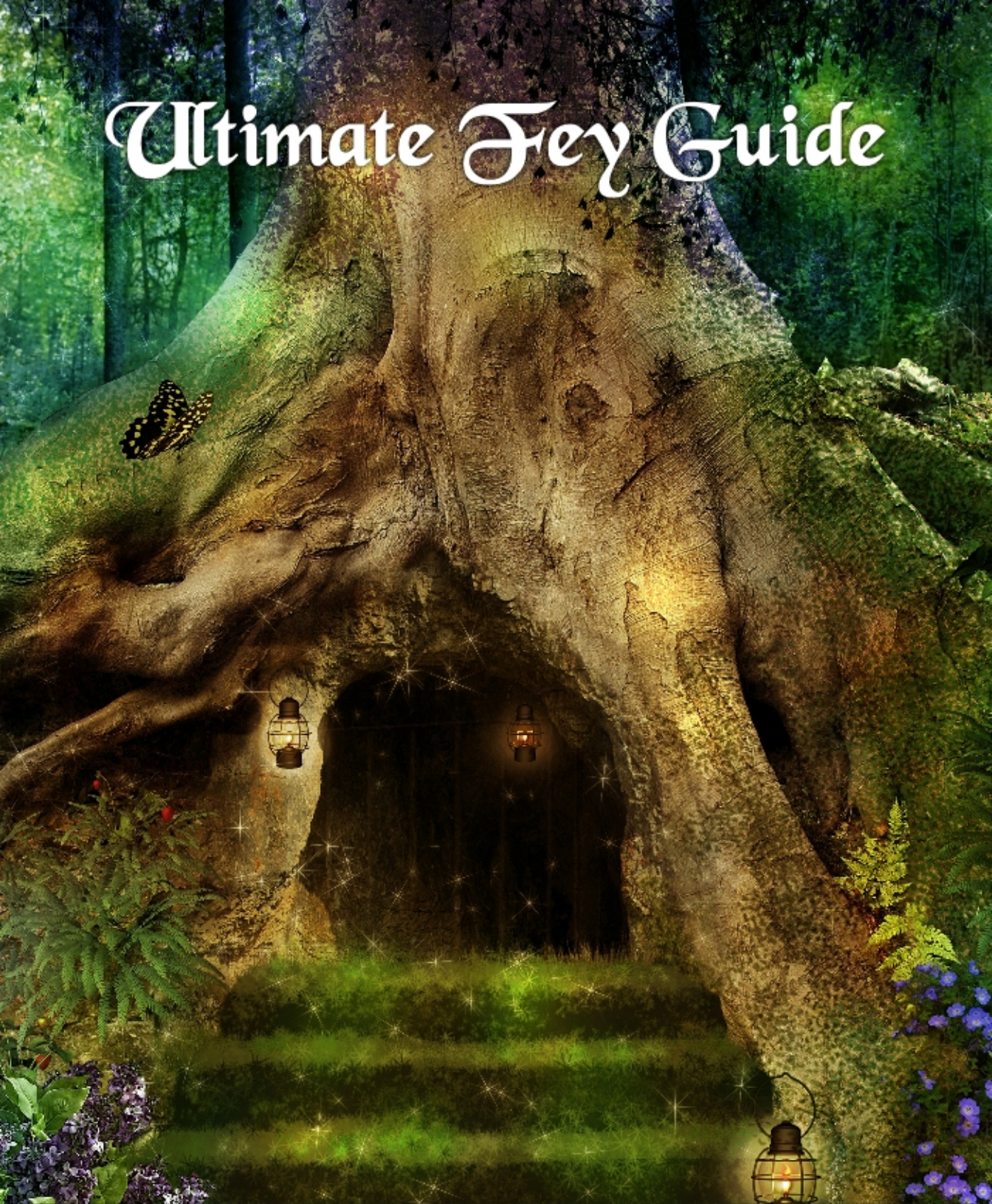


Ultimate Fey Guide



THE FANTASTICAL FEY REALM

Imagine a land where fantastic beings dwell. Imagine a land where grand adventures await. Imagine a land where perils and magic reside together. Now imagine this land is next to our own, but its entrance can only be seen by those who know of its secrets. This land is the Fey Realm.

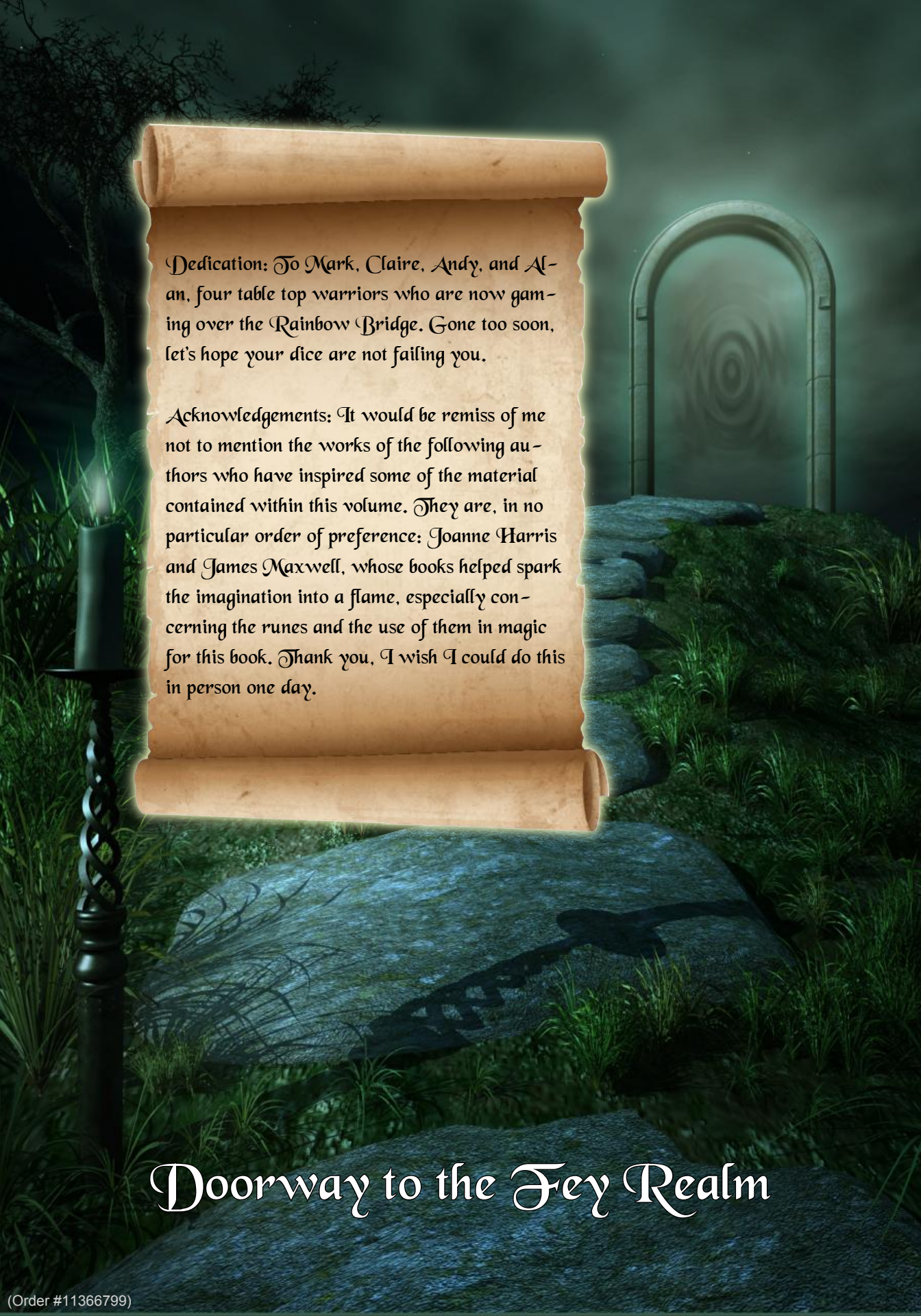
The *Ultimate Fey Guide* is a sourcebook for Savage Worlds that presents a micro setting set in the fantastical land of the Fey Realm. This micro setting can be used to build your own fantasy setting or set alongside an existing setting to form a multiverse or incorporate the fantastical themes of the Fey Realm.

Ultimate Fey Guide includes:

- A brief history of the Fey Realm.
- Important locations within the Fey Realm.
- Seven fantasy player character races including: brownie, dryad, nyad, and sprite.
- New Edges, Hindrances, and Equipment.
- A collection of fantasy creatures for your Fey Realm adventures.
- ... and more!

Ultimate Fey Guide can be used to create a grand fantasy setting or as an add-on to an existing setting. Use it with one of Mystical Throne Entertainment's historical Ultimate Guides to create an amazing locale for adventure!





Dedication: To Mark, Claire, Andy, and Alan, four table top warriors who are now gaming over the Rainbow Bridge. Gone too soon, let's hope your dice are not failing you.

Acknowledgements: It would be remiss of me not to mention the works of the following authors who have inspired some of the material contained within this volume. They are, in no particular order of preference: Joanne Harris and James Maxwell, whose books helped spark the imagination into a flame, especially concerning the runes and the use of them in magic for this book. Thank you, I wish I could do this in person one day.

