intricate walls of words, not permitting her opponents to speak until she leaves an intended opening and trap, such that they will damn themselves. Despite the role's lower esteem in the eyes of many Fae, Crown Knight Madeline has, by her own choosing, remained in the role of dealing with the Mortals and covering up publicly seen magic. Her specializations in illusory and Glamor magics and trickery make her incredibly good at this job, and have lead to some underestimating her. She is also an incredibly competent battle caster—and when one expects illusions, the real spell may be ignored. It's rumored that her ever-present guardian construct is in fact a transformed foe.

CROWN KNIGHT HABA

Crown Knight Haba is predominately responsivle for coordinating specialist and military teams, in addition to acting as the court's penultimate assassin. Despite her high rank, Crown Knight Haba is quite blunt, freely speaking her mind with little tolerance for word games and political machinations. Those who encounter her find that she is pragmatic, tenacious and does not tolerate fools or ignorance. As such, she is rarely seen at court. She is incredibly loyal to those who earn her respect and trust, and her devotion to the Court of Roses is unquestioned. Of the three current Crown Knights, she's held her position the longest.

A Glaistig, she has the legs and hooves of a deer with the stealth and agility to match. Armed with an enchanted bow and arrows made by her personal artificer, she acts as the King and Queen's personal assassin, hunting down high-priority and dangerous enemy targets, as well as Rose defectors.

NIGHTMARE HENRY

The tactician responsible for assigning Nightmare packs their special assignments and regular duties, Henry reports directly to Crown Knight Darq.

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Originally a member of Dust's Host, Henry started as a cowboy and smuggler in Arizona, and was adopted in the 1880s by a Jackalope. The original Henry was shot and killed by a Mortal rival. His Changeling's brush with near death and prolonged illness left him less cocky, more cautious, and more strategic in his planning.

Henry and his Lord were in Arden in the early 1920s, as part of an agreement between the two Fae collectives. After his Lord was killed in a Blade raid, Henry remained in Arden to get revenge. Eventually he was able to officially switch courts and become a full member of the Court of Roses, and his quick climb to such a high ranking position is unprecedented for an outsider.

NIGHTMARE FELIX

Adopted by a Bmola due to their interaction in the Stonewall raid, Felix is a fierce fighter and tough-as-nails instructor, specializing in martial arts and boxing. Mentored by the Crown Knight Darq, she has taken over as head of the Manse, where she is responsible for training new Nightmares and combat training for those who still need it. Felix's job is to ensure newer Nightmares can survive and succeed in dangerous situations, whether in battle or in court. Felix was part of the queer movements of the mid 60s, and she continued to be a part of the activism into the early 80s, leaving the communities when her stalled aging began to get attention.

NIGHTMARE SAVANT

Savant is in charge of controlling and monitoring Nightmare access to the Court of Roses' resources. An expert sniper, he often stays hidden in the background keeping an eye on his pack mates, Henry and Felix. Short and broad, his naturally rotund appearance is exaggerated by the sheer volume of guns and gun-like devices he carries on him in a specially designed coat. His eternally cheerful and good-natured attitude, love of martinis

and good food, and incredibly protective nature have many suspecting he's a House Fae Nightmare of some sort.

NIGHTMARE DERES

A fighter pilot in the World War II Battle of Britain, Deres was adopted by the then Blade Rear-Guard Skadi. Over seven feet tall and 320 pounds of muscle, Deres is an imposing figure and brutally effective in a fight, but with a rigid idea of what is right that has not entirely adapted to modern morals and the Court of Roses' culture. He joined the Roses after a prolonged and personal altercation with another member of the Court of Blades.

Initiated when his partner Brian was murdered by members of one of the Honor Guard's Fuill, Deres retaliated by picking off the Honor Guard's backup and family until he was able to take on the Fae Lord Directly. This left an opening for his Lord Skadi and Fuill to take out the remaining Honor Guard and Thane, vaulting Skadi to the position of Thane, and leaving her heavily in his debt. He requested the debt be cleared by releasing him from his duties to his Lord, Fuill, and the Court of Blades. Shortly thereafter, he requested to join the Court of Roses—with a caveat. He would not initiate attacks with Court of Blade members who are loyal to his former Lord—but those who owe allegiance to Thane Sgàile, or both, are fair game.

The Court of Roses, for the most part, doesn't know what to do with him, as their acceptance of his petition had more to do with political reasons than wanting him in the court. Closely watched and not granted full access to the Court of Roses resources, it's clear that many do not consider him a proper member of the Court, and many are highly suspicious of his loyalty to the Court of Roses. Despite this, and his very apparent Court of Blade origins, he's fostered a strong rapport with many of the Court of Roses raiders.

THE COURT OF BLADES

To an outsider, the Court of Blades is a chaotic and unorganized collection of thugs. In reality, the Court of Blades is a complex and highly fluid court held together by a web of allegiances and a strict code of honor. Their high turnover makes identifying marks critical. Most members of the Court of Blades have visible tattoos and piercings marking them as members of the court, and each has an identifying weapon, their Aimn. There are few resources to go around, including time for training. As such, Blade Nightmares are subject to a trial by fire entry into the Fae World with few, if any, supplies to help them.

There is a deep schism running through the Court of Blades' power structure, hamstringing its effectiveness. Without a unifying threat or single purpose, the Court succumbs to infighting and internal vendettas. Paradoxically the structure also lends itself well to cooperative team-based tactics, usually on a small scale, but on those occasions when the Court of Blades can put aside their internal disputes, they can be devastating.

The Court of Blades' large number of Nightmares is both a great strength and weakness. Its high turnover has led to a highly adaptable structure that can handle rapid change with little difficulty, but this turnover extends to highest levels, including their leadership, and has resulted in a loss of history, experience and records of debts owed to the Court. This turnover has also, over time, attracted Fae and Nightmares who are more in tune with death, winter and darkness, finding it a natural fit.

The Court of Blades places an emphasis on honor, freedom and strength. Many Nightmares and Fae believe honor supersedes the law and will make

their choices accordingly. It is the value of honor that keeps the Blade Court functional, despite its fractured politics. Those members who are deemed honourless are cast out, hunted down and killed.

STRUCTURE

The Court of Blades has an extremely fluid structure that is quick to recoup after losses and able to respond to a variety of threats quickly. The disadvantage to this highly adaptable structure is that the Court of Blades is constantly changing, which lends itself to instability. There is high turnover not only with the new Nightmares, but at all levels of the court, including its Thanes.

LEXICON

Triath: The formal title of a Fae who adopts a Nightmare, or has otherwise acquired them into their Fuill; counterpart to Lord in the Court of Roses.

Fuill: Of the same blood; family; sharing the same Triath

Uachdaran: This is a secondary Lord, someone owed fealty due to debt. such as receiving a valuable gift from them; payment is in labor or fighting and takes a long period of time to repay.

Slighe: the stronghold realm of the Court of Blades; connects pieces of the different territories together.

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At the top of the Court of Blade's hierarchy are the two Thanes, who rule separately. On the surface, the Thanes rule by fear, violence and their own strength, however, much more of their power comes through honor and the intricate webs of loyalties their Fuill hold. Each Thane chooses their own Honor Guard and Rear Guard, paying them for their loyalty and service by gifting land from their holdings in the Slighe. These positions are in the Thane's Fuill and the highest positions within the Court of Blades, after that of the Thanes. The position of Honor Guard slightly outranks that of Rear Guard, and there are only two for each Thane. These Fae are expected to act as both bodyguards and second in command with a more aggressive role, while Rear Guards are expected to spend much of their time and resources on defense of the Court of Blades' territory.

At the higher levels of the court, the Fae and their Fuills owe loyalty to only one of the two Thanes. Middle- and lower-ranking Court of Blades members often owe fealty to two or more

Lords. The first is their Triuth or Fuill head, and the second they owe a debt of service to, usually for land in the Slighe, access to valuable resources or a blood debt. In most cases, both the Triuth and the Uachdaran are Fae, though not necessarily so. The further down the hierarchy one moves, the more overlap and double loyalties one encounters to the point where lower-ranking individuals rarely have a clear faction, owing fealty to both. Ideally, the two Thanes would work to the same purpose, and the Court of Blades can be devastating at these times, however, more often than not, they work at cross-purposes, and the divide between the two factions within the court becomes noticeable, causing problems for those low in the hierarchy.

THE FUILL

In the Court of Blades, the Fuill is the most important structural unit. A Fuill in the Court of Blades is a unit made of Nightmares, their Triath—typically the Fae that adopted them—and



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any Fae directly subordinate to the Triath. Each Fuill is different and the dynamics are diverse, but the Court of Blades considers this to be a familial unit, and most act as such, though a Triath is free to interact with their Nightmares as they see fit. Should a Fuill suffer the loss of its Triath, its members may dissolve the Fuill and seek to join a new Fuill, or a member of the Fuill may take up the position of Triath, usually a Fae, but occasionally a Nightmare will do temporarily.

Tasks and duties are passed to a Triath to deal with directly, or given to a member of their Fuill to deal with. In this way, tasks can be passed along, broken into smaller parts and doled out, or directly dealt with by the Triath. A Triath is held accountable for any job given to them, including assignments and missions they have passed along to others. Because of the shared responsibility, many higher ranking Fae will still hand a substantial number of the more important jobs to members of their Fuill who can't pass them down. In theory, this practice leads to higher-ranking Fuills having a vested interest in the success of those beneath them, however, in practice this rarely results in any meaningful training or resource sharing. It also means that the higher-ranking individuals have little control over who completes any specific task, unless given to a Nightmare of theirs.

PACKS

A pack in the Court of Blades is very different than their counterparts in the Court of Roses. Tight knit packs are an abnormality among the Court of Blades, and a Blade pack operates as a team to accomplish a specific objective. Packs are usually large with a mix of experience levels among its members. Most have a core group of two or more members from the same Fuill, with individual members who are sought out based on what skill sets are needed. It's common for fallen members to be replaced by new Nightmares, and more packs to be split up and merged with other

packs, depending on the mission needing to be accomplished.

RECRUITMENT

Court of Blades Fae typically adopt larger numbers of Nightmares than those of other collectives, generally having between six to 10 Nightmares at any one time. Blade adoption forges an active link between the Triath and Nightmare. As such, the Triath can manipulate the power invested in their Nightmares, giving more or taking back what they've given and, most importantly, when a Court of Blades Nightmare dies, the power invested in them returns to their adopting Fae. When a Fae from the Court of Blades dies, the power is dispersed to all the Nightmares who have an active adoption link to them. This results in the Court of Blade losing no raw magical power from individual deaths, until a member with no adoption links dies.

RE-ADOPTION

Re-adoption occurs within the Court of Blades, typically upwards in the hierarchy. The original power tie to the Nightmare's Lord is severed, and a new one forged. If the original Fae is a Blade, the power returns to the Fae as if the Nightmare died. This re-adoption is generally treated as a normal trade, either offered in payment for something, or to buy off a particularly large debt. However, it is considered a dishonor to re-adopt a Nightmare to someone lower in the Hierarchy, while adopting a Nightmare upwards as a reward is looked on favorably, and can have considerable benefit in terms of resources or favor. This is a common way for Blade Nightmares to rise in the ranks, and it is rare for the Nightmare to be "traded up" without consulting them first.

Court of Blades Fae will also re-adopt members of other courts if they can. In most cases the Nightmare is willing to come to them, however, in some cases they may be prisoners or repaying

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an outstanding debt. Blade Fae will preferentially target Nightmares they see as valuable: either very competent fighters or makers, and will typically adopt Nightmares that members of their Fuill know well. The most common instance of an unwilling adoption is as an alternate way of honorably meeting a vendetta—essentially forcing the blood-debt to be paid by claiming a Nightmare who is a member of the same “Fuill.” Because of the way the Court of Blades hierarchy works, a Fae who wishes to become a member of the Court of Blades must find a Triath to accept them into their Fuill, this is impossible to force as there is no adoption link to re-forged in a Fae.

RESOURCES

The Court of Blades is notably resource poor—while the raw magical power of its members may not be lost easily, almost everything else is. Looting a corpse for any useful resource, whether previously an enemy, ally and even family is normal and not a mark against one’s honor, nor is using it as fodder for necromantic magics. Resources in the Court of Blades specifically belong to a Fuill, pack or individual, the only property of the Court of Blades is the Slighe, and it is treated as the personal property of the current Thanos.

The Court of Blades values items based on practicality: things needed for survival, weapons, food or territory are highly prized. Gifts given within the court of blades always come with strings attached or obligations to be fulfilled, and giving a Blade a gift is seen as attempting to gain their debt and a hold over them. The recipient may repay the giver in kind, or in loyalty and service. In cases where the gift is extremely valuable, the loyalty is expected until death.

Generally Mortal territories are held by Packs, and many of them keep several safe houses and emergency caches of weapons and medical supplies. These resources are generally used in defence of the territory, but may also be made available to

other packs for a fee. Each pack fiercely guards its territory from rival courts but also members of their court who are looking to increase their own territory and rank.

Resources and materials accessed through one’s Triath and Fuill are not considered gifts but family resources, and not technically subject to the rules of obligation and repayment—though a new Nightmare will find their Fuill and Triath miserly with resources until they’ve proven themselves. In addition, adopting a Nightmare in the Court of Blades and giving them their Aimn, however, is considered to be a very large “gift” and therefore the Nightmare owes their Fae Triath substantially.

HONOR

The Court of Blades has a culture based on honor, and losing and gaining honor is serious, and it is expected for a Blade to take pride in their accomplishments and victories. Those who are considered honorable find that they are in a better position negotiating with other members for Packs and trade, and may have the opportunity to move up in the command chain of the court. But to see the benefits of this, others need to know of it. High numbers and turnover mean that one has to make themselves stand out both in actions and promoting themselves. While other courts consider “Blade boasting” to be stupidly rude or ignorant, the Court of Blades structure requires that those who are due respect claim it.

Accomplishments such as a victory over superior numbers or a well-known opponent are worthy of honor; along with these are surviving deadly fights, “acts of bravery” such as sneaking into a Rose party and making it into and out of the Blood Pits alive. Blade Makers share in the honor of any victories where their works are used—an enchanted dagger that immobilizes the enemy or a custom-crafted sword used to deliver the killing blow against a powerful foe are worthy of

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honor along with those who wield them. There are particular rules of honor surrounding the Aimn, discussed under that section. A Triath who weakens or kills their own Nightmare is considered honorless and has essentially caught itself in an unpayable Blood Debt. Outside of an assassination attempt, there is little where such an action would not be considered dishonorable. This threat of honor loss is the only protection a Blade Nightmare has from their Triath; there are no other laws or customs that do so.

FAVORS

Members of the Court of Blades are responsible for enforcing their own contracts. Those unable to do so are considered weak, and often set themselves up as an easy target within the court. Blades, unlike Nightmares in many other courts, are expected to deal with the infractions directly. On the flip side, to break an agreement by not paying what you owe is a large stain on one's honor, and subject to the retribution that entails from the entire court.

Because of this, members of the Court of Blades are extremely cautious about offering favors and will generally prefer to over pay for something instead of owing a favor, or taking an underpayment instead of a later one. Unlike with the Roses, if someone you owe a favor to dies or is otherwise unable to collect on it, this is still a mark against you. As a debt that cannot be paid back permanently lingers, even a small favor is not worth owing. Many Blades clear their debts as quickly and cleanly as possible, and if unable to do so they work to ensure the one who holds their debt stays alive long enough that they can fulfill it. As appealing as this may seem to the person negotiating for the favor, a Blade will consider any effort put forward to guard them a part of working off the debt, even if not negotiated for.

BLOOD DEBTS AND VENDETTAS

Blood Debts occur when a member of the Court of Blades kills another member or maims them in such a way to render them permanently useless. There are a few other ways in which they may occur—such as the theft of an Aimn. Occasionally, a Triath or Fuill may decide to leverage a blood debt against a member of another court if they feel their Fuill member was killed through a honorless means, though this is rare as it's almost impossible to collect on. The size of the blood debt is proportional to the honor of the Blade harmed, and paid to their Triath. In any case, a blood debt is a very large debt, requiring substantial resource transfer or work.

Blood Debts are a deterrent to the severity of the internal fighting that occurs in the Court of Blades. Despite the court's reputation, intra-court fighting is not as violent as other courts think or as the Blades make it out to be. Fuill members are expected to seek revenge for a Fuill member or partner whose blood debt has not been paid. If a blood debt is unpaid, the Fuill is expected to kill the offending party and transfer the debt to the offending party's Fuill. This can occasionally lead to a series of vendettas where neither Fuill will recognize an owed blood debt, though again, this is not common. Another way to repay the blood debt is through re-adopting a member of the guilty party's Fuill to the one harmed—after the offender has been killed.

AIMN

When a Nightmare is adopted to the Court of Blades, they are given a bladed weapon known as their Aimn. Literally translating to "name," the Aimn is a record of a Blade's honor. Aimns can range from daggers, spears, short swords or any other bladed weapon, though as they are expected to be with their owner at all times, they are usually smaller weapons. It is required that a Blade keep

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their Aimn updated, and the script on it gives important information about the individual: their Triath, Fuill, pack and position within the court and a record of their most important achievements.

A Blade is expected to have their Aimn on them at all times, and to leave it behind is a major mark against one's honor, and even from a purely practical point of view a terrible idea. Blades without their Aimn run the risk of being mistaken for an imposter and killed, and as they have "left their name behind" no blood debt is incurred. Failing to recover a fallen Blade's Aimn is a large stain on one's honor, while recovering one from an enemy is a boost.

A fallen Nightmare's Aimn may be given to a new Nightmare. The enchantments and script from the previous Nightmare remains, and while not considered part of the new Nightmare's history, there is still an expectation to live up to the previous Blade's legacy. For this reason, Aimns are not always passed to the newest Nightmare, but the one who is expected to fulfill the role and function of the fallen Nightmare most closely. An Aimn which has formerly belonged to someone who has disgraced their Fuill, Tirath or Court will be destroyed instead.

LAW

- Obey your Triath, Uachdaran and Thane.
- Do not aid the enemy.
- Do not lie.

The Court of Blades has few laws, relying instead on its honor code to manage the conduct of its members. Breaking Blade law is punished harshly. Those who are ostracized find themselves without allies or access to resources necessary for survival, while still needing to be wary of the Parliament of Filth and Court of Roses as well. Often, members are not simply ostracized, but also hunted by their previous court. Very few collectives will take a Nightmare ostracized from the Blades, as there's

a perception of the court being wild and lawless. Those who chose to become members of the Shadow Host may have access to that land and its members, but many collectives actively hunt down Shadow courtiers, often entering into the Shadow Realms themselves.

The law against lying is relatively new, and the Court of Blades is not strict on enforcing it—metaphor, exaggeration and all but the most bald-faced lies are excusable, and even then, it's only a small mark against one's honor. However, if the infraction occurs under outside collectives' rule, in the Undermarket or an Eclipse, the Blade owes a debt to the affected party, and has lost a larger amount of honor. This law was only created because the Undermarket was threatening to close its doors to the entire court. Blade members were regularly caught breaking the Undermarket's rule against lying, and the Court of Blades' particular honor system made surviving the Blood Pits a deed worth boasting about. As such, this was an embarrassment to the Undermarket that they demanded be dealt with.

MORTAL INTERACTION

The Court of Blades is indifferent about Mortals knowing of the Fae's existence. Most Nightmares, however, still keep their Fae nature concealed as those who draw attention to themselves are higher priority targets for the Court of Roses. Likewise, catching the attention of the Arden City Police Department also makes going about their business unnecessarily difficult. In dealing with humanity, there is an issue of practicality and convenience most Blades weigh when making decisions. Many Blade Fae consider humanity a useful means of supplying resources, or at most an irritation which gets in the way of their activities. Despite this general disregard for humanity, Blades are more likely than Roses or Filth to maintain familial and romantic ties with Mortals, and the court has a substantial number of Mortal allies,

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some of whom are ignorant of the Fae, but many who are not.

ENTERTAINMENT

Unlike the Court of Roses, few Blade Nightmares are adopted without a practical role, and hence there are very few who are entertainers. Due to this, most Blades will use Mortal venues for downtime and entertainment, and busier locations are generally seen as the safest from Roses. There is also a tendency for some of the more brash Blades to sneak into clubs, bars and parties associated with the Court of Roses, as it's also worthy of boasting about later.

HISTORY

The known history of the Court of Blades exists only as short segments followed by long periods of silence, forgotten by all but a few Fae in other ancient collectives. No Fae from the Court of Blades' origins remain. However, seeing the turnover and loss of knowledge plaguing the court, a long-dead Fae created an item, the Heart of Blades, to record the history of the court and reveal it only to a member of the Court of Blades—this relic has been missing for generations.

The history within the Heart of Blades tells of many things, including the beginning of the Court of Blades. During the battle of Black Forests, several Fae war hosts were ambushed and crushed. Among the blood and fire the Sword Thane of Ciar rallied the surviving Fae and counterattacked. The human army broke under the unfettered ferocity of the retaliating Fae, and fled leaving the Black Forests. This was the formation of a new collective, the Host of Retaliation, with a unique purpose. The Host fought not to win the war, but to buy time for remaining Fae to escape. Throughout the war, the Host of Retaliation grew larger as it gained members from Fae and Nightmares of broken courts, and those who separated from their courts

to join in the defense. After the fulfillment of the agreement ending the war, when the Fae were safe from the threat of the Bane carrying Mortal armies, the Sword Thane disbanded the Host of Retaliation, and many were secured spots in other collectives. However, some of the Fae chose instead to stay as a last defense, should they be needed again, and formed the Court of Blades; debts owed were transferred to the new collective. To this day, there are still Fae who owe the court their lives, for saving them from oblivion.

KEY FIGURES

THANE SKADI

Thane Skadi is the younger of the two Thanes who rule the Court of Blades. Strong, clever and merciless, she has earned the respect and loyalty of her faction instead of just inheriting it with the position. As a Frost Giant, she cuts an imposing figure, standing substantially taller than most Fae, and wielding a weapon most could not lift. Thane Skadi wields a specially crafted weapon, shaped like a man catcher with a central spike, it's incredibly effective at breaking swords and other more delicate weapons, while its sharpened outer edges allow it to be used like a pole-axe in battle. Despite this, she has the loyalty of only a small faction of the Blades, as she has been in power for less than a decade. Aware of Thane Sgàile's attempts to have her killed, she has not yet returned the attempts, as she needs him in place to keep control over his portion of the Court of Blades and a new Thane would be unable to do so.

MODI, OF THANE SKADI'S HONOR GUARD

A Stone Coat, Honor Guard Modi has been a member of Skadi's Fuill from before she claimed the Thane position, and was crucial in accomplishing this. Incredibly strong and ferocious, combined

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with an unshakeable loyalty to his Fuill and Thane, Modi is Thane Skadi's most trusted ally, after the death of the Rear Guard, Bior. Distaining armor, Modi prefers to rely on his naturally toughened skin and ability to crush enemies before they can do any noticeable harm. Wielding an enchanted bone axe, Modi is capable of cutting through swathes of enemies, stone and metal without effort, and is a terrifying force on the battlefield.

OCTOBER, OF THANE SKADI'S HONOR GUARD

An ambitious Aos Sidhe of Fire, October earned her position by publically challenging and killing Thane Skadi's previous Honor Guard Sgiath in a duel. A young Fae, her origins as a performer are noticeable as she wields her magic with words, burning opponents, and using her Phoenix Bone Knives as back up if an enemy gets in close enough for melee. As an Honor Guard, October hunts out and eliminates attackers who are hidden, or at a distance.

THANE SGÀILE

Thane Sgàile has kept his position as Thane of the Court of Blades for a surprisingly long time, and the majority of the court owes more loyalty to Sgàile than Skadi. He earned his position in the Blade Court through sabotage, assassination and manipulation. Distrustful of Thane Skadi, his attempts to kill her and her Fuill have been frustratingly fruitless. Rising to power in the late Edwardian era, Thane Sgàile still retains the style and manners of this era, and a charismatic front barely concealing his ruthlessness. He wields a pair of Praxis Daggers created during the Ancient War. These unique weapons are always at his side and ensure each failed attack against him only adds to his power.

ALESSA, OF THANE SGÀILE'S HONOR GUARD

Chosen by Thane Sgàile for his Honor Guard because of her potent magic and ability to take control of a fight, Alessa has an incredible ability to cause confusion and havoc, disrupting a single opponent or an entire battlefield, such that Sgàile and Morgan can capitalize on it. Known for toying with her victims before killing them, she's a cruel Fae, even for the court of Blades. The sound of her voice is enough to send even powerful Fae of the Blade court in the other direction, and her only edged weapon is her Aimn, a long needle-like rapier thickly engraved with glowing script.

MORGAN, OF THANE SGÀILE'S HONOR GUARD

Though zirs current public identity is that of the (late) Morgan Walther, this Honor Guard has no consistent form ze takes on in Fae dealings. An expert with combat shape shifting and trench knives, Morgan is an agile and difficult foe to hit in combat, though ze prefers to use Gun-Like-Devices as many Fae neglect to account for ranged attacks of their caliber. Formal and distant, with a dry sense of humor Morgan is incredibly secretive even with zir Fuill. To zir Nightmares, Morgan is a kind, supportive and a patient instructor who earns their loyalty. To zir enemies, however, Morgan is cutting and derisive, provoking them to rage and capitalizing on their mistakes.

PATRICK, OF THANE SGÀILE'S REAR GUARD

Intimidating and calculating, Patrick is one of Thane Sgàile's Rear Guards. As a Glashtyn, he has the raw physical power and magics to make him a terrifying combatant, but also the charm and social enchantments to maintain an amiable façade, distracting from his true goals. Not content with this position, he has been plotting to take on the

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role of Thane—with no concern for the damage he may do to Arden or the Court of Blades in the process. He chooses his Nightmares carefully, calculating a careful balance between current and future use to him, and smart enough to do as he needs, but not so clever that they might decipher his plans. Patrick is stern and demanding with his Fuill and he expects strict obedience, with unpleasant repercussions if not met.

FORGOTTEN HISTORY

The following is currently lost to the Court of Blades and unknown to their membership.

The Court of Blades was born from the remains of the Host of Retaliation. During the Battle of the Black Forests, Mortal armies surprised several Fae hosts and inflicted heavy losses. It was among

the blood and fire that the Sword Thane rose up and rallied the remaining Fae, and struck back. When the champions of the Mortal armies saw the ferocity of the Thane and the rise of a new Warhost, their courage broke. The Mortals fled leaving the Black Forests to the Fae. It was here that the Host of retaliation adopted new members and renamed itself the Court of Blades. The Thane of Swords became the first Thane of Blades, and engaged on a mission to save and protect the Fae from humanity. As the war continued, the Host of Retaliation grew as it gained members of the scattered remains of Fae collectives, courts and armies. The Host of Retaliation fought to buy time so other Fae could escape. They tirelessly protect even the weakest Fae so they could flee to safety. To this day, there are Fae who look favorably on the Court of Blades for rescuing them from certain oblivion.

THE PARLIAMENT OF FILTH

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The Parliament of Filth is a modern Fae collective that considers itself unionized. Known as a mercenary court, the Parliament of Filth contracts out the services of its members. The Parliament of Filth also takes on temporary members, contractors, who belong to other courts. When a specialized set of skills is needed, these individuals are recruited for a short-term contract by a union representative. Some Fae courts associate a stigma with doing work for the Parliament of Filth. The decent wages, “health and dental” and the fact the Parliament pays in Mortal currencies is enough for many Nightmares to take the risk. When a court is in need of some of the best mercenaries, fighters or specialists, the Filth boast some of the highest quality—with prices to match.

MEMBERS

Easily identified by the potent stench they emit, Parliament of Filth members are immune to scent-carried enchantments and all environmental contaminants. In the Parliament, there are two types of members, full members and contract or temporary members. The Parliament of Filth will often contract members from other courts and grant them temporary dual-citizenship under a specific, limited contract. This entitles temporary members to the rights, benefits and duties of being a member of the Filth until the contract has been completed in full, or cancelled by the Lord Steward or Registrar. This includes the miasma that surrounds and protects Filth members.

Adopting a majority of their members from the homeless and marginalized, they have a disproportionately high number of Sighted members—people who were not able to mix in with the regular Mortals well, or cope with

the new reality they were seeing that few others could. The Parliament is also generally better at finding Sighted individuals before the other courts, and many collectives. The comparatively low number of Changelings stems from a different cause entirely—Filth members have tiny packs, and are thrown headlong into the mercenary culture, the temporary weakness caused by having a Changelings substantially decrease the survival rate of the original Nightmares, and as such, making one requires gaining approval from the Lord Steward. Due to the mercenary nature of the court, and shallow political structure, Nightmares need to be able to hold their own fast. By necessity, Nightmares who are adopted into the Parliament of Filth receive a much higher investment of power by their Union Representative than Nightmares would from their Lord or Triath in either the Rose or Blade Court.

UNION REPRESENTATIVES

In the Parliament of Filth, one’s adopting Fae, or “Lord,” becomes their Union Representative, except under exceptional circumstances. The Union Rep is responsible for bringing issues that require higher level involvement to the Lord Steward or Registrar after they have passed through the Council of Union Representatives. On the signing of a contract, temporary members are assigned a Union Rep. If one feels a Union Rep is failing to do their job appropriately, a grievance can be filed with the Council of Union Representatives, which will be investigated by one of their members or, depending on the allegations, the Lord Steward.

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PACKS AND CREWS

Nightmares in the Parliament have their own packs. These groups of Nightmares range from two to three at most and are tightly knit; in many regards they are similar to packs in the Court of Roses. Members of a Parliamentary Pack are responsible for each other. A Parliament of Filth crew is a group of Nightmares who are assembled under a given contract in order to complete it, often with a mix of permanent member packs and temporary members. These crews are more reminiscent of the Court of Blades, in that they are a group bound by a goal not comradery, and need to work well despite a rapidly changing mix of individuals.

CONTRACTS

Contracts can be proposed and paid for by the members of the Parliament or an outside party. Many contracts are set by outside courts, bringing a large amount of resources in the Parliament. The Parliament of Filth also takes a cut of every contract as administrative fees. The more lucrative contracts are bid upon by packs and crews already a part of the Filth, whereas lower-value contracts have a predetermined price. The rules for contracting members of the Parliament of Filth are straight forward and must always comply with union regulations.

WORKING FOR THE FILTH

The Parliament of Filth is unique among the local Fae courts as it deals in Mortal currencies—cash, prepaid credit cards and more modern untraceable currencies, currency the Roses consider distasteful, and the Blades often find themselves needing. For many Nightmares with rent, bills or even just in need of spending money, working a temporary contract for the Parliament is easy compared to selling magic knick-knacks for money.

A Nightmare must be wary when taking a contract as it could mean working with or for members of an enemy court. Even Nightmares who are careful with the contracts they take still risk furthering a goal that harms their court and themselves. One practice of the Parliament is to here a lead diplomat from a different court they are in negotiations with. They give the Nightmare a reverse-gas-mask to hide their identity and then send them to negotiate against their own court on behalf of the Parliament. Because of these considerations, the Court of Roses holds substantial disdain for its members taking contracts with the Parliament, however, it is not an uncommon practice, just one no one will admit to.

GEAR

WEAPONS

The Parliament is one of only a handful of Fae Courts that is capable of enchanting Mortal materials, but the peculiarities of the enchantments render the weapons dangerous to yield unless by a member of the Parliament, and even then, the enchantments are limited to mechanically simple items. The armor and weapons of the Filth are usually described as foul, disgusting and deadly. It is common for weapons and armor to collect their own auras of decay, such as corrosive rust, weeping sores or infestations of carnivorous maggots. Due to the contaminating nature of Parliament of Filth weapons, even a scratch by one can be as deadly as a strike to vital organs, though generally slower. Even the Filth are careful with their own weapons, as they are not fully immune to them.

AURA OF STENCH SUPPRESSORS

The stench is the one of the most effective advantages a Filth Nightmare has over its opponent in a fight. Anyone facing a parliamentary member in a battle must not only fight their opponent

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but also their gag reflex. However, there are times when subduing this advantage is a necessity. Nightmares that belong to the Parliament have access to reverse gas masks. When worn, the gas mask removes a Nightmare's stench and thoroughly hides the wearer's identity behind a very powerful glamor. There are also dog collars and similar that subdue the stench, but do not hide the wearer's identity. The gas mask is the only option given to temporary members and the favored Parliament of Filth aura suppressor.

TERRITORY IN ARDEN

The Parliament of Filth is spread across the world and occupies a vast collection of small territories in almost every major city with a Ley Line. Each territory is the responsibility of a single Lord Steward, who is in turn responsible to the Prime Magistrate. Territories of the Parliament of Filth are traditionally abandoned streets, garbage-strewn alleys, city dumps, industrialized sectors, manufacturing plants and areas too contaminated for Mortals and Nightmares without the Parliament of Filth's environmental immunity. The Arden Branch of the Parliament of Filth has two small territories: the first is a small area in the downtown core, near the old marina; the second surrounds the city's main recycling center. This lack of territory is deceptive, as underneath the city the Parliament of Filth has uncontested control of the entire sewer system.

STRUCTURE

As an international court, the Parliament of Filth has territories and chapters spread across the globe. These chapters are independent of each other but, when necessary, can draw on support from one another and can bid against each other for large scale contracts, or those specifically opened to them. Each chapter holds its own territory; members from other chapters are required to report to the local chapter Registrar to acquire permission to enter.

The Parliament adopts pseudo-unionist behavior in each of its chapters. Major decisions, which affect the entire Parliament, must be voted on and ratified by the international membership, however, these occurrences are rare. Most decisions are smaller scale, and only the affected chapters are given a vote on the matter, any permanent member who is up to date on their dues may vote on these matters. The Parliament of Filth has a fairly shallow hierarchy and while roles are quite ridged based on seniority, there is no disrespect aimed at those lower on the chain, or temporary members. At the top of the hierarchy is the Prime Magistrate who oversees the entire Parliament of Filth. The Prime Magistrate approves the appointment of new Lord Stewards, and demotes them when necessary. Second are the Lord Stewards, who are each responsible for a single chapter, then the Registrar—an internally elected representative of the chapter to the other chapters and to other collectives. Fae occupying the council of Union



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Representatives report directly to the Registrar and Lord Steward, and have a slightly higher status than other Union Representatives. Each Union Representative is responsible for their assigned contractors. This includes any Nightmares they have adopted, temporary members assigned to them, and Fae not powerful enough to claim a representative position. There is typically a secondary hierarchy within a particular Union Representatives contractors, based on effectiveness and seniority, with temporary contractors at the very bottom of the pile.

UNION REGULATIONS

The following regulations apply to all members of the Parliament of Filth including, but not limited to, full-time members, temporary members or those from visiting chapters.

- Fae and Nightmares under contract are considered to be members of the Parliament of Filth for the duration of their contract or pending its cancellation as validated by a Union Representative.
- Each member of the Parliament of Filth is subject to all of the rights, privileges and responsibilities therein.
- A member of the Parliament will, not even under contractual obligation, inflict harm on another member of the Parliament. Any term in a contract that would require harming a Parliament of Filth member is void by design, with the remainder of the contract, and payment to be valid.
- All grievances against a member of the Parliament must be presented to the appropriate Union Representative, who will convey a committee and strike an inquiry into alleged allegations.
- All broken contracts are to be followed up on and verified by a member's association Union Representative.
- A member of the Parliament's word is binding and considered to be a verbal contract. Do not lie, to do so undermines the nature of contracts and the foundation of the Parliament.
- A member of the Parliament is not to be questioned

about their collective of origin by another member of the Parliament.

- A member of the Parliament's mask is their right and all members have the right to refuse any request or demand to remove it.
- Parliamentary resources are not to be used to further the goals or interests of another Fae collective or individual, including those of the accessing member.
- Union dues are due to paid by one season after joining and every following year at the same time. If a temporary member, then an additional due is to paid at the completion of any contract longer than one season.
- Any member of the Parliament of Filth found to be abusing their privileges as a member may have them revoked.
- Any member found to be in violation of contract may be subject to cancellation, additional duties, remedial action, or other forms of compensation as determined by a meeting of Chapter Union Representatives and the Lord Steward.
- Union Representatives may not alter their Nightmares without consent. Any modifications must be filed with the Lord Steward followed by a meeting with both Nightmare and Union Representative.

UNION DUES

The Parliament requires payment of an annual due from each of its members, in addition to a cut of all contract work. In exchange, it provides members with a variety of benefits including health and dental benefits. While monetary currency and valuables have their place, dues are paid in the form of objects of knowledge, of which the interesting ones are given to the Prime Magistrate by the Lord Stewards. Objects of knowledge can vary from a major corporation's tax receipts for five years to a treasured keepsake, present for secret negotiations. Information from such items is invaluable as the Prime Magistrate discerns information from them through an almost Oracle-like power.

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KEY FIGURES

THE PRIME MAGISTRATE

The Prime Magistrate is the head of the Parliament of Filth and orchestrates their activities on a global scale. Once a year, the Prime Magistrate holds audience with each Lord Steward privately to teach, guide, reward and punish. The Prime Magistrate functions in a parental role, taking an interest in the success and well-being of each of its members. A fairly young but surprisingly powerful Fae, its physical form is a floating island of garbage, usually occupying a position in the South Pacific Gyre. It obtains the collected knowledge of anything that touches its surface. The increased accumulation of garbage and important pieces of information brought by the Lord Stewards add to its knowledge, creating a living archive that guides the course of the parliament. Though its position entitles it to make broad sweeping and binding demands, the Prime Magistrate prefers to leave all but the most immediately necessary decisions to a vote from its collective.

THE LORD STEWARD

Each chapter's Lord Steward is responsible in overseeing the direction of the chapter and ensuring the will of the Prime Magistrate is carried out, and that they uphold any binding contracts and decisions by the Parliament of Filth as a whole. In times of crisis, Lord Stewards from different chapters will assist each other with resources and manpower. Taken from the ranks of the Filth, the Lord Stewards are chosen for both their political acumen and their capabilities as warriors. They are expected to work alongside other members of the Filth, which creates a more informal, but no less-effective power structure among parliamentary members.

Arden Branch's Lord Steward is unmistakable. Appearing mostly human with gossamer wings,

he looks to be wearing a very ornate full-face gas mask. However, the bright coloration, antennae and bug-like eyes are his own face, the gas-mask only covers his mandibles. Known for his reckless assaults in combat, the Lord Steward is highly respected, but many expect that the position will open sooner than usual, and this has influenced the court's choice of Registrar. Secretive and quiet, the Lord Steward rarely speaks, but when he does, the clear thought behind his words holds much weight.

THE REGISTRAR

The Registrar is the second in command to the Lord Steward and one of the few diplomats the chapter has. The Parliament of Filth prefers to have Registrars who originated from outside the Parliament, and can offer alternative insights into their allies and enemies. When grievances are filed about contract violation from outside the Parliament of Filth, it is the Registrar who deals with the matter and renders judgment. Should the Lord Steward die or disappear, the Registrar is to fill the position until a replacement Lord Steward is appointed.

Arden Branch's Registrar is a Dullahane who goes simply by Eric. Tall and lanky, his right arm and a chunk of his throat are made of corroded gear work and enchantments. Blade tattoos are visible on his other arm and the remnants of his throat. He joined the Parliament permanently when the Doctor saved his life and replaced the dissolved limb and voice box, and quickly gained a strong reputation before eventually being voted into the Registrar position. More calculating and cynical than is typical for the Registrar position, Eric is quick at assessing others' strengths and weakness, using both in negotiation or a fight. He keeps a large trophy collection from his many victories, and displays them with pride, quick to recite their history and how they came into his possession.

THE DOCTOR

Every chapter has at least one doctor, as the Parliament takes care of its members, valuing the experience and training put into them.

The Arden Branch's doctor is simply referred to as the Doctor or the Good Doctor. He is an amiable but frightening physician; his calm demeanor and stoic nature belay his grotesque medical practices,

ranging from enchanted rats who eat infected flesh to parasitic mites capable of binding lacerations and knitting bones. His plague doctor's mask and wide-brimmed hat are not removable, being a part of him. Accompanied by an aura of fear, his disconcerting nature and grotesque cures often cause patients to resist seeking his medication attentions—especially those who can get them elsewhere.

ECLIPSES

Originating in the Ancient War, these neutral oases have continued to exist, even in Arden. They must follow rules set in place by all the local courts instead of a single one, as they belong to no particular court. Easily identifiable to those with the Sight, all Eclipses are marked with the symbol of a crescent moon overlaying the sun. All follow a similar set of rules, the details of which may vary slightly between them.

ECLIPSE RULES

- No Mortal, except those of allied Noble Mortal status, is permitted access to an Eclipse.
- No one banned entry to Arden or the Undermarket may use an Arden Eclipse, save the above mentioned Noble Mortals.
- No Banes are to be brought into an Eclipse. Nightmares and Fae with Bane attributes must keep them under control at all times.
- No combat or inflicting harm on another patron.

Eclipses are the only official locations in Arden where members of the different courts may congregate without conflict. Breaking the laws of the establishment is a quick way to anger every local court—including your own. As such, they are used for a variety of purposes. Some are looking for a refuge from the war and a safe place to relax; others are conducting business with untrusted individuals. Though conflict is not allowed on the premise, there are still risks. There are those who choose to spy and predate on the other Nightmare patrons, reporting on suspicious activities, or following targets offsite. In recent years, the rules of the Eclipses have been extended to cover not only the Eclipse proper and any Mortal portion of the business, but also the surrounding blocks, as individuals using them as ambush locations brought unnecessary attention to the Eclipses by Mortals and the police.

These locations are run by Fae with power to rival the leaders of any minor court. They're also protected and staffed by members of all the courts in the region, and these staff members are considered to be neutral to any inter-Fae conflicts for the duration of their tenure with the Eclipse. Staff breaking neutrality, even off shift, are subject to reprisal by the injured court.

THE GOBLIN BAZAAR

If you need something illicit, dangerous, distasteful or completely forbidden, the Goblin Bazaars are your best bet to find it. Unlike the Undermarket, there are multiple Goblin Bazaars. All are local locations, large cities may have several, while rural and suburban areas often have just one serving multiple locations. Almost impossible to find, these locations are known for snatching their customers unaware. One might walk down an alley or open any door and find themselves stumbling into the local bazaar. Those who actively seek them will never stumble upon the Goblin Bazaar, however, it is possible, if incredibly difficult, to intentionally get to, there are tricks and keys if you know how to get them. Similarly, leaving is almost as difficult. The bazaars only let those who aren't searching for an exit to leave. There appears to be little rhyme or reason as to who finds the bazaars, though they definitely have their favorites, and Nightmares and Fae are more likely to do so than Mortals and beasts.

There is no mistaking a Goblin Bazaar when you enter it. The smells of strange meats and vegetables being cooked permeate the air, and the cries of vendors selling their wares sound far off and muted, echoing across the paths. Vendors in the Goblin Bazaars can and will sell almost anything to anyone, as long as they can pay. Illegal weapons, cold iron, Mortal items and magical narcotics are sold alongside exotic flowers, children's toys and broken enchantments. The Goblin Bazaars are open to any who walk into it: Mortals,

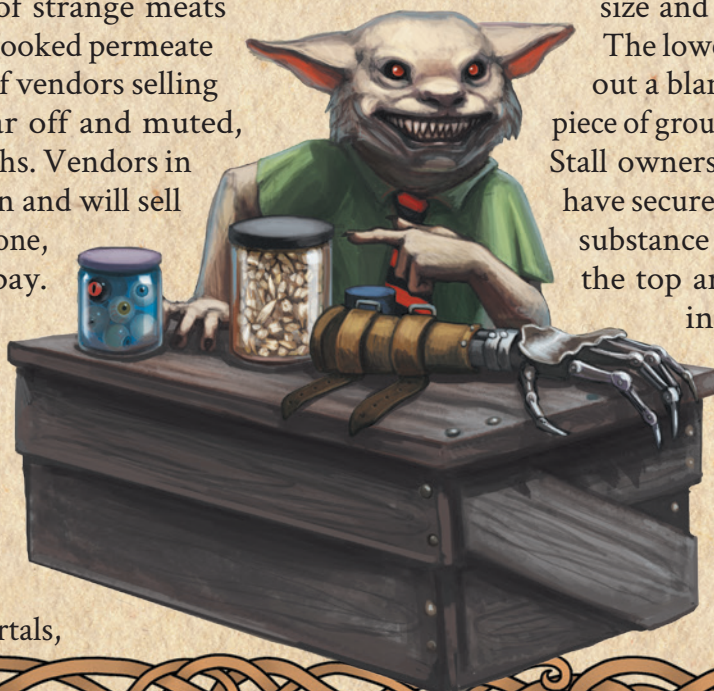
members of the Shadow Court, wealthy, poor, human or beast, it doesn't matter. There are few, if any, rules in the Goblin Bazaar save buyer, and vendor, beware. This makes the Goblin Bazaar a dangerous place of business, as customers and vendors alike need to watch their backs, lest they become goods themselves.

With the Goblin Bazaar's lawless nature, security and dealing with thieves becomes the responsibility of each individual vendor. As such, only the smallest stalls can afford to forgo security—whether Enchantments or personnel. The varied clientele also means that most shopkeepers won't rely on a Nightmare or Fae's word and, as such, contracts tend to be both extremely short term and backed up with collateral.

HIERARCHY

There is an informal hierarchy of vendors within most Goblin Bazaars. This relates directly to the size and grandeur of their stall.

The lowest ranking can only eke out a blanket or tarp and a small piece of ground to claim as their own. Stall owners, and those with tents, have secured more space and actual substance to their storefront. At the top are shop owners—these individuals have been a part of the bazaar long enough to build a permanent store, usually these claim a substantial amount of space, and because of their solid walls, they're much easier to oversee.



THE UNDERMARKET

Stepping into the Undermarket is overwhelming—the pathways packed with Nightmares and Fae from across the globe, the sounds of countless vendors hawking their wares, the sights of widely varied stalls and products. Deep underground, and with no lighting provided, the Undermarket should be incredibly dim, but instead it's brightly lit with the glow of Enchantments and magic from the vendors.