Doorway to the Fey Realm

Contents

Foreword.....	4	Fey Characters.....	31
Fey Origins.....	5	Character Concepts.....	31
Fey Spiritualism.....	5	Skills.....	32
Weaver and the Loom.....	6	Knowledge.....	32
Wayward Child.....	7	Performing (Spirit).....	33
The Veiling.....	9	Hindrances.....	33
The Calm Before the Storm.....	9	Existing Hindrances.....	33
The Orkon Uprising.....	9	New Hindrances.....	33
Finding the Veil.....	11	Edges.....	34
Sacred Locations.....	12	Inappropriate Edges.....	34
Fairy Rings.....	12	New Edges.....	34
Crossing the Threshold.....	13	Race.....	35
The Spiritual Key.....	13	Brownie.....	36
The Magical Key.....	13	Dryad.....	36
Fey Law.....	14	Faery.....	38
Outsiders Visiting Paradisium.....	14	Gnome.....	39
Within Fey Society.....	15	Halfling.....	40
Paradisium.....	17	Nyad.....	41
The Nexus.....	18	Sprite.....	43
Aeris: City in the Clouds.....	18	Fey Equipment.....	45
Population.....	19	Melee Weapons.....	45
City Defense.....	20	Melee Weapons Table.....	45
Diamondia: The Crystal City.....	20	Ranged Weapons.....	46
Population.....	21	Ranged Weapons Table.....	46
Law and Order.....	21	Rune-Marked.....	47
Enemies of Diamondia.....	22	Armor.....	47
Weirwood: The Seven Forests.....	22	Armor Table.....	48
Weirwood Defense.....	24	Mundane Equipment.....	48
Lunaris: The Moon City.....	24	Transportation.....	49
Wyld Lands.....	25	Fey Bestiary.....	50
Rift: The Citadel of Fire.....	25	Paradisium Adventures...	57
Politics and Judicial System.....	25	Affairs of State.....	57
Population.....	26	Flight into Danger.....	57
Nekros: City of the Dead.....	27	Lover's Knot.....	58
Mechan: The City of Bronze.....	28		
Politics Have No Business Here.....	28		
Population.....	28		
The Chain.....	28		
Capital.....	29		
Closing the Tour.....	30		

Ultimate Fey Guide

BY

A.J. Preece

EDITING

Aaron T. Huss

COVER ART

Susanitah

INTERIOR ART

Jacob E. Blackmon, Brian Brinlee, Claudio Casini, Gary Dupuis, Alonzo Emata, Felipe Gaona, Rick Hershey, Darko Krecuil, Eric Lofgren, Evgeny Maloshenkov, Indi Martin, Matt Morrow, Jayaraj Paul, Emmanuel Bou Roldan, Sade, Carlos "Celurian" Torreblanca, Melkor3D, Alex Mit, Atelier Sommerland

Some artwork © 2015 Eric Lofgren, used with permission. All rights reserved.
Publisher's Choice Stock Art © Rick Hershey / Fat Goblin Games.

COPYRIGHT

No parts of this book may be reproduced without permission except for review or journalistic critique.

© 2016 Mystical Throne Entertainment. All rights reserved.
MYL10407 Ultimate Celts Guide
1st Edition July 2016

Permission is granted to print this ebook. No site license is provided.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Foreword

The fey; enchanting, beguiling, and elusive. Collecting their information has not been easy and has taken a very, very long time. I admit this guide may not be as complete as I would like and if I have missed anything, have failed to 'catalog' a fey species, then I apologize in advance. You must understand the fey are indeed elusive and the gateways to their Realm are not only hard to find, but are sometimes shielded by wards, or in some cases, fiercely guarded. Once in their Realm, there are other complications that must be taken into account. Time passes very differently and sometimes it can catch up with you when you return to our world, or the Mundane World as the fey call it, and that can leave its mark upon us in a very physical way.

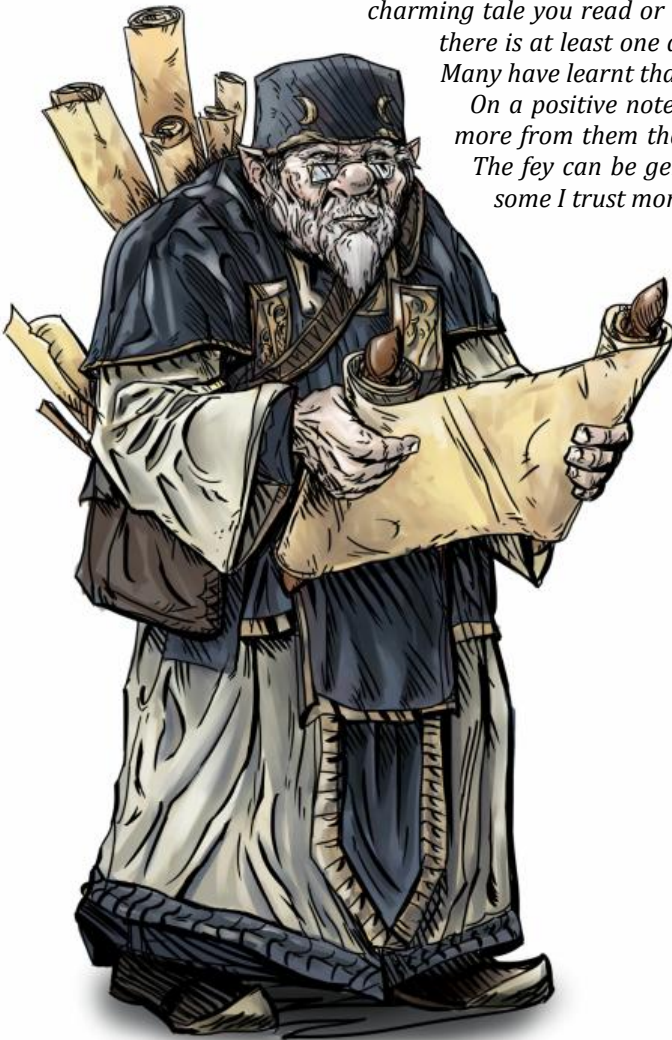
This guide is for you to study at your leisure, but I insist that if you really do have the desire to explore the Fey Realm, communicate with them and study this guide very studiously. The fey can be dangerous. This is not the stuff of child's nursery tales; it's not about unicorns and rainbows, pots of gold at the end of a rainbow; for every

charming tale you read or hear from the lips of your loving parents, there is at least one dark secret lurking within those passages. Many have learnt that lesson the hard way.

On a positive note, if you can win their trust you can learn more from them than you will learn from these pages alone. The fey can be gentle, kind, and trustworthy and there are some I trust more than members of my own race.

So take your time and study these passages, do not just skim or skip around. This guide will help you understand the fey, their lands, their history, their customs, and to some extent how you should conduct yourself in their presence. Let this guide be your moral compass and your traveling companion.

Elgin Theobald, Scholar



Fey Origins

The first questions most people ask are ones that cannot be easily answered; where do the Fey come from? Just how old are they as a species? Why is so little known about their actual history and does that affect their relations with other species? There is a lot of speculation and theory concerning these issues, and some would argue very little concrete evidence exist to support the theories.

The Fey seem to have little in the way of a written history for us to study. Unlike humans, and indeed other races of this world, they have not left behind grand libraries for us to explore the volumes of their histories. Visiting scholars and explorers leave it to trust, and to some extent instinct, to ascertain the truth of what they have been taught by the Fey Elders. Therefore, any historical tales we have garnered from various scholars from around the world had to be sifted through very meticulously indeed.

One volume could well contradict another, from as little as small passages to full pages and in some cases entire chapters. Some scholars have had to discard an entire volume as being nothing more than perhaps a work of fiction, but we give them the benefit of the doubt. The Fey are, as said, secretive in many ways and mischievous in others. Although I am not defending their actions entirely, I can understand their reluctance to mix with others outside of their realm.

It would appear there are times when we have not acted towards them in an agreeable manner; and I have to say, for some actions, we should hang our heads in shame. But let's not get too far ahead of ourselves. Like most tales, the best place to start is at the beginning.

Fey Spiritualism

The human race has many different versions of the Tale of Creation. In one country they believe we, and the world we live in, are the products of the sleeping gods' dreams (and the world will end should they wake up) whereas in another nation, they tell the tale of the sowing of the Seeds of Life, where the human race and everything else were seeded accidentally when a goddess found excess supplies of grain in her storeroom and casually cast it to the winds. The seeds drifted across the stars and settled and... I think you can get the picture.

The chances that one race's Tales of Creation should match that of another so closely should be slim. Humans have many different versions of the same tale ranging from one part of the world to another. So why do the elves and the fey have a Tale of Creation that almost matches perfectly? There is no doubt that the fey and the elves are two of the oldest races of our world, if not the eldest, with the dwarves being around for almost as long. (Though they would claim they were around before either!)

The fey Tale of Creation is a simple one on the surface and here is where it differs from those chronicled by the human race, for no matter where you travel within the Fey Realms, it is always the same. The following passage tells it as it has been told to us humans that have been fortunate enough to learn firsthand.

WEAVER AND THE LOOM

The Old Father had taken a bride, and lo, he was pleased with her, for she was beautiful and wise, and they were content. But one day she asked, "If I am your wife, should we not have children to keep us company and make our family whole?"

The Old Father thought on this, and eventually said, "Perhaps as Creators, we should not be so selfish as to keep the gift of life just for ourselves? I do not say we should not have children of our own, but should we also let our children leave this realm and explore whatever lies beyond the walls of the Great Castle?"

Old Father's bride crossed to a window and looked out, but saw nothing, for there was nothing to see. She queried this with Old Father and again he dwelt upon this and promised that he would come up with a solution as soon as he could.