The Undermarket exists in the largest Fae Realm connected to the Mortal world. Incredibly vast, it has connections to almost every Fae Collective on the planet, and serves as a marketplace for them all. The Undermarket lines the inside of a giant mountain, with hundreds of levels growing inwards like a shelf fungus. The center is empty, and looking up and down across this gap, it is possible to see the levels above and below.

The level corresponds directly to prestige and price of the stalls, as well as safety—as one goes to the higher levels the quality of goods, services and clientele increases until you reach the topmost levels reserved for members of royalty, councils and other Fae leaders. Conversely, as one descends, the levels become darker, dirtier, less patrolled, and the standards more questionable. On these lower levels, despite the penalties, there are pick pockets and thieves who survive by preying on others, and dubious merchants who will try and swindle or frame customers.

MARKET LORDS

The Undermarket is ruled by a council of 13 Market Lords. Each has a series of levels that they preside over as the ultimate authority, second only to the laws they have collectively declared.

The Market Lords adopt large families, generally picking from among their vendors and regular customers. The position of reigning Market Lord is inherited, as while uncommon, Market Lords are occasionally killed. When this happens, the position is passed to one of the Market Lord's children, though they must be Fae, and not Nightmares to take the role. While only one descendant may inherit the reigning Market Lord position, there are many positions that the others fill, including security, collections, secretarial, processing and so forth. The Market Lords' ability to invest their power in many Nightmares simultaneously and still remain powerful enough to be unchallenged is unheard of outside of the Market Lord families, and has garnered them much respect, fear and admiration.

Any Fae or Nightmare of a Market Lord Family, who is a potential reigning Market Lord, also carries the title Market Lord.

The Market Lords are instantly recognized by their heavy green wool cloaks and carved staffs. Potential Market lords have a thin strip of silver along the edges of the hood and cloak, while reigning Market Lords have a thick strip of silver silk several inches wide. Most adorn their cloaks with a family crest, and goods from the very best and personal favorite vendors on their levels. The staves are thick, full staves with Luminescent green runes and symbols carved into them. These staves are incredibly powerful, but more importantly a symbol indicating that one is of a Market Lord family. Each Market Lord's staff is different, hand carved by the Market Lord while still a Nightmare.

While the adoptees of the Market Lords carry traits and appearances relating to their original Fae,

FAE MARKETS

there are certain features that are consistent. Like many of the nocturnal Fae they have golden eyes, but also almost translucent skin and white hair. Tall, with exaggerated and oversized features, they have an eerie grace to their movements. Market Lord families are also known as the Dé Dána, one of the branches of the Tuath Dé Danann, the direct ancestors of the Sidhe races and goblins, and one of the oldest Fae Races.

SECURITY

The Undermarket is responsible for providing security for its vendors and customers, as such, there are a large number of Nightmares and Fae who patrol the different levels. These individuals are known as Wardens, and are descendants of the reigning Market Lord. The Wardens are afforded a large amount of autonomy, acting as judge, jury and executioner of Undermarket Law. Each has the right to contact their reigning Market Lord directly in case of unclear breach of law, or a critical security decision. Though they do not have the right to ornament their hood and cape, each has a uniquely carved staff, as do all the Dé Dána. Wardens always travel in pairs, though in the lower levels and when training or working with younger Wardens, these pairs tend to gather into larger groups.

Regardless of how you get to the Undermarket, you have to pass through one of the many entrances, which will take you right by the Mirror-faced Bean Nighe. Unlike the Wardens, these sentries are not descendants of the Market Lords. A part of Market Security, these Fae act as sentries, looking for potential problem customers by scanning through everyone's future. While the far future is difficult to predict, the immediate future is far easier and more accurate to detect. Many also offer the possibility of a glimpse of your own potential future, for a small fee.

LAWS

The laws of the Undermarket are clearly posted on every entrance and at every market square:

- No one shall disobey the order of a Market Lord.
- No lying or misrepresentation of a good, service or any other.
- No one shall break the peace.
- No one shall commit theft.
- No one shall impersonate a Market Lord or Market Security.
- Cold Iron is not permitted.
- Warded items are not permitted.
- Only approved vendors may sell goods and services, though customers may offer them in trade to an approved vendor.
- The use of powers, magic and enchantments outside the services rendered by a vendor licensed with such a business is expressly forbidden.
- The Undermarket is responsible for security and protection of its vendors and customers.
- All illegal activity is to be reported to the first guard seen. Neither customers nor vendors are to engage the lawbreaker.
- Vendors must pay a tithe of 5 percent of profits to their reigning Market Lord, in addition to the floor fee.
- The following are denied entrance to the Undermarket and expressly forbidden from purchasing or selling in the Undermarket: The Shadow Host, Noble Mortals, Court of Blood, Witches, any Mortal not a member of a Fae Collective (reference minor groups.)

Justice is swift, with most violators of Undermarket law being sentenced to the Blood Pits, or occasionally into service to the injured vendor. Those sent to the Blood Pits participate in gladiatorial-style fights, where their portion of the wagers made on them goes towards paying off their debt for breaking the law, and the harm inflicted by their actions. Once these debts are cleared, assuming they survive, their name is cleared.



TRANSPORTATION

It's fairly simple to get to the Undermarket, once you've been there. The difficulty is always in getting that first token or key—or a later one if you forget to stock up. The tokens, purchasable from any stall, tend to take you to their level and zone.

While it is possible to walk around the Undermarket and there are stairs between levels, the Undermarket is incredibly vast and crowded, making

this a long and arduous task over any substantial distance. Various enterprising individuals have devised ingenious ways to get their customers to where they want to be—only faster. Ranging from sedate and peaceful to zany, unpredictable and dangerous, some of the methods are: renting a griffin mount, using a catapult, hopping in a teacup elevator or riding in goblin-pulled rickshaw. Though the options are limitless, fees and prices are negotiated individually, and usually relate to the method's level of safety.

MINOR GROUPS

WILD

Often simply referred to as the Wild, these are solitary Fae who are not a part of any Collective. Many of these Fae reside in wildernesses or cities without Ley Lines, as it takes an incredible

amount of magical power to retain their footing against larger groups. Not all Wild Fae will take on Nightmares, some can't afford to spend the power, others simply don't want to deal with them. Of those that do, however, they typically adopt a small group, as to adopt fewer would be a death sentence for their Nightmares.

OTHER FACTIONS

There are a few extremely powerful Wild Fae residing in Arden, however there are only a handful, as the three powerful Collectives in the area and their war make this an incredibly difficult prospect. None of these Fae currently have Nightmares, except Adsila, who has arranged for her Nightmares to have positions as Eclipse Staff at Aquaregima and the Crowbar. The Wild Fae in Arden remain neutral, not wanting to attract the attention and ire of any of Arden's Collectives.

LOCAL WILD FAE

- Adsila is one of the Halfway People, and a curious explorer. She tends to pass through Arden more than stay.
- Citlali is an intelligent snow snake, he runs a small ice cream stand in Arden's summer, using the freezers to keep cool.
- Des is a Bean Nighe, who stays near the downtown core and is extremely friendly with the Parliament of Filth.

THE MIDNIGHT ORDER

The Midnight Order is a human secret society. Though the Fae are passingly aware of them, they are considered an ineffective, minor and badly informed threat. It was formed in 1873, when its founder came across an old text written during the Ancient Fae War. Piqued by the supernatural as any proper Victorian Noble would be, and thrilled with the prospect of forming a society, its founder thought of the group as a hobby and boy's club. As such, the book was very poorly translated before eventually being lost. While the group does continue to this day, it is still using the version transcribed by its founder, which not only contains an abundance of misinformation, but is also woefully out of date and is of little use. The Midnight Order does not recognize a difference between Nightmares and Fae, nor do they realize there are different groups. Mostly made up of people who've had unpleasant run ins with the Fae, the Midnight Order's members

are convinced that they are protecting humanity by bringing down the Fae.

Made up completely of Mortals, most members do not have the Sight, though a few do. Their heavy reliance on unsighted Mortals provides one of the only advantages the Midnight Order has: there is nothing supernatural about the Order or their means to tip off Nightmares and Fae. Semi-militaristic at its lower levels, the Midnight Order operates as a loosely connected series of teams. Barely organized, there is no formal or regular connection between different cells, and there are very few of them. The heads of the local Midnight Order are from old wealth families, and meet on a regular basis. Rotating locations, these meetings occur in the homes of head members, or at a local county club.

THE COURT OF FROST

The Court of Frost was one of the first Fae Courts in Arden City, along with the Lunar Council and Storm's Wind. Driven out by the Court of Blades, the Court of Frost moved west while the Lunar Council fled to the south and Storm's Wind pushed back, eventually joining the Anthesteria fragment. The Court of Frost is an ally to the Court of Roses and its members hold a fierce grudge towards the Court of Blades for driving them out of Arden. Though a small court, the Court of Frost is efficient and tenacious, and famous for its relentless bounty hunters, who are known to track down dangerous Nightmare and Fae criminals across the North American continent. Known for their courage, generosity and hospitality, the Frost only allies itself with those they trust, not acknowledging alliances of convenience. After the Court of Frost left Arden, they took a sizeable territory for themselves from the Host of Slate, allies of the Court of Blades. This has hamstrung the Court of Blades' supplies, and they exact some measure of glee in knowing they've caused substantial difficulty for the Court of Blades.

OTHER FACTIONS

THE HOST OF SLATE

The Host of Slate is a large, loosely organized collection of Fae and Nightmares. The Host of Slate is known to run weapons and contraband Fae items for various collectives and Wild Fae they have allied with. Master smugglers, the Slate in many ways act as couriers and go-betweens, and the life-line larger groups rely on to keep them stocked in weapons and similar necessities. The Host of Slate is still recovering from losing a large section of their territory and resources to the Court of Frost.

THE LUNAR COUNCIL

Along with the Court of Frost and Storm's Wind, the Lunar Council was one of the first Fae collectives in the City of Aden. Driven out by the Court of Blades, the Lunar Council fled to the south, only to be pushed even further by the Storm's Wind. The Lunar Council is a small collective composed of Fae and Nightmares who share the sunlight bane, most carrying some degree of madness. The Lunar Council is ruled by a council of its six oldest members, who enforce their will through a well-orchestrated web of manipulation and intimidation. Acting by influencing Mortals in positions of power, they aim to sculpt the social-political environment to their desires. They have adopted a militant stance, and are still increasing their ranks of Nightmares in the hope of one day returning to Arden to claim the Ley Lines.

THE TOPAZ BRIAR

Exclusively composed of artists, performers and makers from other collectives, each trying to hone their craft, the Topaz Briar is a combination of collective, school and agent. Members are granted temporary leave by their collective to join the Topaz Briar and permission to return to their

original court, once their studies and mastery are completed. The Topaz Briar has an official stance of isolationist neutrality and refuses to partake in politics or actions against or with other courts. Many speculate it has been this ideology that has allowed them to survive for so long.

THE ANTHESTERIA COURT

The Anthesteria Court once boasted itself as the oldest and most powerful court in all of Europe. This was until a schism occurred when the council tried to remove the ruling queen from power. The Queen and her loyalists splintered off to form the Court of Roses and left for North America. The Anthesteria Court still holds a tenuous grasp of power in Europe, specifically England, though it is once a former shadow of its original grandeur. Though the Anthesteria Court and the Court of Roses refer to each other as cousins, and officially have amiable relations, there is still much animosity between them both.

THE SHADOW HOST

Any banished or exiled Nightmare or Fae may join the Shadow Host. With no laws, ruler or standards of behavior to be accountable to, the Shadow Host is a very loose collection of members with no stability or real safety. Named for its use of the Shadow Realm as its only territory, members nonetheless spend as little time in this magic-draining locale as possible. The Shadow Host only exists to join forces together against those members of collectives hunting them, and secondarily aids in distribution of resources and knowledge available to its members. It's not uncommon to find a Shadow using magic and gear iconic of a court different than the one they were exiled from. Because of the differing strengths of the Fae collectives, this can be devastating if combined correctly.

OTHER FACTIONS

NOBLE MORTALS

The title of Noble Mortal is given to those Mortals who are as magically powerful as the Fae. Should one appear at a Fae Court, they are generally considered to have the same rank as a visiting diplomatic Fae. Given the past history between the Fae and Mortals, there is mutual distrust of each other, and such an occurrence rarely occurs. Many Noble Mortals belong to one of several factions that subscribes to their own laws, rules of engagement and political treatise with the Fae and each other. There are few Noble Mortals who do not belong to a faction, but this a rarity as the Fae Courts, and certain Mortal groups, target solitary Sighted and Noble Mortals to join them, or as enemies. Not all Noble Mortals have the Sight, though many do. Most of the solitary Noble Mortals lack the Sight, granting them reprieve from the Fae collectives' harassment.

THE FATE WEAVERS

The Fate Weavers are a faction of Noble Mortals whose membership is predominately made of oracles with ritualist magic. Among Noble Mortals, this particular faction is known for its magic that can unravel objects and change the course of the future. The motives of Fate Weavers are, for the most part, largely unknown, but they are diligent and zealous in policing their own, and maintain a peaceful neutrality. During times of conflict and open war, a single Fate Weaver can change the course, should their neutrality be suspended. Very ridged in their control of their members, only one Fate Weaver has ever been able to successfully elude them.

THE COLLECTORS

The Collectors are a relatively young faction of Noble Mortals. Tasked with the retrieval of relics and items of incredible magic power, and the safeguarding of them, the Collectors have a vast collection kept hidden from the rest of the world. Originally, the faction was founded by Sycroax, who eventually betrayed them when she stole several of the most powerful relics in their collection. In a united effort, the Collectors subdued her and then imprisoned Sycorax in a penitent tower. Since then, the Collectors have stood watch over the tower and its inmates as part of their atonement for their founder's fall.

THE GUARD OF UNMAKING

The Guard of Unmaking was founded after the Ancient War's end to protect the tenants agreed on with the Fae by the creators of the Morphiae and their children. The Guard are the oldest surviving faction of Noble Mortals in Arden. They have an extremely high number of Sighted in their numbers and practise a form of ancestor worship, valuing faith, family and magical power. The numbers of the Guard have been shrinking for the last hundred years. Members must be born into the faction though those who marry and have a child with a member of the faction may be accepted into the order. The Guard do not trust the Fae, but neither do they hunt them. Instead they keep the Treatise honored and therefore cannot be harmed by either Fae or Nightmare. However, the Guard abhor necromantic magic and those who wield it, and will actively attempt to stop them. If a member of the Guard releases a Morphiem, the treatise between the Fae and humanity is undone. If another party releases one, the Guard are obligated to help acquire the objects necessary to rebind or provide information vital to this occurring.

GAZETTEER



The Gazetteer contains a variety of interesting locations, with random encounters, but this is not intended to be a complete image of the city or its Fae influence. Run-ins with enemy packs, rivals, and the police, Fae bringing in their overly-dramatic tensions, and so forth can occur anywhere. The local book store, fast food joint, park, sports arena or art gallery may resonate deeper with your players than the locations here. These are meant as the starting points from which to build your own Arden; though many can be adapted to a variety of location types.

USING THE ENCOUNTER TABLES

Each location has a Table, Modifier, and one or two Special encounters. The Table refers to one of the five main encounter tables found on page 115, while the modifier tells you what to add or subtract to the total roll. (Each table will state what dice to roll and total). When you look up this number on the table you will find one of three types of descriptions: specific encounters will be in plain text and have a page number provided, bold text means you need to roll on a secondary table, and the entry "Location Specific" refers to the encounter listed under the location as Special, and directs you to a specific NPC or statline.

THE MORTAL CITY

Each court has a vested interest in many locations, from a minor influence in a pub to running a training center or emergency safe house exclusively for their Nightmares. These locations are usually in the courts' territories, but some are in neutral areas, and a few rare ones are jealously guarded secret hidden in enemy territory.

THE ARDEN CITY LIBRARY

Table: Mortal

Modifier: -2 in Blade territory, 0 in Rose, otherwise -1

Special 1: Blade Librarian (Generalist Blade)

Special 2: Sighted Child (Mortal + Sight ability)

Arden has one of the largest public library systems in the country, with a collection of over 100 branches. Membership is free to all residents of Arden, and it's likely there is a nearby branch as they're scattered fairly evenly across the city. Some are better stocked and cared for than others, but almost all books can be requested from any branch. Only particularly valuable books, available for viewing at the Main Downtown Branch cannot. While this library system is completely mundane, there is a large collection of old and peculiarly accurate books on fairy tales, legends, lore, cryptozoology, parapsychology and, of course, many other books a Nightmare may find useful. Members of the Court of Blades have been known to access them far more frequently than Roses, due to their lack of centralized resources.



THE ARDEN DOME

Table: Mortal

Modifier: -1

Special 1: Parliament of Filth Scalper (Filth Maker)

Special 2: brawl (20x Mortals, 4x Blade Generalist)

The Arden Dome is a large stadium located in the eastern part of downtown, connected to the WALK. Home to several sports teams, it also serves as a convention and concert hall. Members of the Blade Court can frequently be found here, due to the Dome's proximity to their turf. With security often being lax, brawls after a poor game are not unheard of, and a perfect time to settle personal scores.

ARDEN FINANCIAL BANK AND TRUST

Table: Lower Levels: Mortal; Upper Levels: Wardens and Wardens in Training only

Modifier: 0

Special 1: Market Security NM Team (2x Warden, 4x Warden in Training)

Special 2: ML Kao (Use De Danna Statistics)

Arden Financial's banks are scattered throughout Arden, but it's the central office that is of interest to Nightmares. Occupying a full city block, this chrome and granite monstrosity arches high into the sky, seeming to disappear into the clouds. Run by Market Lord Kao (use De Danna, page 174), the central office offers Nightmares and Fae useful services, for a fee. Safe boxes that are protected from magic and Mortal interference can be rented. Goods may be sold to interested Vendors for resale. Undermarket Law is enforced in this location.

CLUB DISTRICT

Table: Mortal

Modifier: -1 in Blade territory, +1 in Rose, otherwise 0

Special 1: Loud Drunk Mortal with Temporary Sight (Mortal + Sight ability)

Special 2: Dungavenhooter Fae

Circling around the northern downtown core is a chain of clubs, pubs and other nightlife centers. Most of the clubs wax and wane in popularity, but a few have stayed fairly constant. The arc of this district just barely crosses over into both Rose and Blade territories at its extremes, and hosts the Echidna Eclipse at its center. Generally, Nightmares stay to their side of the district, but some of the more brazen, or drunk, individuals will cross over for a fight with the other side.

ARDEN STAR MEDIA

Table: Mortal

Modifier: +1

Special 1 & 2: Rose Reporter

Located in the lower floors of a business block just outside of the downtown core, Arden Start Media is a Television and Newspaper company with a conservative lean. Recently it has come under fire for publishing claims of corruption among several high ranking officials, including statements that a would-be mayor has gang ties. Despite the backlash, there appears to be some validity to these claims as all parties mentioned are under external police investigation. The Rose Court has a strong hand in this media company with many of the executives and reporters being their Nightmares. As such, most exposes target individuals and organizations with Blade, Filth and Noble Mortal ties.

HOSPITALS

Table: Mortal

Modifier: -1 in Blade territory, +1 in Rose, otherwise 0

Special 1 & 2: Nurse. If in Rose territory Rose Healer, else Blade Healer (Gifted Healer, page 152)

The Roses have gone to considerable lengths to ensure Nightmares in to the Mortal hospitals are brought to their attention, as have the Blades. Ideally, members of the court are part of the staff and able to redirect patients to "private hospitals" where allied Nightmares may be treated, safe from attack, Fae Diets will not go ignored and those of the opposing courts are detained. In a hospital with a presence from the enemy court, these members are often well-bribed Mortal allies, paying particular attention to transfer reports.

ROSE TERRITORIES

Table: Mortal

Modifier: +1

Special 1 & 2: Rose Fae

The Roses have laid claim to the west side of Arden, which has become the domain of the rich and powerful. While most of the city is built upwards in apartment blocks, condos and other multistory buildings, here you'll find parks, single family houses and even mansions along the water. The Rose domain extends southward from the north west of tip of Arden's boundaries to the river, but avoids most of downtown. The Rose Court has claimed substantially less territory than the Blades, but is able to defend it much more rapidly.

DULSE MARINA

Table: Mortal

Modifier: +2

Special 1: Adsila (Use Halfway People, page 183)

Special 2: Rose Bean Nighe Fae

A small marina on the west river, well into Rose Territory, Dulse Marina caters to wealthier citizens, wanting the use of the Marina's security, and those boating in for vacations. There are multiple Rose Nightmare Packs responsible for guarding this area, as the particularly dangerous nature of water bound Fae combined with the powers tied to waterways make this location a vulnerable one. Those Nightmares seeking access should have a convincing reason for being there.

THE TUTIOR CONDOS

Table: Rose

Modifier: -2

Special: Savant

As a safety measure, new Roses are often moved into Court operated apartment complexes located well within Rose Territory. Protected by both

GAZETTEER

Mortal and magic security, with a large proportion of Nightmares these are some of the safest places a Rose can be. Staying here comes with a different challenge; surrounded by other Rose Nightmares and Fae, tenants and visitors are under near-constant scrutiny.

THE BRASS STREET BOXING CLUB

Table: Rose
Modifier: -2
Special: Felix

The Brass Street Boxing Club has been around in some form or another since Arden's earliest days and is located in the southern center of Rose territory. Founded to hone Nightmares combat skills, the club focuses on melee and skirmish techniques. Run by Felix, this is a prime location to show off what you're made of, to try to get the better jobs, and of course, to learn. The club also runs various martial arts classes for Mortals, which not only covers the costs of running the locale, but allows the trainers to identify people who may make particularly competent Rose fighters, and bring them to the attention of Fae looking for that type of Nightmare.

HAROLD'S PUB

Table: Rose
Modifier: -2
Special: Henry

With thick Oak doors, worn leather seating and sectioned off pool tables, Harold's is a welcoming and warm English-style Pub. Run by a Doormouse family, Harold's is a favorite of multiple Raider Packs and Henry, as a place to relax, have a few pints, and compare notes with other front-line Roses. Generally calm, Harold's will quickly become a frenetic and boisterous location when someone comes in with good news, or drinks go on special. When fighting is thick, or news of a

death reaches the court, however, the bar is eerily quiet and empty, only its tiny proprietor present, preparing his bar for the returning Roses. All members of the Court of Roses are welcome here, though the occasional Mortal or Blade manages to slip in. The drinks are almost exclusively Fae Foods, and Harold himself is a master at mixing amazing concoctions—though he rarely knows what the side effects will be.

SWEET SOUNDS

Table: Rose
Modifier: -1
Special: Fae drinks special – 2 for 1

A rooftop club, Sweet Sounds holds a surprisingly large ground level stage, capable of hosting an opera or orchestra. Glass tables and seating are raised such that the stage is clearly visible to all. Gallery quality art decorates the entrance hall. Favored by courtiers and visiting diplomats, Sweet Sounds is open only to the Court of Roses and their allies. When no performance is scheduled, a small bar and the patio are open, with a spectacular view of Arden's downtown and west end.

BLADE TURF

Table: Mortal
Modifier: -1
Special 1 & 2: Blade Fae

The eastern end of Arden is dominated by pockets of Blade influence, and is easily the largest territory claimed by any court in Arden. Due to the large amount of space and the way the Blades divide up their territories, the Court of Blades tends to be spread thinly over much of this area, decreasing response effectiveness, but they're extremely effective at re-claiming any areas lost. The area claimed holds a large segment of Arden's industrial zone and is substantially more densely housed than the wealthier west end. Gang activity runs barely checked, and many of the buildings are in various

states of disrepair and decay. A small wealthy area on the river closer to downtown and upstream of the shipping docks has a handful of mansions rivaling the best of the west end, with wisperings of fortunes built on weapons and drug running.

SHIPPING AND DOCKYARDS

Table: Mortal

Modifier: -2

Special 1: Glutton Snail Fae

Special 2: Kelpie Fae

With a larger number of water Fae and Nightmares, the Court of Blades has a better presence on the river than the Court of Roses. Blade members control large sections of the industrial zone, including active shipping centers and dockyards. This allows easy access to the east river way, which to the right Fae and Nightmares can be safer and more useful than travel over land. Controlling the major industrial docks also means controlling one of the access points for smuggling resources into and out of the city on a larger scale. Some of the most powerful members of the Court of Blades use these dockyards as their own personal marina and stomping grounds, and there is heavy competition for territory.

DOWNTOWN CORE

Table: Mortal

Modifier: 0

Special 1: Pushy Salesperson (Mortal)

Special 2: Des (use Bean Nighe, page 169)

Skyscrapers dominate the downtown core, and the crowds that congregate here represent a wide and varied swath of the city's population. As no court has a claim on Arden's core, and each uses it to varying extents, this is the place Nightmares and Fae are most likely to accidentally cross paths with members of another court. While there may be no claims on the downtown core itself,

certain businesses and locations are favored by different courts.

NORTHERN CLIFFS

Table: Mortal

Modifier: 0

Special 1: Cannibal Dwarf Fae

Special 2: Slide-Rock Bolter Fae

A large cliff pens in Arden City's north border. Sparse trees line the top of the cliffs, creating a thin strip of forested green-belt. Generally ignored by the Rose, Blade and Filth collectives, this cliff is frequented by a few Wild Fae.

PROSPERO'S BOOKS

Table: Custom. You will encounter Mags and Sycorax, roll once for each of their temperaments.

Mags, Roll a d10

1-5: Distractible

6-8: Playful

9: Glee

10: Rage

Sycorax, roll a d10

1-4: Helpful

5-7: Aloof

8-9: Pushy

10: Destructive

This three-story brownstone bookstore is tucked away just outside the downtown core. Go down the walkway between Armard's Custom Suits and Sweet Considerations' Confectionery, and you'll find the bookstore hidden behind the two newer stores. Those with the Sight will be able to see it from the street, as the bookstore stretches into the sky, endlessly contorting into different non-Euclidian shapes.

Stepping inside, visitors are greeted by the warm scents of ink and dust. Stacks of rare and used books intermingle with no apparent organization. A large collection of rare and antique masks dominates the back wall, displayed like paintings in a gallery. Those who take the time to read their descriptions will find that these masks are all magical, with various origins and histories. The masks span a wide range from those with

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unknown creations, to those from various Noble Mortal Factions and Fae. Multiple Parliament of Filth Gasmasks are present.

Built as a Penitent Tower, it was warped into the bookstore over time by Sycorax and Mags to lure unwary Nightmares, Sighted Mortals and Witches to trade for items that would enable them to break free. The wards used to keep Sycorax and Mags inside the tower also ensure that no Noble Mortal or Fae can enter—Nightmares and weaker Mortals are able to, however.

TEMPLE OF UNMAKING.

Table: Custom, roll a d10

1-4: Guard of Unmaking Adherent

5-6: Guard of Unmaking Sentry

7-9: Guard of Unmaking Keeper

10: Guard of Unmaking High Keeper Liora

Originally constructed in the late 1700's by the Guards of Unmaking, when the new settlement of Arden was still free from the Collectors and their harassment. Designed as a fortress to protect their relics against both Fae and other Noble Mortal groups, the Temple occupies a small rocky outcropping in the midst of one of the Arden River's feeder rivers. Only two stories above ground, the temple descends well into the thick stone, and under the River it's built over.

Though rocky, the grounds surrounding the Temple are used as a garden, growing various medicinal plants, and many necessary for spells and rituals. Regular security updates have been maintained. Mixed in with the old architecture and Banes are cutting edge Mortal security systems and Mortal Defense Magics. The building and grounds are thickly warded. Surrounded by running water and a cold iron fence, the grounds are spotted with fountains and filed cold iron shavings, warding plants grow throughout the gardens. Two small pillars of flame sit outside the main doors, and even at light the grounds are incredibly well lit, with lights specifically designed to weaken those Fae with a Sunlight Bane (suffer a level of fatigue while under these lights).

The Temple center is a grand room, with many niches dedicated to historic members of the Guard. Most prominent are those for the Noble Mortals who fought in the Fae War and became the founding members of the Guard, each with their own carefully carved statue. These niches are richly decorated in gold, silver and cold iron inset with brilliant blue crystals. When looked at with the Sight, these crystals give of a softly glowing white mist. Guardian constructs and traps line the underground regions of the Temple, while living quarters for the Keepers and Apprentices occupy strategic positions on the first and second floors.

ECLIPSES

LE PETITE L'OISEAU

Table: Mortal, any interactions with Mortals occur in the front

Modifier: +1

Special 1: Mayor (Mortal)

Special 2: Blade Gancanagh Fae

Le Petite L'Oiseau is an expensive and exclusive French restaurant in the financial district

downtown. Nearer the west end than the east, this location is frequented by the wealthiest members of Arden, behind its front it serves as an Eclipse. Past the valet parking and heavily guarded doors is a narrow red carpet, leading to the Maitre'd. Nightmares, Fae and Noble Mortals are permitted through the large oak doors to the Eclipse proper, and memory spells ensure they'll be forgotten by the Mortal patrons.

One of the grandest Eclipses, L'Oiseau's is a Rose Court favorite, and rarely sees Blade or Filth patrons. They tolerate Noble Mortals and Wild Fae, but are not welcoming to them. Fae maintains a connection to a Fae Realm in which the Eclipse is held. Here giant trees grow between the mahogany tables, under a perpetual sunrise. This orange and red hued light and the falling leaves have earned this Eclipse the nickname the Autumn Café—often used to differentiate it from its Mortal Front.

L'Oiseau serves only Fae Food and Drink, which are wondrously exquisite, but still come with all the usual risks of magical foods. Payment and tips are expected to be Fae as well; Mortal currency is not accepted. A particularly good or poor tipper will not be forgotten.

AQUAREGIMA

Table: Mortal, any interactions with Mortals occur in the front

Modifier: +1

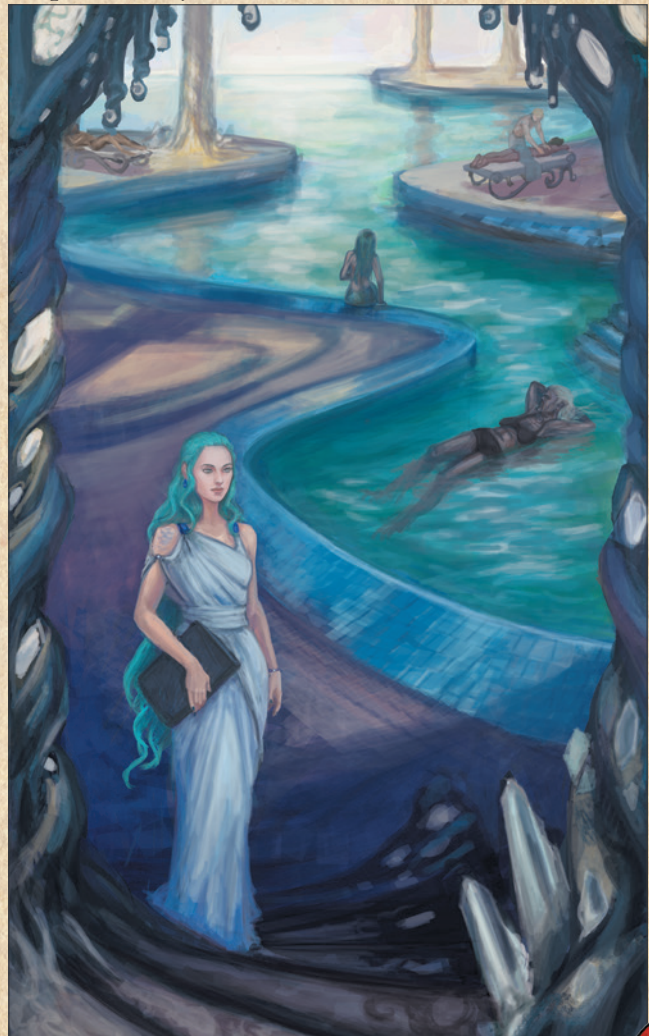
Special 1: Eleanor Anwyl

Special 2: Eclipse Security

A famous luxury relaxation center, near the edges of Rose Court territory, Aquaregima draws in visitors in from across the country. Walking through the tall glass doors, guests are greeted by Eleanor herself, or one of her two seconds, and then guided to their appropriate sections. Mortals on the main floor, Nightmares and Fae down the stairs and through a Ley-Line gate. The steps are formed out of living rock, with glowing crystals set in the walls for light. Once through the staircase, Aquaregima opens up into a wide, naturally lit expanse. Softly lit, the air has an almost sedative feel. Blue crystalline tile borders the edge of a lake that reaches out to the horizon. For those particularly important or high-paying clients, these steps lead to a private room. Often

Eleanor's beautiful singing can be heard winding through the cavern and across the lakes.

Aquaregima has a high percentage of water Fae on staff, a large number of which are healers. While closer to Rose Territory than is safe, a large number of Blades still use the Eclipse because of this. Roses, however, favor its use as a Spa—perfect for mingling, catching up on gossip and getting ready for an appearance at Court. Parliament of Filth members rarely use this eclipse, as they have contract health coverage, and no spa treatment gets through their court aura. While visiting members of other Fae Courts are greeted with warmth, Eleanor holds little regard for Wild Fae and Noble Mortals, only allowing them into the Eclipse when an Arden court member claims responsibility for them.



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THE CROWBAR

Table: Mortal, any interactions with Mortals occur in the front

Modifier: -1

Special 1: Citlali

Special 2: Collector Noble Mortal

For the uninitiated the crowbar is just another working class pub in a rough neighborhood. Located in the north end of town, within a stone's throw of the Northern boundary of Blade Territory, it's a favorite drinking hole for factory workers, drifters and the disenfranchised. While this area is known to have its share of violence, it rarely spills over into the bar—and none of the employees have been seriously harmed in the last six years; the same cannot be said for the instigators. The lowest key of the Eclipse locations, it's favored by Blade Court members, and far more welcoming to Noble Mortals and Wild Fae than the others. Here, as at L'Oiseu, the front is a Mortal business and only those with The Sight are permitted in the back rooms. Unlike at L'Oiseu there is no memory spell on the entrance to the back; instead rumors of gangs, drug dealings and shootings circulate.

CLUB ECHIDNA

Table: Mortal

Modifier: 0

Special 1: Blade Nm flirt (predatory; Generalist Blade)

Special 2: Blade Nm flirt (genuine; Generalist Blade)

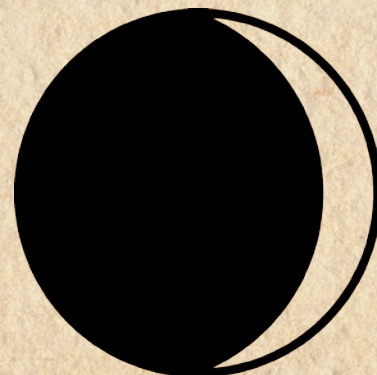
Loud, bold and Ostentatious, Echidna hosts an eclectic mix of visuals and sounds. Glitzy chandeliers hang from graffiti painted ceilings, ivory tables and iridescent bars frame the dance floor and stage. With no rhyme or reason to the sets, one night can begin with house music and transform into an industrial night themed drag show, where another can start as a rave, and close with smooth jazz and comedy.

Fae and Nightmare clientele are waved in past the line, but even Mortals without the Sight are welcome. Going to Echidna's isn't notably pricey, but there is the usual club two drink minimum, and while cash is accepted for mundane drinks, Fae Drinks need to be paid in Favor.

The loud noise, changing lights and press of bodies makes following and spying on anyone almost impossible—many Nightmares come here to avoid their own court keeping tabs on what they're doing and who they're meeting. This Eclipse's most frequent clientele are Nightmares flouting the social conventions and rules about associating with members of another court—and those who choose to prey on them. While the Nightmare security ensures that the laws of the Eclipse are enforced, the neutral zone only extends so far.

Echidna's rules are slightly varied from the normal Eclipse set.

- Instead of restricting Mortals from the premise, Nightmares and Fae are banned from using Magical abilities, and those with weak Glamors are required to keep unexplainable features covered. As this is a nightclub, however, most explain away their features as body mods, costumes and makeup.
- Because of the presence of drunk Mortals, it's impossible to enforce a totalitarian no combat rule; minor scuffles can and do occur, and unless any real physical harm occurs, recompense is minimal.
- The Mortals here are explicitly protected; no harm is to come to these individuals in the eclipse, nor are they to be followed off Eclipse grounds.



ROSE COURT

The Court of Roses has a single large Fae Realm they use as a central court and stronghold. The location's entrance occurs inside an open castle-like building with vaulted ceilings and numerous windows letting in a soft morning light. Grown over centuries from living wood, the building is huge and ever changing, situated in the middle of lush gardens.

THE ROSE TREE AND ENTRANCE HALL

Table: Mortal, any interactions with Mortals occur in the gardens

Modifier: +2

Special 1&2: Crown Knight Haba

Amidst the manicured flower beds of Arden's Botanical Garden is an enormous Ash Tree growing over with wild roses. To those with The Sight the tree is made of thick brambles from which the flowers grow. This Rose Tree's roots tap directly into the West Arden Ley Line, allowing it to grow in the Mortal world and feed power into the court.

This tree is a gate to the Rose Court's realm, held and maintained by the shared power of the King, Queen and Council. As such this location is heavily guarded by both Nightmares and Fae.

When in use, the brambles will part forming an arch. Stepping through you enter into a hall of brightly lit, pale wood. Murals depicting the Rose Court's history are embedded and grown out of the walls. At the end of the hall is a single door, which leads to where in the court you are needed. Through here you will find the throne room, great halls, libraries, relics and seemingly

endless rooms to fulfill almost every need. Each room and location has a sense of life, movement and brightness, and all are designed to impress through artistry and luxury.

THRONE ROOM

Table: Rose

Modifier: -2

Special: Court in Process (Roll 5 times on Leader Sub-table for Leaders present, Queen automatically present, roll on random rose table for encounters in audience) Resembling a semi-circular Amphitheatre, the Throne Room has a solidity and strength to it and a clear focus on the stage. Formed of a living mass of wild and cultivated roses grown into wondrous and grotesque forms, the stage itself curves into two grand thrones. Always in bloom, the health and strength of the court is reflected in the brambles.

Here the royalty commands audience, decrees are made and the direction and life of all the members of the rose Court is decided. Those petitioning the court, or receiving audience from the Royalty stand in the Orchestra before the thrones. This is a place where even the most cut-throat among the Roses show the best in decorum and a social misstep can be deadly. Attendance is purely by invitation and only courtiers are permitted to speak to the room.

GRAND HALL

Table: Rose

Modifier: -2

Special: Crown Knight Madeline

Opulent, bright and beautiful, the Grand Hall opens up to a mid-morning sky. Colored light

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shines in through stained glass nestled in tree branches and rose petals drift across the vast dance floor. Vast, this hall is a reception place for large social gatherings. Lesser halls are used on a regular basis, but this one is for entertaining visiting dignitaries or the entire Rose court on feasts and holidays.

This is a diplomat's battlefield: a place of carefully picked words, back-stabbing and hidden agendas, where the goals are to better one's own position, that of the Rose Court, or simply to tear down an enemy. The slightest misstep, social mistake or breach in protocol can be one's undoing. Intrigue, hidden agendas and manipulations - subtle and overt - become the weapons of a far stranger battle than the one outside.

LIBRARY

Table: Rose

Modifier: 0

Special: Head Librarian Charta (use Brownie, page 172)

Softly lit with ample seating, this library spans the equivalent of many city blocks and multiple stories. Modern and archaic tomes fill the shelves with little apparent order, some older than the Ancient War. Charta, the head librarian, can occasionally be heard to boast that his collection rivals that of an Ivory Tower. Access to this library is available to every Rose Court member, though it is heavily monitored. Records of books and information accessed are kept and some information is restricted.

THE DUNGEON

Table: Rose

Modifier: +2

Special: Prison Break (2xRandom Blade Fae, 1xBanshee Combat Mage, 2xBall Tailed Cat Thug, 5xGeneraist Blade)

Here you'll find prisoners of the Rose Court. Cells vary from damp stone to highly luxurious suits. Heavily protected with magical defenses and both Fae and Nightmare guards, unauthorized access is almost impossible.

THE ROYAL GARDENS

Table: Rose

Modifier: -1

Special: Shredder Vines: Agility -2 to avoid. Vines attack dealing 2d10 damage to anyone making noise within range 2.

This area appears as a more decadent and expansive continuation of Arden's Botanical Garden, with mundane varieties growing amongst magic species. Like the rest of the Rose Stronghold, the Gardens can only be accessed through the main entrance, however, it has multiple exits leading to various parks in Rose territory.

Wandering through the gardens, is tranquil and even sedative. A variety of features can be found, from decorative fountains, to defensive mazes, to functional open spaces and seating.

TOURNAMENT AND DUELING GROUNDS

Table: Rose

Modifier: -1

Special: Crown Knight Darq

Within the Rose Gardens are the Tournament and Dueling Grounds. The grounds themselves constantly shift, bringing a need to be adaptive into the fights. It is common for there to be multiple duels at once amongst the ever-changing landscape. Surrounding seating is contained in an open-topped structure of living wood.

BLADE COURT

THE OLD ARDEN ZOO

Table: Blade; weather effects halve their effect
Modifier: +2

The entrance to the Court of Blades' Stronghold is located in the remains of the old Arden City Zoo. When founded, the Arden City Zoo was a place of wonder and excitement filled with exotic creatures. Over time people started to disappear and though no culprit was found, the zoo itself came under suspicion. Rumors spread of strange occurrences, unexplained deaths and whispers that the supernatural was involved causing the zoo to quickly fall out of use. Eventually the zoo shut down and the land was abandoned. Latter attempts to reuse the space have all ended in disaster.

SLIGHE

Table: Blade
Modifier: 0

Located in the remains of the desolate Old Arden Zoo, the Court of Blades' entrance is subtle. Walk along the Ley Line Path and the zoo's overgrown enclosures shift into twisted and barbed steel cages, the sky darkens as the sun sets and a perpetual nightfall reigns. Bitter wind cuts through the open spaces and ice and snow coat the lower ones. Strange plants line the paths and fierce beasts roam the landscape. Dipping underground and back up through stone arches is a path that bypasses the worst of the environment.

Even those of the Court of Blades tread with caution here as a wrong step can have dire consequences. Those who do not belong to the court may find themselves shunted to Mortal exits deep in Blade territory, or worse, trapped

in one of the cages. Those who know the way can find any part of the Blade Court Stronghold by walking the labyrinthine Slighe paths. Those who are unfamiliar with Slighe will still be able to traverse the more public locations in the Slighe, where there are instructions carved in Blade script at junctures. There are many locations along the paths that serve as domains of powerful Fae or defensive structures. These domains are disjointed, as they are different Fae Realms tied together by the Slighe. Many of the defensive structures, however, are built from natural formations of the Slighe, such as the standing stones and the cages.

STANDING STONES

Table: Blade
Modifier: -2

One of the Slighe's natural defenses, Standing Stones occur at locations with a higher concentration of the Ley-Line power. Tapped directly into the Ley-Line magic, these structures literally hum with power; they amplify the magic of any Blade or Slighe creature nearby and also produce shielding magic, wreaking havoc with projectiles. Even minor damage to the structures results in explosive backlash capable of destroying everything in the area (LBT, 4d8damage), temporarily draining that part of the Slighe of power and disconnecting any Realms tied to that area.



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CAGES

Table: Blade
Modifier: +2

A reflection of the zoo's defunct habitats, twisted metal cages litter the Slighe. Usually activated accidentally, an unlucky misstep in the Slighe can lead to being entrapped in one of these. Those contained in the cages usually have limited time to escape, as the court's more sadistic members are free to harm and torment those contained at will. Occasionally the cages are intentionally used to trap a trespasser or enemy, though more useful prisoners may be ensorcelled and held under guard to prevent their escape. Usually these are Mortals; occasionally a valuable enemy Nightmare may be kept this way. It is considered a show of status to have a Mortal thrall, even more so a

Nightmare—though this is considerably more dangerous.

PERSONAL DOMAINS

Various Greater Fae have personal domains here. Each domain is its own small Fae Location, with a gate tied to the Slighe and feeding off of its Ley-Line connection. As such, domains vary significantly, but most share an aesthetic of cold stone. Those Fae who possess these domains have a safer location for them and their Nightmares to retreat to and to store valuables. As these domains feed off the Slighe though, they come at a cost—usually loyalty or debt to one of the Thanes. Each Thane, their Honor Guard and the Rear Guard will have a large domain, while other supporters may be granted smaller ones.

THE FILTH

THE OLD DOCKS

Table: Mortal
Modifier: 0
Special 1: Lord Steward
Special 2: Registrar

The creak of buckling timbers mixes with the rhythmic splash of waves, screech of seagulls and the occasional sound of footsteps. The barest scent of salt mixing with refuse hints at the river's not too distant connection to the ocean. The Old Docks were once the hub of Arden's commerce, industry and tourism. As industry shifted eastward and cars became commonplace the docks fell into disrepair. The now derelict Old Docks only remain due to their historic status.

Long claimed by the Parliament of Filth, this is considered the seat of their power and one of their two above ground locations.

ARDEN BRANCH CENTER

Table: Filth
Modifier: -1
Special: Cage Match (Event; Lord Steward, Registrar and Doctor all present. Roll Twice on encounter table for those met in the stands)

Without the direct connection to a Ley Line that the Court of Roses and Court of Blades have, the Parliament of Filth has little power to sink into a stronghold. Instead of a labyrinthine expanse they have a single large room that serves as Throne Room, Court and Dueling grounds.

In the center of this grey and dingy room is a flat span of concrete, outlined by shoulder-height bars. Used both as stage and tournament grounds, this fighters' cage is surrounded by raised bleachers. Despite being the center of the room, the cage is not the focus. Dominating the room is a bright and dirty pile composed of stark and shiny bits of glass, twisted metal, plastic and forgotten jewelry. Hidden in this mass of lost and discarded wealth is the Lord Steward's seat.

The personal domain of the Lord Steward, the Filth's Arden court center holds one advantage due to its unrooted nature. Its entrance can be moved anywhere in the Filth territories as needed. However, as the gate is easier to open and hold closer to a Ley Line it is most often at the old docks, feeding off branches of the river's Ley Line.