But time passed and he forgot about her question, until again she asked, "Should we not have children? I am your wife; I should be a mother too."

And again, he promised her he would think on it, and time passed....

As days became eons and the Great Castle floated in the Void, Old Father's bride became restless and he became somewhat distant. And so it came to pass that one day, her anger got the better of her and she strode into the Great Throne Room and tore down one of the drapes from the windows that looked out onto nothing.

She pulled on the drape and saw that it was bound by threads. She thought upon this. Old Father had created the Great Castle by the mere power of his thoughts, but this, this was different. If these threads could be woven into a mere decoration, could they not be made into something else? Despite her anger, she sought him out and holding forth the drape asked, "How was this made?"

Old Father said, "It was woven on the loom. Come, let me show you." And he showed her the Loom.

"The loom," he said, "did not build the castle; my thoughts did that. My thoughts create things like this." And his hand indicated the drapes, the tables, and their thrones. "But things that are beautiful and decorative are woven on the loom."

She then understood, Old Father had created her with the loom. They could only create with the power of their minds. To make life, they needed the Loom. He had imagined the loom, and lo, the loom had been created. "So I can make us the children that will make us whole?" (Beings that are energy do not inhabit flesh and blood like you or I.)

As she sat at the loom, she again looked forth through the window. The children should be free to do as they wish. She took the threads of the drape she had torn down and used her mind to alter the weave, and time passed....

She wove the threads and created the blackness of space, but that was too dark. So she wove lights into the thread, and lo, the stars were created. But the void, although now filled with light, needed more. She took the threads and altered them again, and into the thread she wove her thoughts into the pattern; and through her labors, she created the spheres, and set them to floating into the void. But this did not please her still. The spheres should be their children's home! But how?

Old Father was sad to see her upset, and from his eyes, crystals fell. These crystals gave him an idea. The crystals were added to the pattern, and his wife used her mind to change them. Now there was water, and this water was thrown towards the spheres, but they drifted away. They needed a vessel, so from their breath, they created the clouds to carry the water, and lo, they rained water upon the sphere and the water became seeds from which life began to grow.

This would not be sufficient to keep the children alive. They made the trees that provided food, the grass that would make the hard earth soft to walk on, but they knew balance was needed, so they made the rocks and mountains too. They had created life, they had made order, but there were things that even Old Father and Mother could not control.

As an offspring to the thoughts and deeds of Old Father and Mother, came a wayward child, Chaos; and Chaos needed to play.... and again time passed...

WAYWARD CHILD

From here on in, the scripture and actual history seem to merge, the boundaries between the two becoming more and more blurred. Every race, without exception, has in their histories and mythologies tales of an age where order was threatened by the Wyld, or Chaos. Only the human species tend to really push aside the tales of the Age of Chaos. The other races say that was because humankind was more than a little responsible for the turmoil.

Chaos however, has now been named as something that is not a supernatural force, but is in fact a product of nature itself. Without chaos there would have been no diversification among the races; there would have been no change in skin tone, height, or build in the human species.

Without Chaos the dwarves would not have their subcultures of races such as dwarfelgin, duergar, or the gnome race. The elves would not have split into moon elves, wood elves, dark elves, or indeed the drow; the list goes on.

Scholars have stated that dwarves, and others, are actually a splinter of the human race, whereas the origins of the elves can be traced to a race that came before them. The records indicate the parent race of the elves is the fey. They are wrong about one thing though, both dwarves and gnomes are related, and the halflings can be classed as a diversification of these two species, but they owe their origins to the fey. We need, perhaps a little frustratingly for anyone reading this, to backtrack and go back to the Tale of Creation.

The Children of the Loom, as they became known, were created first. Who these children were isn't exactly clear. Many scholars (myself included) are of the belief that they are a race that has since become extinct, but left a distinct impression on the world. Whilst the original race passed away into the mists of time, their offspring thrived, becoming the fey.

As races struggled to survive, the inevitable conflict came to fruition. Lines were drawn and boundaries were defined, but often those boundaries were infringed upon.

Chaos, or the Wayward Child, delighted in stirring up the conflict wherever it could (its gender is never made clear) and the fey became so concerned they did something that no other species did, or indeed were capable of. They created a realm of their own. How? They were the original Children of the Loom and therefore had more than a touch of their parents' abilities at their disposal. They too could create and forge, even as the Wayward Child discovered it could pick threads apart and weave them into patterns of its own. Not that these new threads woven by the Wayward Child could impact the world in any major way, but they were plenty disruptive.

The power that ensured the fey they could make a realm of their own, where they could stay safe from the bloodshed and war going on elsewhere, was perhaps a gift left to them by their creators. That gift was Magic.

I will say now there are those of you out there that can say anybody can create a realm. Take some land, mark out the boundaries, and you have a realm. No, that's a territory or a kingdom. A realm is something apart from mundane things such as kingdoms, although a king may call his land his realm, it is in fact nothing but a very pale imitation of the real thing.

The Fey Realm has no borders as such, at least none that can be marked on any map made by the likes of us. No walls mark the boundaries, not fences, for the ways into the Fey Realms are marked by gateways, and these are hidden, accessible only to those that know where they are.

There are no signposts leading the way to these gates; you have to know what you are looking for. This does not mean it is impossible for anyone to enter the realm; far from it. Perhaps, worryingly for the normally elusive fey, it seems to be getting easier for others to enter their realm.

But we are getting slightly ahead of ourselves. We need to take one more look into the past before we go any further. We need to look at a period of time the fey call The Veiling.

The Veiling

The Calm Before the Storm

The world was in chaos. War ravaged the land as the infant human race, who had already developed a clan mentality, fought each other for territorial rights. The fey had come to the decision that they should not interfere in the affairs of others that did not concern them.

Contact between humans and fey was limited. The humans seemed oblivious to the existence of the fey, and that suited the fey, for they saw a brutal, primal, and confrontational species. The fey were already an ancient race, and they felt compelled to keep an eye on the human race without interfering with them.

So what were they to do? They tapped the energies given to them by The Loom and used them to weave a new pattern as it were. They created a new life form; the elves (and subsequently the subraces that eventually split the bloodline – dark elves and drow).

The elves were to monitor and report back to the fey elders about what was happening on this infant world. And for centuries, that's exactly what they did and were happy to do so. Keep in mind that at this moment in time, the fey lived alongside us. They masked what they were through a skill they call Beguilement, but still chose to be aloof. They did not need to trade with us. They are not required to eat the same foods we do; the only thing they need like us is water and there's more than enough of that to go around. It's one of the few resources the other races have not gone to war over, although it has been used as a theatre for such conflicts.

Likewise they hold little or no value in resources such as gold or silver. Money has no value too them. Material possessions could be created and they did not have to rely on others to provide them with the bare necessities. They literally lived off the land. So the elves did their duty and acted as the fey's observers, but things were to change in a dramatic and potentially catastrophic way.

Peace had finally settled upon the world, but despite having eyes and ears nearly everywhere, something had escaped their attention. Whilst most human clans and tribes had become relatively civilized, there were others that did not. For every step along the road to civilization they took, another species took two or three backwards. They became more and more brutal, even resorting to cannibalism, and their faiths and beliefs took a dark turn. They embraced the way of the Wayward Child: Chaos. For them, there was to be no order, no desire for peace.

Even their physiognomy changed; their skins started to darken, become olive grey and then green. Their faces became more feral; their teeth became almost tusk like. The orkon had been born.

The Orkon Uprising

It is true that like humans, the orkons, or orks had fought amongst themselves, but there came a time when they achieved something the humans and even the powerful elves had failed to do; they had united under the leadership of a single individual, the orkon war chief known as Brogos.

How he united all of those clans is a tale for another time, but they began to leave their mountain kingdoms and sweep down into the valleys and troughs like a living

tidal wave. Naturally being mountain dwellers, the dwarves became aware of their presence, felt their wrath, and actively tried to hold them back. They failed.

The dwarves did not capitulate as such, but for a time almost lived in a blood-stained coalition that went as far as (to their almost eternal shame) making them weapons and armor. Then the humans came into contact with them for the first time and called upon their elven friends to help. The two races formed a coalition and fought back and for some time, stemmed the flowing tide, but the orkons had no political agendas that could hinder them.

The fey suddenly found themselves becoming ignorant of what was going on. For two decades, the humans and elves fought with the orkons, but it's said that every man has his price. Swayed by offers of gold and other riches, and power, a young woman named Elsa betrayed the human cause, converted others to her new point of view, and suddenly the humans' and elves' relationship became strained, to say the least. If they could betray each other and join the orkon cause, how long would it be before the elves fell victim to such a betrayal?

The elves begged for assistance from their fey parents. The fey however, stayed true to their non-intervention policy. (It is said it takes a lot to anger an elf, but if you do it's like watching a tiny, innocent kitten, suddenly transform into a savage dire tiger.) The elves, fighting for their very survival against this sudden alliance between orkon and human, found themselves in a dire spot, for other non-aligned humans began to think along the lines of 'if you cannot beat them, join them.' The ranks of the orkon and human alliance began to grow.

Other factors came into play; the ostracized dark elves and drow stopped their own shadow war and threw in their lot with the orkons. To add more fuel to the fire, the dwarves broke their agreement and hastily threw in their lot with the humans and elves were still allied together, but that would not be enough to stem the tide. Halflings and gnomes, sturdy as they are, were not renowned for being great warriors. While the halflings decided to 'lay low' and watch and wait to see how things panned out, the gnomes at least decided to aid the dwarf, elf, and human alliance and turned their 'tinkering arts' to producing machines of war.

Once again the world was ravaged by conflict; the lands awash in the blood of the slain. The fey were presented with a choice: fight or flee. Perhaps to their immortal shame, they chose the latter. The fey wove their magic and began to use it to make what they called, at first, The Curtain. This was a magically protected land that could deter all but the most determined and savage creatures. Behind this Curtain, the fey created their own devices as it were.



From these new weavings came the spriggan, the boggan, and other more primal forces. They created new spies such as the sprites and the brownies, to name but two. As they created their 'soldiers' or 'guardians' they changed the pattern of The Curtain. It would grow, become more expansive; the Curtain became the Veil and behind that, the land became a realm.

That realm became known by two different names. The humans called it The Umbral State (though it took them some time to discover it) and the fey gave it a name of their own: Paradisium. It exists parallel to our own world and the only way to gain access to it is to find and activate the gateways.

Finding the Veil

The world was in turmoil as humans and other species strived to claim dominance over it. The fey decided the best way to ensure their survival was to retreat, but where could they go? The world around them was hostile in more ways than one, but was also a place of wonder; and the fey are (perhaps to their detriment) a curious race. They could sense energy flowing throughout the world; energy most races appeared oblivious to. It was something primal, wild, and untamed. The fey realized that thanks to being Children of the Loom, they could take this energy and weave it into threads and use it to unravel the fabric of objects around them.

This energy flows through everything. It's in every tree, every mountain, and every valley; it even flows through us (and that was a discovery that, in time, allowed the other races to manipulate the energy themselves). What's more important, while humans believe it to be something that dwells within them that can be focused through their own willpower (again they are right in some way), is the fact this energy flows in lines across the surface of the planet.

Humans who have done their research and not dismissed the tales of the fey as mere folklore, tales with no basis in reality, can understand this as well. They are more in-tune with nature than their fellow man, and as such have been labeled as druids or shamans. Magicians, warlocks, wizards, and the like also call upon this energy, but tend to ignore how the power is drawn from the world around them, believing all it can do is be generated by the power of their own will. A subclass of these magicians, the elementalists, is aware of what the fey have known for ages; this power is woven into everything around us and we are all part of its pattern.

These lines crisscross the planet and the pattern is anything but random. The fey had done what no other species has done; they had mapped the course of these lines. They know where they intersect and can then create junctions. It's at these junctions where the power is at its most concentrated, and in some places, there can be more than one junction. It's hard to explain in ways that won't cause the casual student's mind to boggle, but let's just say these intersections can create zones of magical energy.

Anyone sensitive enough can feel the 'pull' of the existing energy. Those of a spiritual nature may find themselves compelled to build a shrine or create a sacred grove where the sensation is the highest. In towns, villages, and cities, these junctions, or terminals as some call them, are seen as the ideal place to build temples, churches, or elaborate cathedrals. These junctions are also home to places of mystical academia. Guild masters often theorize instinct prompts them to pick a site, buy the land, and order the construction of their schools. Churchmen will state they were guided by the gods to build their churches at distinctively holy places, claiming that instinct was heaven sent.

SPIRITUAL ENERGY
 The fey created the Veil in two ways, the primary means was by coming to an understanding with spiritual energy that existed in the places where the energy lines. These lines are called Ley Lines by some, Spirit Paths by others. Are these the spirits of the dead or just the manifestation of natural forces? To be honest, I do not know, though I can understand why some folks are repelled by such areas, because they believe them to be haunted.

They are all drawn by the energies flowing through the earth around them. This may explain the presence of henges and why some folks are drawn to carve figures out of chalk in the shape of animals or giants in hillsides. It may also explain the phenomenon that causes patterns to appear in the middle of crops, which has become a mystery to some in recent decades. Weaving magical energy is an art form. Those who use their imagination as they see fit are actually weaving magic on a subconscious level, causing all manner of extraordinary works to be created.

SACRED LOCATIONS

The energies present in places such as churches, shrines, or sacred groves can be felt by us all. Have you ever wondered why it is that when you leave a busy street and enter a location such as a chapel or church that it seems as if the world outside its doors has seemingly ceased to exist? Think about it; you are on a crowded street; you are surrounded by noise, so much noise! Vendors yelling, dogs barking, the constant rattle of carts as they pass by, or perhaps the cacophony created by passing vehicles driven by mechanical means. But as soon as you open the door and cross the threshold, things change. It's calming, soothing, it may even appear to be cooler inside than outside; already the sounds from the streets are muted, but as soon as you close that door, the next thing you feel is peace.

All that hustle and bustle is no longer just muted; you cannot hear it. Even in a rural community, where life flows at a much slower and leisurely pace, the effect is the same. This is a place where the worries of the day, the stress and mayhem, just vanish.

Even in the Wylds, the moment you cross the boundaries of a stone circle, or walk under the main arch of a henge, there is that unmistakable feeling that even though you can see the countryside around you, this place seems somehow other-worldly; that's it's not quite part of the world around you. There's a good reason for this feeling, for this is where the gateways to the Fey Realm are located.

FAIRY RINGS

Have you ever walked through a forest and suddenly came across a clearing? There is no warning at all; one minute you are surrounded by ancient and sturdy growth, and the next, you find yourself in what appears to be a natural clearing. If you took your time to study this area, you may have noticed it is almost perfectly round. Again there is that feeling of stillness, quiet, even here in the forest that in itself is already tranquil.

Now study the perimeter. Look closely, and I mean very closely, at the undergrowth. At first there may not appear to be anything distinctive but keep looking. Look hard and you may see a small cluster of toadstools, and on further examination, you may see another cluster. Then check the trees around the edge of this area. They may be visible in small clusters at the base of the tree, or indeed be growing on the tree trunks themselves. There may not be anything obviously unusual about this, but look again and you may see that these clusters are actually spaced apart in a way that cannot be natural. The spacing of the toadstools, and in some cases certain types of wild flowers, is deliberate.

The farther in you go into this clearing, the more the sounds of the forest become distant and may even seem to fade away completely. The hairs on the back of your neck may stand on end, and there comes that feeling that you are being watched. You have unwittingly stepped into the middle of a Fairy Ring, or as it should actually be called a Fey Ring. This is a portal; a way of entering Paradisium for those that know how to activate it, for others, it's just a place for weary travellers to sit and rest.

They won't object if that is all you wish to do. If however, you know what it is and wish to enter, then that's fine, providing you have permission to do so or are at least someone that is allied to the fey species. If not, then prepare to face the consequences.

CROSSING THE THRESHOLD

So there you are, on the threshold, wishing to cross into the realm of the fey. There are two prescribed ways of entering the realm.

For those of a spiritual nature, they must first clear their mind in an attempt to commune with the energies that shield the realm from mortal man. For an elf this is relatively easy and takes just a few moments of time. For someone who is described as being Touched by the Fey, it's the same method, but may take a little longer.

For someone who is a practitioner of the art of Magic, the procedures are very different, but are also a case of tuning into the elemental energies inherent in such a place.

THE SPIRITUAL KEY

To enter the Fey Realm through spiritual means, the subject must first seek communion with the energies in the area. All random thoughts must be cleared; pushed to one side. For an initiate this should not be too difficult. It is not necessary to use any holy evocation, or focusing on a holy symbol or relic to establish communication, despite what some may think. It is merely a case of stating you wish to enter the Realm and explaining to the energies present that you have no hostile intent towards the inhabitants of Paradisium.

Any attempts to deceive or hide your true intentions may well be detected by the energies present, and the end result will be a flat out refusal. They won't speak; the initiate will understand that they cannot, at this time, enter.

Alternatively, more than one person trained in spiritual ways may combine their efforts in crossing the threshold. This means it may take a little longer for the energies involved to come to a decision; after all, there is more than one applicant involved.

On the reverse side of the same coin, those that have crossed over the boundary before, whether it's in this area or not, will have an easier time of it than someone attempting egress for the first time. They may even have been given a token, to show they are a trusted visitor, and are welcome to cross the threshold.

THE MAGICAL KEY

Practitioners of the Magical arts (such as myself) have to perform a different ritual to gain access to the realm of Paradisium. Students of Magic, may well be aware of the spiritual forces present, but it is far easier for them to utilize the elemental properties of the area. The magical barriers have been, for want of a better term, melded with the Earth itself.

They have tapped into the forces that flow through the earth, trees, and rocks, and bound them together in what I can only describe as a barrier. To be able to walk through this barrier, one must understand they have to attune themselves to the energy that forms this barrier. But that's not all. In this area there will be locks that keep the barrier intact. These locks are not invisible, but they are well camouflaged. Anyone looking for the 'locks' should study the natural patterns of the tree bark, the whorls present in the markings of a stone. On closer examination, the searcher may be able to find the rune marks hidden within them. All that's left for the arcane practitioner to do is to translate the runes and then decipher the order in which they should be activated.

Once you have crossed the threshold, surely it's all going to be plain sailing from this point on? If you believe that, then return this book to the shelf. Before you can fully explore the realm, you have to be aware of how to conduct yourselves once you are on the other side of the barrier. Wherever you go there is one universal constant: rules are rules and they must be obeyed, or else.