SEWERS

Table: Filth; if 12+ rolled, Mortal is a Sewer Repairman

Modifier: +2

Special: Alp Luachra

While the Parliament of Filth has little control over Arden's surface, they rule the underground. The Filth control the sewers and underground passages which run through the entire city, including those under the other court territories.

These sewers are an intricate mesh of large modern sewers overlaying, connecting and replacing antiquated stonework sewers. The multiple turns, splits and connections this causes create a wonderful escape route; however, the refuse, stench and rotting debris floating through the sewers make this environment a poor one for any but the Parliament's members. Those who venture into the sewers without a Parliament of Filth Nightmare (and mask) only do so as a last resort.



PARLIAMENTARY ADVANCED CARE

Table: Filth

Modifier: -1

Special: The Filth Doctor

The Parliament of Filth has their own hospital hidden in their dock-based territory. Disguised as a run-down warehouse, the hospital is where the Doctor brings his patients who are beyond field treatment. Amongst the rusting steel, strange specimens in jars and obscure and abhorrent smells, there is no better place to take an injured or ailing member of the Parliament of Filth.

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The Hospital is significantly larger than it looks from the outside. Composed of eight floors, the top two take up the visible warehouse, and are rarely used, while the other six read below the ground. The public areas of the hospital, floors four and five, connect directly to the sewers, providing easy access without being noticed by Mortals or the other courts. These levels host a surgery room, triage, small lab and emergency room. Occasionally the lowest three floors of location will tap into the river Ley Line, allowing strange plants, funguses and molds grow. It's from these that the Doctor is able to make the most potent remedies and poisons. While the salves, concoctions, creatures and devices used here seem medieval and primitive, they are highly effective—at least, if one is immune the poisons and toxins that contaminate the air and remedies.

RECYCLING CENTRE

Table: Filth

Modifier: +1

Special: Homeless Mortal

The major recycling collection center for Arden City is located in the middle of the subway loop. It's here, the only location that accepts large volumes of recyclables, that the city's recycling programs deliver materials for sorting before they get shipped out of Arden. Many of Arden city's homeless and poor converge here.

The second of the Parliament's above ground locations, this location is used as a listening post, but holds little strategic significance otherwise. The nature of the center, taking in something old and repurposing it, fits well with the Parliament of Filth's ideology. Their Nightmares tend to find this location useful for finding items for their union dues, and getting information from the visiting Mortals.

THE UNDERMARKET

THE UNDERMARKET

Table: Undermarket

Modifier: 0

Special: Living Signpost

There is only one Undermarket, and it serves almost the entire Fae and Nightmare population of the world. Built inside a seemingly endless mountain, there is a clear vertical hierarchy. Those of wealth, status and power shop at the pinnacle, while the poor frequent the less patrolled and cleaned bottom levels. Its mood can be described simply as more: more dark, more bright, more chaos, more wondrous horrors. Here you can find everything from weapons, love and histories

to fortune telling, curses and almost anything imaginable—for a price. Of course, there are rules and exceptions that are ruthlessly enforced by the Market Lords and their Enforcers.

ARDEN UNDERMARKET ACCESS STATION

Table: Undermarket; vendors cannot set up here, any rolled are illegally selling

Modifier: -1

Special: New Nightmare trying to use a cellphone

Dropping a special Token into any of Arden's automatic Subway entrances will take the next

Nightmare or Fae into the Undermarket Station for Arden City—as long as no Mortals can see the entrance. While any automatic entrance in Arden can be used, there is only the one station for the city. Trains pass through every three hours, and the trip varies in length, typically in excess of an hour. Undermarket Law is in effect the moment one enters into the Undermarket Station, and this is boldly declared by signage at the entrances, and in the station itself. The laws are clearly laid out below the warning signs, and when approached, the signage is able to display maps of the Undermarket, the next train time, and where your token will deposit you.

The station itself looks incredibly mundane at first glance, but the lights are glowing crystals, and down the train's path is roughly hewn rock, coated in a luminescent lichen and damp from a source-less drip of water. As the three-hour mark for the next train approaches and the station fills, it becomes apparent that there is some sort of Glamor suppression here, as the Mortal Facades that most Nightmares and Fae naturally wear can be seen though without effort.

THE BLOOD PITS

Table: Undermarket

Modifier: +1

Special: Challenged to a Fae-Food eating contest

A massive monument to gambling and violence, the Blood Pits reside on the lowest level of the Undermarket. While there is an exception to the standard rules of the Undermarket in the Pits themselves, the rules still apply to the stands. Hosting gladiatorial fights to the death, the matches pit entrants against each other and terrifying monsters for the entertainment of the masses. Single combat is rare; most matches are themed and skirmish battles.

Entrance into the fights is usually a punishment for violating market law, though some enter the

fights voluntarily to earn a cut of the gambling earnings. The duration in the pits is related to the severity of one's crime, and the debt incurred by it. Once a person's debt has been paid off through the Blood Pits, they are free to go and their crimes are forgiven. Armor, weapons and other gear are provided to those who do not have their own, though these are of a low quality and often heavily damaged unless a vendor is sponsoring a fighter to show off their wares. Gambling on the matches is always a chaotic and thriving business for the arena masters, and heavily regulated. Interfering with matches and outside bets are punishable by fines or entry into the pits.

LOW LEVELS

Table: Undermarket

Modifier: +2

Special: Shadow Nightmare (or other banned faction) sneaking around (use Blade Generalist, page 145)

The stalls here tend to be closed off from the street and difficult to see into. These levels are known to be dangerous, dirty and dark. Security is sparse, not due to low numbers, but rather because the Wardens will only travel in larger groups for their own safety.

Shops on these levels tend to be more generalist, with a wide variety of stock, but nothing spectacular. Re-sellers and stalls with only the owner as the vendor and service provider are common. Many goods here come with unknown secondary effects as they're pre-owned, or made by craftspeople still learning their skill.

MID-LEVELS

Table: Undermarket

Modifier: 0

Special: Someone falling from a higher level

GAZETTEER

These are the majority of the levels, and where most of the Undermarket's business occurs. The stalls here are tightly packed, with wares and products spilling over into the streets, the sounds of Vendors hawking their wares can be defining. Most stalls maintain a large crew of vendors and suppliers to be able to meet the demand at these levels.

UPPER LEVELS

Table: Undermarket

Modifier: -1

Special: Changeling copyshifter, mimicing you

These levels are substantially smaller than those below them, but the stalls here are more spacious than those of the mid and lower levels. Security covers a larger area, though its less frequently needed. Vendors here tend to be highly special-

ized craftspeople with only a few support staff. Competition to get into and stay on these levels is fierce as it comes with a degree of respect not granted to those of the lower levels, and the profits per sale can be substantially higher.

THE PINNACLE

Table: Undermarket

Modifier: -2

Special: Rose Leader Sub-table

At the very top of the Undermarket are levels reserved only for the Leaders of Fae courts, Wild Fae with control large Ley Line segments, and those they invite. Space here is less fiercely fought for than on the upper levels where clientele is not restricted, those vending here are seeking political favor, not wealth.

ARDEN'S GOBLIN BAZAAR

THE BAZAAR!

Table: Mortal

Modifier: 0

Special 1: Shadow Court Nightmare

Special 2: Guard of Unmaking Adherent

The Goblin Bazaar is a roving market of extremely ill repute. Many have accidentally stumbled into it, after all, you don't find the Goblin Bazaar, it finds you. One of the most unsavory, dangerous, and criminal places for a Nightmare to be found, it has a desolate, empty feel, no matter how busy. The Bazaar specializes in selling to everyone and everything that dare be there.

GOBLIN FOOD TRUCKS

Table: Mortal

Modifier: 0

Special 1: Collector Apprentice

Special 2: Mislabeled food

While there is no end of fried rat stands and guess-what-this-is-on-a-stick vendors sometimes the Goblin Food Trucks offer an unusual fare for the Bazar: clean, sanitary, food with no strange side effects—or with their Fae Foods, predictable ones. Nearly a dozen or so ram-shackle and strangle decorated food trucks range from the grotesque to the sublime with cuisine to match. While it seems odd, even just a bottle of clean,

untainted water is hard to come by and fetches an obscene price.

BLOOD PITS

Table: Mortal

Modifier: 0

Special 1: Shadow Court Nightmare

Special 2: Sighted Mortal, no Group affiliation

Run by an illiterate goblin, the Bazaar's Blood Pits, or as its sign proclaims, "Blud pilz," fall immensely shy of the grandeur of the overdone Undermarket Pits. The Blood Pits are a large makeshift gladiatorial arena made of wooden blanks, bleachers, pieces of stone wall and whatever can be scavenged together. The only rule is for the spectators: don't interfere, or you'll be next round's entertainment. Matches are often solo head-to-head fights, with occasional team entries, or matches against Fae Beasts. Those who willing enter may be doing so for money, glory or as part of a payment for something purchased in the bazaar, while some merchants throw in thieves they've caught. It's also common to find abducted Mortals thrown into these pits. Gambling on matches is popular, and while potentially profitable, you're more likely to end up with useless bric-a-brac.

HOB'S BITE

Table: Mortal

Modifier: 0

Special 1: Shadow Court Nightmare

Special 2: Blade Sub-table

A sickly, frail hobgoblin vends here. The vendor declines to give a name, and so only goes by "Hob." There are few works on display, instead each item is custom made. Specializing in Cold Iron, this stall is one of the few places such items can be purchased. Despite very little to steal, the stall still has an impressively large guard who answers to "Bite" and seems to be fiercely loyal, if a bit slow witted.

MME IZABELLA'S

Table: Mortal

Modifier: 0

Special 1: Shadow Court Nightmare

Special 2: Des

Mistress Isabella can be found in a small tent of red, gold and green silks. An old wooden sign proclaims her as a mystic offering to read fortunes, and predict the future. One of the few vendors with regular customers, Mme Izzy has a reputation of being one of the safer vendors, but her eerily accurate readings come at a high cost. A fate-weaver of little talent, Mme Izzy is able to follow the threads of fortune and make slight alterations, but has fled the guild. As such, she's cursed to be unable to set foot on any land the Weavers touch.

BICKER KNOCKS

Table: Mortal

Modifier: 0

Special 1: Shadow Court Nightmare

Special 2: Collector Noble Mortal

Bicker Knocks! Everything you never knew you always wanted, second hand! Most people will hear Bicker Knocks long before they see it. With the restraint and fashion sense of a 1920s carnival showman, Bicker, a tall, wrinkly Mortal with drooping jowls, stands out even in the Bazaar. Bicker Knocks' tent looks like nothing so much as a junk sale run amok. Baubles, knick knacks, brightly colored things, memorabilia, used clothing and valuable antiques can all be found here: provided one is willing to take the time to look. Quite the haggler, Bicker will be glad to upsell, swindle, and charm any potential rube—sorry, customer. His leg-breaker and guard, Knocks, is large even by troll standards, and is a capable adversary having won numerous Blood Pit tournaments before Bicker hired him on.

GAZETTEER

BRIGANTINE CASTLE

Table: Mortal

Modifier: 0

Special 1: Roland (Use “Vendor” page 163)

Special 2: Ben (Use “Mortal Security Guard” page 158)

Lit up with torches and an eerie red light, Brigantine Castle stands out like a beacon at the edge of the Goblin Bazaar. An ominous looking structure, it's perched at the end of a long pier. Tethered by the front gates are two grey griffins, snapping and shrieking at visitors; when they quiet, the carnival sounds of the Goblin Bazaar can be heard drifting across the water.

Passing through the gate, Brigantine Castle's grounds are large. They are occupied by an odd and changing assortment of folks, decorations, and attractions from a skeletal merry-go-round to mini-golf and a rubber-masked fachen. The only constants are the castle itself, Roland, its exuberant boggart and keeper, and Ben his grounds man.

The front entrance spans two large stories, but can only be glimpsed for a moment before settling swiftly into darkness. The castle itself smells of must and salt and seems to be constantly moving just outside of your vision. Wispy, fiery lights float through the air leading towards various doors, and behind these, the maze from which the castle gets its fame. Taking up almost the entirety of two floors, the maze contains room after room of horrific, terrifying, and macabre scenes, many seeming to be targeted at their viewers. Though disturbing, the intent is not malicious—as Roland will tell you, fears must be faced before they can be conquered. This maze is also the only known stable exit from the Bazaar—but it can only be used once by any person.

Boasted as the Bazaar's only safe location, Roland takes great pains to keep it that way. With an entire floor dedicated to guest rooms and few amenities, Castle Brigantine is open to any who require a place to stay or hide, or those who need help, so long as they obey his few rules: no violence, no theft, and do your work. Payment is collected in tasks, working on the castle and maintaining the grounds, mostly. On occasion he also provides a service dressing up the fantastic and magical as mundane movie props and prosthetics.



LOCATION ENCOUNTERS

Unclaimed Territory Table

Roll 2d6

0-1	Roll on Blade Table
2	Roll on Filth Table
3-5	Roll on Blade Table
6	Location Specific 1
7	Roll on Mortal Table
8	Nothing
9	Location Specific 2
10	Roll on Filth Table
11-12	Roll on Rose Table

Rose Territory Table

Roll 2d6

0-2	Roll on Rose Leader Table
3-4	Roll on Rose Table
5	Visiting Diplomatic Fae and entourage. 2x Precious Diplomat and 1x Fae: roll on the Random Fae Table and add: Persuasion d12, Trickery d12+2, and Rank=10
6	Nothing
7-8	Location Specific
9-10	Rose Guard Fae: Roll on Random Fae Table and add Fighting d12, Armor +4, parry=8
11-12	Roll on Rose Table
13-14	Raid! Any guards are absent. Use: 1x Raven Assassin, 3x Boggart Nightmare

Blade Territory Table

Roll 2d6

0-2	Roll on Rear Guard Table
3-6	Roll on Blade Table
7-10	Roll on Slighe Environment Table
11-14	Roll on Mortal Table

Mortal Table

Roll 1d6

1	Mortal (Nosy)
2-3	Mortal (Acquaintance)
4-5	Mortal Police x2
6	Mortal Gangmember x4

Filth Territory Table

Roll 2d6

0-4	Roll on Filth Leader Table
5	Nothing
6-7	Roll on the Filth Table
8	Location Specific
9-11	Roll on the Filth Table
12-14	Roll on Mortal Table

Undermarket Table

Roll 2d6.

0-3	Roll on Vendor Table, use Vendor Apprentance
4	Market Lord (See: De Danna)
5-6	Market Security: 2x Warden, 2xWarden in Training. Increase numbers on lower levels
7	Location Specific
8-9	Roll on Vendor Table, use Vendor statline
10	Roll on Blade Table
11	Roll on Rose Table
12-14	Brawl: 2x Hound Goblin, 5+ Bloodpit Fighter

Rose Table

Roll 1d6

1	Roll on the Random Fae Table
2-3	Rose Leprechaun Maker, Rose Precious Diplomat, Rose Gifted Champion
4-6	Rose Gifted Healer, Rose Sighted Spotter, Rose Gifted Fighter, Rose Changeling Sniper.

Rose Leader Table

Roll 2d6

2	King
3	Crown Knight Haba
4-5	Crown Knight Madeline
6	Crown Knight Darq
7-10	Councilor: Roll on the Random Fae Table and add: Persuasion d12, Trickery d12+2, Rank=15
11-12	Queen

GAZETTEER

Blade Table

Roll 1d6

1-2	Roll on the Random Fae Table
3-4	Banshee Combat Mage, 2x Banshee Snipers, New Blades x2 per Wild Card
5-6	2x Seether Performer, 3x Ball Tailed Cat Thug, Generalist Blades x2 per Wild Card

Rear Guard Table

Roll 1d8

1	Agropelter
2	Bean Nighe (Washer)
3	Dullahan
4	Fachen
5	Sluagh
6	Wendigo
7	Manitou (Ice)
8	Cannibal Dwarf

Slighe Environment Table

Roll 1d12

1	Large hail
2	Electrical storm
3	Complete whiteout
4	Freezing rain
5	High speed winds
6	Frozen over tunnel
7	Cracked Standing Stone: every round within 2 squares gain +2 to use of all magic skills and make a Vigor -2 roll to avoid taking a wound.
8	Djien
9	Snow Snakes
10	Silver Cat
11	Cu Sidhe
12	Stiff-legged Bear

Filth Table

Roll 1d6

1-2	Roll on the Random Fae Table
3	Filth Pack: Filth Fighter, Filth Spotter
4	Crew 1: Filth Driver, Filth Maker, Filth Spotter, Filth Generalist Hires x4
5-6	Crew 2: Filth Fighter x3, Filth Mage Hires x4

Filth Leader Table

Roll 1d6

1	Lord Steward
2	Registrar
3-6	Union Rep.: Roll on the Random Fae Table

Vendor Table

Roll 2d6.

2	Rare, and expensive, one of a kind items
3	Vendor moving stall, attempts to hire pack
4	Goblin Transport in use (hazard)
5	Selling tickets to Undermarket Blood pits
6	Pushy vendor selling useless stuff
7	Affordable, functional items for sale
8	Goblin Transport for hire (pushy, dangerous)
9	Selling Cheap tickets to the blood pits (teleports into the fighting pits directly)
10	Vendor seeking to buy a member of your pack
11	Stall you were seeking on fire
12	Stall-less vendor (illegal, pushy, mostly useless)

Random Fae Table

Roll 1d20

1	Aos Sí
2	Sluagh
3	Bmola
4	Cannibal Dwarf
5	Deer Woman
6	Door Mouse
7	Dullahan
8	Fachen
9	Gancanagh (Irish)
10	Goblins
11	Gremlins
12	Hobgoblin
13	Jogah (Drum Dancer)
14	Leprechauns (Clurichaun)
15	Manitou
16	Puca
17	Red Cap
18	Thunderbird
19	Tooth Fairy
20	Stone Coat

SAVAGE TALES



These savage tales here are designed as one or two part games and interludes that can be dropped in between other games, or on their own. Some have a trigger event or location linked to the tale, others do not.

“The War” and “Vengoth the Destroyer” are both campaigns. When running these latter two, we advise reading over the entire plotline before running the games, referencing the locations, encounters, and relevant setting information.

BREAK-IN INVITE

Begins: after “Jewel Raid” at Arden Financial Bank and Trust

Market Lord Reaver is eccentric, clever and paranoid. He also dabbles in Mortal commerce and is a collector of rare and valuable Mortal relics and memorabilia. After his private quarters were robbed, he has integrated modern security and Fae magics to create a new security system. He is offering a reward for any individual or group who can successfully crack his security and make it into his personal chambers within 24 hours. So far, three different attempts have been made by different contestants and all three have failed with two teams having to be hospitalized while the third is missing.

MEDIA CLEAN UP

Begins: in Arden Star Media

A new Nightmare Pack made of newly adopted Roses got carried away when they ran into a group of Blades. Everything went wrong. There are plenty of Mortal witnesses who reference “strange events” and pass rumors about “freaks with super powers.” There’s a real risk of media exposure severely crippling the interactions of the Fae in Arden. The media needs to be distracted so this incident is overshadowed and quickly forgotten. The catch is that there can be no trace of magic or hint of anything supernatural.

THE PERFECT DRUG

Random incidents are being reported of Mortal temporarily gaining Fae powers. There are only a handful of occurrences which have all been covered up by the Court of Roses. The Nightmares have been tasked with finding out the connection to these Mortals, who is responsible and to stop it. There are six victims, four of which are dead due to Fae-related complications.

Each individual is part of a new clinical drug trial for cancer medication. One of the lead researchers at Brightline Pharmaceuticals has been able to frequent the Goblin Bazaar where they are purchasing Fae plants to use as a key ingredient in their development for an anti-cancer medication.

SAVAGE TALES

COCHON À L'OISEAU

Begins: in Le Petite Oiseau

One of the lead chiefs of le petit oiseau seeks out the Nightmares as she is desperate. She agreed to duel with a rival chef from the Court of Blades as to who is the better culinary master. The loser has to spend the next year transformed into a pig. To make matters worse the other chef's Fuill has been terrorizing her staff, interfering with food shipments and threatening her patrons. The duel requires a chef and up to four assistants. No one will work with her and she's in risk of losing by forfeit without help.

MIDNIGHT TRAIN

Begins: in the Undermarket

Word has gotten out that a Changeling Blade Operative is on their way to the Undermarket to purchase a large shipment of supplies and weapons. Who the changeling is and what they are using for payment are unknown, but they know that the changeling will be on the Undermarket train shortly and there is still time to catch them. The Nightmares must make sure this transaction does not happen or else the Blades will be far better armed than before.

ONCE UPON A TIME

A rare volume of fairy tales is being revealed at a fundraiser the Arden Library International fundraiser. This particular book has several tales never seen before, including mention of the Aspects, the Court of Roses and details about Changelings, Gifted and Precious, along with parts of Fae history. The Nightmares are sent to infiltrate the fundraiser and get the book. Unknown to the Nightmares, the Host of Blades, Parliament of Filth, Collectors and Lukans have all sent representatives with the exact same mission.

MISSING ECHIDNAE

Begins: in Club Echidna

Nightmares and Mortals are disappearing from Club Echidna. Among them has been a pair of Nightmares from the Host of Blades and a Mortal ally to the Court of Roses. Suspicions are beginning to raise as the Court and Host blame each other. Among one of the missing is a friend of the Nightmares.

There is a Dunghaven Hooter outside the club where smokers go. The Hooter has been preying on those who have been drinking heavily. This Hooter has the ability to disguise itself as a statue and hides amongst the other bohemian art at the back surrounding the smoking pit.

STREET CLEANERS

Begins: during the "End the War" campaign

The Court of Roses has prepared a major counter offensive against the Court of Blades. The problem is that half a dozen Blade Fuills have entrenched themselves at a critical bottleneck, which feeds into Arden's financial district from the downtown core. The Nightmares have twenty-four hours to clear out the Fae and Nightmares before the bulk of the Rose forces attempt their lighting strike.

NOT SO SAFE HOUSE

Begins: during the "End the War" campaign

Ox, Siren, Jessie and James are a Nightmare pack that took refuge in a safehouse about 30 minutes ago. A large group of Blades has the building surrounded. The Nightmares are the closest ones to the safehouse and most likely to be able to get them in time. Blade reinforcements are on their way and it is only time before the safe house is breached. The Nightmares need to rescue fast as there is a Knight of Blades coming with the next wave of reinforcements.

KILLER COURT

Begins: in Rose Court

Raven has been accused of murdering her pack. She claims a changeling impersonated her. When her trial was clearly not going her favor, she called for a trial by combat. Raven is requesting one of the Pack is be her second, and to fight in the combat for her. Though Raven may be innocent, she is known for being ruthless and cold-hearted. She is not well liked among the Roses who are not Raiders.

START YOUR ENGINES

Begins: in any Eclipse location

The Nightmares are challenged to a “friendly” street race by a rival pack trying to make a name for themselves. This garners the attention of the Roses and other patrons for the eclipse. There is little the Nightmares can do without losing face. The Nightmares’ rivals, however, have planned this challenge and laced the race route with traps. First one back wins.

CAN'T WE ALL NOT GET ALONG

Begins: during the “End the War” campaign

The war is not going well for the Court of Roses. The Host of Blades is operating like a well-oiled machine and the Court has decided this must end if there is any chance of survival. The Blades need to start infighting again and mistrusting one another. The Nightmares are being tasked to create infighting, chaos, and dissension among the ranks. Even more important, a Blade named Medusa seems to be one of the key figures keeping the Fiulls in line and is known to spend most of her time in the Eclipses where she feels untouchable.

IT'S MY PARTY

The celebrations in the Mortal world are known to be wild, chaotic and unmatched by any other court. These parties can go from the sublime to the dangerous to the ridiculous and now the biggest one is being thrown. During the festivities, dancing, drinking, duels and debauchery the Nightmares come across a Nightmare from the Host of Blades hiding in the washroom. This brand new Nightmare has no idea what's going on as she was dropped off here by some Blade friends and told to enjoy the evening. This cruel practical joke could have dire ramifications if the Blade Nightmare is found in the middle of a Rose celebration. The Nightmares need to decide what to do: find a way to get this wayward guest out of the festivities before things go awry, deal with the Blade themselves, or leave it up to chance to decide.

WOE IS I

Someone is attacking Nightmare packs in Arden. The Blades, Parliament of Filth and Roses have all fallen prey to these mysterious assailants. Worse, all the courts are pointing fingers at each other and accusations are being thrown around while the assailants are still at large. The Society of Woe, a Mortal secret society, knows about the Nightmares and is targeting them in order to protect humanity. The problem is they don't know as much as they think they do and assume the Nightmares are the same as Fae and that all belong to the same court. Being Mortal, the Sighted can't spot them with their magic or Fae sight. This means the heroes are going to need to do some sleuthing in order to find them or set up a trap and uncover what's really going on.

SAVAGE TALES

ONE NIGHT IN ARDEN

The Court of Slate is sending a V.I.P. to the Host of Blades to see if they will assist them in their war effort. A small team of Blades has been assigned to wine and dine the ambassador and seek his court's favor. The Nightmares need to ensure that by the evening is over the diplomat will have a miserable time and no intention to aid the Host of Blades

DEATH OF THE PARTY

A high ranking diplomat approaches the Nightmares for a favor. There is a formal masquerade ball tomorrow night and his guests are unable to attend. He says his reputation will be ruined if he shows up alone. He has invitations, will supply clothing and will sweeten the deal as much as he can. The Masks will hide everyone's true identity completely for the evening. What he hasn't told the Nightmares is that one of them is a stand-in for one of his high-profile guests who has been receiving death threats. The assassins will identify this person by their invitation and outfit. Their goal is to dispatch their target before the end of the night.

SECRETS GONE ASTRAY

Begins: during or after "Death of the Party"

One of the Guests at the party mistakes one of the Nightmares for her secret admirer. The plan is the two of them will depart when they will be least missed and runaway together. If the harder the Nightmare protests the mistake the more convinced of being a secret admirer they are thought to be. Before they can escape together the Guest's actual admirer will appear and challenge the Nightmare to a duel for honor's sake.

STOP TALKING

Begins: during the "End the War" campaign

The Blades have been censured by the Parliament of Filth for breaking contracts. These means in the War the Roses have more breathing room and currently exclusive rights within the city to contract Filth mercenaries. Now the Blades are meeting with the Filth in secret to re-negotiate and end the censure and undoing one of the few advantages the Court of Roses has at the moment. The Nightmares need to infiltrate and disrupt this meeting ensuring the censure is not revoked. They must do it in such a way no one suspects any Rose involvement.

FASHION WEEK

The Beltane festival is known to be one of the highlights of the season. Makers from seven courts will be competing in different contests. Felina is a new Rose Maker of dresses and is participating in the fashion show and competition. While she is considerably talented, she needs help. Her supplies have been disrupted, and she needs certain pieces from different parts of the Mortal and Fae realms to create her Masterpieces. To make matters worse, her models have taken mysteriously ill, and she needs someone to step in for them.

MORTAL COMBAT

Begin: in Goblin Bazaar Blood Pits

The Blood Pits in the Goblin Bazaar have started showcasing "reality" matches. Abducted Mortals are being thrown into the Blood Pitts for high stakes matches. When they finish the match their memories are wiped, then they are returned to the Mortal realm unaware of what's happened, usually, but waking up with horrible nightmares and very real scars, bruises and injuries.

SEETHING

The media is reporting a dramatic increase in random acts of violence and crime in the last two weeks. Tensions amongst the Nightmares and Fae are increasing in each of the Courts and the Parliament. The Seether population is sky rocketing in Arden, causing a large portion of the population to have these rage-inducing creatures hitching a ride. To make things more intense, they're not hopping from host to host as much as is typical. Somewhere in the city a strangely prolific nest has been started. The Nightmares need to eradicate the nest and help those afflicted before the both Mortal and Fae societies erupt.

A LITTLE LESS BAZAAR

A goblin approaches the Nightmares for help to get to the Goblin Bazaar. The goblin admits that he was a florist in the Undermarket who grew tired of the Market Lords and left. He offers the heroes an attractive collection of Fae plants if they can get him and his wares into the Goblin Bazaar safely. The goblin is actually a saboteur and spy sent by the Market Lords to spread discord at the Goblin Bazaar and keep an eye on potential rivals.

A SMEAR IN TIME

Begins: any Eclipse or Rose Court territory

Lady Myst is a member of the Council and been spurned by her romantic interest. Not only did her lover betray her confidence but also fled to the Host of Blades. This new Blade is now enhancing their reputation by being the guest of honor at a gallery opening. There,

their new artistic masterpieces will be revealed with all donations allegedly going to charity. Lady Myst, wants her former lover ruined and publicly humiliated. She is willing to compensate the Nightmares by becoming a friend and ally at court should they have need of her. There's one catch: the gala starts in 48 hours and the both Thanes will be attending.

BABYSITTER CLUB

The heroes have been asked to look after the Nightmare of a visiting envoy from an out of town court. This Nightmare is young, rambunctious and thrilled to be in the city. The heroes need to show her a good time while making sure she doesn't elude them and to get into any trouble on her own. She seems unconcerned with revealing her abilities, getting into trouble, or having the adventure of a life time. To make it worse she is completely unconcerned the Roses are in the middle of a war.

DIRTY MONEY

Begins: in any neutral or Filth location

The Nightmares are approached by Union Representative for the Parliament of Filth in need of Nightmares for a short-term High Value contract. The Parliament has agreed to take a contract for a tactical strike against a Blade safe-house in large apartment complex. The Court requesting this is from outside of Arden and due to the Morpheum attacks the Parliament is shorthanded. The Nightmares are offered the contract along with a handsome bounty if the Parliament is successful.



WAR PLOT POINT

BOOGIEY BOOGIEY BOO

A Boogey is stealing children from their beds and disappearing with them into the night. A friend of one of the Nightmares comes to them for help when their son and daughter go missing in the middle of the night. They swear they saw the Boogey and the police who have written them off as crazy. They don't know what to do.

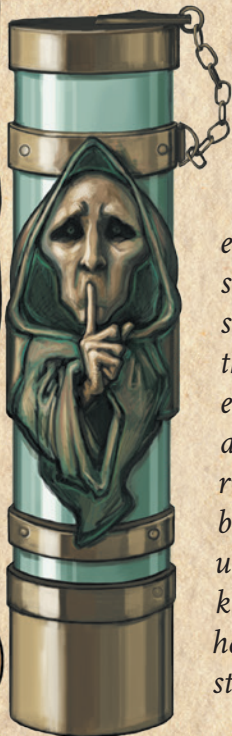
MEDICAL SCOURGE HOUNDS

A pack of scrounge hounds ended up getting access to medical waste among other things. Now a series of bizarre and well thought out killings are being orchestrated against highly educated and talented Mortals and Nightmares. The Medical Scrounge Hounds are customizing their diet to give themselves superior intelligence and abilities seeking to rise above their humble beginnings and carve out their own territory within the city.

THE WAR

THE UNDERMARKET GIFT

Begins when: the Nightmares are called together by Henry, to Harold's Pub- it's a fairly raucous night. All should be Novice characters.



"This is easy; you just need to get the Silent Messenger Vial from Faolan on the 76th floor. The payment's already covered. Don't take too long." Handing each an Undermarket Token, he says, "Just drop it in like a normal subway token. These only work at the automated entrances. Make sure everyone is gone as Mortals in the area will spoil the spell. There are rules to follow in the Undermarket, but basically don't fight, lie, steal, use magic, or bring in Mortals. But keep your wits about you, accidents happen. Oh, and the train doesn't stop, you'll need to jump into it."

THE MARKET

Once they've exited the train, the Nightmares follow the massive crowd down a large roughly hewn corridor to the entrance. The rules of the Undermarket are posted on a gigantic bronze plaque above the door.

The 76th is among the lower levels of the Undermarket. As you approach Faolan's stall, a fight breaks out, creating chaos and engulfing the Pack, though no one is targeting your group particularly. Everyone involved in the fight will be arrested and thrown in the Blood Pits.

If stats become necessary for the brawl, use Bloodpit Fighter (page 145), Hound Goblin (page 182) and Douglas (page 149) for the brawlers, and of course, Undermarket Wardens and Wardens in training (pages 163 and 164) for security.

WAR PLOT POINT

THE BLOOD PITS

While you're in the cells waiting for your match to start, Douglas approaches the Nightmares.

"There's someone trying to heat up the war between our Courts. There's a Blade planning on assassinating Thane Skadis's favorite Rear Guard— and pin it on your court. I don't know exactly when, but soon, so I need to get out of here fast so I can warn him."

The Blood Pit match is pitting a dozen different fighters, including your group (use Blood Pit Fighters, page 145, and Douglas, page 149), against a giant Stiff-Legged Bear (page 195). During the fight have the Player's make a Notice check to spot a sizeable commotion occurring in one of the viewing boxes. Security has appeared en masse. A large Frost Giantess and an immobile Fachen are quickly being escorted out by Market Security.

This game is designed to be a good first, or early game; it antagonizes the main conflict in the setting, provides a reason for the group to stick together, and gives them a contact in the Court of Blades, before they're familiar with the rules against speaking with them.

THE NIGHT OF WILTING ROSES

Begins when: the Pack is summoned to meet with Henry at the Rose Court.

INTRODUCTION

To meet with Henry, you'll pass through the pristine Rose Gardens and entrance hall which will take you to a small, simple room where Henry is.

Sliding a dossier and cell phone across the table, Henry will tell the Nightmares, "The Court of

Blades has someone of ours, Chet, and we want him back. The good news is we have someone they're willing to trade for. As far as we can tell, the Blade we have is nobody important, so expect them to try a dud transfer. Go to the rendezvous, drop of the Blade, and bring our missing Rose to the Court immediately. These exchanges happen from time to time and it is easier than you think— just make sure you get the right person."

If you can, make it personal; replace "Chet" with any Rose your PCs have befriended, and you don't mind killing off.

The hostage is being held in the lower dungeon, and will agree to cooperate only if given back her Aimn (see page 79), an enchanted dagger. If the Pack agrees they'll arrive at the rendezvous without further incident; if they don't the Blade will repeatedly try and retrieve it.

The rendezvous is an abandoned warehouse in the North end of Arden, and the agreed-on time is just after dusk. The warehouse reeks of old plastics and metal. The chill of cold iron filings emanates from the floor, and overflowing drainage pipes spew running water across its surface.

Anyone who looked at the dossier will notice double the number of Blades there should be. A Notice check at -2 will reveal one sharpshooter, two with a raise.

The Blades have been given instructions to kill everyone involved with the pickup, including the Blade hostage. Their first target will be the Rose prisoner.

Use 2-3 New Blades (page 158) per Wild Card, 2x Banshee Sniper Nightmare (both hidden) and 1x Banshee Combat Mage (page 144)

WAR PLOT POINT

After the fight, the Nightmares will discover a thumb-drive embossed with the Rose Court sigil on the ground beside the body of one of the Blades. They can choose to hand this over or attempt to get through the encryption themselves [Knowledge(computers) at -2].

There are two relevant pieces of information on it. The first comes too late: the Blades are launching an assault against the Roses. The second is the reason: Thane Skadi's former Honor Guard was assassinated recently (while your characters were in the Blood Pits) and the Blades believe the Court of Roses orchestrated it. There is a note that while it does look like a Rose weapon was used, the writer has doubts, and suspects it was an inside job and framing by one of Thane Cleas' supporters.

The next plot point's opening assumes they pass on the thumb drive or the information to Henry—otherwise you'll need to find a different way to point them to Tobias'

While the Nightmares are fighting with the Blade Pack, a well-coordinated assault on multiple Rose locations, including the Court's portal tree will begin without warning. Though the brunt of the attacks will be pushed off by the time the Pack arrives back, Blade raiders are also making attacks on Nightmares and Fae in the city who belong to the Court of Roses. This increases the likelihood of an encounter on their way back. Roll twice on the Mortal encounter table at -1 and use both rolls.

When the Pack arrives back to the Rose's portal the area has been cordoned off by Police, and the destruction stands out in stark contrast to the earlier appearance. Past the cordoned off area,

out of sight from the perimeter, bodies lie strewn across the paths, and there are several large craters near the great rose tree.

THE ORACLE

Begins when: Henry contacts the Pack via the phone.

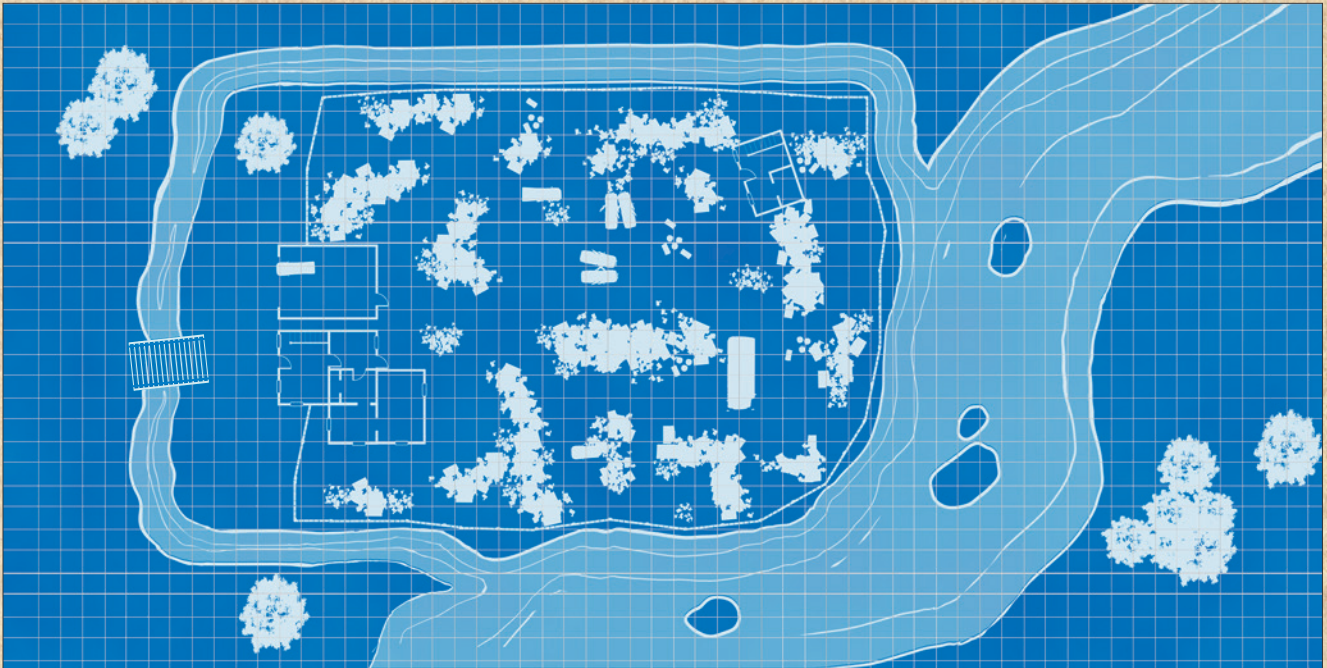
"Hey. I need you lot to give Tobias a visit. We didn't have a clue those Blade raids were coming; that night was sudden even for them. It was also extremely well organized and more successful than it looks. They were able to hit critical Rose personnel and resources. They've got an inside leak or another way of getting at our information. Hence, Tobias, he's a fantastic Oracle, and I keep running into walls hunting out our leak. Be careful, he's not fond of Nightmares, but if you have any Sighted who owe you a Favor, it'd be good to take them along."

Tobias lives in a rural area past the cliffs that cut off Arden's Northward growth, it will take the Pack a couple hours travelling to get out of the city and to this secluded region.

TOBIAS' HOME

Tobias home is in a two-story building with a large rusting sign out front: Williams & Williams. The first level looks like an abandoned storefront or office, while Tobias lives on the second level. Tobias' house has every type of Fae Bane integrated into its design. The entire property is surrounded by bright flood lights, and a diverted stream forms a double moat with fire accelerant soaking the ground between them. The accelerant also soaks the ground in multiple ditches lined with kindling. The house itself has holy symbols, wards, and cold iron in every room, and various weapons are hidden throughout. Cold Iron and wards litter the scrapyard grounds. (Banes of sunlight, running water, cold iron, silver, holy wards)

WAR PLOT POINT



The Banes of Cold Iron and Wards are always active; Running Water and Sunlight banes are always active outside the house; the floodlights are full-spectrum, and will fatigue any Nightmare or Fae with the Sunlight bane. Those with the Fire Bane would need to be wary of the ditches; the accelerant can be easily lit by Tobias from the front door, or anywhere else along the ditches.

Tobias (page 162) will come outside with his shotgun and tell the Nightmares too leave, if they don't he will take shots at any non-Sighted Nightmares. "Ya, I know what you're here for, and I don't care. I don't have time for other people's problems especially your fairy tale friends. I've lost enough thanks your people. Get outta here."

If the Pack remains polite they may be able to persuade Tobias to be reasonable. Persuasion at -2, 0 if its coming from a Sighted, and +2 if

there is more than one Sighted member in the group. If unsuccessful Tobias will lure them into the scrap yard.

If any member of the Pack attempts to attack, intimidate, or coerce Tobias he will light the accelerant soaked into the ground and bolt into the scrap yard where there is a small pack of Scrounge Hounds (1xAlpha, 1-2 Betas per Wild Card, page 192) asleep amongst the derelict cars and piles. A Notice check at will reveal the hounds, a raise will allow you to spot Tobias' scorpion construct, "Babs" (page 162). These pets will attack the Nightmares and respond only to Tobias.

Fine. You want information from me? Then you'll do me a favor first. I was with your Court a while—powers were a bit spotty, but it was good to feel useful. Till the Blades got wind the Court of Roses had an Oracle with'em, and sent someone to deal with me. I wasn't home, but Roscoe was. Take out the Cap that killed my son.

No amount of threatening or cajoling will sway him from this—he knows you can't get the information otherwise.

WAR PLOT POINT

LET'S GET MCCrackEN

Begins when: the Pack seeks out McCracken

McCracken (page 157) has a bad reputation even among the Blades. He's solitary, dangerous and lives on the outskirts in a heavily wooded area near an abandoned road where he likes to waylay travelers. For any encounter that occurs within his turf, start the encounter with 2 zombies (as per the power) per Wild Card.

Tobias will know if the Pack is successful or not, and when they return after taking out McCracken he'll give them piece of paper with a prophecy written on it. "I can't tell ya' what you're asking for specific, it never works out easy like that, but I got a message for ya anyways. Hope ya can figure it."

*Destroy the betrayers, quell the war.
Raasay's revenge, drowning under copper scales.
An enemy to find the poisoned rose.
With greed's blood shed guard your path.
The last, the lost heart, to buy your peace.*

RAASAY'S REVENGE

Begins when: the Pack visit the Filth Docks

The Pack may have heard that there's a Horned Snake terrorizing the Filth Docks, but either way, the scene when they arrive is unexpected. Absolutely no one is out on the water, and very few are on the shoreline or pier. There are fewer boats tied up than is normal as well.

Make a Sight check. Everyone who passes will see a faint glimmer of copper under the docks, where the Snake is, and patches of iridescent copper smoke rise from the water around it. If the PCs touch these gaseous clouds, they must pass a Vigor check at -2 or suffer Poison and inflicted Paralysis for 2d6 minutes.

Small Horned Snake Nightmares (page 146) will begin harassing the Pack as they approach the water, though the real threat is the Fae Serpent (Copper Horned Snake, page 186).

If no one in the party has boating or swimming abilities, make sure they have someone nearby they can barter with for a ride—anyone who uses the river will find this thing a menace, and may be willing to take you on the water to get rid of it.

The Horned Water Snake is used to hunting weaker prey, when it takes more than one wound of damage it will immediately flee under the surface of the water. The Nightmares need to follow the trail of blood it leaves in the water to its Lair, there they will have to face the creature on its own ground. If they are unable to follow the serpent they will have to try again another day.

In the lair, they will an assortment of random items. The vast majority of which are Mortal trinkets and treasures of varying values, but nothing outrageous. Most of the items seem to have been scavenged from sunken shipping vessels. Near a pile of shed snake-skin the Nightmares will find the ground and any items are blackened and blistered, as if they have been subjected to intense heat. The water here is definitely warmer, and as they approach anyone with the fire or holy banes will be uncomfortable, but not affected by their Banes. At the center of this effect they will find Raasay's Revenge, a rather plain, but odd looking weapon, a cross somewhere between a sword and a fishing gaff, with two oversided lugs making the entire thing look like a cross with a hook at the bottom end. Heavy and made of hand-forged iron, it is hot to the touch and the tip is lightly pitted as if by acid, but appears to be unaffected by its time under the river, with no rust or wear.

RAASAY'S REVENGE

Weapon Abilities: Str+d8 damage, Two handed, Reach 1, Fuath Bane, hooked: see notes, water resistance +4 and water breathing.

This weapon acts like a ward bane to those Fae and Nightmares of Fuath lineages. It imparts its wielder with a resistance to water magic (+4) and the ability to breathe underwater. No other enchantments can be applied. With a raise on the hit, regardless of damage dealt, the hook snags its target, acting as a successful grappling check. The target's parry is decreased by two until the weapon is disengaged. Both target and attacker may be dragged (opposed strength).

Regular penalties to a wielder with less strength than required apply, but the water resistance and bane magic are still active.

Other than the sword, the most valuable item in the cave will be the horns of the snake, followed by its copper scales. These can be used to make powerfully magic items; +6 to crafting rolls using each of the two horns, +2 to those using the scales.

THE CRANNOG IN THE SLIGHE

Begins when: Harold has been missing for a while—his pub is still open, run by another dormouse, Beatrice, but the air is somber and worried. This plot point triggers when the Pack starts looking into this, or if they do not, when Douglas seeks them out.