Fey Law

It's important to remember that if you are going to visit the Fey Realm, they expect a certain degree of decorum and respect to be paid too them. Be honest, would you like it if a visitor showed you disrespect? Would you tolerate someone entering your dwelling and kicking over the furniture, smashing your property? Of course you wouldn't.

These then are not only the laws concerning how you should behave in their realm, but also how the fey are required to behave in their own society. We would be punished if we stole from our neighbors, or indeed inflicted harm upon the innocent, so why should it be any different for the fey?

Outsiders Visiting Paradisium

Anyone visiting the Fey Realm will find different areas may have slight variations in the law as we do. There are a set of core laws that shall be adhered to, and indeed if you do not, then you should be prepared to face the consequences.

1. In the presence of a fey noble or dignitary, all weapons are to be left in the attendance of a steward. Failure to comply will lead to the instant ejection of any offender. This may go so far as the perpetrator being led to the nearest Gateway and being forcibly ejected through it, back to the Mundane World. If there is someone in the party that bears a token that permits them to enter the Realm, then this person may also bare some of the responsibility. He or she will not be ejected, but will be kept waiting before being granted an audience. This will have an adverse effect on anyone ejected from the Realm waiting for companions to return. While it may be only a few hours delay for those in the Realm, in the Mundane World this may actually be a few days wait, maybe longer.
2. Theft from the Fey Realm will not be tolerated. If caught thieving from anyone's property while in Paradisium, punishment will be swiftly dealt. The punishment will not be determined by a court, for fey tradition says the owners of the property can say how the criminal should be punished. This can vary depending on the whims of the owner; the lightest punishment could be being forced to work as some sort of servant to the household, no matter how big the estate. The duties will be the most unpleasant, tedious, and demeaning they can think of. If the item or items stolen are valuable enough, then again you can expect to be asked to leave the Realm immediately; some home owners may demand incarceration. It really is a legal lottery.
3. Committing an act of bodily harm, or worse death, to a fey is the worst crime of all. For crimes that lead to injury or harm, the punishment will be harsh indeed. Perpetrators can expect a beating and then expulsion from the Realm, being left with a visible brand that marks them as being someone who will never be welcome in the Realm again. Bearers of the special Tokens should keep this well in mind. For a violent act that leads to the death of a fey citizen, the punishment is swift and will mirror the crime. Though for the most part, the fey are not aggressive, there is only

one fit punishment: incarceration followed by execution. It could also, depending on the status of the victim, be seen as an act of war.

4. Blackmail is a rare act indeed. The fey don't hold that much value in money; they have a bartering system that works just fine for them. Goods are swapped in exchange for other goods, or perhaps some work is done in exchange for any items desired. Considering how many cultures will and do not tolerate such acts in our world, in the fey world it is treated as a relatively minor offence. Honestly, the worst punishment you can expect is the victim demanding you perform some demeaning services for them, maybe a period of incarceration. I have even heard in one case that a visitor suffered the same treatment as a fey might expect; they were given the cold shoulder, it was as if that person was invisible. Not one person was encouraged to acknowledge them verbally, or in any other way. Anybody traveling with them however, will also be 'tarred with the same brush' as it were, and although they will not be ejected from the Realm, they will be made to feel very uncomfortable and awkward indeed.
5. Destruction of fey property will lead to an instant period of incarceration. If this leads to any fey being harmed, the additional punishment for such an act will include the beating and possible eviction from the Realm.

There are general rules of etiquette best observed as well. For instance, at a banquet, it is regarded as bad form if you start eating before your hosts. Most of these matters are really just a case of using your commonsense and seeing how other guests are acting before you do. To be fair, some of the household staff will hint if you are about to perform a faux pas of any sort. Each guest will be appointed a servant girl or boy, so watch them for any hints if you are uncertain as to what you should do.

Within Fey Society

The fey laws, how the fey should act towards each other, is summed up very briefly and comes in the form of The Codex. This is strictly observed by the fey and the Codex makes for very speedy reading. It's perhaps odd the fey don't just show the Codex to visitors, so they know how they should conduct



themselves, but the fey are a somewhat fickle species. It could be that some hosts may well decide to show the travelers the Codex, while others assume the party will exhibit the grace and good manners expected of them.

THE CODEX

1. No fey shall shed the Essence of another.
2. No fey shall terminate the Life Force of another.
3. Fey shall not steal from fey.
4. Fey shall treat others' property with the same care they look after their own.

That's it and should those rules be broken, the fey committing those acts will face the full jurisdiction of Fey law. Pay close attention to the first two laws of the Codex. It should be noted that a fey that sheds the blood of an innocent or indeed kills another fey will themselves not be beaten or executed. Inflicting a harmful or capital punishment on a fey criminal would, in its own way, be a breach of those sacred laws. For those touched by the fey, or considered as half breeds in our eyes, the rules will not apply; they can expect to face the full force of the law.

The punishment for such dire acts is either lifelong incarceration of the perpetrator, or in some cases exile. This exile is permanent and it has been reported that should the fey who committed these heinous acts be in possession of true magical abilities, these can be stripped away before they are ejected into the Mundane World and never be recognized as a member of the fey race again; this process is known as Syphoning.

It's been said by some (though I have never witnessed it for myself) that Syphoning is not only extremely traumatic, but is a long winded process. If it's painful, then that would surely be a contradiction of their laws? No. In the eyes of the law, the fey criminal is no longer considered to be a member of the fey race. They will be ejected into the Mundane World to live their lives as a member of the 'mortal races' would.

Does this mean a fey now has a shortened life span? Again the answer is no. They would be like a dwarf or an elf with their much longer life span compared to us mere humans. One crumb of comfort may be that some of these exiled fey have been allowed into elven society, though perhaps it should be considered more worrying that some of the slightly dubious offshoots of the fey races that live in our world, have accepted them into their ranks.

I have heard tales of drow and duergar clans being seen traveling with folks that look more like normal elves or gnomes among their ranks. Again, I have not seen this with my own eyes, but have heard it from relatively reliable sources.

So now you know how you should conduct yourselves in the Realm. We can at last get to the subject matter that you have been waiting for so patiently. We can now discuss the citizens of Paradisium and the places of interest within the Realm itself.

Paradisium

I've already reported that there are no roads or paths leading to Paradisium, you gain entrance through the portals already spoken of. The same rule does not apply once within the Realm itself. The fey do not need such paths to follow; perhaps the roads and paths I have followed myself in my travels are merely there to give outsiders a sense of familiarity. Certainly I can report that I have been escorted by the fey in my travels, and they most definitely do not need or use the roads.

I can tell you from personal experience that a fey gets from point *A* to point *B* merely by wishing to do so. The closest thing I can relate this gift too is the magical effect of teleportation. The fey merely needs to imagine where he wants to go within his mind and well, hey presto, he is there. To take me with them was never impossible – though they did confess it did require a little more effort to take an outsider to somewhere using this method, and it could be quite tiring to do so. There was also a limit as to how far they could travel and how many times a day they could achieve it.

But they are a curious species in many ways. Even though they do not use roads, per se, or any form of wheeled transportation, they do possess airships, or as they call them ether gliders. For such large craft, they can move exceptionally quickly, and to my surprise I saw some of them were armed. However, I was told the gliders are not the only things that share the air currents (more on that later).

I accurately surmised these craft covered the distances teleportation could not. They are fast and quite agile, but some of the journeys they undertake can still take several days. They have a unique fuel or power source (again to be covered later), and gnomes helped build the earlier models, and I surmise (though I have no proof of this) they could well have had a hand in their design as well.

So you will not pass through any portals upon entering their realm, and indeed, few of their cities or towns have any walls surrounding them. This, to those of you of a military persuasion, may think they are worryingly open and exposed to

Interestingly, I have never seen a fey riding on the back of any animal either. Indeed from my conversations with them, they regard making any animal carrying a host, willing or not, tantamount to being an act of slavery; something they see as abhorrent in all of its aspects. However, they will accept a visitor entering their Realm upon horseback, though they will likely be presented with somewhat judgmental looks the entire time. All animals brought through a portal will be looked after with all due care and attention.



attack. Trust me, they can and will defend themselves if needs be, and although a peaceful species, they have their ways. Even a timid kitten will attack if provoked enough.

The first thing you may well encounter upon entering the Realm, though not necessarily every time you enter, is the Nexus.

The Nexus

Some travellers have seen the Nexus, some have not, and chances are some never will. I have personally been there only twice in my several hundred years of life. The Nexus is also known as The Hub, The Exchange, or Terminus, and is yet another way of getting to some of the more distant areas of the Realm without all of that tiring teleportation business. (Some of the fey-built gateways in our world lead to the Nexus, most do not.) It resembles a large, circular plaza, complete with cobblestones, and small buildings where some light foodstuffs can be traded for if needs be. Around the perimeter of this circular area are large gateways, some arched, some looking like nothing more than a light shining between two gate posts. These look like some of the gateways you see in the Mundane world. Runes glow brightly in the stonework of the gateways. These runes tell the traveler where the gateway leads to, providing you can read them of course.

You cannot casually stroll through these gates though; you have to obtain a stone or a gemstone as a token to present to the gatekeeper on the other side. This shows you are entitled to use it and have not just wandered through by chance. Do not lose this passkey. A gatekeeper is fully entitled to make you turn back and obtain another one. There are times when the guides you have come through to the Realm with will find a gate within one location that can bring you to the Nexus if needs be. Remember though, if you have lost the token that says you should be there, and refuse to leave if asked, this will be interpreted as a hostile action and you will be removed by force, unless you can convince them otherwise.