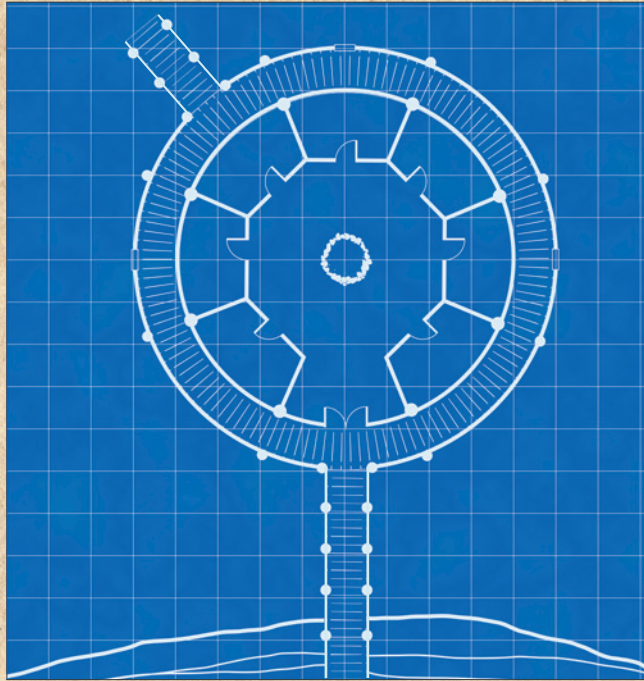
After some investigation (or if approached) the Nightmares will find out the Blade Waterhorse, Patrick is responsible for Harold's disappearance—and it's because Harold found out who his accomplice in the Court of Roses is.

The Waterhorse is Douglas's Fae Lord. The most help he will give the Pack is arranging a time when noone will be around to stop them from intruding in the Fae's Domain, and some basic directions—it'd be suicidal for him to get directly involved.

There's a shortcut to Patrick's domain in the Slighe in a small warehouse located on the outskirts of the city. When the Nightmares arrive they will the small repurposed warehouses have a few people guarding the area— Successful Sight checks reveal that these are a mix of Mortals (Mortal Gang Member, page 157) and Nightmares (New Blades, page 158 and Precious Waterhorse Fighter page 159)

Once inside the Nightmares will find the entrance to Slighe is an emergency exit hidden behind a cramped storage section. If the Pack snuck by the guards, make Sight checks at -4 until the exit is found; each failure represents a patrol through the warehouse by one of the guards, otherwise there is no pressure to find the entrance quickly. When the Nightmares enter through the door they will themselves on a well-trod dirt path through a skeletal forest, after following the path for almost an hour the Nightmares come across a large set of double bridges. Far below they can hear a river rushing underneath the fog of the bridge. Crossing the bridge will take the Nightmares to Patrick's home, a crannog. If the Pack succeeds on a Notice Check at -2, they will see a Dunhaventhooter swimming in the water, Aglebemu by the water edge, and that there are two entrances to the home, one that the Pack is walking on, and the other leading directly into the water.

WAR PLOT POINT



Once inside the home, there are sectioned off rooms, and a central pit with two Fire Dogs (page 178) around lounging around it. Suspended above the fire pit is a cage, with a single worn and bedraggled Dormouse in it. Upon spotting you Harold will immediately start yelling for help, getting the attention of the Fire Dogs, Dunhavenhooter (page 176) and Aglebemmu (page 165).

Once freed Harold scamper up to a pocket or pouch and tell you he found out about the Kitsune Alzeid's betrayal of the court.

He's gone and plotted with the Blade against his own court, the bitter old snake—all for him loosing his place on the council! He's got something that greedy Waterhorse wants badly enough to threaten to out him to our court over, says it will make him Thane. So now, here I am, held hostage because of the information. The Kitsune wants to kill me so I can't tell anyone he's responsible for leaking our information to the Blades., and the Waterhorse has threatened to let me go to do just that. But now I have! Told someone, I mean, so he shan't get away with it. He won't right? You'll put a stop to this, I'm sure. And perhaps help hide me from the menace until he's good and thrashed?

When the Nightmares leave the home, the bridge they took in leads to the Slighe instead of the warehouse. There's an exit nearby though, so if they're quick, and someone can read the directions written in Blade script, it should only take a half hour to bolt through. For every half hour they are in the Slighe roll on encounter table, minimum of one roll.

KILL PATRICK

Begins when: the Pack goes looking for Patrick. As one of the betrayer's mentioned in Tobias' prophecy, the Pack needs to take out Patrick.

Most of this should be up to the Nightmares to plan—they're setting the trap after all—they can go after Patrick on his turf in the crannog they've been to, in a Mortal location, or somewhere else they know he'll go to—but don't make it too easy to get in and out of, the location should be well within Court of Blades' area or Slighe, or it shouldn't be an area this Fae is traveling to.

The exact nature of the opponents should depend on where they decide to engage with him, but should include mostly members of his Fuill: Gifted Waterhorse Mages (page 152), Precious Waterhorse Fighters and the Re-adopted Waterhorse Nightmare (page 159), Douglas (page 149), a few Fae of various types, and Blade Generalists (page 145), and New Blades (page 158) to fill out the ranks, and of course, Patrick himself (page 158).

THE POISON ROSE

Begins when: the Pack goes to find the Heart in the Kitsune Alzeid Graf's home.

The Pack may be able to lure the Kitsune to a trap and deal with him elsewhere, but they will still need to search his rooms for the heart. Unlike with Patrick, Alzeid Graf does not necessarily need to be killed.

WAR PLOT POINT

The Kitsune has a set of luxurious and well-defended private rooms in the Court of Roses Keep due to his high status. Unless the Pack has somehow acquired official permission to search the rooms, they will need to do so without attracting attention. The Kitsune will have heavily trapped his quarters, with most of the traps having themes of transformation and fire.

The entrance room is large, clearly an entertaining room. There is abundant seating along the outer edge and an open space in the center of the room. The furniture is ornately carved from pale woods with plush maroon velvets and gold gilding, and an abundance of glittering trinkets are on display—the Kitsune is clearly not subtle in his displays of wealth here. Two doors lead off of the room at the far end. A crystalline tree grows in the corner by the door, and has a few items of clothing hung on it. Stone statues are dispersed around the room, those by seats are holding out trays as a small side table. On a few of these are books, ornaments, and Fae fruits, delicacies, and drinks. Scattered across the room are various traps waiting for an unwary visitor to stumble over them.

GLOBE

Decorating the surfaces holding the most valuable of the Kitsune's trinkets and ornaments are various gems shaped as small globes and polished to a high shine. When touched everyone in the room except the Kitsune will be instantly shrunk to a few inches tall as the gem begins to emit a high pitched squeal. From hidden corners of the ceiling a murder of crows will descend on the now shrunken characters. When the crows are defeated the Nightmares will return to their original height.

STATUES

When any of the rooms traps are triggered, the statues that are not holding trays will come to life; and attempt to knock out and restrain the

Nightmares until the Kitsune Returns. Use two to three statues per Wild Card.

SNACKS

Half the food and drinks are poisoned with a particularly subtle venom [-2; see poison rules]; noticing that a piece of food or drink is poisoned requires a notice check at -4. All the foods are of Fae origin and those with poison will have the Fae food roll take effect before the poison. Each food only uses one of the sub-tables, roll a d10 instead of the usual d100 when consumed. The Fae fruits use the single day transformation sub-table, the delicacies are finger deserts and use the end condition transformation sub-table, while the drinks (alcoholic and not) use the permanent transformation sub-table.

BOOKS

Most of the books are plain with fabric or leather covers of different colors, however some others have simple images embossed into them. A series of the books are decorated with the emblems of different Fae collectives; the Nightmares may be able to recognize the emblems of the Court of Roses, Court of Blades, Parliament of Filth, Topaz Briar, Lunar Council, Court of Frost, or Undermarket. One has magic pearls like those you see floating around the Kitsune. Another is decorated with a spiral of life.

Any book with a red, gold, or brown cover (1-4 on a d6) is a fire-trap, and will ignite the person who opens them dealing 2d10 damage until the fire is put out.

The book with the spiral of life is on an ice blue cover and feels oddly heavy, Smarts -2 check for anyone who did research on the Heart of the Blades to recognize the spiral as the one carved into it. When opened, the reader sees a mirrored surface with the spiral of life etched into it, and the three arms of the design joined into a rounded triangle.

WAR PLOT POINT

Touching the mirrored pages transports the reader into the book, to a small, almost empty room. The floor, walls, and ceiling are a black smeared parchment, and the smell of dust fills the air. The sound of crumpling and tearing paper emanates from one of the walls, where an ink-work version of the character is pushing through the wall, tearing a hole, and revealing a second room. The paper copy has all the traits and abilities of the original, and will attack anyone who enters the room, and prevent them from passing through to the second room, following them if they manage to get by. Attempting to break through the paper wall takes a strength -6 check, getting through one of the torn holes requires a contested agility check.

On a pedestal at the back of the second room is a small fist sized container, shaped like a rounded triangle, a shape vaguely reminiscent of a heart, ornamented with a spiral of life, and with three swords puncturing through it. The pack will be unable to open it - the container can only be opened by a member of the Court of Blades.



When a character's paper clone is incapacitated it dissolves, and the associated Player Character disappears from the room. Unknown to the other characters, they've been transported to a small apartment over a furniture store. Across the street is Le Petit Oiseau. The characters will have to retrieve the heart before all of them are booted from the book room.

If the Kitsune realizes he is losing the fight, and the characters have let slip they're looking for the heart, he will attempt to break from them and retrieve the book, grab the heart and flee – like all the other defenses in the room, the book is keyed to the Kitsune, and he can retrieve the heart and escape through the book quite quickly. At that point the characters will need to follow and chase him down.

TRISCILLIAN OLIVE BRANCH

Begins when: the Pack goes to return the Heart of Blades to one of the Thanes.

A bit of research will tell the Pack that Thane Skadi will be the better Thane to negotiate with, as the Waterhorse Patrick was a part of Thane Cleas' Rear-guard, and Thane Skadi is the more active of the two in pushing for the war heating up.

Thane Skadi will not negotiate with any but those who reclaimed and returned the Heart; as such the Pack will need to ensure the Court of Roses Council and Royalty are willing to abide by what the Nightmares and Skadi agree to.

To find Thane Skadi, the Pack must enter into the Slighe. Roll 4 times on the random encounter table before you get to Thane Skadi's personal domain.

The landscape here is icy and snow-coated, and immense. Mountainous crags dominate the area making walking across the domain dangerous. Make agility checks to avoid falling damage (40+

VENGOTH PLOT POINT

feet). Thane Skadi's home is a large turf longhouse, and finding it require a tracking check at -2, or a Notice check at -6. This may be re-attempted, but requires significant time, for every failed attempt to find the longhouse the Nightmares must make another check to resist the effects of Cold (40 below) as per the core rules, and make another agility roll to avoid falling damage. Once they near the longhouse they will have to contend with Honor Guard October (page 155). Thane Skadi, Honor Guard Modi (page 155) and 2 Nightmares per Wild Card (Blade Generalist, page 145) are inside, and may be called out by October as backup.

Proving that Patrick is Buail's assassin and that they've killed him will enable the pack to leave safely. However, to convince Thane Skadi to call off her portion of the conflict and provide the means to quell Thane Sgaile's you'll need to

hand over at least the Heart as payment. Killing any of the Honor Guard or Nightmares will be a significant impediment to negotiations, though not insurmountable.

The effects of the negotiations with Thane Skadi will be immediate, though it will take a bit more time before Thane Sgaile's portion of the Court of Blades backs off on the war. A peace agreement between Thane Skaadi's Court of Blades and the Court of Roses will be made, but not with Thane Sgaile's portion. Though no peace agreement has been made with the larger portion of the court, there is significant pressure inside the Court of Blades as both Thanes are using the re-appearance of the Heart to attempt to push the other out of power, and the information contained within is also causing a significant amount of internal stressors.

VENGOTH THE IMPOSTER

ATTACKED

Begins: when the Pack accepts Tia and Robert's invite to negotiate.

The Pack will have heard rumors of a magic eating creature prowling around, and a large number of Nightmares going missing—unusually, the Blades aren't taking credit.

You've been invited to meet with two members of an expert raider pack at a local Diner. They're asking for your help finding their Packmate Brooke. As you're negotiating, you see Robert, who's watching the door, jump and bolt towards it excitedly exclaiming, "Brooke!" Turning around, you hear

Tia mutter "Why is she so pale?" as she stands up. Reaching Brooke, Robert falters and starts to back up, too late, as Brooke's arms lengthen into barbed wire tendrils, and her mouth opens impossibly wide into a jagged maw. Before you can react, Tia expertly throws her Gift, a spear, at the creature masquerading as Brooke. Impossibly, the Creature effortlessly swipes the spear from the air, wraps a barbed tendril around it, and you can hear Tia's deafening screams as the creature drains the spear of all magic, then drops it, a dead piece of twisted metal, before turning back to Robert.

After having her Gift consumed, Tia is in shock, and barely responding to anything. Robert is seconds away from being eaten.

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If Tia survives this, her Gift will never regenerate, and she'll have no magic except the Sight left, permanently.

This is not a threat the characters can directly engage and survive at their level, escaping is enough of a challenge, as is deciding if they're going to help or abandon the other pack. If it's not clear to the players yet just how dangerous the Morphium is, make sure they know they can't kill it, yet. The Morphieum is an intelligent enemy that feeds off Fae magic, destroying whatever holds the magic, be that inanimate, Fae, or Nightmare. Immune to almost all damage, this campaign focuses on gathering the supplies to take the creature out.

THE GUARDS OF UNMAKING

Begins: When the Pack looks into information on the creature that attacked them, their sources will point them to a small Mortal Sect: the Guards of Unmaking. This game begins when they seek them out.

Some basic research or gossip-mongering will tell the Pack that the creature attacking was a Morphium, and that there is an association with the Noble Mortal sect, the Guards of Unmaking.

The Guards of Unmaking own a small Island in the middle of Arden's main tributary river, the Caius, where their only temple is located. It's a hassle to get to, the ferry only runs at specified times, and there's no public posting about when this is—it's a lot easier to find an alternate way over.

When characters arrive at the temple, they find the grounds are thickly warded. Surrounded by running water and a cold iron fence, the grounds are spotted with fountains and filed cold iron shavings. Two small pillars of flame sit outside the main doors, and even at night the grounds are incredibly well lit. Every Fae Nightmare should be feeling their banes, even those with the sunlight bane will be suffering -2 penalties

if they're snooping around at night, as the lighting is specifically designed to impact them. The doors are locked at Nightfall, and unlocked in the morning. There are three Guards (Guards of Unmaking Sentry, page 154) at the temple entrance, who will need to be persuaded that you are there about the Morphium, and to let the Nightmares in.

If the Pack does anything to endanger the treaty the Court of Roses will come down on them hard, and everyone should acquire the traitor hindrance, at least until amends are made, if you're a generous GM.

If they choose to wait instead of going through the door, they're going to be in the temple, surrounded by their banes, for hours and everyone will be hostile. It is a very good way of avoiding accidentally endangering any of the Ancient Treaty clauses though. If they go this route, it's unlikely the Nightmares have the appropriate gifts to give to the High Keeper in return for her hospitality. This will make her much more wary that the group is being deceptive. Turn the social interaction into a **dramatic encounter**. The gifts of hospitality from the Guards of Unmaking are a bowl of cream, heel of bread, and loose tobacco, as is traditional.

Entering into the temple, you can see a series of small alcoves in the wall with one or more bright blue stones in them, most also have incense or flowers left as an offering. Everyone in the temple other than the Pack is wearing either a blue or clear stone of the same design. The guards are doing the absolute least possible in terms of helping, and making it very clear you're not welcome, without

VENGOTH PLOT POINT

actually telling you to leave. When pressed, they'll say you need to meet with the High Keeper, and gesture to a door in the side of the building. *"She's in the lower levels repairing some defenses after a group of Collectors attempted to break in."* Once you pass through the small, obscured door the Keeper gestures to, you'll see a narrow descending staircase, lit by an old string of Christmas lights. As you descend down the stairs you can hear the youngest guard yell after you "break anything and your court is in for it," followed by the sound of him being cuffed upside the head.

Anyone with the Wards or Cold Iron banes will be suffering -2 penalties the entire time they're in the temple, including underground. Other banes will only periodically become a problem.

Walking down the path, there are a few alcoves like the ones upstairs, but older, and with fewer offerings. Walking down the halls, you are relatively unscathed, seeing little of threat, but the bloodstains in the stone hint that there is typically more danger than you're encountering. The first room you enter into has a pillar in the center of it, with many of the same stones you've seen in the altars, but cracked and faded to a shadow of the bright blue.

The next room has broken security cameras, automatic guns which are melted and contorted out of shape with piles of spent casings under them. There is a laser grid erratically flickering on and off. Whatever part of the security system it was a part of has been severely damaged but the humanoid scorch marks on the floor suggest it was at least moderately effective.

The hallway past this room is narrow, and each alter has a sword adorned with a blue gem in front of it. Should any of the Nightmares touch the swords, after a minute delay each touched weapon will begin fighting the Nightmares, with a faint blue ghostly person appearing to wield it (Guard of Unmaking Spirits, page 153). Anyone

who specifies that they're avoiding touching anything, or the swords specifically, will need to make an agility check to avoid brushing against anything, but if successful will not be targeted by the specters.

The room beyond this hallway is a small steel room with smooth seamless walls there are strategically placed openings. The faint smell of acid comes from each of the holes and there is some residue clinging to the surface. This room gives them impression of being a designed to fill with acid. Players will notice the door which exits the room acts a trigger. Once someone exits the room the door will lock closed and the room fill with acid trapping those behind.

In the next room the temperature drops several degrees and everyone can see their breath. The walls of this hallway are a thick and crystalline. They appear to be covered in a jagged sheet of ice several inches thick. There are a pair of Noble Mortals with strange cloaks and cowls frozen within two large blocks of ice. A successful Common Knowledge check will reveal these individual as members of the Collectors Sect. They can be barely made out in the ice—it looks like they are retreating. One of the Collectors has a staff pointed in the direction you're heading in, the other appears to have been raising a gun.

The next room I made of roughhewn stone both black and glass-like. There is the faint bitter smell of copper, charcoal and burnt flesh. A faint rumbling can be heard coming from below the room. Anyone with the fire bane will be extremely uncomfortable in this room. There are several dragon-like heads carved into the wall with small pilot flames flickering in their mouths.

Opening the exit door, the rumble deepens, and a damp cold creeps in. The air is filled with mist, blocking vision beyond ten feet or so. The characters are standing on a ledge which is directly over the Caius River, with a suspended

VENGOTH PLOT POINT

rope bridge traversing the distance obscured by the mists. Clearly visible before the rope bridge and the mists is an ivory pedestal with a bell and hammer. Beside the pedestal reads a sign —“ring bell for ancestors’ warning.” When the bell is rung, five different blots of blue light will fire at the bell from the mists. The rope bridge leads to the other side, but it is adorned with more of the blue stones, each of these ones glowing and humming faintly. Whenever a noise audible above the river’s rumble is heard the stones will fire a magic attack at the source of the sound, and the louder the sound, the more gems will be within auditory range. The bridge can support one person without making a load creak at every step. The exit is buried somewhere in the mist, and the room continues on beyond it.

As a rough guide, 1d4 gems within range for a normal noise, 2d6 for a particularly loud one. Each bolt deals 2d6 damage.

The door to the next room is hot to the touch, and when opened the dry warm air washes over the Pack. Flames can be seen licking the walls and arcing across the hall. A blank covered book has been left on the floor off to the side of the entrance. Anyone who picks up the book will find it falls open easily to an earmarked page with a song in a foreign language. “Set to the tune of ‘You Are My Sunshine.’” Anyone not singing that specific song will have the fire close in on and around them when they attempt to cross the hall. Have the Nightmares make three separate Performance rolls, or Spirit -2 rolls as they cross to sing the hymn and fake through the pronunciation well enough. Each time the roll is failed, the fire will branch off the wall, attacking the Nightmares who failed the roll for 2d8 damage. If anyone stops in the hallways, add additional rolls for each round stopped.

Approaching the door, you can hear the sounds of chatter coming from the next room.

When you make it to the next room, you can see the High Keeper (Guard of Unmaking High Keeper Liora, page 153) and a small retinue (Guard of Unmaking Keepers and Adherants, page 153) in the midst of repairing a broken ward. She’s incredibly shocked to see you, but quickly recovers and deals with the Pack very formally, it is clear there is a protocol. “I’m sorry; I don’t have the traditional gifts of hospitality down here. What brings the children of the Good Neighbors’ to our temple?” None of her retinue will acknowledge your presence—blatantly so.

When convinced of the Nightmare’s intent to defeat the Morphium, or questioned on the beast the High Keeper will tell the Nightmares:

The Morphium you’ve encountered must be Vengoth the Imposter, as we have been searching for its chalice and sword for far longer than I’ve been High Keeper. You’re lucky, Vengoth is one of the youngest, and lacks the raw power of the older Morphium—though it is an incredibly capable hunter still. The Morphiuem were made by our ancestors in the Great War in order to fight the Fae—and they were incredibly effective weapons, unable to be harmed by Fae Magic or even Mortal weapons, they destroyed entire courts, boosting their powers with the magic they consumed. However, a problem came when the war ended—we had no way of destroying the beasts, instead our ancestors found a way to contain them. Ever since, it has been our responsibility to ensure no new Morphium are created, and the old ones stay contained. You are required by the same agreements that have us contain Vengoth’s siblings, to turn over our relics should you find them, but, as you seek to contain the Morphium, and will have at that point done what seems impossible—you may keep them until Vengoth is contained, so long as you are actively seeking to do so. Now, you have your information, and permission to borrow the sword and chalice for their purpose, the defenses will permit you to exit without hassle, so long as you have stolen nothing of ours.

VENGOOTH PLOT POINT

It's clear the Fae and Nightmares are not well liked by anyone of the Guard, but that they are holding to their agreement—so long as you do yours. The High Keeper is doing the Pack a favor, though avoiding calling it such, in allowing you to keep the relics should you find them, but also an implied threat if they are not returned once Vengoth is trapped.

BICKER KNOCKS'

Begins: When the Pack starts, or discusses looking for the items to bind the Morphium.

Sensing a group of customers, the Goblin Bazaar will snatch up the Pack, when they walk through a door or pass through a dark area, dumping them off in the midst of the fairgrounds.

After some exploring the Pack should come up on Bicker Knocks, where Bicker will admit he had the chalice and horn recently, won it off the ill pastor, Pariah Joe, but it would be unethical to release details on his customers! As he holds out his left hand and rubs his fingers together. After the pack successfully bribes Bicker (Trickery -4). He'll tell them "The cup was sold through an intermediary to Sycorax at that bookstore, favorite customer! The Sword is still here though! It's one of the rewards in the Blood Pits battle royal! The tournament should be starting soon, if it hasn't already, but you might be able to get in as a late entry if you hurry." Then with a wry sneer, Bicker adds "Oh, and you'll want the gems too, those went to Market Lord Kao—he thinks I don't know it was him, losing his touch the old bat is!"

The Battle Royal is a last-one-standing event where they're allowing unlimited teams of up to 5 entrants in. When the Pack arrives they will still be able to register, and are told they'll need to actually fight the entire time or forfeit a win—had a problem with some Shadows hiding until the *other* last group was standing—made for a boring

end. Most of the entrants will be goblins, but there are some collectors, a few shadows, a couple blade packs, a few very lost looking Mortals, and various Fae.

Run the encounter as a mass battle where the party has 4 tokens, up to 7 if they can recruit others to help. The ratio would be more unbalanced if it wasn't for the infighting between the rest of the groups. Morale checks do not need to be made as the opponents do not represent a unified force.

If the Nightmares win the Battle Royale they will be able to request the sword as their reward, once in hand, they and will immediately notice that it's missing some very large pieces—the gems Bicker mentioned. Some of the gamblers who won money on the Pack will be offering drinks and questionable gifts.

Getting out of the Goblin Bazaar will likely prove much more difficult than getting there. Especially if they're looking for a way to leave.

PROSPERO'S BOOKS

Begins: When the Nightmares seek out Sycorax about the Chalice

Prospero's Books is located in an upscale part of downtown, and stands out in stark contrast to the boutiques and expensive bistros it's surrounded by. Once inside the Nightmares find themselves in a contemporary bookstore that smells faintly of old paper and candles. The walls are lined with bookcases filled with modern second hand and used books mixed in with archaic tomes and volumes written in strange languages. One wall is host to a collection of strange and magical masks.

VENGOOTH PLOT POINT

When the Nightmares enter the bookstore they will find Sycorax sitting in a plush armchair reading a paperback. When you walk in she sighs and closes the book, but is polite and will comment, "It's been a while since we have had the children of our, 'Good Neighbors,' visit us. What can we do for you?"

She will listen intently to what the Nightmares have to say. Her curiosity picks up when she hears about the chalice. Sycorax will turn to them and make the following offer.

"I have the chalice and was planning on trading it with the Fae themselves — but I suppose they've no interest in dealing with the likes of Mags and myself. It's been a bit too long for us to be remembered however you are here instead so this what I propose. Well, I do need a few things that you can get for me some are spell components and others are the little pleasures of life. You need to acquire everything on this list by midnight tonight or the deal is off."

- Shampoo and Conditioner
- Toothpaste
- River-water (at least 1L)
- Paper Towels
- Hearth-fire (burning, not embers)
- A Petal from the rose-tree
- Roller-skate wheels
- Croquet mallet
- Earl Grey Tea
- Good pair of steaks and quail eggs
- A full takeout dinner from Le Petite Oiseau
- Feathers from a dozen different pigeons
- Snow Snake Scales (and a pint of rocky road ice cream)

Once the Nightmares return with the items from the list, Mags will hand one of the Nightmares a balloon and tell them to blow it up. After the balloon is inflated she will stab it with a long pin. The balloon explodes and the chalice falls into her hands. She will then hand the chalice over to the Nightmares. The chalice is a heavy cup made of elegantly carved white bone and adorned with

gold in intricate motifs and patterns. At this time Sycorax and Mags will usher the Nightmares on their way, saying the Bookstore will need to be closed.

Sycorax and Mags are very powerful, ruthless, and dangerous. Any attempt to intimidate will be met with mirth and amusement. If they are attacked openly they will respond in kind. They are powerful enough to simply outclass the Nightmares which should be made evident, however, they also need their assistance. As such Sycorax will be more than reasonable, Mags, however has far less restraint. Also keep in mind that they have no restrictions with regards to lying, or any other Fae court rules and conduct the Pack will be used to dealing with by this point.

The key pieces of the list are the last pieces Sycorax and Mags need to break out of the prison: the river water, hearth-fire, rose tree petal, and the breath, but all have to be of Fae origin to break the lock holding them prisoner. Sycorax is gambling on the items the Nightmares collect are coming from Fae sources. She does not want to specify this and risk tipping them off. All the other items are small luxuries they are unable to obtain for themselves or components for lesser and trivial spells. If the needed Fae components are provided then news of Sycorax and Mags having escaped their prison should find their way back to the Nightmares along with news that the Noble Mortal sects are all on high alert.

JEWEL THIEVES

Begins: when the characters plan and enact the heist at the Arden City Financial and Trust Headquarters. Everyone in the Pack should be at least Heroic Rank

With some research and/or investigation the Pack will learn Market Lord Kao keeps extensive his collection of rare Fae Creatures and Items in his private office which is an entrance to the Undermarket. This office is only accessible through Arden Financial. Market Lord Kao is eccentric and as cunning and dangerous as any Market Lord.

Arden Financials' home office is a tall building, with a sterile aesthetic. The main levels of the buildings have security cameras, Mortal security and elevators which require special passcodes to make it to restricted areas of the building, those above the 3rd floor and those below ground. The Mortal security are extremely competent professionals but are ignorant of the Fae (use Mortal Security Guards and Officers, page 158). They will call for backup if needed before engaging anyone, and are supervised by an Undermarket Security member. The higher levels have Mortal security personal and systems, and are mostly office spaces, and are of little to no use to the Nightmares.


The below ground levels are protected with Fae magics and have a rough-hewn aesthetic, in contrast to the rest of the building's steel and glass. Security personnel here consists of teams of Undermarket security who undertake active patrols of three to five guards (use Warden in Training and Warden, pages 163 & 164). The lowest level, however, has no security personnel, and once entered cannot be exited the same way, as the door disappears behind the Nightmares. This lowest level is Market Lord Kao's private entrance to the Undermarket, and holds his collections of show pieces. Showcased in the halls

along the entrance, they are both impressive displays of wealth, and security, acting as traps for anyone not accompanied by Kao. All further doors disappear in the same manner.

Stepping through the door to Market Lord Kao's personal level the Pack encounters a lush and dark forest, the heavy smell of decay mingling with the sharp green scents of cedar and fresh rain. The air is humid, sweet, and thick with the sounds of insects and birds in the canopy above. There is a wide variety of plants, many growing up the trunks of the massive tropical plants from both the Mortal and Fae realms. As the characters follow the path they will encounter a fork in the path. If they continue to follow either fork they will find themselves attacked from above by an Agropelter (page 165), and the path will loop back on itself (Notice -2 to realize it's the same fork and not a new one). To progress to the next stage the Pack will need to leave the path entirely. Players must make agility-4 checks to avoid brushing against any suspicious looking plants, and Vigor -2 checks if they don't avoid them. The sweet scent in the air originates from one of the many flowers creeping up the trees and is a potent neurotoxin, some of the brush-level plants have effects similar to poison ivy, and others have massive thorns. Effects are determined by a d6: 1-2 hallucinogenic, 3-4 one level of fatigue or 5-6 one wound. Once out of sight of the path, the attacks from above will stop, and they will be able to find a staircase growing out of a particularly large tree, leading up to the canopy top. At the top of the stairs is an unlocked oaken door.

Stepping through the door, the air has the soft sticky cling of humidity, the Pack is still in a forest canopy, but air is warmer, the leaves are glossier, and vines reach down from branches above. Looking down, more of the same can be seen, until the mist cuts off vision a few meters below. Brilliant colored birds fly and hop through the branches, many stopping to stare at the Pack as they enter into their territory.

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fects of cold will need to make Vigor -2 checks every four hours, or suffer a level of fatigue (see situational rules for cold). An eerie, barely human scream can be heard on the wind (Smarts-4 to recognize the sound of a Wendigo hunting scream). Following the path will take the Nightmares directly past the Wendigo (page 198), and make it more difficult to escape, while leaving the path will give the Nightmares an advantage to avoiding it. Either way they will come across a frozen lake. Covered in a sheet of ice is an oak door, with no ornamentation.

A network of strong branches forms a sturdy and circuitous looking path through the trees. Once the Pack uses the path they will have a respite until they reach the second tree, when the birds (Guard Bird Swarm, page 152) will turn hostile and begin attempting to knock them from the branches. A Bmola (page 170) with brilliant iridescent blue and green plumage like a hummingbird, and tail feathers twice the length of its body will also join in the attack. Those Nightmares who are able to fly will find the birds attempting to kill them outright, and the Bmola focusing its attacks on them.

When the Nightmares reach the end of the path they will find a wooden door, similar to the previous one. This one, however, is locked. In the middle of the door is a carving, painted green and blue, of two long and narrow feathers. The characters will need the long tail feathers from any of the birds that have the same plumage as the Bmola (Long-tailed Sylph) or the Bmola's tail feathers.

Opening the door, the Nightmares are confronted with a blast of cold, and the sting of tiny pieces of airborne ice cutting into skin. Stepping through the door they'll find a clearly laid out path and snowdrifts to either side of it, that vary from being almost non-existent, to well above their heads. Anyone who is not immune to the ef-

After unblocking the door, even before opening it, the taste of salt permeates the air, and the white, powdery trails of dried salt can be seen creeping around the opening, and rust clogging the hinges and handle. This door simply falls open once the last of the ice has been removed. The Nightmares will have to jump down through this door blindly, there is nothing below their feet to step onto. The sensation of falling doesn't last long, and the Pack will feel a gentle pressure envelop them, just barely colder than body temperature.

Movements take more effort and it takes a moment for eyes to adjust to the dim lighting. (Everyone without the Darksight Edge suffers from the penalty for dark lighting -4). A rippling flicker of green light can be seen far above, and after a moment it becomes apparent that the Pack is under water, and breathing just fine, anyone with the running water hindrance is suffering a -1 penalty to all actions, but that's it. Treat the Pack as if they all have the Aquatic edge for this segment, and anyone with the Aquatic edge gains +2 to any actions involving swimming.

Close below the Nightmares, large corals and brilliant flashes of color can be seen, swimming closer, many of the corals are clearly of Fae origins, swaying softly in the current, or creeping over unsuspecting prey with barbed tendrils. Some of the creatures are mundane fish and mammals,

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but few that should be able to live in the same environment. A tiny blue-ringed Octopus (treat as lethal poison if any character touches it) can be seen perching on an albino coral beside a King Crab and something that resembles a baby Hydra. Roughly human-sized, Oysters with human eyes and fangs around their edge can be seen watching the Nightmares, and any other large creature that swims by (Smarts-4 to identify these as Iron-Jaw Oysters, and know that they produce golden “pearls” that are a favorite among Fae delicatessens, but have a very nasty bite; see page 156).

There is no path anymore, but swimming too far from the coral the water begins to heat to an unbearable boil, and the light fades until there is none. The door will be set at an angle into a wall of living (mundane) coral, and has an oyster shell carving set with three fist-sized golden pearls. The Iron-Jaw Oysters spotted earlier must be opened until three large pearls are found to open the door.

Opening the door, water, the Nightmares, and any creature unfortunate enough to be near them rush through and spill out into the next biome. The water dries up quickly, leaving the sea creatures stranded, and the Nightmares momentarily breathless until the water completely evaporates, and with it whatever magic was enabling them to breathe the water. The harsh tang of metals mixes with the mellow dusty smell of sand as a wave of intense heat washes over the Nightmares. Anyone not immune to the effects of heat will need to make a Vigor check at -4 every four hours to avoid gaining a level of fatigue (see situational rules for heat). A door, or something similar can be seen far off in the distance, rippling through the heat distortion. Sand dunes cover the landscape, from which rocky spires jut out, the odd cactus and dried desert rose dots the surroundings, but the environment seems to be missing any sort of creature. Notice -4 (hearing-based) to the soft padding of a pair of Cactus Cats (page 172) closing in on the Nightmares from behind a rock outcropping.

The Nightmares can fight the Cats or evade them, however, the door is carved with a representation of seven of the large spines running down their tails. Notice -6 will enable the Nightmares to find just enough scattered around to pass through the door, otherwise they'll have to get them off the Cats themselves.

Instead of stepping into another strange wilderness, the Pack steps into a large office richly decorated with green and grey silk and silver metals. Around the perimeter are intricately carved statues of different Fae and Nightmares made of various gem-like materials. Decoratively placed on shelves behind glass are various gems, but the ones you are looking for are laid out loosely on the surface of Kao's desk, along with a dozen other valuable looking stones.

A closer look at the statues will reveal that each statue is holding a gem, and that they are impossibly detailed, even by Precious Maker standards. You can make out a Blade Aos Sí, made out of gold streaked emerald, her tattoos looking almost like frosted glass, and the enchantments on her Aimn still faintly glowing. Nearby a Rose Puca transfigured into something blue with the iridescent banding of tiger's eye stares past you, his tell-tale eyes faintly gold even through the enchantment.

If a Nightmare touches any of the gems in this room directly (not the statues), but including the ones for the sword, they will be unable to release the gem and begin slowly turning into a statue. The transfiguration starts at the point of contact with the gem and spreads from there out quickly. On a failed Vigor -4 check the spread will be fairly quick, moving multiple inches per round. Removing all of the affected flesh will stop its spread, but if any at all is left it will continue to move across the Nightmare. A simple *dispel*, *heal* or *greater heal* will not work. On a successful check the spread will be slow enough that it will take a few days, enough time that they may be able to find another way of dealing with it. Once out

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of the room the gems will be safe to touch, but any transfiguration that has already begun will continue to spread.

The exit from this room is an oak door just like the previous ones, with no carvings, which leads into the Undermarket, level 459, one of Market Lord Kao's levels.

If your group decides to get the sword repaired in the Undermarket immediately, have security tighten up dramatically a half hour to hour into their search

THE UNDERMARKET CREW

Begins: when the Nightmares attempt to get the sword repaired.

With the jewels in their possession the Nightmares will need to repair the sword. Any makers in the Pack should be incredibly nervous about trying to fix it themselves. The jewels seem to be incredibly fragile and each one is immersed in Mortal magic. The gems are incredibly slick and glass-like, filled with amber smoke. They may attempt to repair the sword with a repair skill check at -8 for each gem, of which there are 8. Failure will chip or crack the gem, requiring that it be smoothed over and fixed as well. To fix a gem without further causing harm is at least 24 hours of work.

With some research, the Pack hear of a smith, Crew, in the Undermarket capable of putting the stones back into the hilt of the sword, however, there are also rumors flying as Market Security is unusually very tight. If the Nightmares went to Arden Financial as themselves, they will have been spotted or caught on camera, and their likenesses passed on to the Guards. However, the

theft will not have been advertised beyond the Market Lord families. If caught it'll be a very long sentence in the Blood Pits in some of deadliest matches there is to offer.

Crew's shop is on one of the higher levels of the Undermarket, where it is typical for customers to be dressed as if they were going to court—as in a way they are. The majority of those who shop here are all “sombodies” in the international Fae world, and most shops here trade in political favor more than currency and barter. Security here is unobtrusive as possible and maintains the appearance of catering to a select few. Those who appear out of place due to dress or behavior on these higher levels will be asked to leave for a more “suitable” floor. Any who remain or cause actual problems will find themselves escorted directly to the Blood Pits.

Like all the shops on this level, Crew's is recessed into the stone of the walls, which has been smoothly polished and the natural olive veining can be seen glowing faintly. Exquisitely beautiful weapons, jewelry and custom pieces of equipment are on display in the windows and inside. Above the lavish shop his sign boasts “The Best Repair, Refurbish and Repurposer for Your Irreplaceables”

When shown the sword and gems Crew will whistle through his teeth. “This is Noble Mortal work, and old. Thankfully its mostly intact... enough anyways, those gouges are rough work.” He scowls at the scratches from where bicker pried out the gems. Looking the pack up and down he sighs, “... though fixing it will cost more’n you look like you can grant. I’m surprised the guards haven’t chased you off this level yet, don’t get Nightmares up here much. The supplies alone to fix this won’t be cheap, I have to admit the opportunity to work with old magic appeals to me. Too few of my customers request repairs and adjustments that are truly interesting. I can cut you a deal, and you’ll be compensating me for my time by getting ingredients and supplies for other projects—you’ll owe me

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still, but it's as good as you can get anywhere. I'll need 12oz. Cactus Cat spines (approximately 100), a Ball Tailed Cat tail, a Jackelope's foot, seven Sunstoneflowers, and a halfounce Mandrake Root Extract—the good kind, thank you very much, I'll have nothing to do with the cheap illegal shit. It won't work right anyways, Noble Mortal Magic is finicky. Too many rules.

Bartering is possible, but he won't go too much lower. The only items that will adjust are the amounts of Cactus Cat spines and gemstones. All except the mandrake root extract are items they can purchase or hunt out the creatures they come from. The best place to find mandrake root extract will be the lower levels of the Undermarket and the price is highly variable (400h to 2500h). There are basically two grades of extract: good, and terrible. The subpar version is significantly cheaper, and difficult to distinguish from the good quality one (notice at -4), but if it is used the sword will be improperly repaired; -2 to all uses of the weapon, and on a 1 the gems will begin to pop out, shutting down the special abilities of the sword. Once all the gems are gone, the sword will be unable to contain the Morpium. Attempting to purchase the supplies should require traversing across multiple levels, and remember that they're likely to be trying to avoid market security while this is going on.

When the Nightmares have completed their end of the deal Mr. Crew will have the sword ready by the following week. When they see the sword next it looks vastly improved, the wood of the sword is gleaming with an eerie iridescent white

sheen, and the gems have taken on a wet black shine. The entire thing is highly reminiscent of the Morpium you've seen.

LEY IN WAIT

Begins: When the Nightmares decide to charge the Chalice.

The chalice is only active while enveloped in a Ley Line. There are few places where a Ley Line can be physically interacted with, these generally occur underground at intersections and wells. In Arden there are two locations where lines intersect, though they are prone to shifting, and cannot always be accessed. Both locations are typically below the riverbed in the mud and rock, but at the right times, the west and river line intersection can be accessed through an abandoned subway extension at Elm St. and Princess Ave., and the east and river line intersection can be accessed through caves in the bluffs, near the shipyards in Blade territory.

Passing from the Mortal Arden into the Ley Line Realm is disturbingly easy, you can't even be sure exactly when it happened, only that this Fae Realm has an eerie stillness to it, sounds that should echo in the tight space instead sound muffled and soft. A faint glow can be seen at the far end of the corridor you're travelling down, travelling further there is an increasing amount of litter, eventually becoming heaps of garbage, rusted metal, and broken glass. Notice -2 to spot the chewed remains of Mortals in the other debris. A few moments later the Nightmares encounter a pack of scrounge hounds. 2-3 betas per WC, 1 alpha (page 192).

When the pack successfully dispatches or loses the Scrounge hounds they will come across a roughhewn staircase which descends far below to the Ley Line. The line appears as a river of green light with a soft crystalline melodic hum, the only sound not muffled. Flowing like water,

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the sporadically adjusts and reverses its course. Down the path to access the line, however are a few obstacles before they can access the line directly.

If accessing the East intersection, they will find a statue almost 10ft tall, carved out of Obsidian laced with white veins. The statue is of a Dullahne astride a wild looking horse and holding a whip in his right hand and glave in his left. The statue is a guardian to the Ley Line and will attack anyone who attempts to pass, and will not relent until they are dead or out of range. Use the statlines for a Dulahne and Kelpie, pages 176 & 180.

If accessing the West intersection, the Pack will find a solid barrier of thorny wild roses across the foot of the stairs (Thorn Wall, page 161). The thorns are acidic and drip acid from wicked points, and the flowers release a sweet perfume to lull its victims to sleep. The bleached skeletons of past victims can be seen interwoven with the vines. The Thorn Wall has the ability to grapple hold, ensnare and actively attack anyone who gets too close. The thorns are acidic The brambles lash out at those nearby and attempt to drag them in.

Beside the Ley line they will find a large and ornate, star-shaped fountain that appears to be crafted from a collection of gems and metallic odds and ends into a strangely post-modern art piece (Magic Well, page 156). Instead of water running through the fountain, it appears to be pulling green light from the Ley Line into its basin and cycling that through. Beneath the water jewels and gold coins can be seen clearly.

The fountain is a living creature, similar to a Venus-Fly-Trap, the only things it cannot digest are jewels and gold. Once the surface of its water (in fact, highly acidic digestive juice) is broken, the arms of the fountain come up, and large teeth-like extensions of metal teeth will just out instantly to hold its prey as it curls up into a ball consuming those standing to close to it. After it curls up it will reset itself minutes later, once whatever it caught is dissolved.

After the Pack make it past these guardians and to the edge of the Ley Line they will need to soak the chalice the Ley Line itself. The magic of the Ley Line will awaken the chalice.


When the chalice is placed into the Ley Line, the line falls completely silent for a moment, before resuming, and you can feel the hairs on the back of your neck rise as a wave of unfamiliar, and invisible magic booms off the cup and rushes past. You know this is calling the Morphium Vengoth (page 163) here.

As long as the sword is being held, when the Morphium comes within range of the sword, the gems will glow with a dark aura, and an ethereal copy of the sword is summoned for each gem, 8 in total, if any gems are lost from the original, a copy is un-summoned. Each copy of the sword is able to harm and tire the Morphium, however, only the original can bind Vengoth.

Ley Line "water" poured from the chalice becomes an invisible barrier the Morphium cannot pass through, so long as the chalice itself is wet with Ley Line water. The chalice can hold up to a half-liter of water at once. Though magical, once the "water" is removed from the Ley Line it behaves mostly as water, becoming subject to the effects of gravity and evaporation. While Vengoth cannot cross over the line, if it is able to break the line, it will be able to cross at that point, and Vengoth is an intelligent predator, capable of using items as tools—though it is not its first inclination. Vengoth will also recognize the items of its creation and prison, and will aggressively target the wielders of the chalice and sword, to force them to drop the items and eliminate the threat they represent. As neither item is of Fae Magic, it cannot simply eat the items.

When Vengoth is incapacitated by the original wooden sword, it will start to unravel like many threads of a tapestry being pulled simultaneously into the wooden sword through the black gems. Once the Morphieum is bound to the sword the Pack need to return it to the Guards, or risk them retaliating.

ENCOUNTERS

 This symbol, a heraldic rose, indicates the character is a Wild Card

Many of the Encounter Nightmares listed here are not specific to any type of Lineage. An easy way to customize the encounters once you have your encounter stat line is to pick a Fae, and swap the standard bane for one of that Fae, and add an ability or two from the Fae to the Nightmare.

NEW “MONSTROUS ABILITIES”

FAE

These opponents only take half damage from non-magical weapons, but take full damage from magical weapons and any Banes. They are always Wild Cards, and may use powers by rolling Spirit, up to one power per round.

GREATER FAE

These Fae are more powerful. They are invulnerable to mundane weapons, and only take half damage from even magical weapons, however they still take full damage from their Banes. They are always Wild Cards, and may use powers by rolling Spirit, up to two powers per round.

ALZEID GRAF

A high ranking courtier in the Court of Roses, and a former member of the council, Alzeid is very bitter about having been cast out from his position, and turns his sharp tongue, and bitter traps, on any who dare remind the court of his fall.

Lineage: Kitsune; **Group:** Court of Roses

Attributes: Agility d12, Smarts d12+4, Spirit d12+6, Strength d6, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Persuasion d12, Trickery d12+4

Pace: 6 **Parry:** 6 **Toughness:** 7 **Charisma:** 4
Status: 10

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *bolt, blind, deflection, detect/conceal arcana, dispel, elemental manipulation (fire), glamor manipulation, ignite (below), mesmerize (below), puppet, quickness, transfigure.*
- **ignite:** Vyubi may cause flames to spark around a target, inflicting 3d4 damage. The target must then test to see if they catch fire.
- **mesmerize:** the target of this spell must pass a contested Spirit+Charisma check to be able to attack Vyubi.
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Level Headed:** Draw two initiative cards, pick one.
- **Claws and Fangs:** Str+d4 natural weapon.
- **Can't Fool a Trickster:** +2 to resist Trickery.
- **Human-shift:** This Fae is able to shift between a human form and a bestial form.