Aeris: City in the Clouds

Of all the wondrous places that exist in Paradisium, Aeris ranks as one of the most exquisite and spectacular. Access to Aeris is in itself quite an experience, but that will pale into insignificance once you have gained entrance. Access to the City in the Clouds can be achieved through two methods besides having the key to operate a gate from the Nexus. Both require a strong head for heights, however.

Aeris appears to be supported by columns of light, through which objects can be seen moving both in ascent and descent. These columns of light carry the person wishing to enter the city upwards to where it resides in the clouds. It's hard to measure distance in the lands of the fey, but if I was to make a guess as to the distance traveled from the ground to the city, I'd say at least three hundred leagues vertically and at quite a speed. For newcomers it may be advised not to have eaten before making that particular journey. The descent is by no means any gentler, but the alternative will test your stamina rather than your bravery. This is the vast spiral staircases that rise upwards from the ground and head towards the clouds above. Indeed the stairs themselves look insubstantial, seeming to be made from clouds themselves.

Fear not, there is some kind of magical force at work that makes the clouds solid underfoot, but it also creates a barrier of sorts that will stop you falling sideways off the clouds. You are also protected from the effects that lack of oxygen would normally have on anybody making the ascent. You can stop and take a rest on the climb upwards, and they have even created small areas off the side of the staircase where folks can rest and catch their breath. Just don't take the slightly mocking laughter of the natives personally as they continue up and down the stairs as casually as someone going for a walk in the countryside.

Once you have made the ascent, the city becomes visible and if the climb or ascent via light column hasn't already taken your breath away, this will do it for sure. The city is structured in ring-like tiers, rather like a large wedding cake, and these tiers rise upwards, until it seems they will touch the stars. Looking upwards you see the sky purpling at the highest reaches, and the stars will be seen in splendidly detailed relief, although you won't be able to recognize any constellations there.

Aeris is ruled by the Patriarchs, a handpicked selection of fey elders. There are six of them on the committee at any one time, and may retire at any time they wish. There is another selection made almost immediately, but whether this is done by an electoral process isn't known to me. I can only assume each member has an 'understudy' to take over should someone wish to leave the Patriarchs. I wish I knew for sure. These Patriarchs deal with any legal matters that may arise, and indeed, organize the law enforcement agents that patrol the city.

Each tier of the city has a mixture of residential and trade areas. There are inns and taverns that offer food, drink, and a bed for the night. These are paid for via the barter system; no gold or silver is ever traded in exchange for these services. You can instead perform a task, or series of tasks, for the hosts and be covered, deliver some packages, or even work in the inn's kitchens. The fey consider money the root of all evil. You can stay for free if it all seems somewhat above you to follow the customs, but don't expect the best rooms or the highest quality of food. Don't get me wrong, it will still be edible, the rooms will keep you warm and dry (though climate and weather are of no concern in Paradisium for the most part), but it won't be of the highest quality.

Each tier is accessible via the stairway that winds its way upwards towards the highest level. Be aware that although the city will open its arms in welcome, the uppermost tier is inaccessible to visitors. This is the domain of the Patriarchs and it's for them and them alone. The only way you will gain access to the Patriarchs is to ask for an audience and that is done by approaching the magister that presides over each tier of the city or if you have transgressed their laws; this is where you will be taken to face judgment.

The buildings are constructed with a material that may look like stone or wood, but it's clear that it isn't. What it is I couldn't tell you. The 'brickwork' feels warm and even glows slightly. There is no visible sign of standard cement and mortar here. I have enquired many times as to how the city has been built, but they have never explained.

POPULATION

The faerun are the most prevalent species here, though I have seen sprites and nyads aplenty. The shy and retiring brownies also have a residential area apparently secreted away somewhere. Evidence of their craftwork is in existence, indeed many of their fine beverages can be bought in the taverns and hostelryes of the city. There are a few elves to be found here, but they are in the minority. Humans live here too; explorers have been known turn 'native'.

I hasten to add that anyone arriving in the city can carry a weapon but by the gods, you had better not draw the blade or use it indiscriminately!

CITY DEFENSE

The Fey Realm is not all sweetness and light. They do have enemies and there are conflicts. Should Aeris come under attack, the Cloud Gliders are scrambled; they are armed with large launchers that fire harpoons. There are a few tales of great battles fought between flotillas of ships high above the citadel. Occasionally they may be scrambled to fend off attack by creatures called cloud drakes and the fearsome cumulus dragon. There are also tales of attacks from a mobile sky city, populated by the wayward children of Chaos. These attacks are thankfully, few and far between, but should one occur, voluntarily jumping to the defense of Aeris may well get you free food and lodging for some considerable time! (And scars, oh yes, most definitely scars.)

The militia defends the lower tiers of the Cloud City. They seem very lightly armored with nothing but a light woven tunic over a sleeved vest for protection. Their legs are covered with a lightweight material that resembles linen, but feels as coarse as sackcloth. The tunic is made of something called spider silk; it's considerably tougher than it looks, doesn't burn easily, and seems able to provide more than adequate protection from most elements. The militia also wears a helm of sorts that covers the top of the head and protects the jaw and cheekbones but leaves quite a bit of the back of the head exposed. This too is made of spider silk.

Diamondia: The Crystal City

Diamondia is an earthbound city. You will see it's aura before you see the city itself. To say it's radiant is an understatement; for it shines from within as well as reflecting the light from exterior sources. It will dazzle the eyes, and be painful to look at at first, so do not look at it with the naked eye. Take the opportunity to pick up a pair of eye glasses, made of some dark quartz-like material, that are given away free by vendors at the side of the road. These do not have to be returned when you leave and you do not have to trade anything for them, (one of the very few things that are just given away); they will save your eyes from any lasting harm.

Once you have procured the necessary eye protection, you will be able to see the city properly for the first time. Once inside the city proper, the light somehow adjusts itself so you can navigate the streets, by some means I have never been able to fathom, to suit the needs of any visitor. But I advise you, keep the glasses on. Without them the light will still be painful to behold, even if it is by then less likely to cause lasting damage.

The city has an interesting 'origin' tale if you like. Let me explain. The buildings in this city are vast, so vast that most visitors could assume the city was built by and for something bigger than the fey. Tale tellers (the fey name for a bard) relate the tale that when the Loom was created and to forge the Realm and the universe, Old Father, on a whim, created a race of Crystalline Giants. Now the Giants turned out to be too warlike for their own good and destroyed each other, but the city, and other smaller citadels, was left behind as a warning to the fey races concerning the ways of warfare and the devastating consequences of such action.

There are some fey folk who insist that some of these giants still exist in the mountainous regions of the Realm. I have never seen them for myself, but then again, the mountains are all part of the Wyld Lands. The layout of the city is strangely symmetrical for a race considered somewhat chaotic in nature. Seen from above, it resembles a large cart wheel with a central hub and 'spokes' radiating outwards. And like Aeris, there is a bartering system in operation for any and all needs.



POPULATION

The population of this city is mostly comprised of traditional faerun (do NOT call them fairies) as seen in Aeris, but it's clear the city has been built for far bigger creatures. I have seen ogres and trolls amongst the residents of this city and very few, if any, dwarves. There is a gnome quarter and many gnolls to be found, but the place is too crowded for the halflings' tastes. I must stress that you should not panic or draw blades at the sight of a troll or ogre on the streets of this city. Believe it or not, not all trolls and ogres are hostile or aggressive towards other races. In fact, most of the businesses and commercial concerns are managed by trolls or ogres. However, if one or more give you the 'cold shoulder', then turn and walk away.

LAW AND ORDER

Tall, dog-like, feral looking creatures called gnolls are the main security force of Diamondia. Their language of growls, barks, and the occasional howl may make them seem primitive and unintelligent, but do not be mistaken. Any weapons and armor bartered for here will likely have been made by gnoll hands. Any item will

I confess I was taken aback by the lack of amenities. Like most of us, I had fallen prey to the belief that elves surround themselves in palatial splendor – that’s what the children’s stories would have us believe. In actuality, their connections to nature mean that working with stone and metal for building purposes is just not their way. “We leave that to the dwarves,” they say with good humor.

be robust and sturdy, although not necessarily comfortable; they are a race that puts more faith in functionality than aesthetics.

Trolls may also be part of the militia, and again put preconceptions to one side. They do lack general intelligence, but they are surprisingly quick for a creature of their size. Like their Mundane World counterparts, they also possess the regenerative powers that make them such a formidable foe in battle or a valuable ally.

Ogres are considered a little too slow for general militia work and are instead stationed in watch towers. If the city should come under attack, the ogres will be deployed to defend the cities ramparts. They are surprisingly good shots and the troops will be equipped with powerful composite bows or heavy crossbows for defending the walls.

Gnolls and ogres wear thick leather-like armor (sometimes studded) and carry shields. Most carry swords, though some will be equipped with pole arms or pikes. The trolls forsake armor as their skin serves as armor. Besides, their rapid healing makes armor effectively obsolete. They do shy away from fire- or acid-based attacks and any smart enemy will be aware of this; these brutes cannot regenerate fire- or acid-based wounds. They are also vulnerable to magic, but do not turn into stone if exposed to sunlight, like some myths claim.

ENEMIES OF DIAMONDIA

Enemies of Diamondia seem to be few and far between, but the city has come under attack from the aforementioned cloud drakes. Thankfully cumulus dragons have not been spotted in this area for some considerable time. It is also clear that not all trolls, gnolls or indeed ogres are happy to be used as security forces for the city and many wild ‘packs’ roam the lands outside the city. They have been known to assault the city and indeed attack any explorers who are not vigilant enough.