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BALL TAILED CAT THUG

Fond of ambush tactics, this enemy uses her flail-like gift to crush or knock opponents unconscious.

Origin: Gifted; **Lineage:** Ball Tailed Cat (Silver);

Group: Court of Blades

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d10, Notice d6, Stealth d10, Trickery d8

Pace: 8 **Parry:** 7 **Toughness:** 6

Gear: Aimn (Str+d4), hand mirror

Special Abilities

- Bane: cold iron.
- Fleet Foot: rolls a d8 running die.
- Gift: Tough, Weapon (Str+d8), Quick Reform.
- Bane Fae Gift (Silver): Any Fae or Nightmares with a Silver Bane suffers an additional wound on contact with her Gift. Those with Wards Banes do so as well, but may make a spirit check at -2 to avoid the additional wound.

BANSHEE COMBAT MAGE

This Nightmare is known for her vocal magic and competency with swords and firearms. This Banshee Nightmare is tall, gaunt, and adorned with numerous tattoos and piercings.

Origin: Gifted; **Lineage:** Banshee; **Group:** Court of Blades

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Conjuring d8, Fighting d10, Intimidate d8, Notice d6, Shooting d6

Pace: 6 **Parry:** 7 **Toughness:** 5; **Glamor:** -1

Gear: Enchanted Long Sword (Aimn, Str+d8, *necrotic*), Sawn-off shotgun (1-3d6*), Motorcycle Jacket with Plate Inserts (Armor +4, torso)

Special Abilities

- Bane: wards.
- Gift: 10 PP, *blast*, *death touch*, *pummel*.
- First Strike: may attack one foe who moves adjacent.
- No Mercy: May spend Bennies on damage rolls.

BLADE SIGHTED SPOTTER

The Spotters are often responsible for directing their pack during missions and call the shots when things go awry.

Origin: Sighted; **Lineage:** Mortal; **Group:** Court of Blades

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Driving d6, Fighting d4, Notice d10, Prescience d10, Shooting d8, Stealth d8, Trickery d10

Pace: 6 **Parry:** 4 **Toughness:** 4; **Glamor:** 2

Gear: Aimn (Str+d4), Sniper gun, teleport scroll, hand mirror

Special Abilities

- Oracle: 15PP, *displaced vision*, *past sight*.
- Alertness: +2 to Notice.
- Glamorless: No Glamor to affect. -4 (total -6) to see using Sight checks.
- Command: +1 to pack to recover from being shaken in 5".

BANSHEE SNIPER NIGHTMARE

These Nightmares are relatively new, displaying few of the tell-tale signs of being a Banshee, but excellent with a rifle, even if their melee combat skills are not as developed.

Origin: Precious; **Lineage:** Banshee; **Group:** Court of Blades

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d6, Notice d10, Shooting d12, Stealth d8

Pace: 6 **Parry:** 7 **Toughness:** 5; **Glamor:** -1

Gear: Enchanted Shortsword (Aimn, Str+d6, *necrotic*), Motorcycle Jacket (Armor +2, torso), M1 (2d10, AP 2, Semi-Auto)

Special Abilities

- Bane: cold iron.
- No Mercy: May spend Bennies on damage rolls.

BLADE GENERALIST

Though appearances and capabilities vary they will always have their Aimn, and at least one tattoo of crossed swords.

Group: Court of Blades

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6, Shooting d8, Stealth d6

Pace: 6 **Parry:** 6 **Toughness:** 8(2)

Gear: Long Sword (Str+d8), Enchanted dagger (Str+d4, *beckon*) Blade Jacket (+2 legs, torso, arms), desert eagle (2d8; 15/30/60; 7 clip; AP2; Semi)

Special Abilities

- Bane: holy, fire.

BLOODPIT FIGHTER

Charged with breaking Undermarket law, these criminals are conscripted to fight in the Pits. These fighters range in size, shape and background being Fae, Goblins or Nightmares.

Group: Undermarket

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Shooting d6, Throwing d4

Pace: 6 **Parry:** 6 **Toughness:** 6(1)

Gear: Shortsword (Str+d6) OR Bow (2d6) and 6x Hunting Arrows, Bloodpit Armor (+1, torso, arms, legs), 1xPiranha Grenade

Special Abilities

- Bane: cold iron.
- Improved Nerves of Steel: Ignore 2 points of wound penalties.

BOGGART FIGHTER

Things of nightmares, Boggarts are experts at sensing and capitalizing on others' fears. This one generally takes on the appearance of a skinless Deer Woman.

Origin: Gifted; **Lineage:** Boggart; **Group:** Court of Blades

Attributes: Agility d10, Smarts d6, Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Throwing d8, Trickery d6

Pace: 6 **Parry:** 5 **Toughness:** 7(2); **Glamor:** -2

Gear: Meat Cleaver Aimn (Str+d6, *necrotic*), 3xthrowing daggers(Str+d4, 5/10/15), Skull Faceplate (Gift)

Special Abilities

- Bane: cold iron.
- Nocturnal Fae: Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- Gift: 15PP, Armor +2, Unremovable, *elemental manipulation (shadows), fear, shape change*.

CHANGELING COPY-SHIFTER

This changeling excels at imitating others, not just visibly, but also mimicking their voice and mannerisms.

Origin: Changeling; **Lineage:** Puka

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d4

Skills: Fighting d6, Lockpicking d6, Notice d8, Shooting d8, Stealth d10, Trickery d12

Pace: 6 **Parry:** 5 **Toughness:** 3 **Charisma:** 2

Gear: Pistol 2d6+1, Knife (Str+d4)

Special Abilities

- Bane: wards.
- Social Creature: + 2 Charisma.
- Survivor's Boon: Immune to poison and disease, and suffers no additional damage from called shots.
- Malleable Form: 10PP, may disguise self as any humanoid as per the disguise power.
- Thief: +2 Lockpicking, Stealth, Climbing and trap related Notice and Repair.
- Mimic Shifter: may copy any physical edge when changing appearance at an additional cost of 2PP per edge. May mimic more than one edge at a time.

CITALI

Citlali is an intelligent Snow Snake who runs one of the only non-Eclipse neutral zones in Arden—his ice cream shop.

Origin: Fae; **Lineage:** Snow Snake; **Group:** Wild

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Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d10

Pace: 4 **Parry:** 6 **Toughness:** 7

Special Abilities

- Bane: Fire.
- Fae: half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- Powers: *burrow, elemental manipulation (cold), death touch, slumber.*
- Fangs: Str+d6.
- Lethal Venom: Anyone bitten by a Snow Snake must make a Vigor roll at -2. If failed, the target dies in 2d6 rounds, if succeeded the target suffers 1 wound and exhaustion.
- Coiled Grip: +2 to grappling attacks and damage. Citlali may maintain a grapple and bite in the same round without incurring a multi-action penalty.
- Human-Shift: This Fae is able to shift between a humanoid form and a snow snake form. While in Snow Snake form Citlali gains the abilities below.
- Whip-strike: Snow Snakes may attack a single opponent up to 1 inch away.
- Size -2: While upwards of 12 feet long, Snow Snakes only weigh up to 20 pounds.
- Small: Attackers subtract 2 from their attacks to hit.



COLLECTOR

Collectors have little magic of their own; instead they are armed with magical items created by Noble Mortals and Fae. A fully initiated collector will have up to three apprentices at once.

Origin: Sighted; **Lineage:** Mortal; **Group:** Collectors

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d8, Knowledge (Magical Items) d10, Notice d8, Ritual d8, Stealth d10, Trickery d12

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Various power granting

items (detail in special abilities), Magic Dowsing Rod (+2 to all Notice checks to find magic items)

Special Abilities

- The Sight: Those Collectors who naturally lack The Sight have items that grant it to them.
- Ritualist-wielder: As collectors are skilled at using Mortal Foci and Fae Enchantments made by others, their abilities are highly unpredictable. The most common items carried grant the use of: *blast, entangle, heal, invisible or shape change.*

COLLECTOR APPRENTICE

A collector apprentices' dress plainly and carry a small number of trinkets and minor magical items. On their way to becoming full-fledged members of the Collectors, an apprentice still has to prove their worth by stealing a powerful item.

Origin: Sighted; **Lineage:** Mortal; **Group:** Collectors

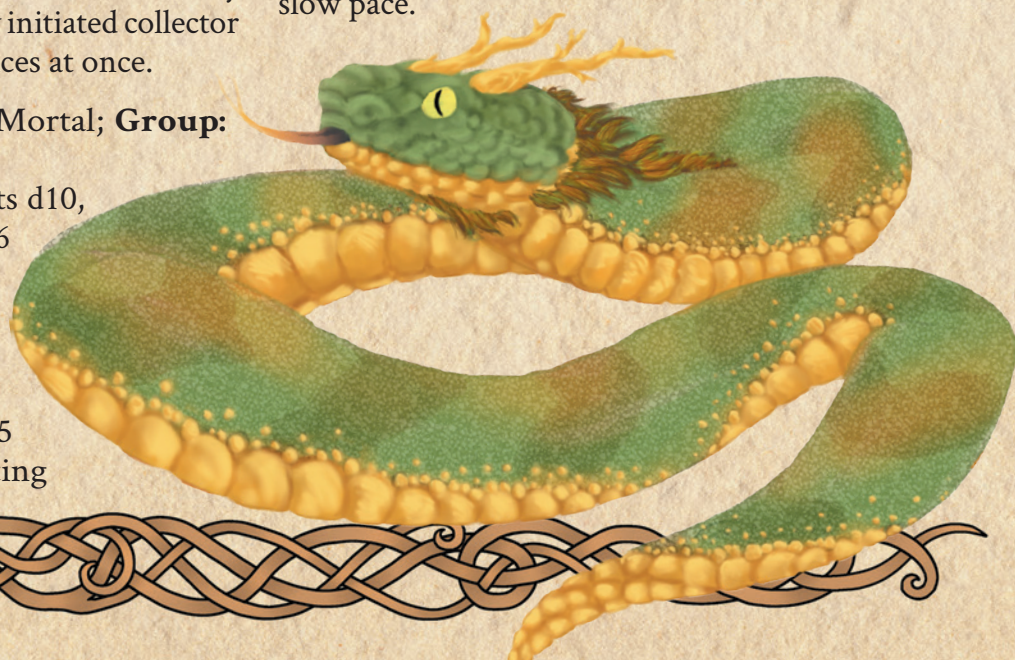
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d4, Knowledge (Magical Items) d4, Notice d6, Stealth d8, Trickery d6

Pace: 6 **Parry:** 5 **Toughness:** 5

COPPER HORNED SNAKE NIGHTMARE

Recently adopted snakes, these Horned Snakes are only just starting to grow in their characteristic horns. Due to their smaller bulk, these Serpent Nightmares are capable of movement on land at a slow pace.



Origin: Beast

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d4, Notice d6, Swimming d8

Pace: 3 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, electricity.
- **Aquatic:** Horned Snakes cannot drown. Their Pace while in water is equal to 8, and they only have to make swimming checks in exceptional circumstances.
- **Bite:** Str+d6.
- **Weak Poison:** when the Copper Horned Snake Spawn successfully inflicts a wound the target must make a vigor check or be paralyzed for 1d4-1 rounds.
- **Constrict:** gains +2 to grappling attacks and damage.
- **Size -1:** These creatures are about the size of a large dog.

CROWN KNIGHT DARQ

One of the Court of Roses' Crown Knights, Darq is a demanding but compassionate tactician and teacher.

Lineage: Sylph; **Group:** Court of Roses

Attributes: Agility d10, Smarts d12+2, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d12, Investigation d10, Knowledge (Fae courts) d10, Knowledge (history) d8, Knowledge (tactics) d12, Notice d10, Trickery d8

Pace: 6 **Parry:** 8 **Toughness:** 5

Gear: Enchanted Katana (Str+d6+2, *charge*, *pierce*, *bramble*)

Special Abilities

- **Bane:** cold iron, fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *boost/lower*, *elemental manipulation (air)*, *havoc pummel*, *quickness*, *stun*, *wind storm (below)*.
- **wind storm:** This power creates pockets of vicious

winds, takes 2 turns to cast, and deals 4d8 damage in a LBT. All within make Agility checks or are knocked down and shaken. The storm then moves as if it were a failed Area Effect Attack, and dies after 2d10 minutes.

- **Improved Flight:** Darq's gossamer wings and slight frame allow him to fly with surprising dexterity.
- **Level Headed:** draw two initiative cards and act on the better of the two.
- **Quick Draw:** May draw weapon as a free action.
- **Improved Trademark Weapon:** +2 to fighting or shooting with a particular weapon (Katana listed in gear).
- **Improved Dodge:** -2 to be hit with ranged attacks.
- **Command:** +1 to troops recovering from shaken.
- **Inspire:** +1 to Spirit rolls of all troops in command.
- **Size -1:** Darq is somewhat slight and short, as are many Fae of his lineage.

CROWN KNIGHT HABA

Crown Knight Haba is an incredibly dangerous assassin and leader, responsible for coordinating many of the Court of Roses specialist packs and resources.

Lineage: Glaistig; **Group:** Court of Roses

Attributes: Agility d0, Smarts d10, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d10, Knowledge (Politics) d10, Notice d12, Persuasion d6, Shooting d12+2, Swimming d8, Trickery d6

Pace: 8 **Parry:** 7 **Toughness:** 7

Gear: Compound Bow (2d6), 6 broadhead arrows (+1 damage), 6 enchanted armor piercing arrows (LBT *fear* then 3d6 damage), 2 enchanted broad-head arrows (+5 damage total, *smite*), 2 enchanted armor piercing arrows (*transfigure* (statue for 10 min, resist at -6)), 2 enchanted armor piercing arrows (SBT *sleep*, resist at -4), Enchanted Shortsword (Str+d6, *pierce*, *resilience*), lunar lamp

Special Abilities

- **Bane:** cold iron, fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these

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Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.

- Powers: *barrier, deflection, dispel, elemental manipulation (water), enchanting appearance (below), heal, speed.*
- **enchanting appearance:** the target must pass a contested Spirit+Charisma check to avoid moving towards the Glaistig at full pace.
- Fleet Foot: Glaistigs roll a d8 instead of a d6 when running.
- Improved Dodge: -2 to be hit with ranged attacks.
- Improved Extraction: Ignore one foe's free attack when withdrawing from melee with successful Agility roll. With a raise, no foe gets their free melee attack.
- Marksman: Aim maneuver (+2 shooting) if does not move.
- Adhesive Skin: +2 to all grappling checks and damage.
- Regeneration (slow): Incredibly hard to kill, Glaistigs can recover from the direst wounds in 2d6 days.
- Amphibious: Glaistigs may move through watery difficult terrain at regular pace, and can hold their breath for up to 20 minutes.

CROWN KNIGHT MADELINE

Wickedly sharp witted and an expert with elemental and illusory magics, Crown Knight Madeline very often if found in foreign Courts securing resources and aid, or maintaining the Fae's hidden presence from Mortals

Lineage: Aos Si (Plant); **Group:** Court of Roses

Attributes: Agility d10, Smarts d12+4, Spirit d12+6, Strength d6, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Persuasion d12, Repair d12, Trickery d0

Pace: 6 **Parry:** 6 **Toughness:** 7 **Charisma:** 4

Special Abilities

- Bane: cold iron, wards.
- Greater Fae: half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to

two powers per round.

- Powers: *armor, barrier, blast, dispel, elemental manipulation (plant), entangle, fear, slumber, glamour manipulation, heal, like new, transfiguration.*
- Counter-Caster: May use dispel power once per round without being on hold.
- Guard Mage: Ignore spellcasting penalty for up to two maintained spells.
- Eidetic Memory: +2 to Common Knowledge rolls.
- Familiar: Crown Knight Madeline is never found without her familiar, Rosaline.

ROSALINE

Crown Knight Madeline's construct familiar. Its feathers are rose petals, and leaves jut out from its body where the longest feathers would be.

Lineage: Construct; **Group:** Court of Roses

Attributes: Agility d12, Smarts d6 (A), Spirit d10, Strength d8, Vigor d12

Skills: Fighting d10, Notice d8

Pace: 6 **Parry:** 7 **Toughness:** 8

Special Abilities

- Bane: cold iron, wards.
- Fae Construct: Immune to poison and disease, and suffers no additional damage from called shots. Cannot be healed, must be repaired.
- Hardy: This opponent does not suffer a wound from being Shaken twice.
- Bodyguard: Agility (-2 for ranged) to intercept attack for adjacent ally.

DEFENSE CONSTRUCT

Defense constructs range in appearance from lumbering golemesque automatons to gear-work dogs to sleek streams of animate water, and are only limited by their maker's imagination.

Origin: Construct

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d12, Notice d6

Pace: 6 **Parry:** 8 **Toughness:** 10(4); **Glamor:** -2

Special Abilities

- Fae Construct: Gain + 2 to de-shake, no extra damage from called shots. Cannot be healed, must

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be repaired. Immune to poison, disease, fear and tests of will. Can use powers by rolling Spirit, up to once per round.

- Armored Shell: +4 Armor.
- Built-in Weapon: Str+d8.
- Powers: *burst*.

DOUGLAS

Recently adopted, Douglas is friendly, and shows no indicators of being a Blade, keeping his tattoo covered. He has curly black hair, gold eyes and black horse ears that should identify him as a Waterhorse or Puka to anyone who stops to guess.

Origin: Precious; **Lineage:** Fuath (Glashtyn); **Group:** Court of Blades

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d12, Swimming d8, Trickery d6

Pace: 6 **Parry:** 5 **Toughness:** 8(2); **Glamor:** 0 **Charisma:** 2

Gear: Enchanted Long Sword (Aimn, Str+d8+2, *becon*, *scythe*), Sawn-off Shotgun (1-3d6*), Motorcycle Jacket (+2 Armor, torso, arms)

Special Abilities

- Bane: fire, wards.
- Weak Glamor (Minor): Black horse ears & gold eyes.
- Attractive: +2 Charisma.
- Stranglehold: Grappling +2.
- Aquatic: swimming is normally a free action, can't drown, pace 8 in water.

ECLIPSE SECURITY

These Nightmares work together in mixed teams from the Court of Roses, Court of Blades and Parliament of Filth. Despite the wide variance in appearance each member wears the standard silver and black insignia of the eclipses they protect and a matching armored uniform.

SPELLCASTER

These security members are adept spellcasters

Origin: Gifted; **Group:** Eclipse Staff

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Conjuring d12, Fighting d8, Intimidate d8, Notice d10, Trickery d6

Pace: 6 **Parry:** 6 **Toughness:** 7(2)

Gear: Eclipse Armor (+2, torso, arms, legs), Eclipse Dagger (Str+d4, *stun*), Paper Crane Messenger (instant written message to specified individual), Cold Iron laced Handcuffs, Aimn (Str+d4) or Gasmask as appropriate

Special Abilities

- Bane: cold iron.
- Gift: 25PP, *boost/lower, bolt, dispel, heal*.



FIGHTER

These security members are highly capable melee combatants

Origin: Precious; **Group:** Eclipse Staff

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d8, Trickery d6

Pace: 6 **Parry:** 8 **Toughness:** 10(2)

Gear: Eclipse Armor (+2, torso, arms, legs), Eclipse Sword (Str+d8, *stun*), Paper Crane Messenger (instant written message to specified individual), Cold Iron laced Handcuffs, Aimn (Str+d4) or Gasmask as appropriate

Special Abilities

- Bane: cold iron.
- Quick Draw: May draw weapon as a free action.
- Fleet-Footed: +2 pace d10 running die instead of d6.



ELEANOR ANWYL

Petite with pale blue skin she has seaweed like hair and large black eyes. Appearing as a humanoid female her voice has a gentle lilt, and she is a spectacular musician.

Lineage: Undine; **Group:** Eclipse Owner

Attributes: Agility d10, Smarts d12+2, Spirit d12+6, Strength d0, Vigor d8

Skills: Fighting d6, Healing d12, Intimidation d10, Notice d10, Persuasion d12, Swimming d8, Trickery d10

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Pace: 6 **Parry:** 5 **Toughness:** 6 **Charisma:** 2

Special Abilities

- Bane: cold iron, sunlight.
- Greater Fae: half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- Powers: *curse (below)*, *death touch*, *deflection*, *detect/conceal arcana*, *elemental manipulation (water)*, *greater heal*, *heal*, *storm (below)*.
- **curse:** Eleanor can impart Nightmares with the nightmare hindrance until her conditions for clearing the curse are met.
- **storm:** This power creates pockets of vicious storms, takes 2 turns to cast, and deals 4d8 damage in a LBT. All within make Agility checks or are knocked down and shaken. The storm then moves as if it were a failed Area Effect Attack, and dies after 2d10 minutes.
- Attractive: Charisma +2.
- Aquatic: Undine are aquatic and cannot drown. Their Pace while in water is equal to 8, and they only have to make swimming checks in exceptional circumstances.
- Nocturnal Fae: Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.



FELIX

Felix is tall with a lean muscled physique; her white hair almost hides the antler nubs emerging from her brow. Preferring three piece suits in whites and ice blues, Felix is a no-nonsense fighter, tactician, and trainer. She is often found with her Packmates Henry and Savant.

Origin: Gifted; **Lineage:** Bmola; **Group:** Court of Roses

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Conjuring d8, Fighting d12, Intimidation d10, Notice d8, Shooting d8, Trickery d8

Pace: 6 **Parry:** 8 **Toughness:** 11(4) **Status:** 5

Gear: Pistol (2d6), Arcane Resistance Jacket (4)

Special Abilities

- Bane: cold iron.
- Gift: 20PP, Armor +4, Quick Activation, Flight, *blast*, *quickness*.
- Martial Artist: never unarmed, +d4 damage on unarmed attacks.
- Well Known: +2 to all attempts to identify this character by any Nightmare or Fae.



FILTH DOCTOR

The Filth doctor is unmistakable, a shadowy figure with the forms of a plague doctor's mask and wide brimmed hat. He travels with numerous sewer rats who are his primary companions.

Origin: Fae; **Lineage:** Hatman; **Group:** Parliament of Filth

Attributes: Agility d8, Smarts d12, Spirit d12+2, Strength d8, Vigor d10

Skills: Fighting d8, Healing d12, Intimidation d12, Investigation d12, Notice d10, Stealth d0, Trickery d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- Bane: sunlight.
- Greater Fae: half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- Powers: *death touch*, *disable defenses*, *dispel*, *greater heal*, *fear*, *heal*, *intangibility*, *shadowwalk (below)*, *slumber*.
- **shadowwalk:** Hatmen are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- Terrifying Aura: Hatmen cause fear checks at -2 when spotted, and add +2 to all intimidation checks.
- Nocturnal Fae: Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- Ethereal: The opponent is immaterial and can only be harmed by magical attacks.

FILTH DRIVER

Driving a car that is so corroded it's amazing it even runs, this Nightmare manages to move impossibly fast and makes a mint as an emergency taxi.

Origin: Precious; **Lineage:** Clurichaun; **Group:** Parliament of Filth

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Driving d0, Fighting d4, Gambling d6, Notice d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: Yellow Cab (use Compact Car stats), Filth dog collar

Special Abilities

- Bane: cold iron.
- Ace: +2 to Boating, Driving, Piloting; may make Soak rolls for vehicle at -2.
- Luck: +1 Benny per session.

FILTH FIGHTER

Wearing rusting and corroded armor and carrying a strange assortment of trinkets, tools and cobbled together weapons, filth fighters are none-the-less incredibly dangerous and not to be underestimated.

Origin: Precious; **Group:** Parliament of Filth

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d12, Knowledge(Sewers) d6, Notice d6, Shooting d4, Tracking d6

Pace: 6 **Parry:** 8 **Toughness:** 8(2)

Gear: Filth battle axe (Str+d8-2, AP 4), Filth Jacket (Armor +2 legs, arms, torso), shotgun (1-3d6*) Fith Gasmask

Special Abilities

- Bane: cold iron.
- Quick Draw: May draw weapon as a free action.
- Trademark Weapon: filth battle axe, +1 Fighting.

FILTH MAGE HIRES

Hired on from other courts, these fighters have a wide range of abilities and wear loaned reverse gas-masks to obscure their identities.

Group: Parliament of Filth (Temporary)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Conjuring d8, Fighting d8, Notice d4, Throwing d8

Pace: 6 **Parry:** 6 **Toughness:** 10(4)

Gear: Shortsword (Str+d6), 1d4 Grenades (3d6, MBT)

Special Abilities

- Bane: cold iron.
- Gift: 10PP, Armor (+4), Tough, ONE of: *bolt*, *deflect*, or *smite*.

FILTH MAKER

Filth makers have a wide range of appearance and skills, but always grungy. Often dressed in coveralls or leather aprons they resemble a cross-between artisan and butcher, tinkerer and surgeon.

Origin: Precious; **Lineage:** Gremlin; **Group:** Parliament of Filth

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Enchanting d0, Fighting d4, Notice d8, Persuasion d8, Repair d12, Trickery d10

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Travel Tools, Enchanted Bottlecaps (3xblast, MBT; 3xstun; 2xtransfigure (rat), 1xtripwire, 1xdisable defenses)

Special Abilities

- Bane: cold iron.
- Powers: 15PP, *blast*, *disable defenses*, *stun*, *transfigure*, *tripwire*.
- Scavenger: Find an essential piece of equipment once per session.

FILTH HEAVY COMBATANT

Heavily muscled and wearing the mismatched castaway fashions of the Filth, these Nightmares are an intimidating sight favoring melee weapons which leak pus and toxins.

Origin: Precious; **Lineage:** Cliff Ogre; **Group:** Parliament of Filth

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Gambling d10, Intimida-

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tion d10, Knowledge (Sewers) d10, Notice d8, Throwing d8

Pace: 8 **Parry:** 7 **Toughness:** 12(4); **Glamor:** -1

Gear: Filth half mask, Puss Mace (Str+d10, infested (if connects 2d6 damage that bypasses armor each round after attack until action spent to remove, does not stack))

Special Abilities

- Bane: cold iron.
- Near-Fae: additional +4 armor against non-magical attacks.
- Brawny: Toughness +1; load limit is 8xStr.
- Rock Flesh: Armor +4.
- Fleet-Footed: rolls a d8 running die.
- Size +1: Canker cuts a very tall, broad, and imposing figure.



FILTH SPOTTER

Unlike most filth members, spotters tend to rely on the subtler dog collars instead of the gasmasks. Even though they don't suppress the aura of stench as well, they are far less likely to be noticed by other Nightmares this way.

Origin: Sighted; **Lineage:** Mortal; **Group:** Parliament of Filth

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Gamboling d8, Notice d0, Prescience d8

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: Filth collar, Filth Hammer (Str+d6-1, AP 4)

Special Abilities

- Glamorless: No Glamor to affect. -4 (total -6) to see using Sight checks.
- Alertness: +2 to notice.
- powers: 10PP, *displaced vision*, *telepathic bond*.

FILTH THIEF

Lean and wiry with a Filth half mask covering his mouth, his identity is not hidden, but the stench is. This filth thief excels at breaking into out of locations unseen.

Origin: Gifted; **Lineage:** Aos Si (Smoke); **Group:** Parliament of Filth

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d10

Skills: Conjuring d12, Fighting d6, Knowledge (Sewers) d8, Lockpicking d8, Notice d10, Trickery d8

Pace: 6 **Parry:** 5 **Toughness:** 8(2)

Gear: Filth half mask, Filth leather jacket (armor +1, torso), Filth dagger (Str+d4-2, AP 4)

Special Abilities

- Bane: cold iron, wards.
- Gift: 25PP, *disable defenses*, *elemental manipulation* (*dust*, *air*, *smoke*), *intangible*.
- Can't Fool a Trickster: +2 to resist Trickery.

GIFTED HEALER

Mages specializing in healing, the best often have mundane healing knowledge as well.

Origin: Gifted

Attributes: Agility d6, Smarts d8, Spirit d108, Strength d4, Vigor d6

Skills: Conjuring d10, Fighting d6, Heal d8, Notice d4

Pace: 6 **Parry:** 4 **Toughness:** 5

Special Abilities

- Bane: cold iron.
- Gift Mage: 15pp, *barrier*, *boost/lower*, *heal*, *succor*, *elemental manipulation*.

GIFTED WATERHORSE MAGES

These Waterhorses lean a bit more to the generalist side of things, and are competent melee combatants, and skilled spellcasters. They have the characteristic dark hair and gold eyes of most Waterhorses.

Origin: Gifted; **Lineage:** Fuath (Glashtyn); **Group:** Court of Blades

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Conjuring d10, Fighting d6, Notice d4, Swimming d6

Pace: 6 **Parry:** 5 **Toughness:** 7(2)

Gear: Anim Gift Long Sword (Str+d8), Blade Jacket (+2 legs, torso, arms)

Special Abilities

- Bane: fire.
- Stranglehold: Grappling +2.
- Aquatic: swimming is normally a free action, can't drown, pace=8.
- Gift Mage: 10pp, *burst, elemental manipulation (water)*.

GUARD BIRD SWARM

These attacking birds form a swarm the size of a Small Burst Template around each character, and is treated like any other creature. When the swarm is wounded it is effectively dispersed.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Notice d8, Tracking d6

Pace: 10 **Parry:** 6 **Toughness:** 6

Special Abilities

- Rapid Flight: These swarms can fly at a pace of 10, and are immune to ground-based effects.
- Beak and Talons: These swarms inflict many scratches and pecks to their targets, inflicting 2d6 damage to everyone in the template. This damage hits automatically and is applied to the least armored location.
- Swarm: Parry +2; because swarms are composed of many creatures, cutting and piercing weapons do little to affect them. Area-effect weapons work normally, and a character can make wide sweeps through the swarm to inflict damage equal to Strength.

GUARD OF UNMAKING ADHERENT

The guards of unmaking adherents are relatively untrained but still have minor magics, and many have the Sight. These are the regular people of the sect.

Origin: Sighted; **Lineage:** Mortal; **Group:** Guard of Unmaking

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Ancient Fae History) d4, Notice d8

Pace: 6 **Parry:** 2 **Toughness:** 5

Special Abilities

- The Sight: though not all born into the Guard of Unmaking have the Sight, almost half do, all Adherents of the Guard may make a Sight check at -4 instead of the usual -2.

GUARD OF UNMAKING SPIRITS

These ghostly figures have a will of their own, and emanate from the blue gems embedded in certain relics.

Group: Guard of Unmaking

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6 **Parry:** 6 **Toughness:** 5

Gear: enchanted longsword (Str+d8)

Special Abilities

- Etherial: These spirits are immaterial and can only be harmed by magical attacks.
- Regeneration: when incapacitated, the spirit will re-assemble on a successful Spirit-2 check, unless the gems on the sword are broken, which counts as a minor break in the treaty. Gem Toughness = 12.
- Location Bound: These spirits (and the swords) will not leave the hallway the swords were placed in.

GUARD OF UNMAKING HIGH KEEPER LIORA

The highest station within the Guard, The High Keeper sets the tone for the order. Though elderly, High Keeper Liora is an intimidating figure in the traditional black-blue and white robes of her order, emanating enough magic power that the air around her crackles with energy.

Origin: Sighted; **Lineage:** Mortal; **Group:** Guard of Unmaking

Attributes: Agility d4, Smarts d12, Spirit d12+2, Strength d4, Vigor d6

Skills: Investigation d10, Knowledge(Ancient Fae History) d12, Knowledge (Local Fae Collectives) d8, Notice d10, Persuasion d8, Prescience d12

Pace: 6 **Parry:** 2 **Toughness:** 5

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Special Abilities

- The Sight: High Keeper Liora of the Guards of Unmaking has the Sight and is able to see through Glamors.
- Poor eyesight and Colorblind: -2 to all vision based Notice checks and automatically fails any Notice check involving color.
- Oracle: 30PP, *detect/conceal, displaced vision, divination, future sight, mind read, past sight, telekinesis.*



GUARD OF UNMAKING KEEPER

The Keepers are the priests and priestesses of the Guard of Unmaking and responsible for maintaining the alters and teaching their traditions.

Origin: Sighted; **Lineage:** Mortal; **Group:** Guard of Unmaking

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Investigation d6, Knowledge(Ancient Fae History) d8, Notice d10, Persuasion d4, Prescience d10

Pace: 6 **Parry:** 2 **Toughness:** 5

Special Abilities

- The Sight: Keepers of the Guards of Unmaking have the Sight and are able to see through Glamors.
- Colorblind: Automatically fails any Notice check involving color.
- Oracle: 10PP, *displaced vision, divination, past sight, telekinesis.*



GUARD OF UNMAKING SENTRY

The sentries are the military arm of the Guards of Unmaking, and one well-versed in fighting magical opponents.

Origin: Sighted; **Lineage:** Mortal; **Group:** Guard of Unmaking

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d6, Investigation d6, Knowledge (Ancient Fae History) d4, Notice d8, Ritual d8

Pace: 6 **Parry:** 6 **Toughness:** 8(1)

Gear: Ceremonial armor (+1, torso), Ceremonial sword (Str+d8-2)

Special Abilities

- The Sight: Sentries of the Guards of Unmaking have the Sight and are able to see through Glamors.
- Ritualist: 15PP, *barrier, bolt, heal, smite, telekinesis.*



HENRY

Henry is tall with a square jaw and has a unkempt cowboy look about him, always wearing the same brown leather jacket. Appearing middle-aged, his mannerisms are noticeably old fashioned. He is often found with his packmates, Felix and Savant.

Origin: Changeling; **Lineage:** Jackelope; **Group:** Court of Roses

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d10

Skills: Drive d10, Fighting d8, Notice d10, Persuasion d12, Trickery d12, Intimidation d10

Pace: 6 **Parry:** 6 **Toughness:** 10(4) **Charisma:** 4 **Status:** 5

Gear: 2xpistol-like-devices (6shots, 2d6, *pierce*), Motorcycle Armor(torso, arms, legs, armor +4)

Special Abilities

- Bane: fire.
- Survivor's Boon: immune to poison and disease, suffer no additional damage from called shots.
- Malleable Form: 10PP, humanoid disguise.
- Attractive Changeling: +4 Charisma.
- Can't Fool a Trickster: +2 to resist Trickery.
- Improved Dodge: -2 to be hit with ranged attacks.
- Well Known: +2 to all attempts to identify this character by any Nightmare or Fae.



HONOR GUARD ALLYSSA

Honor Guard Alessa has an incredible ability to cause confusion and havoc, disrupting a single opponent or an entire battlefield with her magic.

Lineage: Banshee; **Group:** Court of Blades

Attributes: Agility d10, Smarts d10, Spirit d12+2, Strength d6, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d8, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 7

Gear: Aimn Rapier (Str+d4, Parry +1, necrotic, scythe, beckon)

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *blast, boost/lower, death touch, disable defenses, dispel, divination, fear, havoc, intangibility, stun.*
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Fear -2:** Banshees cause fear checks at -2 when their wails are heard.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Flight:** Banshees float, never touching the ground. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.
- **No Mercy:** May spend Bennies on damage rolls.

HONOR GUARD MODI

Honor Guard Modi is Thane Skadi's most trusted ally, and an incredible force on the battlefield, capable of cutting through swathes of enemies, stone and metal without effort.

Lineage: Cliff Ogre; **Group:** Court of Blades

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d0, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d6, Stealth d8

Pace: 8 **Parry:** 7 **Toughness:** 14(4)

Gear: Aimn Hatchet (Str+d8, *necrotic, scythe, beckon*)

Special Abilities

- **Bane:** cold iron.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *damage field, elemental manipulation (rock), grow/shrink, slow.*
- **Rock Flesh:** armor +4.
- **Hardy:** This opponent does not suffer a wound

from being Shaken twice.

- **Fleet Footed:** d10 running die instead of d6 and pace = 8.
- **Ambush Predator:** +4 to attacks with the drop in Blade territory.
- **Command:** +1 to troops recovering from shaken.
- **Command Presence:** Increase command radius to 10".
- **Fervor:** +1 melee damage to troops in command.
- **Bodyguard:** Agility (-2 for ranged) to intercept attack for adjacent ally.
- **Size +2:** Cliff Ogres are large, but generally smaller than their Giant cousins.

HONOR GUARD MORGAN

The youngest Fae of the Honor Guard, Morgan is an agile fighter who prefers to keep opponents at range using Gun-Like-Devices, and off-balance though shapeshifting.

Lineage: Puka; **Group:** Court of Blades

Attributes: Agility d10, Smarts d12+2, Spirit d12, Strength d8, Vigor d12

Skills: Climbing d6, Fighting d10, Investigation d10, Notice d8, Stealth d6, Taunt d10, Trickery d0

Pace: 6 **Parry:** 7 **Toughness:** 10(2)

Gear: Sphinx Claw-gun-like (2d10 SBT, 5/10/20, RoF 1, 3 shots), 6x Sphinx Claws, Aimn Hatchet (Str+d4, *beckon, resilience, pierce*), Enchanted clothes (armor +2, torso, legs Can be shapeshifted)

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *darksight, detect/conceal arcana, disguise, shape change.*
- **Flawed Shapeshift:** A Puca will always have golden eyes, dark fur, or an animal's ears, no matter its form, but may maintain shapeshifted form indefinitely and transform up to once per round.
- **Mimic Shifter:** Morgan may copy up to one

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physical attribute per round.

- **Command:** +1 to troops recovering from shaken.
- **Inspire:** +1 to Spirit rolls of all troops in command.
- **Linguist:** Morgan easily learns new languages, and speaks all the common ones.
- **Can't Fool a Trickster:** +2 to resist Trickery.
- **Glib Tongue:** +2 to Trickery.

HONOR GUARD OCTOBER

An agile combatant, Honor Guard October relies heavily on her magic, and prefers to keep opponents at range, wielding her Phoenix Bone Knives if any get too close.

Lineage: Aos Si (fire); **Group:** Court of Blades

Attributes: Agility d12, Smarts d10, Spirit d12+4, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Persuasion d8, Throwing d12, Trickery d0

Pace: 6 **Parry:** 6 **Toughness:** 7

Gear: 8xPhoenix Daggers (Str+d4+2, roll to catch fire, magical), Aimn Dagger (Str+d4, *beckon*, *scythe*)

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *armor, blast, deflection, detect/conceal arcana, dispel, elemental manipulation (fire), fear, transfigure.*
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Can't Fool a Trickster:** +2 to resist Trickery.
- **Marksman:** Aim maneuver (+2 shooting) if does not move.
- **Steady Hands:** Ignore unstable platform penalty; Running penalty reduced to -1.
- **Invulnerability (fire):** October is immune to all fire based attacks, including magical ones.

IRON JAW OYSTER

These large stone oysters have disturbingly human eyes dotted around their razor-sharp edges. Roughly the size of a small table, they have been known to take off arms.

Origin: Construct

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d0, Vigor d12

Skills: Notice d12

Pace: 1 **Parry:** 2 **Toughness:** 14(4)

Special Abilities

- **Bane:** cold iron.
- **Razor Edged Trap:** Iron Jaw Oysters can snap shut with incredible force and speed. If the target fails an Agility -4 check, the Iron Jaw inflicts 3d8 damage immediately, and has the target successfully grappled. Every round thereafter the Oyster will deal grappling damage.
- **Stone Shell:** Armor +4.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Iron Jaw Oysters are immune to fear and Intimidation.
- **Size +2:** About the size of a small table and made of heavy stone these Oysters weigh about the same as a large horse.

MAGIC WELL

These bestial Fae can be found near Ley Lines, siphoning off the magic. With a strong glamor, they fool even Nightmares and Fae, and look like wishing wells filled with coin and precious items.

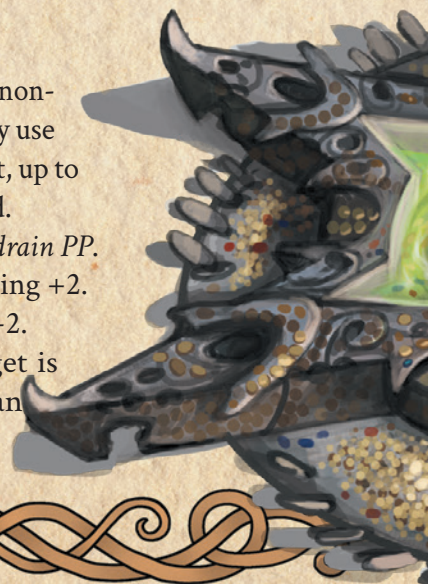
Attributes: Agility d8, Smarts d4(a), Spirit d10, Strength d10, Vigor d12

Skills: Fighting d4, Notice d6

Pace: 2 **Parry:** 6 **Toughness:** 12

Special Abilities

- **Bane:** fire, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *death touch, drain PP.*
- **Stranglehold:** Grappling +2.
- **Many Limbs:** Parry +2.
- **Snap Trap:** If a target is unaware and fails an Agility -4 attack, the



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Magic Well automatically succeeds in a grapple check.

- **Magic Drain:** For each round a grapple is maintained, the target must make a Vigor roll at -2. On a total of 1 or less the Nightmare takes a level of fatigue and gains the permanent injury Magic Drained: use of any powers or Fae abilities is done at a -1, and the target gains the Weak Glamor hindrance (minor) or steps it up to Major if already possessed. On a Failure the target suffers one level of fatigue and is shaken, and suffers the effects of Magic Drained until they consume Fae Food.
- **Regeneration (slow):** Incredibly durable, Magic Wells can only be killed if they are cut off from a Ley Line's magic until their basin empties (3d4 hours if not interfered with).
- **Size +4:** Magic Wells are large, roughly the same size as a car or truck.
- **Large:** Attackers add 2 to their attacks to hit.

McCracken

McCracken is a large by Red Cap who wears a red woolen cap, cold iron boots and is heavily muscled. He is known for wielding a cold iron pike he decorates with skulls of those he defeats.

Origin: Gifted; **Lineage:** Red Cap; **Group:** Court of Blades

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Conjuring d8, Fighting d10, Intimidation d8, Notice d6, Taunt d6, Throwing d6, Track-

ing d8



Pace: 8 **Parry:** 7 **Toughness:** 11(4)

Gear: Cold Iron Boots, Cold Iron Pike (Str+d8, reach 2, requires 2 hands)

Special Abilities

- **Bane:** fire, wards.
- **Mean:** Outsider.
- **Gifted:** Armor +4, 15pp, *blast, confusion, fear, quickness, zombie*.
- **Favored Weapon:** The Red Cap gains an additional +1 to Fighting and damage when using its Cold Iron Pike and Boots.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Fleet Footed:** d10 running die instead of d6.
- **Extraction:** Ignore one foe's free attack when withdrawing from melee with an Agility roll.
- **Mean:** -2 to Charisma for mean temper and surliness.
- **Outsider:** -2 Charisma, treated badly by those of dominant society.

MORTAL GANG MEMBER

Mortals without the sight, these people non-the-less are often influenced by Blade court members, as that court maintains active ties to the major and minor gangs in the East end of the city.

Origin: Mortal

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Shooting d8

Pace: 6 **Parry:** 6 **Toughness:** 5

MORTAL POLICE

Arden city police are predominately human, though both courts have members on the force. The blue uniform and gold crest is a common sight in Arden.

Origin: Mortal

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Driving d8, Fighting d8, Investigation d6, Notice d8, Shooting d8

Pace: 6 **Parry:** 6 **Toughness:** 11(4)

Gear: Kevlar Vest with Inserts (Armor +4/+8, torso) Baton (Str+d4), Glock (2d6,

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AP 1, Semi-Auto), 2-way radio, flashlight

Special Abilities

- Call for Backup: within 1d3 rounds, Mortal Police Officers are able to call all nearby officers—2d8 more reinforcements can be called in 5 minutes.

MORTAL SECURITY GUARDS

Mortal Security guards wear uniforms denoting their company. They have limited gear and function more in an observe and report capacity.

Origin: Mortal

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 6 **Parry:** 5 **Toughness:** 8(2)

Gear: Baton (Str+d4), walkie talkie, flashlight

Special Abilities

- Call for Backup: within 1d3 rounds, Mortal Security Guards are able to call up to half the available guards and officers.

MORTAL SECURITY OFFICERS

Mortal Security Officers have nicer uniforms access to better equipment than regular security guards, but otherwise serve the same role.

Origin: Mortal

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Notice d6, Shooting d10

Pace: 6 **Parry:** 5 **Toughness:** 8(2)

Gear: Baton (Str+d4), Glock (2d6, AP 1, Semi-Auto), walkie talkie, flashlight

Special Abilities

- Call for Backup: within 1d3 rounds, Mortal Security Guards are able to call all the available guards and officers—but will generally call only half.

NEW BLADES

New Blades predominately come from working and lower class backgrounds. Most develop physical similarities to their Triuth, and have gotten the court's customary tattoos and piercings.

Group: Court of Blades

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Shooting d6

Pace: 6 **Parry:** 5 **Toughness:** 7(1)

Gear: Aimn Shortsword (Str+d6, *beckon*), Desert eagle (2d8, semi-auto), Sports equipment (armor +1, 50% to protect)

Special Abilities

- Bane: wards, sunlight.



PATRICK

A large Waterhorse, Patrick is adept at shifting between his humanoid form and his horse-one. Cunning and intelligent this Fae is behind the recent increase in Blade attacks.

Origin: Fae; **Lineage:** Fuath (Glashtyn); **Group:** Court of Blades

Attributes: Agility d0, Smarts d10, Spirit d10, Strength d0, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d8, Persuasion d8, Swimming d12, Trickery d12

Pace: 8 **Parry:** 8 **Toughness:** 10(2)

Gear: Enchanted Great Sword (Str+d10, on wound: Vigor at -2 or additional wound, Parry -1, 2 hands), leather jacket (armor +2, torso, arms), Aimn (Str+d4, *beckon*)

Special Abilities

- Bane: fire, wards.
- Greater Fae: half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- Powers: *blast*, *elemental manipulation (water)*, *enchancing appearance (below)*, *havoc*, *quickness*.
- **enchancing appearance:** the target must pass a contested Spirit+charisma check to avoid moving towards the Glastyn at full pace.
- Very Attractive: +4 Charisma in human form.
- Adhesive Skin: +2 to all grappling checks and damage.
- Hardy: This opponent does not suffer a wound from being Shaken twice.
- Aquatic: Glastyns are water Fae and cannot

drown. Their Pace while in water is equal to 12, and they only have to make swimming checks in exceptional circumstances.