Weirwood: The Seven Forests

Weirwood takes some describing. Its name suggests that it’s the size of seven forests, which would be big indeed, but that is not the case. It’s seven forests, many, many miles apart, but linked. Most centers of civilizations can be reached from the Nexus, but there are exceptions, and this is one of them. You can travel overland or by air to any of the seven forests, but be prepared to travel some distance between them. In fact, one of the forests is located on an island in the middle of one of the Realm’s few bodies of water.

Weirdwood has its own network of gates, to the chagrin of some races. Many consider the denizens of Weirwood as narcissistic. “Just because the elves were the first off shoot of the fey race” is most common comment said in disdain by others, but the fey and the elves’ past has always been checkered. The Chaos Wars saw strains on their relationship, so perhaps the elves have been justified in doing what they have done.

Elves of Weirwood do wish the fey had stuck to their rules of nonintervention, but if they hadn’t, they may well have been wiped out. However, the other side of the coin is that the barriers between the Realm and the Mundane World are weaker in some places than they should be. A large number of elves exploited this and chose to retreat and live in the Mundane world. So what keeps the elves of Weirwood here? Is it stubbornness; some weird form of rebellion; defiance, a way of cocking their noses at the authority of the elder races? Only the elves know the answer to this riddle and they do not care to share it with the likes of us.

You may assume that visitors are not particularly welcome to the Weirwood; let’s put it this way, they are tolerated. Learn to read the signs, because they will

make it only too clear when you have outstayed your welcome. I have the opinion that the Weirwood is, for the most part, a place of refuge. Elves are allowed to come and go at will. So if any elf has become subjected to hard times, wounded in battle, or needs sanctuary, they are allowed in with impunity.

Humans and other races that enter alone are watched very carefully; less so if accompanied by at least one elven companion. An elf does not need a token to announce he is welcome, and the same is applied to a half-elf; after all they are considered Kin. A dark elf is only allowed so far in and not allowed to openly mix with the pure bloods, and drow, no matter what their motives may be, will be told openly to leave or face the consequences. A dark elf accompanied by an elf will cause some debate. Such a pairing is highly unlikely at best. As for elf and drow being together; the likes would never occur.

The Seven Forests (some say there are more than seven, but these are hidden for security reasons; I can believe the Elves are a little paranoid) are scattered far and wide. One forest lies many miles away from the Diamondia, another is actually on the third tier of Aeris. Another forest is actually a rather large oasis in a desert area. One of the two I discovered for myself, lies in a mountainous area, nestled in a steep-walled valley, the other, as said, on a lovely island.

The last two I believe are to be located in the hills of the halflings' land, and the last actually is a transit point and resides both in the Mundane World and Paradisium. This forest is on the banks of a shimmering river, and is partly protected by the water nymphs that live in its depths. I do not know how this has happened; I can only assume it's due to some warping of the ley line energies in or indeed one of the Realm's 'weak spots' they fear still exist.

The elves of Weirwood live in the trees. Some dead trees have been hollowed out and turned into residences, others live high in the branches above the forest floor. These are linked by rope bridges and I have seen them swing from tree to tree via vines or ropes.

Elves are not above using poisons. A particularly noxious toxin is made from the sap of diseased trees, mixed with the somewhat stagnant swamp waters that may be the home of the boggan's.

Those are just a few of the places I have discovered in the Fey Realm, but they are, in my humble opinion, the most important.



Elves share Weirwoods with sprites, pixies, nixies, and dryads. There are also spriggans in Weirwoods; some guard the gateways against intruders, but there are others that have gone feral and see a portion of Weirwoods as theirs and theirs alone. If you see any blighted undergrowth, trees marked not with Runes but with what appears to be talon marks, the chances are this is a warning sign that you are close to an area owned by the spriggans. Spriggans will not welcome you with open arms, and for every man or woman that intrudes, they will be encountered by two Spriggans. They are quick, savage, and brutal and do not back down from a fight unless confronted by fire, but even then there are tales that fire can also enrage them. They may be living tree-like beings, but they eat flesh and drink blood.

The elves try to control the spriggan population as best they can. If you are visiting the Realm and volunteer to help hunt the spriggan's or defend Weirwoods against spriggan hostilities, this will make you somewhat more welcome and tolerated.

There are also rumors of an elusive species living in Weirwood known as bog-gans. They are supposed to live in marshy or swamp-like areas. They co-exist with the elves to some degree, but for unknown reasons, there is distrust between the two races, but they are both opposed to the spriggans. I have never seen a boggan, but have heard a strange, cattle-like mooing noise that is allegedly the cry of the boggan.

WEIRWOOD DEFENSE

The elves are excellent archers and fire from under cover of the undergrowth or from the higher branches of the trees. A prized trophy is the elven ash longbow, a truly devastating weapon; the arrows of which can punch through most armors with little or no resistance. They also use illusionary magic as a defense, as well as magic considered offensive, but very rarely fire-based in case the fires should go out of control. Elves are typically clad in spider silk, animal hide, or leather armor. Metal armor is rare, both those who have become urbanized might wear chain mail.

Lunaris: The Moon City

High above the Realm floats the celestial city known as Lunaris. At times it's visible in the night sky as a strangely luminous cloud from which beams of light can sometimes be seen radiating. I have seen this with my own eyes, but have never visited it.

Unfortunately, it is said the only way to access Lunaris is if you are dead. No gates lead to the city, no portals or shrines act as an access to the city. It is sometimes called The Citadel of the Fallen. The fey say that should they die and are worthy, this is where their spirits shall pass onto before the Wheel turns and they are rewoven back into the Loom's eternally evolving pattern. They also believe this is where the avatar's of the Old Mother and Father reside, watching over the Realm.

Wyld Lands

In stark and torrid contrast to the beauties and wonders of the Fey Realm, there exists the battle-scarred Wyld Lands. Varying from vast, barren landscapes to forests where the trees seem twisted and the undergrowth contaminated to large seas of dark, pungent and stagnant waters, the Wyld Lands are unwelcoming and very dangerous indeed.

If elves are considered to be 'Touched by the Fey', then drow, dark elves, duergar, and others can be considered as being 'Touched by the Wyld'. Like their brethren, the Wyld Touch bestows gifts and benefits to the races that call these desolate lands home. But not all Wyldlings live in these lands, some have made their way into the Mundane World, and there are areas of our realm that bear the scars left by the influence of the Wyld, or chaos if you prefer.

There are cities in the Wyld Lands; this is where I find my writing hand trembling as I recall my experiences in those twisted lands. I owe my life to a mixture of Lady Luck and the bravery of my traveling companions, both fey and otherwise. Without that support, I would not be here sharing my memories with you. Even now, some nights I wake up with palpitations and in a cold sweat as nightmares that seem only too real remind me that the Wyld Lands is no place for the casual explorer.

I urge you, heed the warnings of your fey guides if they say, "You should not proceed any farther." Unless, of course, you are there as part of a war party, though why anyone would think it a good idea to voluntarily enter the Wyld Lands for the glory of it escapes me. I even think that I was a fool to do so; my motivation? My own curiosity and I almost paid the ultimate price on more than one occasion.

Rift: The Citadel of Fire

Rift sits in the middle of a vast lake of molten lava and dancing flames, which in turn is at the bottom of a canyon. The surrounding landscape is also volcanic and the heat is intolerable after a while. It is only accessible via certain directions, all of which threaten danger to the explorer. Two staircases, carved out of the walls of the canyon, lie to the east and west of the Citadel. These steps are narrow and twisting and require you to be sure-footed and balanced if you do not want to topple head first or even slip and fall off the stairs; there is no hand rail. The staircases lead to bridges raised to a height of about 20 feet above the moat of lava that surrounds the citadel itself. The bridges are sturdy, but the occasional geyser of flame from the moat can come close to the bridge and scatter red hot rocks onto the bridge itself.

The Citadel looks like the stuff of nightmares. Domed rooftops and spires that rise drunkenly towards the heavens and arches that seem to glow with a not so inviting glow greet your eyes. I did not venture far into the city; I left that to the raiding party I had travelled with. They insisted I stay behind with a body of men to protect me from possible harm, and even then I did not feel that safe.

POLITICS AND JUDICIAL SYSTEM

Rift is ruled by Magmox, a demonic beast that resides at the top of the Citadel's inner most spire, and he rules with an iron fist. No mortal being is allowed into the Citadel, it is purely inhabited by Wyldlings and other creatures not of the normal fey species. Magmox is the final word when it comes to 'legal' disputes, though

most are resolved through trials of combat and sentences are universally brutal and bloody, although there seems to be precious few rules there. Imagine the most lawless frontier town you can imagine. Now populate it with shambling undead, demonic subspecies, drow, and other races of that ilk, and leave them too self-govern.

They are mostly left to their own devices, but paradoxically beings called justicars and enforcers patrol the streets of the Citadel. From what I can gather, the justicars are the superiors and the enforcers are their lieutenants. These beings are both heavily armored, hulking brutes. Enforcers are reputedly 8 feet tall and wear medium plate mail. I can only surmise that they are immune to the side effects of heat and flames, because no mortal man (or sane one) would ever consider it wise to wear metal armor in a place such as that. (It is also reported that enforcers are mute, though I cannot confirm that.) The justicars are rumored to be a subspecies of giant. Standing at a little over 10 feet tall, their height is augmented by the tall, conical metal helmets they wear. Their armor is metal and adorned with studs or spikes. They appear to glide around the streets, like wraiths or ghosts. If they attack you, they attack with a blade in each hand or use their dreaded barbed metal whips.