- **Regeneration (fast):** Glashtyns can make a Vigor check each round to recover 1 wound, 2 with a raise.
- **Fleet Foot:** Glashtyns roll a d8 instead of a d6 when running.
- **Serrated Teeth and Hooves:** Str+d8 natural weapon.
- **Human-shift:** This Fae is able to shift between a human form and a horse form. Gains Size+2 when in horse form.

PRECIOUS WATERHORSE FIGHTER

These Waterhorses have the characteristic dark hair and gold eyes. They've been Nightmares for a while and have a muscled physique, and proficiency with their Aimn.

Origin: Precious; **Lineage:** Fuath (Glashtyn);

Group: Court of Blades

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12, Notice d6, Shooting d6, Stealth d10, Swimming d8

Pace: 6 **Parry:** 8 **Toughness:** 9(2); **Glamor:** -2

Gear: Aimn Long Sword (Str+d8, *necrotic*), Motorcycle Jacket (+2 armor, legs, torso, arms) Sawn-off Shotgun (1-3d6*)

Special Abilities

- **Bane:** fire, wards.
- **Weak Glamor (Minor):** Black horse ears & gold eyes.
- **Stranglehold:** Grappling +2.
- **Aquatic:** swimming is normally a free action, can't drown, pace=8.

RAVEN ASSASSIN

Agile and ruthless, the Raven Assassin delights in toying with her victims. She has a pair of oversized bone wings and wears a great raven-skull helmet.

Origin: Gifted; **Lineage:** Raven Manitou; **Group:** Court of Blades

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Conjuring d8, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Throwing d8, Tracking d8

Pace: 6 **Parry:** 2 **Toughness:** 5; **Glamor:** 6

Gear: Sword (*shrinkable*, Str+d8+1, 4x throwing daggers (Str+d4, *necrotic*), 2x throwing daggers (cold iron, Str+d4)

Special Abilities

- **Bane:** fire.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Extraction:** Ignore one foe's free attack when withdrawing from melee with an Agility roll.
- **Beast Form (Raven):** 5PP, see Raven Assassin Beast Form.

RAVEN ASSASSIN RAVEN FORM

Larger than a typical raven, but not by much, this form is rarely noticed as odd.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Flying d10, Intimidation d8, Notice d8, Stealth d8, Tracking d8

Pace: 7 **Parry:** 2 **Toughness:** 5; **Glamor:** 6

RE-ADOPTED WATERHORSE

NIGHTMARE

This re-adopted Blade is shorter and thinner than the other Waterhorses and has a pair of skeletal wings. She still has the red eyes of another Fae, but clearly has the ears of the Glastyn.

Origin: Gifted; **Lineage:** Bagucks/Fuath (Glastyn);

Group: Court of Blades

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8, Throwing d8, Trickery d8

Pace: 8 **Parry:** 6 **Toughness:** 7(1)

Gear: Aimn dagger (Str+d4, *becon*), 5xthrowing daggers (Str+d4, *pierce*)

Special Abilities

- **Bane:** wards, sunlight.
- **Stranglehold:** Grappling +2.
- **Fleet-Footed:** d10 running die.
- **Flight:** Pace in air is 6, Str check to gain elevation (one inch per each success and raise), maneuvers

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use agility check. Use unstable platform rules while airborne.

- Natural Weapon: Talons: Str+d6.
- Gift Armor: +1 armor, torso, arms, legs, head.
- Small: -1 Toughness (included in stats).

ROSE CHANGELING SNIPER

Ranged fighters, changeling snipers tend to disguise themselves as mundane people to setup and stay hidden before attacking.

Origin: Changeling; **Group:** Court of Roses

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwise d6

Pace: 6 **Parry:** 5 **Toughness:** 6(2) **Charisma:** 2

Gear: Compound bow (2d6, *beckon*), 4xBroad-Head Arrow (+1 damage), 2xEnchanted Teflon Arrow (*pierce*, AP 4 (total)), 2xEnchanted Broad Head Arrow (*necrotic*, +1 damage)

Special Abilities

- Bane: fire.
- Survivor's Boon: immune to poison and disease, suffer no additional damage from called shots.
- Malleable Form: 10PP, humanoid disguise.
- Changeling Charisma: +2 Charisma.
- Trademark Weapon: Compound Bow.

ROSE GIFTED FIGHTER

This Nightmare's gift takes the form of a dangerous weapon, but still enables access to gifted magics.

Origin: Gifted; **Group:** Court of Roses

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Conjuring d10, Driving d6, Fighting d8, Intimidation d8, Notice d6, Trickery d6

Pace: 6 **Parry:** 6 **Toughness:** 11(4)

Gear: Flak Jacket (armor +0/4, resilience), Gift Weapon (Str+d8)

Special Abilities

- Bane: cold iron, running water, fire, wards, and/or sunlight.
- Quick Draw: May draw weapon as a free action.
- Gift: 15PP, Gift Weapon (Str+d8), *bolt, quickness*,

warrior's gift.

ROSE GIFTED HEALER

Often the best healers the Fae have are Gifted Nightmares as their flexibility and assisted magic helps them heal even the most grievous of injuries.

Origin: Gifted; **Group:** Court of Roses

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Conjuring d10, Fighting d8, Healing d8, Notice d6

Pace: 6 **Parry:** 6 **Toughness:** 5

Special Abilities

- Bane: cold iron.
- Gift: 25PP, *damage field, heal, succor.*

ROSE LEPRECHAUN MAKER

Fond of gold and drink, most leprechaun are makers—metalworkers and brewmasters of some sort.

Origin: Precious; **Lineage:** Leprechaun; **Group:** Court of Roses

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Enchanting (Brewing) d10, Notice d6, Repair d12, Shooting d4, Trickery d8

Pace: 6 **Parry:** 5 **Toughness:** 8(2)

Gear: Shotgun 2d6, Motorcycle Jacket (+2 Armor, torso, arms). 3x Drink 1 (boost/lower) 2x Drink 2 (deflection, 1 raise), 2x Cyclone Jacks

Special Abilities

- Bane: cold iron.
- Specific Fae Diet: ale.
- Maker: 10PP, *boost/lower trait, deflection.*

ROSE PRECIOUS DIPLOMAT

The Rose Precious Diplomat specializes in court dealings and is a master of socializing, manipulating, and leading others. Often send to other courts to arrange contracts once skilled, they must first cut their teeth in the Court of Roses.

Origin: Precious; **Group:** Court of Roses

Attributes: Agility d4, Smarts d12, Spirit d8,

Strength d4, Vigor d4

Skills: Knowledge (Court Of Roses) d12, Knowledge (Court Of Frost) d8, Knowledge (Undermarket) d8, Notice d6, Persuasion d8, Trickery d10

Pace: 6 **Parry:** 2 **Toughness:** 4 **Charisma:** 2
Status: 2

Gear: Tablet, cell phone, pen, paper and instant courier

Special Abilities

- Bane: cold iron.
- Charismatic: +2 to Charisma.
- Glib Tongue: +2 to trickery.

ROSE SIGHTED SPOTTER

Spotters tend to have an always on job description and are responsible for seeing and reporting anything unusual in their area while remaining unseen themselves.

Origin: Sighted; **Lineage:** Mortal; **Group:** Court of Roses

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Driving d6, Fighting d6, Investigation d8, Notice d8, Prescience d6, Stealth d8

Pace: 6 **Parry:** 5 **Toughness:** 7(2) **Status:** 0

Gear: Dagger (Str+d4, bramble), Motorcycle Jacket (+2 Armor)

Special Abilities

- Oracle: 10PP, *past sight, telepathic bond.*

SAVANT

Savant is a heavy-set gentleman, with a cheerful demeanor and incredible agility despite his size. Savant is the ranged specialist in his pack, and is known for his fondness of martinis. He is the most likely of his pack (him, Henry, and Felix) to be found alone.

Origin: Precious; **Lineage:** Brownie; **Group:** Court of Roses

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d4, Vigor d6

Skills: Fighting d8, Notice d12, Shooting d0, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 5 **Status:** 5

Gear: Barrett (2d10, AP 4, Snapfiore, HW), Glock (2d6, AP 1, semi-auto), Fiery Gun-like-device (6 shots, 3d6 MBT, roll to catch fire), Acid Fang Gun-like-device (8 shots, 2d6 every round until removed from flesh)

Special Abilities

- Bane: cold iron.
- Rock n Roll!: Ignore full-auto penalty if shooter does not move.
- Steady Hands: no unstable platform penalty, running penalty is -1.
- Master Shooter: +2 to all Shooting rolls.
- Well Known: +2 to all attempts to identify this character by any Nightmare or Fae.

SEETHER PERFORMER

Incredibly skilled at eliciting emotions, particularly rage, the Seether performer is very useful as an assist caster in combat.

Origin: Precious; **Lineage:** Seether; **Group:** Court of Blades

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d4, Performance (Dance) d12

Pace: 6 **Parry:** 6 **Toughness:** 5

Gear: Aimn (Str+d4, necrotic), hand mirror

Special Abilities

- Bane: cold iron, fire.
- Natural Poisoned Weapon (Nails): Str+d6, on injury make a vigor check to avoid an additional wound.
- Performer: 10PP, *boost/lower trait, deflection.*

THORN WALL

This massive wall of thorny vines writhes and lashes out constantly.

Origin: Construct

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Notice d6

Pace: 0 **Parry:** 7 **Toughness:** 12

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Special Abilities

- Bane: fire.
- Vine Lash: The Thorn Wall can make up to three regular attacks or one sweep attack per round without suffering a penalty, dealing d4+Str damage.
- Venomous Poison: Any time a target comes in contact with the Thorn Wall's thorns they must make a Vigor roll against Venomous Poison, see Poison Rules.
- Enchanting Scent: the target must pass a Spirit-2 check to avoid moving towards the Thorn Wall at full pace and attempting to smell the flowers.
- Living Construct: +2 to recover from being Shaken Called shots do no extra damage.
- Fearless: The Thorn Wall is immune to fear and Intimidation.
- Regeneration (fast): The Thorn Wall makes a Vigor check every round to recover a wound, two with a raise, even once incapacitated.
- Regeneration (slow): Incredibly hard to kill, the Thorn Wall can only be killed if every inch of soil it resides in is lit on fire.
- Size +4: This Thorn Wall spans an incredibly large area, and fills the cavern to the ceiling.
- Large: Attackers add 2 to their attacks to hit.

TOBIAS

Tobias is a small man of African American background, thick with wrinkles and shockingly white hair. He is known for his aggressively crotchety nature and his ability to see into both the future and the past.

Origin: Sighted; **Lineage:** Mortal

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Notice d10, Prescience d8, Repair d10, Shooting d4, Trickery d10

Pace: 5 **Parry:** 5 **Toughness:** 6; **Glamor:** 0 **Charisma:** 0

Gear: Shotgun (1-3d6*)

Special Abilities

- Elderly: pace -1, -1 to vigor and strength die types.
- Outsider: -2 Charisma, treated badly by those of

dominant society.

- Glamorless: No Glamor to affect. -4 (total -6) to see using Sight checks.
- Oracle: 25PP *death touch, detect/conceal arcana, displaced vision, future sight, mind read, past sight, tripwire.*
- Danger Sense: -2 Notice check for danger.
- Death Wish: Revenge for Son's death.

TOBIAS' CONSTRUCT "BABS"

Babs is a mechanical scorpion the size of a small car. Its body is a composite of old refrigerators, car parts, engine blocks and industrial equipment, and the glass bulbs on its claws glow with electricity.

Origin: Construct

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Notice d6, Stealth d6

Pace: 6 **Parry:** 6 **Toughness:** 11(2)

Special Abilities

- Claws: Str+d6, may frenzy with the claws at no penalty.
- Tail: Str+d8, reach 1.
- Construct: Never suffers from wound modifiers, immune to poison and disease, +2 to recover from shaken, no additional damage from called.
- Weak Spot: called shot at -4 that inflicts a wound to the power sources on her claws and tail will deactivate that weapon.
- Metal Shell: Armor +2.
- Size +1: The size of a large dog, but made of solid metal, Babs is heavier than it looks.

VENDOR

Often some variety of Goblin, these Fae vend from a stall in the Undermarket, often busy behind the scenes, some none-the-less prefer to interact with customers, or have no others working under them.

Origin: Fae; **Lineage:** Goblin; **Group:** Undermarket

Attributes: Agility d6, Smarts d12+4, Spirit d10, Strength d6, Vigor d4

Skills: Intimidation d8, Knowledge (Appraisal) d12, Knowledge (Undermarket) d10, Notice d10, Trickery d12

Pace: 6 **Parry:** 2 **Toughness:** 4 **Charisma:** 2
Status: 3

Special Abilities

- **Bane:** sunlight, cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Charismatic:** +2 Charisma.
- **Can't Fool a Trickster:** +2 to resist trickery.

VENDOR NIGHTMARE

Generally lower-level hirelings and adoptees, these Nightmares are responsible for interacting with the customers of their stalls.

Origin: Precious; **Lineage:** Goblin; **Group:** Undermarket

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d4

Skills: Intimidation d6, Knowledge (Appraisal) d10, Knowledge (Undermarket) d8, Notice d8, Trickery d12

Pace: 6 **Parry:** 2 **Toughness:** 4 **Status:** 1

Special Abilities

- **Bane:** Sunlight.
- **Can't Fool a Trickster:** +2 to resist trickery.

VENGOOTH

Vengoth is a Morphiem who can Shapeshift at will but must retain roughly the same mass. Currently varying from the size of a human to that of a small car. Vengoth has eight spider like eyes which cannot be shape shifted away but instead are incorporated into the design of whatever form it is wearing. Vengoth like all other Morphiem has a shifting off-white skin which cannot change color. Unlike the older Morphiem Vengoth has intricate control of its shapeshifting and can replicate even the minutest of details.

It relies on its shape shifting to disorient its prey, and preferentially uses Guerilla tactics, or lures Packs into traps to separate them and attack each one at a time, even using individuals as bait. Vengoth will ignore all Sighted except those associated with a Fae Court, and even then, will

preferentially hunt other Nightmares.

Origin: Construct (Morphium)

Attributes: Agility d8, Smarts d10(A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Notice d6, Tracking d10

Pace: 6 **Parry:** 7 **Toughness:** 10

Special Abilities

- **Construct:** +2 to recover from being Shaken
Called shots do no extra damage; does not suffer from disease or poison.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Copy Shift:** changes form to adapt, can mimic the attributes and skills of a target, at a rate of one per round, and can only take free actions for the rest of that turn. Copied skills and attributes are maintained for the entire encounter.
- **Magic Consumption:** Heal 1 wound for every Nightmare the Morphiem Consumes, 2 for each Fae. If the Morphiem has no wounds, instead add +1 to Toughness, Strength, or Agility for the rest of the encounter. This ability stacks with itself. Anything a Morphiem consumes does not regenerate or reform, including a Gifted's Gift.
- **Shifting Grip:** The Morphiem will preferentially grapple targets to drain as much magic off as possible, and it can change its anatomy on the fly, making it incredibly difficult to escape from. +6 to all grappling checks. Maintaining an already initiated grapple is a free action. For each additional target it is maintaining in a grapple the Morphiem suffers a -2 penalty to all actions, including further grapple checks.
- **Magic Drain:** For each round this grapple is maintained, the target suffers one wound. If the target escapes the Morphiem's grasp, they must make a Vigor roll at -2. On a Failure the Nightmare takes a level of fatigue and gains the permanent injury Magic Drained: use of any powers or Fae abilities is done at a -1, and the target gains the Weak Glamor hindrance (minor) or steps it up to Major if already possessed. On a success the target suffers one level of fatigue and is shaken, and suffers the effects of Magic Drained until they

ENCOUNTERS

consume Fae Food.

- **Invulnerability:** The Morphium is invulnerable to a magical and mundane damage except that caused by the items used to craft it.
- **Distractible:** The Morphium will go after easy food such as magical items and food if it does not have prey in its grip.
- **Regeneration (fast):** The Morphium can make a Vigor check at -2 each round to recover 1 wound, 2 with a raise.

WARDEN

Wardens are the Undermarket's guards. Fae members of a Market Lord's family, they carry similar staves and cloaks to those of the Market Lords.

Origin: Fae; **Lineage:** De Danna; **Group:** Undermarket

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (Fae) d10, Knowledge (Undermarket) d0, Notice d12, Streetwise d8, Trickery d10

Pace: 6 **Parry:** 8 **Toughness:** 8(2) **Status:** 5

Gear: Armored Cloak (50% torso, arms, legs, Armor +2), Market Security Staff (Str+d4, reach 1, parry +1, *drain (below)*), Magic communication devices

Special Abilities

- **Bane:** sunlight, cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *barrier, sleep, stun, rockfall (below)*.
- **drain:** If no wounds are inflicted the target must take a Vigor check at -2 or suffer 1 level of Fatigue. All damage dealt by this weapon is non-lethal.
- **rockfall:** A minor earthquake causes rocks to fall from the Undermarket's ceiling, in a line up to 4" long, dealing 3d10 damage to anyone underneath them, and leaving a rocky barrier behind.
- **Can't Fool a Trickster:** +2 to resist trickery.
- **Fast Talker:** May use Trickery Combat Tricks

once without inflicting a MAP.

- **Level Headed:** Draw two initiative cards, pick one.

WARDEN IN TRAINING

Wardens in Training are Nightmares, but still members of a Market Lord's family. They carry the same staff and cloak as the others, though their staves are still being carved. These individuals were often originally re-adopted by a Market Lord and bear tr

Origin: Gifted; **Lineage:** De Danna; **Group:** Undermarket

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Fae) d6, Knowledge (Undermarket) d10, Notice d10, Streetwise d8, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 8(2) **Status:** 3

Gear: Armored Cloak (50% torso, arms, legs, Armor +2), Market Security Staff (Str+d4, reach 1, parry +1, *drain (below)*), Magic communication devices

Special Abilities

- **Bane:** sunlight.
- **Can't Fool a Trickster:** +2 to resist trickery.
- **Caster Staff:** +2 to all power skill rolls while staff is held by its rightful owner.
- **drain:** If no wounds are inflicted the target must take a Vigor check at -2 or suffer 1 level of Fatigue. All damage dealt by this weapon is non-lethal.

WINIFRED

Quiet and awkward under normal conditions, Winifred is incredibly adept at posing as another person, thanks to her incredibly macabre ability. While she has had the Sight all her life, she discovered her ability to transform into people after snapping and killing a high-school tormentor.

Origin: Sighted; **Lineage:** Mortal; **Group:** Court of Blades

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Notice d6, Shooting d6, Trickery d10

Pace: 6 **Parry:** 6 **Toughness:** 5

Gear: Aimn (Str+d4, *beckon*) one blade skin, one rose skin


Special Abilities

- **Bane:** running water, wards.
- **Fast Talker:** May use Trickery Combat Tricks once without inflicting a MAP.
- **Human Skinwalker:** on a successful Spirit check,

Winifred can magically turn the body of a dead person into a preserved skin focus. When she puts on the skin, she takes on the shape of the dead person until the skin is removed.

- **Borrowed Memories:** Winifred is able to access flashes of memories from whatever skin she is wearing, adding +2 to all rolls using this knowledge.

FAE

 Because all the Fae are Wild Cards, the rose symbol is not used from here on to indicate so. If you're looking for a specific Fae, they're listed alphabetically. Lists of Fae organized by broad groupings; Culture, Home, Appearance, Behaviour and Function, are available on page 200.

ACCURACY

Though the entries note what culture the Fae is pulled from, these are not meant to be perfect transcriptions of the myths, but instead are inspired by them.

Certain Fae are historically described as elusively female or male. We've removed this restriction from them, though some still reference their original gender in the Fae name, if an alternate name wasn't available

AGLEBEMU

Groups: Native American, Aquatic, Giant, Animal, Predatory,

Giant frog-like monsters who dwell in the coniferous forests of North America, these carnivorous Fae Ambush are predators when necessary, but prefer to flood their hunting grounds by damming up rivers and destroying manmade dams. Their natural camouflage and Glamor Manipulation allow Aglebemu to blend in seamlessly with their environment, while their aura of dread is used to overwhelm and paralyze their prey, which they finish off with the highly dangerous poisons they secrete.

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d10, Vigor d10

Skills: Fight d4, Notice d8, Stealth d8, Swimming d4, Trickery d8

Pace: 6 **Parry:** 4 **Toughness:** 13

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Heavy Glamor:** additional -4 to Sight Checks to spot Aglebemu.
- **Fear -2:** Aglebemu cause fear checks at -2 when spotted.
- **Venomous Poison:** Any time a target comes in contact with Aglebemu's skin or tongue they

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must make a Vigor roll against Venomous Poison, see Poison Rules.

- **Tongue Lash:** Aglebemu can make a Reach 2 attack with its long forked tongue, dealing Str damage.
- **Slam:** Aglebemu attempt to crush their prey under their mass. This can target all targets in a 2-inch radius, and is a Fighting roll opposed by the target's agility. If Aglebemu wins, the target suffers 4d6 damage.
- **Amphibious:** Aglebemu may move through swampy terrain at regular page, and can hold its breath for up to 20 minutes.
- **Size+6:** Aglebemu are large beasts, about the size of an elephant.
- **Large:** Attackers add +2 to their attacks to hit.

AGROPELTER

Groups: Tall Tale, Woods, Animal, Territorial
The Argopelter is a vicious Fae Beast with an angry ape-like face filled with teeth. It has two long and slender muscular whip-like arms and a wiry body. Its fast reflexes and tensile strength allow it to move through the forest canopy and wooded areas with ease. Many of those who encounter an Argopelter don't see it until too late, only learning they've trespassed in its territory after becoming the target of its attacks

Attributes: Agility d10, Smarts d8(A), Spirit d4, Strength d8, Vigor d6

Skills: Climbing d10, Fighting d4, Notice d10, Stealth d12, Throwing d10

Pace: 6 **Parry:** 4 **Toughness:** 5

Gear: Sharpened sticks (Str+d4)

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *quickness.*
- **Gatling Speed:** Argopelters can throw up to 4 projectiles per round without incurring a multi-action penalty.

ALP LUACHRA

Groups: Native American, Aquatic, Urban, Animal, Small, Parasitic

A newt-like parasitic Fae beast, the Alp Luachra enters a sleeping Mortal or Nightmare's mouth and feeds off the food they eat. Originally known for hunting near streams and rivers for travelers, these Fae have transitioned to the cities and human settlements using underground plumbing, taps and water mains. Victims of an Alp Luachra will awake feeling incredibly tired and irritable, with an insatiable hunger

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d4, Vigor d12

Skills: Notice d6, Stealth d10, Swimming d8

Pace: 4 **Parry:** 2 **Toughness:** 5

Special Abilities

- **Bane:** fire, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *invisibility, slumber.*
- **Amphibious:** Alp Luachra may move through swampy terrain at regular page, and can hold its breath for up to 20 minutes.
- **Size -3:** Alp Luachra are the size of a small newt.
- **Small:** Attackers subtract 2 from their attacks to hit.

Aos Sí

The Aos Si are known to be incredible shape shifters and powerful spell casters with complete control over their element. Descendants of the De Danna, they range wildly in appearance, covering the entire spectrum from stunningly beautiful to bestial and fierce to grotesque and monstrous. With a wicked temper and history of maligning Mortals who insult them, they've acquired the names the good neighbors and the fair folk
YOUNG AOS SÍ

Groups: Celtic, Humanoid, Intelligent

Newly become a Fae, a young Aos Sí is still a challenging opponent

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d10, Persuasion d10, Trickery d12

Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *barrier, bolt, detect/conceal arcana, disguise, dispel, elemental manipulation, fear, glamor manipulation, like new, disguise.*
- **Unearthly Beauty:** Charisma +4.

OLD AOS SÍ

Groups: Celtic, Humanoid, Intelligent

With more time to perfect their magic an older Aos Sí is much more dangerous

Attributes: Agility d10, Smarts d12+2, Spirit d12+6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d10, Persuasion d12, Trickery d12+2

Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *blast, blind, deflection, detect/conceal arcana, disguise, dispel, elemental manipulation, fear, slumber, glamor manipulation, shape change, transfigure.*
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Can't Fool a Trickster:** +2 to resist Trickery.

ASRAI

Groups: Celtic, Aquatic, Half-human, Intelligent, Friendly

Less magically potent than many other water Fae, and are extremely cautious and timid Fae, Asrai can only be found on calm moonlit nights. The Asrai are inhumanly slender, with the upper body of a child or attractive youth and the lower body of a fish. The ice cold touch of an Asrai is their main defense, and strong enough that many

find they are unable to feel warmth on that skin ever again

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Notice d6, Swimming d12, Trickery d6

Pace: - **Parry:** 2 **Toughness:** 4

Special Abilities

- **Bane:** Sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *death touch, elemental manipulation (water).*
- **Cautious:** Asrai are timid Fae, being of much lesser power than many others, and typically flee at the first sign of danger.
- **Aquatic:** Asrai are water Fae and cannot drown. Their Pace while in water is equal to 12, and they only have to make swimming checks in exceptional circumstances.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

AXE HANDLE HOUND

Groups: Tall Tale, Animal, Territorial, Pest, Urban, Rural

Nocturnal beasts, Axe Handle Hounds have flat axe-blade shaped heads and lean bodies similar in shape to an axe handle. Highly territorial they become aggressive towards anyone who they think is standing between them and their next meal of tool handles. These Fae hounds dwell anywhere they can find tools to eat

Attributes: Agility d12, Smarts d8(A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d8, Stealth d8

Pace: 8 **Parry:** 7 **Toughness:** 8

Special Abilities

- **Bane:** running water, fire, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Axe-head:** str+d8.
- **Nocturnal Fae:** Do not suffer darkness penal-

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ties, Vigor check to avoid fatigue in bright light every 10min.

- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Size -2:** Axe Handle Hounds are the size of an extremely skinny dog.
- **Small:** Attackers subtract 2 from their attacks to hit.

BALL TAILED CAT

The Ball Tailed cat is a large predatory feline with a tail that ends in a mace-like head. Carnivores, they prefer to hunt other Fae, and are usually solitary animals

DINGMAUL

Groups: Tall Tale, Animal, Predatory

Most Ball Tailed Cats use brute force, crushing limbs and bones with their tails

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d10, Vigor d10

Skills: Climbing d12, Fighting d10, Notice d6, Stealth d12+2

Pace: 6 **Parry:** 7 **Toughness:** 9

Special Abilities

- **Bane:** running water.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Size +2:** Balled tailed cats are roughly the size of a mountain lion.

SILVER CAT

Groups: Tall Tale, Animal, Predatory

Similar in appearance to an oversized lynx with tasseled ears and crimson eyes, the Silver Cats are a peculiar Ball Tailed Cat. With more dexterous tails than their relatives, they can both crush their prey or strangle it, but more importantly, they are a living Ward Bane. As such, Silver Cats prefer to hunt Fae weak to Wards. Their tails are valuable for use as weapons components, though it's difficult to find one, and harder still to kill it

Attributes: Agility d12, Smarts d8(A), Spirit d10, Strength d8, Vigor d12

Skills: Climbing d8, Fighting d10, Notice d6, Stealth d12, Tracking d10

Pace: 6 **Parry:** 7 **Toughness:** 14(4)

Special Abilities

- **Bane:** running water, fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *speed..*
- **Living Bane:** Affect those with the Ward Bane as any other Ward item would.
- **Metal Hide:** armor +4.
- **Size +2:** Balled tailed cats are roughly the size of a mountain lion.

BANSHEE

Groups: Celtic, Humanoid, HouseFae (Familial), Spectral, Intelligent

With pale skin, long white hair, and insubstantial appearance, the Banshee's spectral association is apparent at a glance. Well known for their piercing wails predicting, and causing, death, the banshee is a potent magic wielder

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d4, Vigor d4

Skills: Fighting d8, Intimidation d12, Notice d8, Trickery d6

Pace: 6 **Parry:** 6 **Toughness:** 4

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *death touch, disable defenses, dispel, divination, fear, intangibility.*
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Human-shift:** This Fae is able to change its apparent age and attractiveness, but can only take on human forms.
- **Fear -2:** Banshees cause fear checks at -2 when their wails are heard.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.

- **Flight:** Banshees float, never touching the ground. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.

BASKET OGRE

Groups: Native American, Rural, Woods, Giant, Humanoid, Predatory

This giant Ogre catches Mortals and places them in a large basket on its back to be devoured later. Slow witted, there are multiple stories of their victims escaping by use of quick wits and a little ingenuity. Those who leap from a Basket Ogre's back, however, do not survive the fall

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Notice d4, Stealth d4

Pace: 6 **Parry:** 5 **Toughness:** 15

Gear: large basket

Special Abilities

- **Bane:** fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Poor Eyesight:** -2 to all Notice checks involving sight.
- **Size +8:** Basket Ogres stand roughly three apartment stories tall.
- **Huge:** Attackers add +4 to their attacks to hit.

BEAN NIGHE

WASHER

Groups: Celtic, Aquatic, Humanoid, Human-shift, Intelligent, Spectral

The washer Bean Nighe is known for appearing in one of two favored forms: that of an incredibly attractive youth, and a monstrous hag with a single nostril, tooth and eye with webbed talons on her hands and feet. This Fae is generally found near deserted bodies of water, washing funeral

garments for those who are about to die. For those who dare to approach, the Bean Nighe will answer any three questions, but expect the favor to be paid in kind with truthful answers to three questions of her own

Attributes: Agility d4, Smarts d12, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d4, Intimidation d12, Notice d10, Trickery d12

Pace: 6 **Parry:** 4 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *blind, confusion, death touch, divination, fear.*
- **Limited Precognition:** Washer Bean Nighe know the names of those about to die..
- **Terrifying Beauty:** Charisma +4, Intimidation +2.
- **Human-shift:** This Fae is able to change its apparent age and attractiveness, but can only take on human forms.
- **Fear -2:** Washer Bean Nighe cause fear checks at -2 when spotted.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Amphibious:** A Washer Bean Nighe may move through watery difficult terrain at regular page, and can hold its breath for up to 20 minutes.

MIRROR FACE

Groups: Modern, Aquatic, Urban, Half-human, Intelligent, Spectral

This Fae has a mirror for a face and adopts the reflection of those who look into it, and allows a glimpse of a probable future. Looking into the Face of a Mirror Faced Bean Nighe can be an intimidating prospect, as the face looking back at you is always your own, and may well be from a future you don't wish to see. The easiest time to find a Mirror Face Bean Nighe is when it rains

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d12, Trickery d10

Pace: 6 **Parry:** 6 **Toughness:** 6

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Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *confusion, displaced vision, mind read, past sight.*
- **Limited Precognition:** Mirror Face Bean Nighe reflect multiple likely near-futures of those who look into their face..
- **Fear:** Mirror Face Bean Nighe cause fear checks when spotted.
- **Amphibious:** A Mirror Faced Bean Nighe may move through watery difficult terrain at regular pace, and can hold its breath for up to 20 minutes.

BILLDAD

Groups: Tall Tale, Aquatic, Animal

A small beaver-like Fae creature, the Billdad has long powerful legs, and a short sharp beak. While once plentiful by calm ponds, extensive hunting by Mortals and Fae has left only a handful. Its flesh is intoxicating and addictive to Mortals and Fae both, however it also acts as a mild poison. Bringing a high price in the Goblin Markets, but banned in the Undermarket, the Billdad is a tempting target even for those who are not addicted to it

Attributes: Agility d12, Smarts d6(A), Spirit d6, Strength d4, Vigor d12

Skills: Notice d8, Stealth d10, Swimming d6

Pace: 10 **Parry:** 2

Toughness: 6

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *confusion, speed.*

- **Hallucinogenic Poison:** Consumer gains the Delusion that they are a Billdad and can leap and hold their breath like one. On a successful Vigor check this delusion lasts for a few hours, on a failure, its permanent..
- **Fleet Foot:** The Billdad rolls a d10 instead of a d6 when running.
- **Improved dodge:** attackers subtract -2 from ranged attacks.
- **Amphibious:** The Billdad may move through watery difficult terrain at regular pace, and can hold its breath for up to 20 minutes.
- **Size -2** Billdads are small, the size of a regular beaver.
- **Small:** Attackers subtract 2 from their attacks to hit.

BLUE CAP

Groups: Celtic, Caverns, Small, Helpful

Blue Caps often appear as small blue flames inhabiting mines and cavern tunnels. They are helpful Fae, and warn those nearby of imminent danger, especially earthquakes and cave-ins. Blue Caps will assist miners who treat them with respect and will reward these individuals by taking them to veins of valuable minerals. The easiest way to earn a Blue Cap's favor is to give it a worker's wages, by leaving it deep within the mine

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d10

Skills: Notice d10, Trickery d8

Pace: 6 **Parry:** 2 **Toughness:** 3

Special Abilities

- **Bane:** sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *confusion, dispel, telekinesis, wispy light.*
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Flight:** Blue Caps float through the air like

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sparks from a fire. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.

- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Size -4:** Blue Caps are tiny, about the size of a baseball.
- **Small:** Attackers subtract 2 from their attacks to hit.

BMOLA

Groups: Native American, Urban, Mountains, Half-Human, Human Intelligence,
Most Bmola have the head of a moose, body of a human and the wings and feet of an eagle, though all are winged composites of the above creatures. Capable of changing between this form and a giant bird, most Bmola make their homes high up where few will bother them—on mountain peaks or at the tops of skyscrapers. Powerful weather-controllers with a winter association, Bmola are known for causing ice storms and avalanches to scare unwanted guests and trespasses

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d8, Stealth d8, Survival d10, Tracking d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** barrier, blast, elemental manipulation (ice; snow; wind), havoc.
- **Size +1:** Bmola are larger than a human, by a bit.
- **Talons:** Str+d4.
- **Flight:** Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.

BOGEY

Groups: Modern, HouseFae, Shapeshifter, Malicious, Predator

Highly variable in skills and appearance, there is a story of the Bogey in every Mortal nation. These consummate shapeshifters appear to have no base form to return to. Most active in the fall and winter months, Bogeys purely hunt children, hiding in the corners and shadows of bedrooms and closets waiting to ambush their prey

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d8, Stealth d12+2, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** sunlight. Individual bogeys commonly have more Banes, but these are not consistent.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *death touch, disable defenses, fear, intangibility, shape change.*
- **Fear:** Bogeys cause fear checks when spotted.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Regeneration (slow):** Bogeys are able to recover from seemingly Mortal wounds in a matter of days.
- **Wall Crawl:** Can walk on walls, and even upside down, as if on normal ground.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

BOGGART

Groups: Celtic, HouseFae, Malicious, Pest, Shapeshifter, Territorial

Boggarts generally appear humanoid, though they're known for their incredible shapeshifting skill and rarely appear the same twice. These lesser Fae are mischievous, often malevolent, and are fixated with pranking and tormenting Mortals who enter into their territory—or worse, consider a family to be theirs, and follow them wherever they flee. Traditionally Boggarts would cause

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things to disappear, milk to sour, butter to be maggot infested, steal bed clothes and sheets in middle of the night, and even directly interact with Mortals, shapeshifted into a horror to terrify them. Boggarts loathe Seethers, and will immediately attack one that enters into their territory, wither on a host or not

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d8, Notice d10, Repair d6, Stealth d10, Throwing d8, Trickery d12+2

Pace: 6 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, wards.
- **Obsession:** Boggarts are either fixated on a location or a Mortal family, and will relentlessly torment those in its territory, or the family it has attached itself to..
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *elemental manipulation (shadows), fear, glamor manipulation, like new, shape change, telekinesis, wisp light.*
- **Nocturnal Fae:** This is one of the few preferentially nocturnal Fae without the sunlight bane. Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Regeneration (fast):** A Boggart trapped in combat may make a Vigor check every round to recover a wound, two with a raise, even once incapacitated. Boggarts also have a +2 to recover from being shaken.
- **Size -1:** Boggarts are typically small, about the size of a child.

BROWNIE

Groups: Celtic, Humanoid, HouseFae, Helpful, Small

Helpful and industrious these diminutive Fae inhabit homes and will help their families with chores and tasks in exchange for a share in the family's meals—particularly dairy and beer. Brownies will abandon the home or become a nuisance and pest if paid or thanked. Social Fae,

Brownies generally live in small groups, and will attempt to interact with any Nightmares or Fae in their home

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d8, Repair d12, Stealth d12, Trickery d8

Pace: 6 **Parry:** 5 **Toughness:** 3

Special Abilities

- **Bane:** cold iron, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *dispel, havoc, like new, quickness.*
- **Weak Glamor:** +4 to spot a Brownie when using the Sight, can be seen by Mortals.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Size -2:** Brownies are about the size of a large rat.
- **Small:** Attackers subtract 2 from their attacks to hit.

CACTUS CAT

Groups: Tall Tale, Desert, Animal, Territorial
A large fearsome Fae beast covered in needle sharp thorns and spines

Covered in razor sharp needles and vicious barbed spines this feline Fae looks like a cross between a bobcat and a cactus. With its barbed and whip-like tail it appears to be a relative of the Ball Tailed Cats. Unlike its cousins though, the Cactus Cat feeds solely on the fluids from cacti. Few in number, Cactus Cats are violently territorial, and will attack anyone trespassing in their territory, bleeding their body dry

Attributes: Agility d12, Smarts d6(A), Spirit d8, Strength d6, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d12, Tracking d10

Pace: 6 **Parry:** 7 **Toughness:** 8

Special Abilities

- **Bane:** running water.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power

per round.

- **Powers:** burrow.
- **Teeth and Claws:** str+d8.
- **Spiny Coat:** the Cactus Cat inflicts +d8 damage with any touch..
- **Size -1:** Cactus Cats are the size of large bobcat.

CANNIBAL DWARF

Groups: Native American, Woods, Humanoid, Human Intelligence, Predatory

The size of a child with thick leathery skin, these cannibalistic Fae are violent and sadistic. Capable of moving with incredible speed and becoming invisible, they are already a dangerous Fae—add in their superhuman strength, sharp teeth and claws and incredible durability and they become an utter terror. The only way to kill a Cannibal Dwarf is to destroy its heart and all other internal organs

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d12, Notice d8, Stealth d10, Tracking d10

Pace: 10 **Parry:** 8 **Toughness:** 8

- **Bane:** running water.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round..
- **Powers:** fear, invisibility, quickness, speed.
- **Size -1:** Cannibal Dwarves are roughly human child sized.
- **Teeth and Talons:** str+d4 natural weapon.
- **Fleet-Footed:** d10 running die instead of d6.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Regeneration (slow):** Incredibly hard to kill, Cannibal Dwarves can recover from all wounds in 2d6 days, they can only be killed if all their internal organs are destroyed.

CAT SÍDHE

Groups: Celtic, Intelligent, Bestial, Human-shift, Spectral, Tempter

A Cat Sídh is a large predatory black cat roughly the size of a full grown human. These Fae Beasts have human intelligence, and the ability to speak and understand any language. The Cat Sídh are able to assume the form of a dark haired youth. Drawn to the warmth of fire, their common appearance at funeral pyres and ghostly aspect lead to the belief that they were there to steal souls. As such, there is a long history of distracting this Fae with games and riddles

Attributes: Agility d12+2, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Investigation d6, Notice d10, Stealth d12+2, Tracking d10, Trickery d8

Pace: 8 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *divination, fear, fly, quickness, shadowwalk (below).*
- **shadowwalk:** Cat Sídh are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Obsession (fire):** Cat Sídh are irresistibly drawn to fire and warmth.
- **Easily Distracted:** +2 to Trickery and Persuasion rolls to distract a Cat Sídh.
- **Linguist:** The Cat Sídh easily learns new languages, and speaks all the common ones..
- **Teeth and Claws:** Str+d8.
- **Human-shift:** This Fae is able to shift between a human form and a bestial form.

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CLIFF OGRE

Groups: Native American, Mountain, Giant, Humanoid, Human Intelligence, Territorial
Cliff Ogres are intimidating Fae, with rock-like muscles, and wide, crushing jaws. Though they appear slow, they are anything but, and are fierce and quick ambush hunters. Unlike many of their close relatives Cliff Ogres are immune to the Banes of sunlight and running water, only suffering from a Bane to Cold Iron

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d8

Pace: 8 **Parry:** 7 **Toughness:** 14(4)

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Size +2:** Cliff Ogres are large, but generally smaller than their Giant cousins.
- **Rock Flesh:** armor +4.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Fleet-Footed:** d10 running die instead of d6.
- **Ambush Predator:** +4 to attacks with the drop in the Cliff Ogre's territory.

CÚ SÍDHE

Roughly the size of a full grown bull and dark as night, the Cú Sídh is known as a harbinger of death. These Fae will chase their prey relentlessly, running them down after releasing three great bays. All those within hearing range of hearing these cries have until the third one to take cover lest they die of terror. The Cú Sídh's tail resembles a braided whip, and many Cú Sídh have green or red paw, tail, or bib spots on their fur

CÚ SÍDHE ALPHA

Groups: Celtic, Animal, Predator, Spectral
The Alpha is the largest and most dangerous member of the pack, ruling by might and fright. The loss of an Alpha will send a pack into disarray and panic

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d10

Pace: 10 **Parry:** 7 **Toughness:** 8

Special Abilities

- **Bane:** cold iron, running water, wards, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *divination, fear, intangible, speed, shadowwalk (below).*
- **shadowwalk:** Cú Sídh are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Teeth & Claws:** Str+d8.
- **Fleet footed:** d8 running die.
- **Pack Fight:** additional +1 teamwork bonuses.
- **Command:** all Cú Sídh in its pack, within hearing gain +1 to deshake.
- **Size +3:** This creature is the size of a large bull.

CÚ SÍDHE BETA

Groups: Celtic, Animal, Predator, Spectral
While less powerful than the Alpha, Beta Cú Sídh are still dangerous foes

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fight d8, Stealth d10, Notice d6

Pace: 8 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, running water, wards, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *fear, intangible, speed, shadowwalk (below).*
- **shadowwalk:** Cú Sídh are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Teeth & Claws:** Str+d8.
- **Fleet footed:** d8 running die.

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- **Pack Fight:** additional +1 teamwork bonuses.
- **Size +2:** This creature is the size of a bull.

DE DANNA

Groups: Celtic, Humanoid, Underground, Human Intelligence, Sociable

Tall and lean, their relation to the Aos Sí is clear, though they typically have fewer elemental aspects than those above ground. Though tall, the Market Lords have a tendency to assume a hunched posture. The features of these Fae are less delicate than those of their over ground descendants, with almost translucent skin and golden eyes

Attributes: Agility d10, Smarts d12+2, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Investigation d12, Knowledge (Appraisal) d12, Knowledge (Undermarket) d12+4, Notice d10, Streetwise d12, Trickery d12+2

Pace: 6 **Parry:** 6 **Toughness:** 11(4) **Charisma:** +2 **Status:** +30

Gear: Market Lord Cloak (Armor +4), Market Lord Staff (Str+2d6, *stun, drain (below)*),

Special Abilities

- **Bane:** holy wards, sunlight, cold iron.
- **Greater Fae:** Half damage from magical weapons, Immune to non-magical weapons. Full damage is dealt only via Banes, Bane effects are still applied.
- **Powers:** *blast, blind, deflection, detect/conceal arcana, dispel, elemental manipulation (rock), entangle, fear, quickness, slow, transfigure.*
- **drain:** If no wounds are inflicted the target must take a Vigor check at -2 or suffer 1 level of Fatigue. All damage dealt by this weapon is non-lethal.
- **Level Headed:** Draw two initiative cards, pick one.
- **Improved Sweep:** Attack all adjacent foes.
- **Greedy:** Character is obsessed with wealth.
- **Can't Fool a Trickster:** +2 to resist Trickery.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Terrifying Beauty:** Charisma +2, Intimidation +2.

DEER WOMAN

Groups: Native American, Urban, Rural, Half-Human, Intelligent, Malicious, Helpful, Tempter
Deer Women can appear as white tailed deer or as a human with deer hooves and legs. Fond of music and dance, they have been known to join in parties uninvited, only to leave when the music stops. These Fae are often kind to Mortals, protecting them or helping them escape Fae lands, but they have a vengeful streak and will actively go after the unfaithful and abusers, tempting and entrapping them before trampling them to death

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d10, Notice d8, Persuasion d8, Preforming (dance) d12, Trickery d12+2

Pace: 8 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *entangle, speed, stun.*
- **Vengeful:** Deer Women will actively hunt out abusive and unfaithful people.
- **Obsession (dance):** good music is a guaranteed way to distract this Fae with dancing.
- **Inhuman attractiveness:** Charisma +6.
- **Flawed Human-shift:** This Fae is able to shift between a half-human form and a deer form.

DJIEN

Groups: Native American, Animalistic, Animal Intelligence, Territorial

A massive, human sized spider, these Fae are capable hunters, laying traps to ensnare their quarry, and extremely venomous. They can speak to mundane arachnids and use them to know when quarry approaches. Able to regenerate from the most grievous wounds, a Dijen can only die if its heart is destroyed, and many hide their hearts outside of their bodies in a safe location

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d8, Vigor d12

Skills: Fight d10, Notice d8, Stealth d12,

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Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 8

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Grotesque:** +2 to intimidation.
- **Ambush Predator:** +4 to attacks with the drop in the Djien's territory.
- **Venomous Bite:** Str+d8, venomous poison (-2), see Poison Rules.
- **Wall Crawl:** Can walk on walls, and even upside down, as if on normal ground.
- **Regeneration (fast):** the Djien makes a Vigor check at -2 plus wound penalties each round to recover a single wound.
- **Regeneration (slow):** Incredibly hard to kill, Djien can recover from the most grievous of wounds in 2d6 hours, and can only be killed if their heart is destroyed.

DOOR MOUSE

Groups: Modern, HouseFae, Small, Humanoid, Friendly

Famous for their hospitality, humble nature and willingness to assist others in times of need, Door Mice are incredibly social Fae. They form large families and communities, and maintain close connections to all of them and will call regular "town meetings" of all local Door Mice and honorary members. While the Door Mice are Fae, they have little magic power on their own, but one rarely deals with a single Door Mouse, and they can easily and quickly gather together hundreds. The combined strength from such numbers is more than a threat to any single Greater Fae

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d8

Skills: Climbing d12, Fighting d8, Notice d10, Shooting d8, Stealth d8, Throwing d6, Trickery d8

Pace: 4 **Parry:** 6 **Toughness:** 3

Gear: Tiny Shortbow (2d4), 6 arrows, 2 enchanted arrows (*blast power*), Toothpick sword (Str+d4), Fae Foods

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, detect/conceal, like new.*
- **Allies:** dormice are able to call on 2d10 other dormice in 1d4 rounds.
- **Size -3:** Door mice are tiny, the size of a regular mouse.
- **Small:** Attackers subtract 2 from their attacks to hit.

DULLAHAN

Groups: Celtic, Humanoid, Predatory, Spectral
Also known as the Headless Horseman, these assassins carry whips made from human spines. These Fae are able to remove their own heads without coming to harm, indeed, when headless, the body is completely invulnerable to harm. With an unnaturally wide grin and fly infested eyes, a Dullahan is a terrifying sight, even before it removes its own head

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d12, Intimidation d10, Notice d8, Riding d12, Tracking d10, Trickery d6

Pace: 6 **Parry:** 8 **Toughness:** 6

Special Abilities

- **Bane:** running water, sunlight.
- **Phobia (gold):** The sight of gold will cause a Dullahan to flee.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *disable defenses, fear, open door (as below), quickness.*
- **open door:** Dullahans can cause any locked or unlocked doors to fling themselves open with an icy wind..

- **Invulnerability:** while headless it is impossible to damage the body, even with banes..
- **Sharp-shot:** when targeting the eyes, the penalty is only a -3.
- **Spinal Whip:** Str+d10, grapples target.
- **Mounted:** while mounted on horseback pace increases to 10, with a running die of d8.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

DUNGAVENHOOTER

Groups: Tall Tale, Urban, Aquatic, Predatory, Animal

Once restricted to swampland, the Dungavenhooter has taken to the cities famously. These large crocodilians are armored with boney plates on their back and have a muscular hammer-like tail. Their long snouts have no mouth or teeth; instead they inhale their prey with large upward facing nostrils after pounding it into a fine mist with its tail. Spectacularly camouflaged, this Fae Beast is an ambush predator that is drawn to the scent of alcohol in its prey and actively hunts intoxicated Nightmares and Mortals. Dungavenhooters are most commonly found in the sewer system, or staking out nightclubs

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d12+7, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d12, Tracking d10, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 13(4)

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Powers:** *glamor manipulation.*
- **Hammer Tail:** Str+d8. *If the Dungavenhooter successfully incapacitates a target, the target must make a Vigor roll at -2 or be turned into a fine mist.*
- **Knock-down:** *when the Dungavenhooter successfully inflicts a wound or shaken status the target is knocked down.*
- **Camouflaged:** The Dungavenhooter's natural camouflage is constantly changing, like a chameleons, and further boosted by the Beasts innate *glamor manipulation.* +6 to Stealth checks.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Armored Plates:** Armor +4.
- **Amphibious:** A Dungavenhooter may move through watery difficult terrain at regular page, and can hold its breath for up to 20 minutes.
- **Size +2:** The Dungavenhooter is the weight of a small horse.

EMP

Groups: Modern, Urban, Small, Humanoid, Pest
Fascinated by electrical devices—and messing with them, these tricksters are pests on their own, but dangerous in groups. Responsible for a range of problems from everything from photocopier breakdowns, to computers viruses, to traffic light failures, these Fae thrive in urban areas and those with higher levels of technology. Emps vary widely in appearance, but all are brilliantly colored, showing their relation to Imps in their small, humanoid appearance and glowing eyes. Their claws and teeth are metallic, delivering powerful shocks when they connect with a target



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Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d4, Vigor d6

Skills: Fight d4, Notice d8, Stealth d8, Trickery d8

Pace: 4 **Parry:** 4 **Toughness:** 3

Special Abilities

- **Bane:** Running Water, Cold Iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *damage field, elemental manipulation (electricity), spark (below).*
- **spark:** EMPS may cause electricity to spark around a target, inflicting 3d4 damage. The target must make a vigor check to avoid one level of fatigue.
- **Obsession (electronics):** Emps are drawn to electrical devices, to tinker with them, destroy them, or set them off.
- **Invulnerability (electric):** EMPS are immune to all electrical attacks, including magical ones.
- **Size -2:** Emps are small, about the size of a cat.
- **Small:** -2 to hit.

FACHEN

Groups: Celtic, Rural, Urban, Half-human, Intelligent, Malicious

These hideous Fae are fast, clever and dangerous despite only having one leg, arm, eye, and anything else a human has two of. Magically tied to rot, decay, and death, the Fachen give off an aura of fear, capable of stopping attackers in their tracks. Known for their incredible strength, Fachen wield wooden chains with which they render stone asunder and decimate entire fields. Less known is the Fachen's intelligence and keen interest in the arts and humanities

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d10, Intimidation d8, Knowledge (arts, humanities), Notice d6, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 7

Gear: Crow Feather Cloak (when worn, suppresses aura of fear, Glamor +2), Wooden chain (Str+d6, reach 1, ignores shield Parry and Cover bonuses.)

Special Abilities

- **Bane:** cold iron, wards, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Fear:** Fachen cause fear checks when spotted.
- **Obsession (arts & humanities):** the best way to distract a Fachen and stop an attack is to discuss the arts, but be warned, you'd best be able to keep up with them and add your own insights.
- **Chain wielder:** A Fachen has one particular chain they wield with particular skill, adding +1 to all attacks with this weapon. In addition, they are able to make sweep attacks at no penalty.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

FIRE DOGS

Groups: Native American, Aquatic, Animal, Bestial Intelligence, Territorial

Lean with a lanky physique and musical bark, these Fae get their name from their red pointed ears and flame-licked fur. Incredibly fast they guard rivers, shore lines and any area where the land meets water. Never seen alone, Fire Dogs hunt in pairs and are capable of taking down much larger prey relying purely on their speed, ferocity and teamwork. Despite their name they have no fire based powers and their association with water makes them immune to both these elements

Attributes: Agility d12+2, Smarts d6(A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d10, Swimming d12, Tracking d8

Pace: 10 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *quickness, speed..*
- **Teeth & Claws:** Str+d8.
- **Team Fight:** additional +1 teamwork bonuses.
- **Go for the Throat:** Fire Dogs instinctively

know an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

- **Invulnerability (fire and water):** Fire Dogs are immune to all fire and water based attacks, including magical ones.
- **Hardy:** a second shaken result does not result in a wound.
- **Fleet-Footed:** d10 running die instead of d6.
- **Obsession (rivers and streams):** Fire Dogs are irresistibly drawn to bodies of moving water.
- **Amphibious:** A Fire Dog may move through watery difficult terrain at regular pace, and can hold its breath for up to 20 minutes.
- **Size -1:** Fire dogs are the size of a large Mortal dog.

FUATH

Vicious predatory creatures, this class of related Fae live in turbulent waters and are known to lure people to the water where they'll drown them. Paradoxly, they're also helpful under particular situations, or if asked politely and properly paid. The most common Fuath have horse-like forms, though there is incredible variation in their appearance, and different Fuath have a wide variety of bestial features, and the most dangerous can appear human

GLAISTIG

Groups: Celtic, Aquatic, Half-Human, Predatory, Tempter, Helpful

Willing to travel farther from their river than most other Fuath, Glaistigs commonly appear as attractive golden haired Mortals—from the waist up. Unable to shapeshift and with a weak glamor, they cannot magically hide their goat legs, and must resort to long skirts, robes, or loose pants. While the Glaistig are protectors, particularly of cattle and other livestock, and occasionally the herders and their families, like other Fuath, Glaistigs predate on humans. They preferentially pick off travelers, luring them to their lair or a safe place where they will subdue them and drink their blood

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d6, Notice d8, Persuasion d10, Preforming d12, Shooting d8, Swimming d6, Trickery d10

Pace: 8 **Parry:** 5 **Toughness:** 7

Gear: Compound Bow (2d6), 6 hunting arrows, 2 enchanted broad-head arrows (+1 damage, *scythe*)

Special Abilities

- **Bane (Cold Iron, Fire).**
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Powers:** *barrier, deflection, dispel, elemental manipulation (water), enchanting appearance (below), heal, speed.*
- **Very Attractive:** +4 Charisma.
- **enchanting appearance:** the target must pass a contested Spirit+Charisma check to avoid moving towards the Glaistig at full pace..
- **Fleet Foot:** Glaistigs roll a d8 instead of a d6 when running.
- **Serrated Teeth and Hooves:** Str+d8 natural weapon, in horse form only.
- **Regeneration (slow):** Incredibly hard to kill, Glaistigs can recover from the direst wounds in 2d6 days.
- **Amphibious:** Glaistigs may move through watery difficult terrain at regular pace, and can hold their breath for up to 20 minutes.

GLASHTYN

Groups: Celtic, Aquatic, Animal, Human-shift, Predatory, Tempter, Helpful

Usually found on the banks of their river, Glashtyn appear as a fine and powerful black horse, though they've also been known to appear as an attractive and flirtatious youth with dark curly hair. A Glashtyn in human form is not typically hunting, and its inhuman nature is visible through their weak glamor as horse ears, gold eyes, or seaweed clinging to its hair. Intelligent, shapeshifting predators, Glashtyns have a sticky hide that once touched will not release its prey. They preferentially feed on human flesh and prefer to drown their prey before eating them. However, if requested they are often willing to help with manual labor, as long as fed. Closely related to a shapeshifting

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Goblin by the same name, the waterhorses and goblin are not the same Fae

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d6, Notice d8, Persuasion d10, Swimming d12, Trickery d8

Pace: 8 **Parry:** 5 **Toughness:** 10

Special Abilities

- **Bane (Holy, Fire).**
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *elemental manipulation (water), enchanting appearance (below), quickness.*
- **enchanting appearance:** the target must pass a contested Spirit+Charisma check to avoid moving towards the Glastyn at full pace..
- **Very Attractive:** +4 Charisma in human form.
- **Adhesive Skin:** +2 to all grappling checks and damage.
- **Aquatic:** Glastyns are water Fae and cannot drown. Their Pace while in water is equal to 10, and they only have to make swimming checks in exceptional circumstances.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Fleet Foot:** Glashtyns roll a d8 instead of a d6 when running.
- **Serrated Teeth and Hooves:** Str+d8 natural weapon, in horse form only.
- **Regeneration (fast):** Glashtyns can make a Vigor check each round to recover 1 wound, 2 with a raise.
- **Size+2:** When in horse form only (accounted for in toughness).
- **Human-shift:** This Fae is able to shift between a human form and a bestial form.

KELPIE

Groups: Celtic, Aquatic, Animal, Predatory

A type of Fuath that lacks the ability to shapeshift of many of its more intelligent cousins, the Kelpie is may be broken of its feral nature by a year and

a day away from the sight, sound and smell of any body of water

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d4, Notice d6, Persuasion d10, Swimming d8

Pace: 10 **Parry:** 4 **Toughness:** 9

Special Abilities

- **Bane:** fire, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** enchanting appearance (below), speed.
- **enchanting appearance:** The target must pass a Spirit+Charisma check to avoid moving towards a Kelpie at full pace, and once in range, riding it.
- **Aquatic:** Kelpies are water Fae and cannot drown. Their Pace while in water is equal to 8, and they only have to make swimming checks in exceptional circumstances.
- **Hooves:** Str+d4.
- **Fleet Foot:** Kelpies roll a d10 instead of a d6 when running.
- **Size+2:** Kelpies are the same size as a regular horse.

GANCANAGH (IRISH)

Groups: Celtic, Rural, Urban, Humanoid, Intelligent, Tempter

The Gancaugh looks little like its more industrious cousin the Leprechaun, and instead appears as an attractive youth. This Fae appears as an idle romantic with a fondness for song and dance, but is crude and bawdy at the pub, and an easily bored seducer. Fascinated by Mortals, the Gancaugh are often found in cities. This Fae is not to be confused with the fiery Scottish houseFae of the same name

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d4, Vigor d4

Skills: Gambling d10, Notice d8, Persuasion d10, Performing d12, Stealth d8, Trickery d12+2

Pace: 6 **Parry:** 4 **Toughness:** 4

Gear: clay pipe (+2 to Spirit when using powers)

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *dispel, glamor manipulation, like new, mind read, puppet, teleport, wisp light.*
- **Inhumanly Attractive:** +4 Charisma, to target only. The Gancanagh appears unnoticeable to others.
- **Addictively Toxic Skin:** The Gancanagh's skin produces an addictive toxin when touched; make a Spirit check at -2 to avoid addiction to this toxin and falling hopelessly in love with the Gancanagh. If successful, the contact is mildly intoxicating, not unlike being barely drunk. If failed, only the most extreme requests by the Gancanagh can be refused, with a successful Spirit check at -2, and gain the Major Habit (Gancanagh Toxin) Hindrance. Withdrawal is debilitating, but only deadly in extreme cases.

GHILLIE DHU

Groups: Celtic, Woods, Territorial, Friendly, Helpful, Humanoid

The Ghillie Dhu is a guardian of the trees, forests and children. Resembling a dark haired Mortal clothed in leaves and moss this Fae is shy and prefers to stay hidden, even from those it watches over. Most active at night, they'll chase trespassers away with acts of mischief, but become dangerous foes if their territory or children they protect are threatened

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d8, Notice d10, stealth d12, Tracking d 12, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 8(2)

Special Abilities

- **Bane:** Cold Iron, fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.

- **Powers:** *barrier, blast, elemental manipulation (plants), entangle, heal, slumber.*
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Bark Skin:** armor +2.

GLUTTON SNAIL

Groups: Native American, Aquatic, Swamps, Woods, Shapeshifter, Human Intelligence, Predatory
This Fae is a limited shape shifter with a peculiar repertoire—often appearing as a giant snail, it also commonly appears as a giant snake, alligator or humanoid covered in reptilian scales, though it cannot hide its silver horns. Malicious by nature, the Glutton Snail is a dangerous predator that actively hunts Mortals, Nightmares and Fae with no discrimination. Its horns can be ground into a magical powder used to enhance healing agents both magical and mundane

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d6, Taunt d8, Tracking d10

Pace: 6 **Parry:** 7 **Toughness:** 10(2)

Special Abilities

- **Bane:** cold iron, salt.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, damage field, death touch, heal, greater heal.*
- **Limited Shapeshift:** A Glutton Snail can only take on a limited repertoire of forms, all of human size: a giant snake, alligator or humanoid covered in reptilian scales.
- **Amphibious:** A Mirror Faced Bean Nighe may move through watery difficult terrain at regular pace, and can hold its breath for up to 20 minutes.
- **Regeneration (fast):** the Glutton Snail makes a Vigor check at -2 plus wound penalties each round to recover a single wound, two with a raise.
- **Scales:** armor +2.
- **Teeth and Claws:** Str+d4, in most forms these appear as razor sharp teeth and claws.

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GOBLINS

Resembling a short human with the exaggerated features of a single animal, Goblins range from 2 to 4 feet tall. While some may have a snout and hooves others may have a beak and talons and others may have a wide variety of different compositions. The personalities and abilities of the Goblins vary as much as their appearance does. Those who mistake a goblins bestial appearance as an indicator of bestial intelligence or capabilities soon find themselves either broke, swindled or deeply indebted to them

BIRD GOBLIN

Groups: Modern, Half-human, Intelligent, Rural, Urban, Pest, Helpful

With the wings and feet of a bird replacing its arms and legs, this goblin looks almost unsettlingly human otherwise

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d4, Notice d8, Throwing d8, Trickery d4

Pace: 6 **Parry:** 4 **Toughness:** 3

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Greedy:** Character is obsessed with wealth.
- **Talons:** Str.
- **Improved Flight:** Pace in air is 8, Strength+2 to gain elevation (one inch per each success and raise), maneuvers use Agility + 2. Use unstable platform rules while airborne.
- **Size -1:** Goblins are short, from 2 to 4 feet tall.

BOAR GOBLIN

Groups: Modern, Half-human, Intelligent, Rural, Urban, Pest, Helpful

Thick and solidly built, this Goblin has two large tusks jutting from its mouth

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Gambling d6, Notice d4, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Greedy:** Character is obsessed with wealth.
- **Tooth and Claw:** Str+d6.
- **Gore:** If the Boar Goblin is able to move at least 3 inches before attacking add +4 damage.
- **Size -1:** Goblins are short, from 2 to 4 feet tall.

HOUD GOBLIN

Groups: Modern, Half-human, Intelligent, Rural, Urban, Pest, Helpful

With the Head, tail, and nails of a dog, this Goblin has a natural advantage in fights

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fight d8, Notice d6, Taunt d8, Throwing d6, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 8(2)

Gear: Short sword (Str+d6, *thorn*), Goblin armor (+2), 2xCyclone Jacks

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Greedy:** Character is obsessed with wealth.
- **Tooth and Claw:** Str+d6.
- **Go For the Throat:** like the hound it shares features with, this Goblin instinctively knows an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Size -1:** Goblins are short, from 2 to 4 feet tall.

RAT GOBLIN

Groups: Modern, Half-human, Intelligent, Rural, Urban, Pest, Helpful

Short and hunched, this goblins dexterous hands and pinched rats face are constantly moving

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Gambling d10, Lockpicking d8, Notice d8, Stealth d12, Trickery d10

Pace: 6 **Parry:** 5 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Greedy:** Character is obsessed with wealth.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Tooth and Claw:** Str+d4.
- **Infectious:** soak rolls against wounds from a Rat Goblin's natural weapons are made at -2..
- **Size -1:** Goblins are short, from 2 to 4 feet tall.

GOOD HUNTER WOLF

Groups: Native American, Human-shift, Intelligent, Helpful, Spectral

Appearing as a large wolf, these Fae are able to shift into a human form. Despite their nature as a spectral Fae, the Good Hunter Wolves are known to be friendly and kind

Attributes: Agility d12+2, Smarts d10, Spirit d10, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d12, Stealth d12, Tracking d12, Trickery d10

Pace: 10 **Parry:** 7 **Toughness:** 10(2)

Special Abilities

- **Bane:** running water.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round..
- **Powers:** *burrow, blast, darksight, death touch, dispel, divination, fear, quickness, shadowwalk (below).*
- **shadowwalk:** Good Hunter Wolves are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Tooth and Claw:** Str+d8.
- **Flight:** Good Hunter Wolves never seem to quite touch the ground, and can jump impossible distances and heights as if flying. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.

- **Thick Hide:** armor +2.
- **Fleet-Footed:** Good Hunter Wolves roll a d10 instead of a d6 when running.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Size -1:** Good Hunter Wolves are the size of large wolves.

GREMLINS

Groups: Modern, Urban, Small, Humanoid, Pest
Distant cousins of Imps and Boggarts, Gremlins are mischievous Fae with a fixation on mechanical machines. Often destructive, they're not malicious so much as curious, and will tinker, re-engineer and break machines that catch their attention. First active in World War Two, they're best known for causing aircraft to fail and guns to jam

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Driving d6, Fighting d4, Gambling d10, Investigation d4, Notice d10, Piloting d6, Repair d8, Shooting d4, Throwing d6, Trickery d10

Pace: 6 **Parry:** 4 **Toughness:** 4

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *disable defenses, havoc, invisibility, like new..*
- **All Thumbs:** Roll of 1 causes item used to malfunction. -2 to all Repair rolls.
- **Curious:** Character wants to know about everything.
- **Obsession (mechanical devices):** Gremlins are obsessed with analysing, tinkering with, and improving mechanical devices, despite their tendency to break them.
- **Size -1:** Gremlins are typically small, about the size of a child.

HALFWAY PEOPLE

Groups: Native American, Half-Human, Aquatic, Friendly

The Halfway People have the torso of an attractive man or woman but from the waist down they

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have the body and tail of a fish, and are friendly to those who show them proper respect. They are known for their beautiful songs which can control the weather and can create storms on command

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Notice d6, Persuasion d6, Preforming d10, Swimming d12, Trickery d8

Pace: - **Parry:** 2 **Toughness:** 4

Special Abilities

- **Bane:** Cold Iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *elemental manipulation (water, air), storm (below).*
- **storm:** Sabawaelnu can create pockets of vicious storms. This power takes 2 turns to cast, and in a LBT area, deal 4d8 damage and all within it must make Agility checks or be knocked down and shaken. The Storm then moves as if it were a failed launched Area Effect Attack (short range). The storm will die after 2d10 minutes..
- **Attractive:** Charisma +2.
- **Aquatic:** Asrai are water Fae and cannot drown. Their Pace while in water is equal to 12, and they only have to make swimming checks in exceptional circumstances.

HATMAN

Groups: Modern, Humanoid, Human Intelligence, Spectral

A vague humanoid shadow, the Hatman is named for its only discernable feature—a hat. Fascinated with humans, Hatmen lurk at night studying and observing their possessions and mimicking the current fashions. Surrounded by an incredible aura of dread, the Hatmen are generally reclusive Fae, rarely speaking

Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d4, Vigor d8

Skills: Fighting d6, Intimidation d8, Investigation d12, Notice d10, Stealth d12+2, Trickery d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- **Bane:** sunlight..
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *death touch, disable defenses, dispel, fear, intangibility, shadowwalk (below), slumber.*
- **shadowwalk:** Hatmen are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Terrifying Aura:** Hatmen cause fear checks at -2 when spotted, and add +2 to all intimidation checks.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

HIDE BEHIND

Groups: Tall Tale, Woods, Predator

The Hide Behind is known for its superior ability to conceal itself; any time someone attempts to see this Fae Beast they will find that it's hidden behind an object or even directly behind the observer. This Fae Beast is credited with the deaths of many who wander into the forests alone—with one major exception, the Hide Behind abhors alcohol and will avoid any drunken creature. Occasionally these creatures wander into rural areas and cities, but will restrict themselves to desolate areas

Attributes: Agility d12, Smarts d10(A), Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Notice 12, Stealth d12+4, Tracking d10

Pace: 6 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *invis-*

ibility, mind read, speed.

- **Shadowwalk:** Hide Behinds are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

HOBGOBLIN

Hobgoblins are humanoid Fae, ranging from 5 to 7 feet in height. With elongated fingers, ears and facial features, Hobgoblins are look like what most people think of when they imagine Goblins. Highly capable, they vary in tasks greatly. While most are well muscled and capable fighters, manual laborers, or hired swords, some choose to tie themselves to a home and preform odd jobs when they know they won't be observed. In exchange its best for those with a Hob leave food as payment. Unlike many other houseFae though, this can be perilous for the family living there, as Hobgoblins are known for their particularly vengeful practical jokes, many of which eventually end in death or hospitalization. The one way to banish a hob from a home is to leave them a token of clothing and thanks

FIGHTING HOBGOBLIN

Groups: Celtic, Humanoid, Pest, Helpful, Shapeshift
Larger and with a fiercer temper than those that choose to be houseFae, Fighting Hobgoblins are nasty combatants

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d10, Notice d8, Shooting d6, Stealth d8, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 9(1)

Gear: Hardened Leathers (armor +1, head, torso, legs, arms), Shortsword (Str+d6), short bow (2d4) and 6 arrows

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *disable defenses, disguise, dispel, havoc,*

invisible, shape change, speed, tripwire.

- **Size +1:** Fighting Hobgoblins tend to be taller and thicker built than other Hobs.

HOUSE HOBGOBLIN

Groups: Celtic, Humanoid, HouseFae, Pest, Helpful, Shapeshift

House Hobgoblins are generally smaller and more dexterous than those that choose to be combatants

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10, Repair d6, Stealth d10, Trickery d8

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: knife (Str+d4)

Special Abilities

- **Bane:** cold iron, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *disable defenses, disguise, dispel, havoc, invisible, shape change, speed, tripwire.*
- **Size -1:** House Hobgoblins tend to be on the smaller side of Hobs.

HOOP SNAKE

The Hoop Snake bites its own tail, forming a circle to chase after its prey like a speeding wheel. When they're ready to strike the straighten out, impaling their target with their rattled tail and injecting them with an extremely venomous poison. A few Hoop Snakes have spines growing from a central ridge on their backs, making them look like spinning saw blades when they spin and dealing a large amount of damage to their path

COMMON HOOP SNAKE

Groups: Tall Tale, Animal, Predator

Smooth backed Hoop Snakes are far more common than those with saw backs

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d4

Pace: 8 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, running water.
- **Fae:** half damage from non-magical weapons,

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may use powers by using Spirit, up to one power per round.

- **Thick Scales:** +2 armor.
- **Spinning charge:** if the Hoop snake is able to move at least 6 inches prior to attacking add +4 to their fighting roll and damage.
- **Sharpened rattle:** Str+d8.
- **Lethal Poison -2:** When the Hoop Snake inflicts a wound with its tail the target must make a Vigor roll at -2. Failure causes death in 2d6 rounds, success results in 1 wound and exhaustion.
- **Size -2:** Substantially larger than the common snake, a hoop snake curled up is still only the size of a small dog.
- **Small:** Attackers subtract 2 from their attacks to hit.

SAW-BACKED HOOP SNAKE

Groups: Tall Tale, Animal, Predator

Saw-Backed Hoop Snakes can deal much greater amounts of damage than their smooth-backed relatives

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d4

Pace: 8 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, running water.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Thick Scales:** +2 armor.
- **Improved Spinning charge:** If the Saw-Backed Hoop Snake is able to move at least 6 inches, it can move over obstacles dealing 2d6 damage to anything it passes over. When it uncoils to attack with its tail, add +4 to their fighting roll and damage..
- **Sharpened rattle:** Str+d8.
- **Lethal Poison -2:** When the Hoop Snake inflicts a wound with its tail the target must make a Vigor roll at -2. Failure causes death in 2d6 rounds, success results in 1 wound and exhaustion.
- **Size -2:** Substantially larger than the common

snake, a hoop snake curled up is still only the size of a small dog.

- **Small:** Attackers subtract 2 from their attacks to hit.

HORNED SNAKES

YOUNG COPPER HORNED SNAKE

Groups: Native American, Aquatic, Giant, Animal, Predatory, Animalistic, Territorial

This serpent boasts horns similar to a deer's or fan coral, and is adorned with heavy copper scales, only a small stripe down its belly is missing these. This creature prefers to poison and then attack its paralyzed prey. Used to being avoided and hunting weaker prey, this creature will retreat to its lair upon receiving a wound. This creature is young, and about the size of a great white shark, older snakes increase in size dramatically

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Swimming d10

Pace: - **Parry:** 6 **Toughness:** 15(4)

Special Abilities

- **Bane:** cold iron, electricity.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *bolt (corrosion trapping)*.
- **Copper Scales:** Armor +4 everywhere except on the belly, eyes, and in the mouth..
- **Poison Skin:** Make a Vigor check at -2 on contact with the Snake, or suffer 1d4 rounds of paralysis.
- **Long Neck:** A sea serpent's long neck gives it reach 2 for all attacks.
- **Gore:** Str+d4, Sweep.
- **Crush:** +4 to grappling attacks and damage. Victims suffer damage each round the grapple is maintained. A sea serpent may crush and bite in the same round without incurring a multi-action penalty..
- **Aquatic:** Horned Snakes cannot drown. Their Pace while in water is equal to 10, and they only have to make swimming checks in exceptional circumstances.

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- **Quick:** The Serpent possesses quick reflexes and is able to respond to threats rapidly. Redraw any initiative cards of 5 or lower..
- **Size +4:** This creature about the size of a Great White Shark.
- **Large:** Attackers add +2 to their attacks to hit.

JACKALOPE

Groups: Tall Tale, Animal, Small, Plains, Territorial
The Jackalope appears as a large hare with a sharp rack of antlers. Highly intelligent, these Fae are able to mimic any voice and speak any language. As their horns, feet and milk are valuable commodities to the Fae, most Jackalopes are twitchy, and either shy, bolting away from uninvited approaches, or aggressive, attacking people for the same. However they're easily tempted with an offer of good whisky

Attributes: Agility d12+2, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d12, Stealth d10, Trickery d12

Pace: 8 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *burrow, deflection, speed, tripwire.*
- **Obsession (whisky):** Jackalopes are obsessed with whisky, and experts at determining their quality.
- **Antlers:** Str+d6.
- **Improved Dodge:** -2 to be hit with ranged attacks.
- **Improved Extraction:** Ignore one foe's free attack when withdrawing from melee with successful Agility roll. With a raise, no foe gets their free melee attack.
- **Great Luck:** with four rabbit feet, the Jackalope is an extremely lucky Fae—until caught.
- **Fleet Foot:** The Jackalope moves quickly, and rolls a d10 instead of a d6 when running.
- **Leap:** +2 to any jumping checks.
- **Linguist:** The Cat Sidhe easily learns new languages, and speaks all the common ones..
- **Hardy:** This opponent does not suffer a wound

from being Shaken twice.

- **Regeneration (slow):** The Jackalope can recover from anything short of death with a couple days, and produces a healing milk which can temporarily give this ability to others.
- **Size -2:** Jackalopes are only a bit bigger than a regular hare.
- **Small:** Attackers subtract 2 from their attacks to hit.

JOGAH

Short and humanoid the Jogah vary from knee-high to 4ft at their tallest, Jogah are generally friendly, though they're dangerous to those who disrespect them or their home

DRUM DANCERS

Groups: Native American, Humanoid, HouseFae, Intelligent, Helpful, Small

Drum Dances like to live around people, helping respectful farmers with the crops, and guarding nutritious plants—especially fruit and grains. Fond of music, Drum Dances are generally invisible, with only the sound of their drums to give them away

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Performing d12, Shooting d6, Stealth d12, Throwing d6, Trickery d10

Pace: 6 **Parry:** 5 **Toughness:** 4

Gear: hatchet (Str+d4), short bow (2d4) and 6 arrows

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, elemental manipulation (earth, plants), entangle, invisible.*
- **Size -2:** Jogah are small, knee-high to a person.
- **Small:** Attackers subtract 2 from their attacks to hit.

OHADOW

Groups: Native American, Humanoid, Underground, Small

ENCOUNTERS

The most reclusive of the Jogah, Ohdows live underground and keep subterranean monsters at bay

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12, Notice d10, Shooting d12, Stealth d6, Throwing d8

Pace: 6 **Parry:** 8 **Toughness:** 7(1)

Gear: Wooden armor (armor +1, torso, arms, legs, head), hatchet (Str+d4), short bow (2d4) and 6 arrows

Special Abilities

- **Bane:** cold iron, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *barrier, burst, burrow, elemental manipulation (earth), tripwire.*
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Size -2:** Jogah are small, knee-high to a person.
- **Small:** Attackers subtract 2 from their attacks to hit.

STONE THROWERS

Groups: Native American, Mountains and Cliffs, Humanoid, Pest, Friendly, Intelligent, Small
Stone Throwers generally prefer to live in rocky location, though, in a pinch concrete rubble will do. One of the taller types of Jogah, Stone Throwers are also the strongest, able to rip a tall tree up by the roots, and move the very earth

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6, Shooting d8, Stealth d10, Throwing d10, Trickery d8

Pace: 6 **Parry:** 6 **Toughness:** 6

Gear: hatchet (Str+d4), short bow (2d4) and 6 arrows

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *burrow, elemental manipulation (earth), havoc, stun, quake (below).*
- **quake:** the Stone Throwers can cause an earthquake in an LBT area, all within it must make Agility checks at -2 or be knocked down and shaken.
- **Size -1:** Stone Throwers are large Jogah, but still small.

LEPRECHAUNS

LEPRECHAUN

Groups: Celtic, Rural, Urban, Small, Humanoid, Intelligent

Leprechauns usually appear as incredibly short elderly people. Crafts-people famous for their gold-work, Leprechauns spend most of their time working, and will hide their work and supplies in clay pots at the end of a rainbow. Poor fighters, but incredible Glamor Manipulators, a captured Leprechaun will appear to grant a Mortal three wishes in order to escape. After this though, the vengeful Fae will often do their best to make things miserable for their capturer

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Enchanting d12, Fighting d4, Gamboling d6, Notice d6, Repair d12, Stealth d8, Taunt d8, Trickery d12+2

Pace: 6 **Parry:** 4 **Toughness:** 4

Gear: work tools, gold

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, confusion, deflection, dispel, glamor manipulation, like new, teleport, wisp light.*
- **Size -1:** Leprechauns are stocky and about waist-high to a person.

ENCOUNTERS

LEPROCAUN

Groups: Tall Tale, Rural, Woods, Small, Humanoid, Intelligent, Malicious

When a Leprechaun is uprooted from their homeland and comes to North America there is a chance that it physically changes and becomes wild, malicious and dangerous, known as a Leprocaun. Able to tip over full logging trucks, Leprocaun are known for ambushing their quarry by leading high above it and descending on it with ready claws

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d8, Taunt d8, Trickery d6

Pace: 6 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, teleport.*
- **Tooth and Claw:** Str+d4.
- **Size -1:** Leprechauns are stocky and about waist-high to a person.

CLURICHAUN

Groups: Celtic, Rural, Urban, HouseFae, Small, Humanoid, Intelligent, Malicious, Helpful

Among the Fae there are few surlier or more foul mouthed than the perpetually intoxicated Clurichaun. Close relatives of the Leprechauns, Clurichahun have the same short and stocky humanoid stature, but have ruddy faces and a compulsive fixation for hats. Clucharian are openly hostile against those who would ruin their fun and are especially fond of terrorizing Mortals. Their reckless abandon in using magic to pull pranks and create mischief and mayhem has been the bane of Mortal, Nightmare and Fae alike. However, if you show them the respect they undoubtedly don't deserve, they will guard your cellar and home (in that order) against thieves and intruders. The Clucharien are often found riding a cat or dog as a steed, purportedly so they can better patrol their realm

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d10

Skills: Enchanting d8, Fighting d8, Gamboling d8, Notice d6, Repair d8, Riding d8, Stealth d4, Taunt d8, Trickery d10

Pace: 6 **Parry:** 6 **Toughness:** 6

Gear: beer stein

Special Abilities

- **Bane:** cold iron, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, confusion, deflection, dispel, glamor manipulation, like new, teleport, wisp light.*
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Size -1:** Leprechauns are stocky and about waist-high to a person.

LOUP GAROU

Groups: Modern, Rural, Urban, Half-Human, Intelligent

The Loup Garou resembles an overgrown wolf Goblin, upwards of 6 feet tall with a human body and the head of a wolf. It's an incredibly effective predator, with the hunting instincts, strength and senses of a wolf, and the intelligence of a person.

Its ability to infect its surviving victims with a violent psychosis has caused the myth that the Loup Garou's "Curse" is passed on through bite

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d8, Stealth d10, Tracking d12+2, Trickery d8

Pace: 8 **Parry:** 8 **Toughness:** 11

Special Abilities

- **Bane:** cold iron.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round..
- **Powers:** *burrow, beast friend, farsight, quickness.*

ENCOUNTERS

- **Specific Fae Diet:** Loup Garous must eat human flesh and blood.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Tooth and Claws:** Str+d8.
- **Infectious Bite:** after surviving an encounter with a Loup Garou, make a Vigor check at -2. On a success nothing happens. On a failure, gain the Delusion (I'm a werewolf).
- **Go for the Throat:** Loup Garous instinctively know an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Loup Garous roll a d8 instead of a d6 when running.
- **Size +1:** Loup Garous are the size of a very tall and broad person.

MANITOU

These Fae are associated with nature and are considered a manifestation of the spirit or life force of a particular aspect of the world. The Manitou is more of a class of Fae than a single lineage, as the form of the Fae can change dramatically between generations, as only the connection to the Earth's life force is passed on, not how it manifests. Each of these Fae are intrinsically linked to a different aspect of the living world, from trees to mountains, to the seasons, and has incredible magical ability with their aspect. They can range in intelligence from clever to slow-witted, though all are sapient. They can appear humanoid or as animals, though most Manitou are capable of changing between at least one humanoid and animalistic form

GRASS MANITOU

Groups: Native American, Shapeshifter, Human Intelligence
Attributes: Agility d6, Smarts d10, Spirit d12+2, Strength d4, Vigor d4
Skills: Fighting d6, Notice d10, Persuasion d12, Trickery d8
Pace: 6 **Parry:** 5 **Toughness:** 6

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *barrier, burrow, detect/conceal arcana, dispel, elemental manipulation (plants), entangle, pummel, speak language, succor.*
- **Invulnerability (plant):** a grass Manitou is unaffected by all magical attacks using living plant matter.

RIVER MANITOU

Groups: Native American, Shapeshifter, Human Intelligence
Attributes: Agility d12+4, Smarts d10, Spirit d12+4, Strength d8, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d10, Persuasion d6, Trickery d12+2
Pace: 8 **Parry:** 6 **Toughness:** 7

Special Abilities

- **Bane:** cold iron.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *burst, detect/conceal arcana, dispel, elemental manipulation (water), heal, quickness, speak language.*
- **Can't Fool a Trickster:** +2 to resist trickery.
- **Powers:** *death touch, elemental manipulation (water).*
- **Aquatic:** A River Manitou is a water Fae and cannot drown. Their Pace while in water is equal to 12, and they only have to make swimming checks in exceptional circumstances.
- **Invulnerability (water):** a River Manitou is immune to all water attacks, including magical ones.
- **Human-shift:** This Fae is able to shift between a human form and a seal form.

PUCA

Groups: Celtic, Shapeshifter, Intelligent, Animalistic, Helpful, Pest
The Puca are incredible shapeshifters, such that even they seem to have forgotten their original

form—though all have a flaw to their shapeshifting, and as such few take on human forms for long. Mischievous but not malicious, the Puca are fond of pranking those who they believe are acting above their station, and are known to attempt to teach lessons through terror. A Puca that lingers too long will cause food to become overripe and spoiled, but they repay any kindness dealt to them grandly, both with monetary wealth and good fortune

Attributes: Agility d10, Smarts d12+2, Spirit d10, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d10, Investigation d10, Notice d8, Stealth d6, Taunt d10, Trickery d12+2
Pace: 6 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round..
- **Powers:** *darksight, detect/conceal, disguise, shape change.*
- **Flawed Shapeshift:** A Puca will always have golden eyes, dark fur or hair, or an animal's ears, no matter its form.
- **Linguist:** The Puca easily learns new languages, and speaks all the common ones..
- **Can't Fool A Trickster:** +2 to resist Trickery.

RED CAP

Groups: Celtic, Rural, Humanoid, Intelligent, Predatory

The Red Cap's cruelty and bloodlust is legendary. They get their name for the hats they wear, red from being dipped in blood. Resembling old men and women with talons and long jagged teeth, they capitalize on the weakness of so many Fae and wear Cold Iron, usually on their shoes, and carry Pikes of the same. Despite the heavy weight



of these items, Red Caps are still unnaturally quick. Solitary Fae, they prefer to reside in abandoned buildings, forgotten farmhouses, or areas near roads and highways where they are unlikely to be disturbed by crowds, but will still have the occasional traveler stumble into their hunting grounds

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12+2, Intimidation d10, Notice d8, Stealth d10, Taunt d8, Tracking d10

Pace: 8 **Parry:** 9 **Toughness:** 8

Gear: Cold Iron Boots, Cold Iron Pike (Str+d8, reach 2, requires

2 hands)

Special Abilities

- **Bane:** fire, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round..
- **Powers:** blast, confusion, fear, quickness.
- **Fleet-Footed:** d10 running die instead of d6.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Favored Weapon:** The Red Cap gains an additional +1 to Fighting and damage when using its Cold Iron Pike and Boots.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.

ROPERITE

Groups: Tall Tale, Urban, Animal, Predator
 Standing just shy of 5 feet tall, the Roperite is a bird-like Fae Beast with flippers for feet and a rope-like beak tied into a noose. Typically, they hunt smaller prey like rabbits, cats, and dogs, they will go after people if they cannot find other fare

ENCOUNTERS

Attributes: Agility d12, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Notice d4, Stealth d4

Pace: 8 **Parry:** 7 **Toughness:** 4

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Leap:** +2 to any jumping checks.
- **Noose-Beak:** Str.
- **Sharp-shot:** when targeting the neck with its noose-like beak, the penalty is only a -3.
- **Noose:** +4 to grappling attacks and damage when the Roperite's noose-like beak is around the target's neck. Victims suffer damage each round the grapple is maintained..
- **Size -1:** The Roperite is huge for a bird, almost 5 feet tall.

RUMPTIFUSEL

Groups: Tall Tale, Urban, Tempter, Predatory, Shapeshifter

A vicious Fae Beast, the Rumptifusel takes on the appearance of a fur coat or similar article of clothing and lays in wait. When someone comes near to inspect or put on the jacket-like beast, it wraps itself around them, and consumes its prey much like a starfish does, though thousands of tiny pore-like mouths

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6, Trickery d8

Pace: 3 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, fire, wards.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Powers:** *boost/lower, damage field, death touch.*
- **Crush:** +4 to grappling attacks and damage. Victims suffer damage each round the grapple is maintained..
- **Slow:** A Rumptifusel rolls a d4 running die

instead of a d6.

- **Size -1:** Rumptifusel are the size and weight of a heavy long coat.

SCROUNGE HOUNDS

Scrounge Hounds are scavenging hounds who have the ability to eat through anything they can get their jaws around, and immediately take on the properties of whatever they eat. Moderately larger than Mortal dogs, these Fae Beasts run in feral packs that typically range from six to thirteen members. Though these Fae can eat anything, they have a fondness for metal and industrial materials and so most packs keep a construction site or two within their territory

SCROUNGE HOUND ALPHA

Groups: Modern, Urban, Animal, Pest, Territorial
The Alpha is the largest and most dangerous member of the pack. The loss of an Alpha will send a pack into wild disarray and panic

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8 **Parry:** 6 **Toughness:** 6

Special Abilities

- **Bane:** running water.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Teeth and Claws:** Str+d8.
- **Infection:** Whenever a character is shaken or wounded by a scrounge hound, they make a vigor check, or suffer 1 level of fatigue.
- **Pack Fight:** additional +1 teamwork bonuses.
- **Hardy:** a second shaken result does not result in a wound.
- **Immunity:** to disease and poison.
- **Absorb:** Scrounge Hounds will exhibit the traits of things they eat. One that's fed on glass may be fragile but with extremely sharp teeth and claws, where ones that's eaten discarded marshmallows may be unable to inflict much damage, but be incredibly resilient.

SCROUNGE HOUND BETA

Groups: Modern, Urban, Animal, Pest, Territorial

These large wild dogs travel in packs, territorial, but not usually outright aggressive. Any refuse eaten becomes a part of them, granting different traits

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 8 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** running water.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Teeth and Claws:** Str+d6.
- **Infection:** Whenever a character is shaken or wounded by a scrounge hound, they make a vigor check, or suffer 1 level of fatigue.
- **Pack Fight:** additional +1 teamwork bonuses.
- **Alpha-Less:** If the Alpha is incapacitated, the remaining hounds make a group spirit roll at -2. If failed they flee as fast as possible.
- **Immunity:** to disease and poison.
- **Absorb:** Scrounge Hounds will exhibit the traits of things they eat. One that's fed on glass may be fragile but with extremely sharp teeth and claws, where ones that's eaten discarded marshmallows may be unable to inflict much damage, but be incredibly resilient.
- **Size -1:** Scrounge Hounds are the size of a very large dog.

SEETHERS

Groups: Modern, Urban, Rural, Small, Humanoid, Malicious, Parasitic

Seethers have long oversized talons and incredibly wide grins with several rows of razor sharp teeth. Their crimson in coloration, pointed features, and malicious nature reflect their close relation to Imps. Seethers feed on anger, pain and hostility, encouraging these emotions as they ride the backs of Mortals and Nightmares with their talons deeply embedded into their hosts flesh. To Mortals, it seems like the Seethers host just starts behaving erratic and violently with no apparent reason or provocation. Most will ride a host for a short time

before moving on to the next, but in some cases they will latch on more permanently

Attributes: Agility d12, Smarts d8(A), Spirit d8, Strength d8, Vigor d12

Skills: Climbing d12, Fighting d10, Notice d8, Riding d12, Stealth d6

Pace: 6 **Parry:** 7 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, fire, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *boost/lower, damage field, puppet.*
- **Teeth and Claws:** Str+d8.
- **Leap:** +2 to any jumping checks.
- **Size -2:** Seethers are small, about the size of a cat, and able to ride on a person's back.
- **Small:** Attackers subtract 2 from their attacks to hit.

SLIDE-ROCK BOLTER

Groups: Tall Tale, Urban, Mountain and Cliff, Predator

A Huge Fish-like Beast the Slide-Rock Bolter will perch at the top of any steep incline and wait for a group to pass by, at which point it will slide down the incline, swallow the people whole, and be carried by its momentum up the next incline. While more commonly in mountainous regions, the Slide-Rock Bolters do occasionally enter into Arden City, especially near the cliffs, and some of the taller buildings downtown

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d8

Pace: 2 **Parry:** 7 **Toughness:** 16

Special Abilities

- **Bane:** cold iron, fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round..
- **Powers:** *barrier, burrow, confusion.*
- **Swallowed Whole:** If a Slide-Rock Bolter

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makes a successful Agility check when releasing itself from a building, the targeted group is not injured, but instead must make a successful Agility check to avoid being swallowed whole..

- **Size +8:** Slide-Rock Bolters are massive creatures, responsible for carving mountains.
- **Huge:** Attackers add +4 to their attacks to hit.

SLUAGH

Groups: Celtic, Urban, Rural, Shapeshifter, Spectral, Human Intelligence

Tall and gaunt with twisted features these ghost-like Fae are capable of shapeshifting into birds and will travel together in large flocks. There are few places impervious to a determined Sluagh as with their ability to fly and contort their muscles and bones they can find a way through any gap, and with their heightened senses of sight and hearing little passes their notice. The Sluagh are well known for their childish sense of humor, and habit of adopting unusually young Nightmares

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d8, Investigation d10, Notice d12+2, Stealth d12, Trickery d6

Pace: 10 **Parry:** 6 **Toughness:** 4

Special Abilities

- **Bane:** cold iron, wards, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *death touch, disable defenses, dispel, divination, fear, intangibility.*
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Fear:** Sluagh cause fear checks when spotted.
- **Flight:** Sluagh fly on black feathered wings. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.
- **Shadowwalk:** Sluagh are able to slip in and out of the shadow realm innately through shadows in the Mortal realm.

- **Beast Swarm:** This Fae is able to shift between a humanoid form and a flock of crows (see below for stats).

SLUAGH FLOCK OF CROWS

A single Sluagh can shape shift into a flock of crows. Capable of inflicting minor damage from many talons and beaks, but incapable of using most of its magic, the Sluagh Flock is also relatively unharmed by damage to any single bird

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d8, Investigation d10, Notice d12+2, Stealth d12, Trickery d6

Pace: 10 **Parry:** 8 **Toughness:** 6

Special Abilities

- **Bane:** cold iron, wards, sunlight.
- **Fae:** half damage from non-magical weapons.
- **Flight:** A Sluagh flock is comprised of birds. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.
- **Claw:** The Sluagh in flock form can attack from a multitude of angles, inflicting Str+d4 damage to the lowest armored location of everyone in a MBT..
- **Cohesion:** The Sluagh flock must stay as a single unit, and any bird that flies too far from the flock (passes out of a MBT) dissipates, if the swarm is incapacitated, or half the birds are destroyed or dissipate, the Sluagh must shape change back to humanoid form and suffers two wounds, or is incapacitated if an extra.
- **Swarm:** Parry +2, Toughness +2, because the Sluagh Flock is comprised of many birds, attacking individual birds does little noticeable damage, cutting and piercing weapons do half damage—this stacks with the halving from non-magical weapons if applicable.
- **Human-shift:** The Flock is able to shift back to the humanoid Fae form at any time.

SNOW SNAKE

Groups: Tall Tale, Animal, Predatory, Winter
Hooded white snakes with pink eyes, Snow Snakes

are only active in the winter when they can hide against snow on the ground. Active hunters in the winter they have one of the deadliest venoms among any Fae beast

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d10

Pace: 4 **Parry:** 6 **Toughness:** 5

Special Abilities

- **Bane:** fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Fangs:** Str+d6.
- **Whip-strike:** Snow Snakes may attack a single opponent up to 1 inch away.
- **Lethal Venom -2:** Anyone bitten by a Snow Snake must make a Vigor roll at -2. If failed, the target dies in 2d6 rounds, if succeeded the target suffers 1 wound and exhaustion.
- **Coiled Grip:** +2 to grappling attacks and damage. A Snow Snake may maintain a grapple and bite in the same round without incurring a multi-action penalty..
- **Size -2:** While upwards of 12 feet long, Snow Snakes only weigh up to 20 pounds..
- **Small:** Attackers subtract 2 from their attacks to hit.

STIFF-LEGGED BEAR

Groups: Native American, Woods, Animal, Giant, Predator, Territorial

Built like an oversized furry elephant with a bears head, these Fae Beasts can be large enough to topple trees and push aside boulders without pause. Its head contains an oversized set of jaws designed to crush and tear simultaneously. A solitary predator, it will hunt down any humans or human Nightmares in its territory. The teeth of this beast are highly prized by weapons-makers, as they are able to make incredibly effective knives and daggers

Attributes: Agility d10, Smarts d6A, Spirit d8, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d8, Tracking d6

Pace: 6 **Parry:** 7 **Toughness:** 18(2)

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *grow/shrink (self-only), quickness.*
- **Tooth and Claws:** Str+d8.
- **Improved Frenzy:** Stiff-legged Bears may attack twice with their claws and teeth without incurring a multi-action penalty.
- **Furred Hide:** Armor +2.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Improved Nerves of Steel:** Stiff-Legged Bears ignore 2 points of wound penalty..
- **Size+8:** Stiff-legged Bears are huge, with the tallest of them brushing the treetops.
- **Large:** +4 to hit.

STONE COAT

Groups: Native American, Mountain and Cliffs, Giant, Humanoid, Predatory

Twice the height of a person, Stone Coat is a small rock giant, however, their skin is incredibly durable, repelling all normal weapons. They are associated with winter and ice and actively hunt and eat Mortals

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+8, Vigor d12+4

Skills: Fighting d10, Notice d4

Pace: 6 **Parry:** 7 **Toughness:** 9

Gear: Maul (Str+d8)

Special Abilities

- **Bane:** fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *smite, elemental manipulation (stone, ice).*
- **Earth Elemental:** This opponent is fearless, and does not suffer from wound modifiers, from

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poison and disease or additional damage from called shots.

- **Stone Skin:** armor +6.
- **Amphibious:** A Stone Coat may move through watery difficult terrain at regular pace, and can hold its breath for up to 20 minutes.
- **Size +4:** This Fae is twice the size of a human.
- **Large:** Attackers add +2 to their attacks to hit.

TERRA SHOT

Groups: Tall Tale, Mountain and Cliff, Pest

A peculiar creature, this Fae Beast has a casket-like body which sways back and forth as it walks on its four long and wobbly legs. Terra Shots dwell in mountain ranges, slowly eating all the suitable vegetation. Every few years, they'll have stripped the range dry and will move to a new set of mountain ranges. Sensitive to stress and high temperatures this journey is difficult on them and many will panic, overheat, and explode. When this happens, it will destroy everything around it, leaving a 6 ft deep grave shaped hole at the site of impact, and often set off a chain reaction with any nearby Terra Shots

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d8, Vigor d4

Skills: Notice d6

Pace: 6 **Parry:** 2 **Toughness:** 4

Special Abilities

- **Bane:** fire, stress.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Explosive:** 4d8 damage in a MBT when wounded. Leaves an inch of difficult terrain (pit) where it died.

THUNDERBIRD

Groups: Native American, Mountains and Cliffs, Human-shift, Intelligent, Helpful

Gigantic winged birds, Thunderbirds creating storms of thunder and lightning as they fly. Intelligent, powerful, protective and wrathful, these Fae are not to be angered. Thunderbirds typically target the more vicious and dangerous

Fae, and have earned many enemies, most notably the Great Horned Snakes

Attributes: Agility d10, Smarts d12, Spirit d12+4, Strength d10, Vigor d10

Skills: Fighting d12, Intimidation d10, Notice d10, Shooting d10, Throwing d12+2, Trickery d12

Pace: 6 **Parry:** 7 **Toughness:** 7

Gear: Longbow (2d6), 6 Enchanted Broad-Head arrows (+1damage, *pierce*)

Special Abilities

- **Bane:** cold iron.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *armor, blast, bolt, damage field, elemental manipulation (electricity, air), pummel, quickness, stun.*
- **Vengeful:** Character holds a grudge.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Improved Nerves of Steel:** adept combatants, Thunderbirds are able to ignore 2 points of wound penalty.
- **Improved Flight:** Pace in air is 8, Strength+2 to gain elevation (one inch per each success and raise), maneuvers use Agility + 2. Use unstable platform rules while airborne.
- **Level Headed:** Thunderbirds draw two initiative cards and act on the better of the two.
- **Human-shift:** This Fae is able to shift between a human form and its thunderbird form.
- **Size +1/+2:** Thunderbirds are huge, with a wingspan twice the height of a person in bird form, and still taller than a normal person in humanoid form.

ONDITACHIAE

Groups: Native American, Shapeshifter, Intelligent, Helpful

These greater Fae arrive with the coming of storms, creating thunder with their wings and lightning with their eyes. The powerful storm spirit clan lives in the sky, appearing to those

on the ground as humans, winged people, or giant, turkey-like birds. Onditachiae are fair and honorable, yet deadly if threatened. Aside of their ability to use thunder and lightning against opponents, their gaze can kill ordinary beings. Enemy to horned snakes, they've been known to rescue those under the creatures' attacks. Close relatives of the Thunderbirds, these Fae are more adept shapeshifters, with less fine control over their magics.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d10

Skills: Fight d8, Notice d10, Persuasion d6, Stealth d4.

Pace: 6 **Parry:** 5 **Toughness:** 7.

Special Abilities

- **Bane:** Cold Iron, Fire.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** lightning (below), thunder (below).
- **Claw/Bite (Bird Form Only):** Str+d8.
- **Flight:** When not in human form, Onditachiae can fly. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne..
- **Greater Fae:** Half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit.
- **Invulnerability (Electricity, Thunder):** The Onditachiae are immune to all electrical and thunder attacks, including magical ones.
- **Power (Lightning):** With their eyes, they can direct lightning, inflicting 3d6 damage, 3d8 on a raise. The target must make a Vigor check to avoid one level of fatigue.
- **Power (Thunder):** When not in human form, they can create thunder with their wings, inflicting a MBT of 2d6 damage, 3d6 on a raise.
- **Size 0/+1/+2:** Onditachiae are Size 0 in human form, +1 in winged form, and +2 when in giant bird form.

TOOTH FAIRY

Groups: Modern, Urban, Rural, Small, Humanoid, Friendly, Pest

The Tooth Fairy is physically similar to a small winged imp. This bluish tinged Fae has three sets of dragonfly wings on their back, large black doe-eyes and a double set of shark teeth. With a taste for calcium Tooth Fairies have taken to leaving Mortal coin in exchange for children's milk teeth. Fake teeth left under the pillow will anger the creatures, and it will take revenge by gnawing on the sleeping child's teeth to give it cavities, but worse, should another steal the tooth left for them or the coin left behind the Tooth Fairy they will gnaw not only on their teeth, but the bones as well

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d4, Vigor d4

Skills: Notice d10, Stealth d12, Throwing d6, Trickery d6

Pace: 6 **Parry:** 2 **Toughness:** 2

Special Abilities

- **Bane:** wards, sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *intangible, sleep.*
- **Specific Fae Diet:** Teeth and Bones.
- **Vengeful:** Character holds a grudge.
- **Teeth:** Str+d4.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Improved Flight:** Pace in air is 8, Strength+2 to gain elevation (one inch per each success and raise), maneuvers use Agility + 2. Use unstable platform rules while airborne.
- **Improved Dodge:** -2 to be hit with ranged attacks.
- **Size -2:** Tooth Fairies are small, the size of a rat..
- **Small:** Attackers subtract 2 from their attacks to hit.

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UNDERWATER LYNX

Groups: Native American, Aquatic, Giant, Animal, Predatory

These intelligent lynx-like beasts are covered in soft white fur and sport a pair of dangerous antlers. Growing through their fur are sharp spines forming a saw toothed pattern down their back and tail. This tail is prehensile and incredibly dangerous. Underwater Lynxes prefer to drown their prey, and are much more tenacious than the Horned Serpent, and will chase down their prey. They have also been known to trick people into attacking by faking injury

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d10, Stealth d10, Swimming d12, Trickery d10, Tracking d10

Pace: 6 **Parry:** 7 **Toughness:** 12(2)

Special Abilities

- **Bane:** cold iron, electricity.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *elemental manipulation (water), pull (below), pummel, stun.*
- **pull:** treat as pummel power, but instead of pushing target away from caster, pull them towards.
- **Thick Hide:** Armor +2.
- **Combat Reflexes:** +2 to recover from shaken.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Gore:** Str+d6, may make a sweep attack with its antlers at no penalty.
- **Prehensile Tail:** Underwater Lynx has a prehensile spined tail it can use to attack. +6 to grappling attacks and damage. Victims suffer damage each round the grapple is maintained. Once a grapple is initiated, Underwater Lynx may maintain a grapple and attack without penalty..
- **Quick and Level Headed:** The Lynx possesses quick intelligence and is able to respond to threats rapidly. Draw two initiative cards and redraw any

initiative cards of 5 or lower..

- **Aquatic:** Underwater Lynxes cannot drown. Their Pace while in water is equal to 12, and they only have to make swimming checks in exceptional circumstances.
- **Fearless:** This opponent is not subject to fear tests, and cannot be intimidated.
- **Size +2:** This creature is the size of a large tiger.

WANGDOODLE

Groups: Tall Tale, Woods, Animal, Intelligent, Friendly

A peculiar beast from North America, the Wangdoodle looks somewhat like a moose wearing slippers. Highly intelligent, this creature has a tendency to talk the ears off any who lets it, has a soft spot for sweets, changes color based on its mood, and has a lovely singing voice

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d6, Knowledge (local area) d10, Knowledge (history) d6, Notice d8, Performing d10

Pace: 6 **Parry:** 2 **Toughness:** 10

Special Abilities

- **Bane:** cold iron.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *boost/lower, confusion, dispel, slumber, speak language.*
- **Obsession (sweets):** Wangdoodles have a sweet tooth, literally..
- **Antlers and hooves:** Str+d6.
- **Gore:** if a Wangdoodle is able to charge at least 6 inches add +4 to their damage.
- **Size +4:** This creature is the size of a rhino.
- **Large:** Attackers add +2 to their attacks to hit.

WENDIGO

Groups: Native American, Humanoid, intelligent, Predator, Spectral, Winter

The Wendigo hunts people with an eternal hunger, the more a Wendigo feeds, the larger it grows—and its hunger is proportional to its size. Gaunt and

ENCOUNTERS

starved looking, this predator gives off the scent and appearance of a neglected corpse. Tall, with long twisted limbs and ashen flesh, its eyes have sunk deep into its skull emanating a sickly light, and its lips rotted away revealing jagged teeth

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12, Notice d8, Stealth d12+2, Tracking d12+2

Pace: 8 **Parry:** 8 **Toughness:** 11

Special Abilities

- **Bane:** fire, wards.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *boost/lower, confusion, death touch, fear, invisible, quickness.*
- **Tooth and claw:** Str+d8.
- **Fleet Foot:** roll d10 instead of d6 running die.
- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Hardy:** This opponent does not suffer a wound from being Shaken twice.
- **Regeneration (slow):** A wendigo will recover from any harm inflicted, over a few weeks, unless its ice heart is shattered with silver and its entire body burned to ash.
- **Fear -2:** Wendigos cause fear checks at -2 when spotted.
- **Wendigo Fever:** after surviving an encounter with the Wendigo, make a Vigor check at -2. On a success nothing happens. On a failure, gain a major delusion, players choice, and for the next day you'll suffer two levels of fatigue from nightmares and a burning pain in the feet and legs..
- **Size +3:** This creature is the size of two very tall, but emaciated humans.

WHINTOSSER

Groups: Tall Tale, Mountains and Cliffs, Territorial

The Whintosser is a strange creature with an incredibly mean disposition. Its small head is attached to a swiveling triangular body coved in three sets of legs. Able to spin around hundreds of times in a minute, the Whintosser is at its best during an earthquake, when it has the advantage over other creatures. And it makes sure this advantage is useable, by causing localized earthquakes, and altering the terrain to disorient, trap, and crush any trespasser. The Whintosser can only be killed by causing its multiple sets of legs to run different directions simultaneously

Attributes: Agility d12, Smarts d4(A), Spirit d10, Strength d6, Vigor d10

Skills: Climbing d12, Fighting d8, Notice d4

Pace: 6 **Parry:** 6 **Toughness:** 7

Special Abilities

- **Bane:** fire.
- **Greater Fae:** half damage from magical weapons, and invulnerable to mundane weapons, these Fae can only take full damage from their Banes. These Fae may use powers by using Spirit, up to two powers per round.
- **Powers:** *elemental manipulation (earth), havoc, stun, quake (below).*
- **quake:** the whintosser causes an earthquake in an LBT area, all within it must make Agility checks at -2 or be knocked down and shaken.
- **Wall Crawl:** Can walk on walls, and even upside down, as if on normal ground.
- **Regeneration (fast):** unless ripped apart by its own legs the Whintosser makes a Vigor check each round to recover 1 wound, 2 with a raise.
- **Size -1:** The Whintosser is the size of a large dog.

WILL O' THE WISP

Groups: Celtic, Small, Pest, Malicious, Tempter
Will o' the Wisps are Fae beast that have adapted to urban environments extremely well. These Fae appear as softly glowing orbs floating through the air. Like their swamp based counterparts urban Wisps lead travelers astray, though it's now down dangerous allies or near open sewers. Some more intelligent and malicious Wisps are known to hover in front of traffic lights, causing car ac-

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cidents and fooling drivers into jumping a light in front of the police. Though uncommon there are instances when whips have guided travelers back to safety or critical information

Attributes: Agility d12, Smarts d8(A), Spirit d10, Strength d4, Vigor d6

Skills: Notice d8, Trickery d12+2

Pace: 6 **Parry:** 2 **Toughness:** 2

Special Abilities

- **Bane:** sunlight.
- **Fae:** half damage from non-magical weapons, may use powers by using Spirit, up to one power per round.
- **Powers:** *confusion, detect/conceal, dispel, slumber,*

wisp light.

- **Ethereal:** The opponent is immaterial and can only be harmed by magical attacks.
- **Flight:** Will o' the Wisps float softly through the air. Pace in air is 6, Strength check to gain elevation (one inch per each success and raise), maneuvers use Agility check. Use unstable platform rules while airborne.
- **Nocturnal Fae:** Do not suffer darkness penalties, Vigor check to avoid fatigue in bright light every 10min.
- **Size -3:** Wisps are tiny, about the size of a softball.
- **Small:** Attackers subtract 2 from their attacks to hit.

FAE BY COMMONALITIES

If you're looking for a specific Fae, they're listed alphabetically, below are some lists by various commonalities.

CULTURE

MODERN

Bean Nighe (Mirror Face), Bogey, Door Mouse, Emp, Goblins (Bird, Boar, Hound, Rat), Gremlins, Hatman, Loup Garou, Scrounge Hounds (Alpha, Beta), Seethers, Tooth Fairy.

CELTIC

Aos Si, Asrai, Banshee, Bean Nighe (Washer), Blue Cap, Boggart, Brownie, Cat Sidhe, Cú Sidhe (Alpha, Beta), De Danna, Dullahan, Fachen, Fuath (Glaistig, Glashtyn, Kelpie), Gancanagh (Irish), Ghillie Dhu, Hobgoblin (House, Fighting), Leprechauns (Leprechaun, Clurichaun), Puca, Red Cap, Sluagh, Will o' the Wisp.

NATIVE AMERICAN

Aglebemu, Alp Luachra, Basket Ogre, Bmola, Cannibal Dwarf, Cliff Ogre, Deer Woman, Djien, Fire Dog, Glutton Snail, Good Hunter Wolf, Halfway People, Horned Snakes (Young Copper Horned Snake), Jogah (Drum Dancer, Ohdow, Stone Thrower), Manitou

(Grass, River), Onditachiae, Stiff-Legged Bear, Stone Coat, Thunderbird, Underwater Lynx, Wendigo.

TALL TALE

Agropelter, Axe Handle Hound, Ball Tailed Cat (Dingmaul, Silver Cat), Billdad, Cactus Cat, Dungenhooter, Hide Behind, Hoop Snake (Common, Saw-Backed), Jackalope, Leprechauns (Leprocaun), Roperite, Rumptifusel, Slide-Rock Bolter, Snow snake, Terra Shot, Wangdoodle, Whintosser.

HOME

URBAN

Many Fae have taken to cities very well, these Fae find them idea homes or hunting grounds, and are among the most common in the cities.

Alp Luachra, Axe Handle Hound, Bean Nighe (Mirror Face), Bmola, Deer Woman, Dungenhooter, Emp, Fachen, Gancanagh (Irish), Goblins (Bird, Boar, Hound, Rat), Gremlins, Leprechauns (Leprechaun, Clurichaun), Loup Garou, Rumptifusel, Scrounge Hounds (Alpha, Beta), Seethers, Slide-Rock Bolter, Sluagh, Thunderbird, Tooth Fairy, Will o' the Wisp.

RURAL

Preferring to be around humans or their resources, these Fae prefer the more dispersed populations found in rural areas.

Axe Handle Hound, Basket Ogre, Deer Woman, Fachen, Gancanagh (Irish), Goblins (Bird, Boar, Hound, Rat), Leprechauns (Leprechaun, Leprocaun, Clurichaun), Loup Garou, Red Cap, Seethers, Sluagh, Tooth Fairy.

HOUSEFAE

These Fae are closely associated with people and their homes.

Banshee (family line), Bogey, Boggart, Brownie, Door Mouse, Hatman, Hobgoblin (House), Jogah (Drum Dancer).

AQUATIC

These Fae either live in the water or are usually found on the shore. Many water Fae are powerful, and temperamental, fluxing between helpful and murderous on a whim or in response to certain actions.

Aglebemu, Alp Luachra, Asrai, Bean Nighe (Washer, Mirror Face), Billdad, Dungavenhooter, Fire Dog, Fuath (Glaistig, Glashtyn, Kelpie), Glutton Snail, Halfway People, Horned Snakes (Young Copper Horned Snake), Underwater Lynx.

WOODED AREAS

While most prefer proper woods, many of these Fae can be found in tree filled parks

Agropelter, Basket Ogre, Cannibal Dwarf, Ghillie Dhu, Glutton Snail, Hide Behind, Leprechauns (Leprocaun), Stiff-Legged Bear, Wangdoodle, Will o' the Wisp.

MOUNTAINS AND CLIFFS

These Fae can be found on mountains and cliffs, ranging from the peaks, to the base.

Bmola, Cliff Ogre, Jogah (Stone Thrower) Roperite, Slide-Rock Bolter, Stone Coat, Terra Shot, Thunderbird, Whintosser.

EVERYWHERE

These Fae can be found almost everywhere, and do not have any particular association with a place.

Aos Si, Ball Tailed Cat (Dingmaul, Silver Cat), Cat Sidhe, Cú Sidhe (Alpha, Beta), Djien, Dullahan, Good Hunter Wolf, Hobgoblin (Fighting), Hoop Snake (Common, Saw-Backed), Manitou (Grass, River), Puca, Snow snake (winter only), Wendigo (winter only).

OTHER LOCATIONS

Cactus Cat (desert), Blue Cap (mines and caves), De Danna (underground), Glutton Snail (swamps), Jackalope (plains), Jogah (Ohdow (underground)), Onditachiae (sky—storms), Red Cap (abandoned buildings and rarely used paths), Snow snake (underground), Will o' the Wisp (swamps).

APPEARANCE

ANIMAL & WEIRD

These Fae look like animals, hybrid animals, or are just bizarre. What they won't and can't look like is human.

Aglebemu, Agropelter, Alp Luachra, Axe Handle Hound, Ball Tailed Cat (Dingmaul, Silver Cat), Billdad, Blue Cap, Cactus Cat, Cat Sidhe, Cú Sidhe (Alpha, Beta), Djien, Dungavenhooter, Fire Dog, Fuath (Kelpie), Hide Behind (unknown), Hoop Snake (Common, Saw-Backed), Horned Snakes (Young Copper Horned Snake), Jackalope, Roperite, Rumptifusel, Scrounge Hounds (Alpha, Beta), Slide-Rock Bolter, Snow snake, Stiff-Legged Bear, Terra Shot, Underwater Lynx, Wangdoodle, Whintosser, Will o' the Wisp.

HUMANOID

These Fae look mostly humanoid, with the basic body structure of a human, though their features may be exaggerated or clearly inhuman.

Aos Si, Banshee, Basket Ogre, Bean Nighe (Washer), Brownie, Cannibal Dwarf, Cliff Ogre, De Danna, Door Mouse, Dullahan, Emp, Gancanagh (Irish), Ghillie Dhu, Gremlins, Hatman, Hobgoblin (Fighting, House), Jogah (Drum Dancer, Ohdow, Stone Thrower), Leprechauns (Leprechaun, Leprocaun, Clurichaun), Red Cap, Seethers, Stone Coat, Tooth Fairy, Wendigo.

HALF-HUMAN

These Fae generally look completely human over part of their body, while the other part usually looks distinctly animalistic.

Asrai, Bean Nighe (Mirror Face), Bmola, Deer Woman, Fachen, Fuath (Glaistig), Goblins (Bird, Boar, Hound, Rat), Halfway People, Loup Garou.

ENCOUNTERS

SHAPESHIFTER

These Fae have the innate ability to shapeshift, and are either known by two main forms, or have no particular favored form. Those that favor a particular form are listed under that form instead of here.

Bogey, Boggart, Puca, Bean Nighe (Washer), Fuath (Glashtyn), Glutton Snail, Good Hunter Wolf, Manitou (Grass, River), Onditachiae, Sluagh, Thunderbird

GIANTS

These Fae are huge, and have the large or huge size abilities

Aglebemu, Basket Ogre, Cliff Ogre, Slide-Rock Bolter, Stiff-Legged Bear, Stone Coat, Wangdoodle, Horned Snakes (Young Copper Horned Snake).

BEHAVIOR AND FUNCTION

HUMAN INTELLIGENCE

Aos Sí, Asrai, Banshee, Basket Ogre, Bean Nighe (Washer, Mirror Face), Blue Cap, Bmola, Boggart, Brownie, Cannibal Dwarf, Cat Sidhe, Cliff Ogre, De Danna, Deer Woman, Door Mouse, Dullahan, Fachen, Fuath (Glaistig, Glashtyn), Gancanagh (Irish), Ghillie Dhu, Glutton Snail, Goblins (Bird, Boar, Hound, Rat), Good Hunter Wolf, Gremlins, Halfway People, Hatman, Hobgoblin (Fighting, House), Jackalope, Jogah (Drum Dancer, Ohdow, Stone Thrower), Leprechauns (Leprechaun, Leprocaun, Clurichaun), Loup Garou, Manitou (Grass, River), Puca, Red Cap, Sluagh, Stone Coat, Thunderbird, Tooth Fairy, Underwater Lynx, Wangdoodle, Wendigo

BESTIAL INTELLIGENCE

Aglebemu, Agropelter, Alp Luachra, Axe Handle Hound, Ball Tailed Cat (Dingmaul, Silver Cat), Billdad, Bogey, Cactus Cat, Cú Sidhe (Alpha, Beta), Djien, Dungavenhooter, Emp, Fire Dog, Fuath (Kelpie), Hide Behind, Hoop Snake (Common, Saw-Backed), Horned Snakes (Young Copper Horned Snake), Roperite, Rumptifusel, Scrounge Hounds (Alpha, Beta), Seethers, Slide-Rock Bolter, Snow snake, Stiff-Legged Bear, Terra Shot, Whintosser, Will o' the Wisp.

PREDATORY

Aglebemu, Ball Tailed Cat (Dingmaul, Silver Cat), Basket Ogre, Bogey, Cannibal Dwarf, Cú Sidhe (Alpha, Beta), Dullahan, Dungavenhooter, Fuath (Glaistig, Glashtyn, Kelpie), Glutton Snail, Hide Behind, Hoop

Snake (Common, Saw-Backed), Horned Snakes (Young Copper Horned Snake), Loup Garou, Red Cap, Roperite, Rumptifusel, Slide-Rock Bolter, Snow snake, Stiff-Legged Bear, Stone Coat, Underwater Lynx, Wendigo.

PEST

Axe Handle Hound, Boggart, Emp, Goblins (Bird, Boar, Hound, Rat), Gremlins, Hobgoblin (Fighting, House), Jogah (Stone Thrower), Leprechauns (Clurichaun), Puca, Scrounge Hounds (Alpha, Beta), Terra Shot, Tooth Fairy, Will o' the Wisp.

TERRITORIAL

Agropelter, Axe Handle Hound, Boggart, Cactus Cat, Cliff Ogre, Djien, Fire Dog, Ghillie Dhu, Horned Snakes (Young Copper Horned Snake), Jackalope, Leprechauns (Leprocaun), Scrounge Hounds (Alpha, Beta), Stiff-Legged Bear, Whintosser.

HELPFUL

Blue Cap, Brownie, Deer Woman, Fuath (Glaistig, Glashtyn), Ghillie Dhu, Goblins (Bird, Boar, Hound, Rat), Good Hunter Wolf, Hobgoblin (Fighting, House), Jogah (Drum Dancer, Ohdow), Onditachiae, Puca, Thunderbird, Tooth Fairy.

SOCIABLE

Aos Sí, Asrai, De Danna, Door Mouse, Fachen, Fuath (Glaistig, Glashtyn), Gancanagh (Irish), Ghillie Dhu, Goblins (Bird, Boar, Rat), Gremlins, Halfway People, Hobgoblin (Fighting, House), Jogah (Stone Thrower), Leprechauns (Leprechaun), Puca, Thunderbird, Wangdoodle.

SPECTRAL

Banshee, Bean Nighe (Washer, Mirror Face), Cat Sidhe, Cú Sidhe (Alpha, Beta), Dullahan, Fachen, Good Hunter Wolf, Hatman, Sluagh, Wendigo.

TEMPTER

Deer Woman, Fuath (Glaistig, Glashtyn), Gancanagh (Irish), Rumptifusel, Will o' the Wisp.

PARASITE

Alp Luachra, Seethers.

RANDOM TABLES

FAE FOOD TABLES

If the effect is one a character already has, then there is no effect. The players should not always be given all information about the roll, things like removal conditions and duration, or reliability of the effect are often best left unknown, at least for the first while. Note any effects caused by Fae Food as there are ways of removing them. Every time a Nightmare consumes Fae Food they need to roll Spirit unless otherwise stated. On a failure they gain the Fae Diet Hindrance.

This table is broken up into 10 tables of 10, each with one “no effect” option, and can be used by rolling a d100, or by selecting a table and rolling a single d10, referencing only the last didget of the number. Making up your own effects as well is a great way to play with different ideas and abilities that may help or hinder the characters.

TRANSFORMATION: PERMANENT

D100	Effect
1	During the day you gain the attractive edge. During the Night you gain the ugly hindrance.
2	During the day you gain the ugly hindrance. During the Night you gain the attractive edge.
3	Grow a set of horns from your brow, suffer -2 Glamor, but you are able to deal str+d4 unarmed damage with these.
4	Your hair turns an iridescent blue that will not take dye. Glamor -1
5	Your skin becomes mood-ring-like, telegraphing your emotions through color. -2 to Trickery
6	Gain a Beast Form with no skills or attributes higher than your own, with the Uncontrolled Change Drawback, and immediately shift into it.
7	Your blood gains the acid trapping and anyone touching it suffers 2d4 damage

D100	Effect
8	You grow a pair of small non-functional wings, Glamor -1. You may take no additional Glamor penalty if you buy the Flight edge.
9	You slowly develop donkey features, eventually becoming one, whenever you break decorum or exhibit bad manners.
10	No Effect

TRANSFORMATION: ONE GAME

D100	Effect
11	Your character changes sex
12	You age rapidly, Gain the elder hindrance
13	You begin to become younger
14	You grow a second head. +2 to Notice, -1 Glamor
15	You shrink until you're the size of a Cat. Suffer -2 to toughness, but all incoming attacks suffer a -2 penalty
16	You lose your mouth and are unable to speak; luckily the need to eat disappears.
17	You become morbidly obese
18	You become rail-thin & gaunt
19	You develop metallic dragon-like scales, gaining +2 Natural Armor, shedding on the last day.
20	No Effect

TRANSFORMATION: END CONDITION

D100	Effect
21	You become a food elemental of whatever you just ate until you have another meal or drink.
22	You turn into a hobgoblin for the next 24 hours
23	You turn into a pixie for 1D4 days. Gain Flight Edge, and Small Size.
24	You become 10ft tall until you fall asleep. +2 toughness, +1 to hit for all incoming attacks.
25	Produce a musk which attracts those in close proximity to you, until you drink coffee or another stimulant

RANDOM TABLES

D100 Effect

26	You start exuding a musk that draws scrounge hounds to you for dinner until you eat or drink lemons or baking soda.
27	You exude a terrible musk (gain the outsider hindrance) until you eat something sweet.
28	The hair on your body starts growing to incredible lengths, stopping once its reached the floor. Burning the cut ends stops the hair from rapidly re-growing.
29	Your skin hardens and feels like stone. Gain +2 Natural Armor, and -1 to all Agility linked traits until you bathe or otherwise soak in water.
30	No Effect

CHARMS

D100 Effect

31	The next time you speak a precious stone or jewel falls from your lips, this counts as a Fae Item for crafting purposes.
32	Each time you speak a small reptile or amphibian falls from your lips, until you gain forgiveness from someone you've wronged.
33	For two games, whenever you fail a skill check you start to vomit pages of "Moby Dick," shaking you.
34	Player Choice: You fall in love with the next person you see OR the next person you see falls in love with you
35	Player Choice: You fall in hate with the next person you see OR the next person you see falls in hate with you
36	Vomit \$100 (Mortal), and take one wound.
37	Wearing matching clothes burns your skin. Suffer fatigue as per bumps and bruises.
38	Anything you wear looks amazing and compliments you perfectly. +1 Charisma
39	You attract small and cuddly animals to you
40	No Effect

HEALTH

D100 Effect

41	You cough up blood. Shaken, 2 Wounds.
42	The food burns as you eat it, Shaken, 1 Wound.
43	-2 to your next Soak Roll
44	Fall unconscious

D100 Effect

45	Migraine headache (1 level of fatigue and light sensitivity)
46	No effect
47	Heal all fatigue
48	+2 to your next Soak Roll
49	Heal up to one wound
50	Heal up to two wounds

FOOD & DIET

D100 Effect

51	You gain the Fae Diet Hindrance
52	Make the Fae Diet check at -2
53	Make a Vigor Check at -2 to avoid addiction to the specific Fae Food you've eaten instead of the Fae Diet Hindrance.
54	The physical effects of any Addictions are temporarily soothed.
55	The next Fae Food you eat will have no effect. Make no Fae Diet check either time.
56	You become incredibly ravenous, as if you haven't eaten in weeks.
57	Eating Mortal food makes you ill. Incurs a -1 penalty to all physical traits for an hour after consuming Mortal food or drink.
58	You can only draw sustenance from a particular substance. Roll d4: 1-Raw meat, 2-Human Flesh or Blood, 3-Sweets, 4-Books extend
59	All effects derived from Fae Food are negated, including the Fae Diet Hindrance if acquired
60	No Effect

TRAITS

D100 Effect

61	Gain Knowledge Skill (GM pick) d6 this game.
62	The world slows around you. Increase your pace by 2 this game.
63	Increase Fighting Skill by 1 die for this game.
64	One of your randomly selected attributes goes to a d4 a randomly selected attribute goes up one die type for each die type the first attribute dropped. Attribute cannot go past a d12. Roll d6: 1-Agility, 2-Smarts, 3-Spirit, 4-Strength, 5-Vigor, 6-Re-Roll

RANDOM TABLES

D100	Effect
65	One random Attribute drops by one die type to a minimum of d4, one random Attribute increases by one die type. Roll d6: 1-Agility, 2-Smarts, 3-Spirit, 4-Strength, 5-Vigor, 6-None
66	Increase your Parry by 1 this game
67	Decrease your Parry by 1 this game
68	The world grows faster around you. Reduce your pace by 2 this game
69	You gain uncanny knowledge of local area's prior 2 hours.
70	No Effect

DETRIMENTAL BANES & MAGIC EFFECTS

D100	Effect
71	You gain a bane of your choosing for a single game at the beginning of each game until you have selected each one once.
72	Your Glamor decreases by 2
73	Roll on the Fear Table
74	Gain a temporary hindrance. Roll D6: 1-1. Bites , 2-Delusion (major), 3-Delusion (minor), 4-Can't tell a lie, 5-Weak Sight, 6-Weak Glamor (minor)
75	You cannot turn your Fae Sight off. You start each scene at a new location with the shaken status.
76	Lose all your bennies
77	Lose a bennie
78	Broken Oracle Spells (single use, this game, wrong information) roll d4: 1-Displaced Vision, 2-Telepathic Bond (send information to wrong person), 3-Past Sight, 4-Mind Read
79	Fae Weakness, roll d6: 1-You must completely submerge yourself in water every 24hrs or suffer a level of fatigue, 2-Normal lighting inflicts a level of fatigue, 3-The ground shifts under you, everything counts as difficult terrain, 4-You cannot jump or otherwise leave the ground
80	No Effect

HELPFUL BANES & MAGIC EFFECTS

D100	Effect
81	Your Glamor increases by 1
82	The next time you encounter your Bane you'll find yourself unaffected

D100	Effect
83	Gain a single use of a Power at an automatic Raise: roll d10: 1-Stun, 2-Teleport, 3-Invisible, 4-Heal, 5-Burst (MBT, regular damage), 6-Fear, 7-Speak Language, 8-Quickness, 9-Fly, 10-Darkness
84	Gain Fae Edge, roll d4: 1-Water Fae, 2-Dark Vision, 3-Wallcrawl, 4-Flight
85	Gain Social Edge, roll d4: 1-Fast Talker, 2-Glib Tongue, 3-Can't Fool a Trickster, 4-Gossip
86	Use of the Future Sight Edge, for this game only.
87	Oracle Powers (single use, this game, auto-success), roll d4: 1-Displaced Vision, 2-Telepathic Bond, 3-Past Sight, 4-Mind Read
88	Take one Bennie from each other player. Discard down to 5 bennies.
89	Lucky! Gain a Bennie
90	No Effect

ANIMATION

D100	Effect
91	Before you eat it, the food item comes to life and attacks you, calling all similar food items nearby to attack.
92	Your shadow comes alive and has a compulsion for pranking you.
93	When you next look into a mirror, your reflection will step out of it and walk away. You'll find yourself often credited with its deeds.
94	You no longer cast a shadow; it seems to have left.
95	The next carving of an animal you touch will come to life and follow you.
96	Tools you use come to life and try and do your tasks for you, with varying success. This fades after 3 uses.
97	A piece of jewelry or ornamentation comes to life, as per the Gift Personality Ability (without the special abilities of the Gifts)
98	A thin mist surrounds you, forming small insect animations reflecting the mood of those it touches. +1 to resist trickery from those under the effect of the mist.
99	Start to dance, can't stop until you remove your shoes
100	No Effect

RANDOM TABLES

RANDOM FAE GENERATOR

The Fae are widely varied. Crafting a personality for each one can become time consuming, so we have this generator to give you enough basic information to get started and help flesh-out Fae characters.

Draw one or two cards from a standard deck of cards including the jokers. The first card will cover the Fae's Personality and general relationship with their Nightmares, while the second card is for Court of Roses Fae only, and gives thier Rank.

CARD ONE: PERSONALITY AND NIGHTMARE RELATIONSHIPS

The general nature of this Fae's relationship with their Nightmares is determined by card suit.

- **Clubs:** These Fae approach their Nightmares like apprentices, they have a specific skill set they are interested in grooming.
- **Spades:** These Fae tend to truly view their Nightmares as family, and children that need guidance.
- **Hearts:** These Fae view their nightmares as prospective love interests, suitors and objects of affection.
- **Diamonds:** These Fae view their Nightmares as a servant, or employee, and are most concerned with what the Nightmare offers the Fae. This is the most transactional and least familiar relationship a Fae will have with their Nightmares.
- **Joker:** These Fae will rarely interact with their Nightmares, and often foist them off on others to take care of if they can. This can be due to insufficient time or interest, or to protect the Nightmares. While this is expected with high-ranking Fae, for normal or lower ranking Fae, this is looked down on as negligence.

PERSONALITY

A general description of the Fae's main personality trait is determined by the number of the first card drawn. The Fae are often more extreme and volatile than Mortals, but not to the extent that they are caricatures or one-dimensional.

- **Two:** Loyal: This Fae is loyal to a fault to those allies, friends and ideals it holds dear.
- **Three:** Observant: These Fae are known to think before they speak and act. While sometimes their behavior can pass into creepy or cold, they are among the best at removign their emotions from the situation and seeing the big picture.
- **Four:** Courageous: This Fae is known for its unshakable courage, and has been seen facing down impossible odds in battle or the court numerous times.
- **Five:** Generous: This Fae is incredibly generous, with either material goods or aid, to their friends, allies, and Nightmares. They often have multiple Nightmares they have taken under their wing as proteges.
- **Six:** Capricious: These Fae are sharp witted with a playful streak and quick temper, resembling the Fae of many Fairy tales.
- **Seven:** Jaded: This Fae has been around for a long time, or experienced more than many of their kind, and burned out on it, leading them to become cynical and weary.
- **Eight:** Curious: This Fae is still very much intrigued by life—wither humanity and their creatuons, or the goings on of different courts. They are constantly searching out information and poking into the world around them.
- **Nine:** Mischievous: This Fae is inordinately pleased by tricking others – whither to teach a lesson or get one up on someone, this Fae prices itself on its wits, creativity, and deceit.
- **Ten:** Ambitious: This Fae has lofty goals, and will do anything to reach them, and expects their Nightmares to help reach their aim.
- **Jack:** Willful: once this Fae has made up their mind, it is all but impossible to budge them. They are not swayed by the decisions of others and come to their own interpretations of events and others.

RANDOM TABLES

- **Queen:** Industrious: This Fae is always working towards something, either a personal goal or craft, or some task to aid the court
- **King:** Exacting: This Fae is a perfectionist, and expects the same from their Nightmare. According to them, there is always the right way to do something. Their appearance, and home are always impeccable and everything has its place and process.
- **Ace:** Charming: This Fae is a well spoken and amiable. They have many who think of them fondly, but few who know much about them.
- **Joker:** Distant: This Fae is distant, wither from disinterest in others, or from being too busy, they never seems fully engaged, and are always thinking about something else.

CARD TWO: COURT RANK

AND POSITION

COURT POSITION

The suit of the card gives the general role the Fae Plays in the court, while the number on the card gives you the Reputation modifier of this Fae, which directly corresponds to their Rank in the Court, and usually to their magical strength. The accompanying number is the modifier to their reputation.

- **Heart:** Courtier: The Fae is a part of the Bureaucracy of the Rose court.
- **Diamond:** The Fae is considered a valuable resource to the court, creating, providing or managing material goods, or information.
- **Spades:** The Fae is a part of the military structure of the Court, they may be a combatant themselves, or they may serve in a Tactical or military intelligence role.
- **Clubs:** This Fae is is an ambassador to other courts, and is frequently away from the Court of Roses. As with ambassadors to the Court of Roses, this Fae will have Nightmares in other courts as well as their own.

COURT RANK

- **Joker:** This Fae is either one of the Royalty or the Crown Knights. Any Nightmares belonging

to these Fae would be kept secret, and fostered by another Fae. Reputation is 30 for the King and Queen, 20 for the Knights.

- **Ace:** This Fae is not actually a member of the Court of Roses, but is an ambassador of an allied court. These Fae are not only entitled, but expected to have at least one Nightmare in each Court they frequent, and the Nightmares are full members of the court they reside with, not the ambassador's court. Reputation is 15
- **King:** This Fae is a member of the council, or is allowed to speak on behalf of a particular council member. Reputation is: 15
- **Queen:** When this Fae Speaks, the Entire court listens. At least one of the Royalty and Crown Knights considers this Fae a reliable and trustworthy ally, and they are able to gain audiences with the Royalty relatively easily. Reputation is 12.
- **Jack:** All of these Fae are greater Fae, this rank includes former council members, and those who are close contestants for the position. Reputation is 12
- **Seven to ten:** These Fae are usually of average power, though there are some more cavalier or incompetent Greater Fae in the mix. Reputation is the number drawn.
- **Four to Six:** These Fae are usually Lesser Fae, though again those of greater power may bleed into this rank through incompetence or lack of concern for the court. Reputation is the number drawn.
- **Three:** This is the lowest a Fae can reach and still be a part of the court, one mistake too many at this time means complete disgrace and expulsion. Many of the Fae at this Rank are desperate to regain any Social grace before failing completely. Reputation is 3
- **Two:** These Fae are disgraced and no longer welcome at either Court or Eclipse. Most of the Fae with this reputation are Lesser Fae, purely because those of higher power who are shunned this completely are often considered too dangerous to be left alive. Nightmares of these Fae are kept secret as few this humiliated are allowed to adopt, though in the few instances it is allowed they are likely to see their Nightmare as a last chance to get back into the court. Reputation is -2.

Fae Nightmares

NIGHTMARE: Name _____

Origin _____

Specialty _____

FAE LORD: _____

NOTES: _____

▲▢◆◇⬠ AGILITY

▲▢◆◇⬠ SMARTS

▲▢◆◇⬠ STRENGTH

▲▢◆◇⬠ SPIRIT

▲▢◆◇⬠ VIGOR

FATIGUE

-1

-2

INC

-3

-2

-1

WOUNDS

Pace

Glamor

Charisma
(Status)

Parry

Toughness

SKILLS

▲▢◆◇⬠ _____

▲▢◆◇⬠ _____

▲▢◆◇⬠ _____

▲▢◆◇⬠ _____

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▲▢◆◇⬠ _____

GEAR

ARMOR

Head _____

Torso _____

Arms _____

Legs _____

Total WT Carried _____

Weight Limit _____

Encumbrance Penalty _____

POWERS Cost Range Duration Damage/Effect

WEAPONS Range ROF Damage (AP) WT Notes

PERMANENT INJURIES

Allies

Pace

Parry

Toughness

Glamor

FATIGUE

-1

-2

INC

Type & Rank

HINDRANCES
EDGES

- d__ AGILITY
d__ SMARTS
d__ STRENGTH
d__ SPIRIT
d__ VIGOR

SKILLS

- d__ Fighting
d__ Intimidation
d__ Repair
d__ Notice
d__ Shooting
d__ Stealth
d__ Throwing
d__ Magic:_____

- d__ _____
d__ _____
d__ _____
d__ _____
d__ _____

NAME	notes

SPECIAL GEAR

POWERS &
WEAPONS

Cost ROF Range Duration Damage (AP) Notes

AMMO

V. High
(-1)

High

Low

Out

Vehicle

Acc/Top

Crew

Glamor

Toughness

WOUNDS
-1 -2 -3

Wrecked!

VEHICLE: Name

Type

Owner

ENCHANTMENTS Activation Uses Part Enchanted Effect

WEAPONS Range ROF Damage (AP) Burst? Notes

STORING:

NOTES:

Beast Form

NIGHTMARE: Name

▲▢◆◇⬡ AGILITY

▲▢◆◇⬡ STRENGTH

▲▢◆◇⬡ VIGOR

HINDRANCES

EDGES

BEAST FORM: Creature

SKILLS

▲▢◆◇⬡

▲▢◆◇⬡

▲▢◆◇⬡

▲▢◆◇⬡

▲▢◆◇⬡

▲▢◆◇⬡

FATIGUE

-1

-2

INC

Pace

Parry

Toughness

Glamor

NOTES:

WOUNDS