Each race in the Citadel governs itself, so the political structure is divided into what I can only assume are 'houses' or 'chambers' for each race. They do have a chamber somewhere where they convene and vote on matters, but what those matters may be, I can only guess at. I presume it's to decide when they are going to gather their forces and launch an attack on the Realm or our own world. I pray they never find a way through.

POPULATION

I won't dwell too long on this subject. I have already stated the drow are here as are the dark elves and undead creatures that roam the streets. You would think undead, like zombies, roaming the streets mean any species would be fair game to them, but apparently it's not the case. Do zombies understand there are rules and laws? Maybe, maybe not. As said, judgment is harsh and brutal and sometimes fatal. Sometimes a perpetrator is branded with a 'death mark'. It would appear this brand is invisible to all but zombies' eyes, but it means the branded individual is now a legitimate target to be hunted down and dispatched. They also say this sentence is not passed immediately either. It will take time and the perpetrator will not know when his final moments are coming, or even where.

It is said that vampires dwell here and they may well beat the zombies to the hunt. Ghouls are also reported to dwell within the Citadel and apparently there are enough of them to have seats on the governing council. There are also demonic entities, such as mephits and effreets. Some say these creatures were once fire sprites contaminated by the Wyld and have since become demonic offshoots of the original species. Mephits and effreets also exist in the Fey Realm and some are known to live in the desert regions of the Mundane World. They are still fire-based creatures, but are generally just a nuisance rather than a serious threat. Treat them like wasps and bees, left alone they are harmless, but antagonize them and it will soon become a different matter.

Rumors claim that deep below Rift dwells at least one beast that even the surface dwellers should fear: the pit fiends. These creatures look like the classical image of the devil. Giant, horned, and with a vast wingspan (there is no evidence they can actually fly though), it is said these creatures are Magmox's pets, created by Magmox himself. What purpose they serve is not clear. It is said that Magmox consults with them from time to time, but about what is not known.

Nekros: City of the Dead

Nekros exists in both the Mundane World and in the Fey Realm. The barrier between the Mundane and the Realm can be thin, but the one place where it's really thin is in a place called Ravenwing. There are gateways that lead to the Fey Realm, but for some reason, Ravenwing is a vast gateway in its own right. There are lands in the Mundane World troubled by undead incursions, and we know they come from Ravenwing; it literally is a ghost town.

While in our world, Ravenwing is an obvious ruin, looking broken and desolate. In the Fey Realm, its mirror image Nekros is paradoxically beautiful. It shimmers like a lake under the light of the moon, it glistens, though not as brightly as the city of Diamondia, but do not be fooled by this radiance. Like a will-o'-the wisp, this is merely a ruse; bait to lead you into a diabolical web.

Ghosts, wights, and other creatures drift through the very walls of the ruined buildings. Wraiths fly through the midnight black sky, their moans chilling the bones to the marrow. It is said the citizens here were all wise and powerful and crafted many a wondrous item of treasure and magical devices of great power. Such was their desire not to be crushed under the heel of chaos that they somehow managed to defy nature itself and even death.

Should you manage to survive the labyrinth that is the streets of Nekros, it is under the city where its alleged vaults containing many secrets can be found. I cannot dismiss such tales offhand, although I have not seen it. There are artifacts hidden away in secret places here in the Mundane World, and they are so powerful, I feel they could have only come from one place.

There are no politics in Nekros, no societies or guilds, no stores. Just the dead waiting for the brave and foolish to step through the archway that serves as it's entrance.



—♦—
 Duergar also dwell in Mechan and their forges never close. In a natural city we may be blessed with the sound of birdsong, but here all you can hear is the constant pounding of hammers on anvils, of machines cutting and tearing through metal.
 —♦—

Mechan: The City of Bronze

Mechan was once a place inhabited by the good and righteous members of the fey, but even fey citadels can fall and become corrupted and twisted. Legend has it Mechan once existed in the Mundane World, but it somehow got absorbed as it were, into the Wyld Lands. Regardless, it is inhabited by the greymalkin.

Like the elves have their darker counterparts, so too do the gnomes. These ‘dark gnomes’, or greymalkin as they are called love to build machines, like their disinherited kin. While the gnomes practice the skill known as clockwork, so too do the greymalkin, but they have taken it to the extreme. There are armies in the Wyld Lands that have access to vast metal war machines. You could call them golems, but that would not be strictly accurate. Golems are not sentient while these vast, metallic brutes are. They possess mechanical brains and artificial organs that make them capable of reasoning, a truly frightening thing to contemplate. They are typically called mannequins, but they should not be mistaken for a tailor’s dummy.

Though it’s not as infernal as Rift, Mechan comes pretty close. Its air hangs still and heavy and every breath leaves a metallic taste at the back of the throat along with traces of metal filings and ash on armor and clothes. It stings the eyes and breathing can be a chore.

POLITICS HAVE NO BUSINESS HERE

There are no nobles, no lords, or ladies, and even if there were, there are no manors or luxurious houses to accommodate them. Greymalkin are self-governing, to a large extent, and where some races have tribes, they have trading houses. They exist side by side, in apparent accord, but I question this. Surely if one trading house is more successful than another, wouldn’t that create that most basic of human emotions, jealousy? If there are disputes, I can only assume they are treated as some sort of internal matter. There are (if it’s to be believed) no records that tell of houses going to war with one another. It sounds like the place is some sort of bizarre, brass and steel paradise despite its hellish environment.

POPULATION

The greymalkin share their city with other species, such as goblins and hobgoblins. Goblins supply the labor, often used to perform the minor tasks, while hobgoblins patrol the city as the city’s Police force. Bugbears augment the security forces and I have spied orkons before, but what role they play is unknown.

The Chain

The Chain is a series of islands that, from above, look like they could have been a single continent at some time, but some cataclysm broke it apart. The islands are linked by walkways and bridges, made of a dark basalt-like substance. The shape of the islands looks a little like a skull and perhaps is reason enough to make someone stay well clear of the area, that and the islands are a bustling hub of Wyldling civilization. I was quite surprised to see ships sailing to and from the islands along with airborne vehicles there, not unlike the sky boats I mentioned earlier.

All sorts of Wyldling fey live here and abide by the rules of the ruling race of the Chain: the sylkies. Sylkies have been called water fey or aquatic elves, but they are not descended from elven blood. They are extremely beautiful to look at and can



turn even the purest minded and hearted man's head. They exist in the Mundane World too, from what I gather, and their unearthly beauty could well be the reason why we have tales of sirens in our world. The race is predominately female, although why isn't known; perhaps it's a faulty thread in the Loom's pattern, or maybe chaos played them a cruel hand of cards.

It is said these beautiful females roam the coasts of distant islands and, using their wiles, lure ships in and take the men as willing, breeding slaves. Once the sylkies are satisfied some of the men, although I do not know what they do with the poor unfortunates once their usefulness is over, appear on the shorelines of islands, drained of blood or even partially consumed. Those that have seen the bodies swear the wounds could not be attributed to sharks, eels, or any indigenous aquatic predator they know of. Others tell tales of men washed ashore in small boats made of an unusual wood that does not grow anywhere in the natural world. These sailors may once have been intelligent, but they stumble ashore with glazed eyes, drooling mouths, some loss of physical mobility, and incoherent mumbling. Those taken into care immediately either stay that way until their dying day or, in the worst case, live only a few weeks before taking their own lives, apparently crying like a man mourning the loss of the love of his life.

CAPITAL

The Chain's capital is a large city, apparently made of some kind of ebony coral. It is on the central isle of the chain, but it's a sprawling mass of buildings, narrow twisting streets, and alleyways. The fey call it Labrintis, or The Maze City. There is also a network of foul smelling canals and streams that run through the city, and the waters that surround the islands are brown and uninviting.

The sylkies consider the rulers of their city not only as authority, but also someone to revere as highly as the gods themselves. They are known as The Three Sisters and if accounts are to be believed, they are sylkies that have lived for a period of time that far exceeds a sylkies' natural life span, which is considerable. My hypothesis is that they are actually the descendants of the original ruling sylkies; the mothers having died many years ago and it's now the daughters that rule the Chain.

The capital building is surrounded by a vast moat as wide as it is deep, roughly 30 feet in width and depth. If that seems to be quite a swim, then another factor that deters attacking the citadel is the large, pale, slightly luminous flesh-eating aquatic creatures that swim in the rank waters. Every so often, audiences are granted as a vast drawbridge is lowered and carriages can be seen entering and eventually leaving.

Smaller towns and cities can be seen on other islands in the Chain, but none are as grim or as impressive as Labrintis. The walls of the main capital building are patrolled by drow and other humanoid fey and unless you have official business, it is clear you are not welcome there, and even then your business has to be really important to gain admittance through those gates. There are tales that anybody who does not please the sisters does not leave the Citadel, ever.

Approaching the isles is a dangerous business too. Water elementals live in the seas surrounding the Chain and strange winged creatures of unknown origin dive bomb any craft that gets too close. My ship's crew called these creatures cloud shrikes. I do not know much about them, but I can tell you they are large enough to pluck men from off the deck, rip them to pieces, and then drop the remains into the waters below. They can also project globes of what I can only call lightning as well as lashing the area with forked lightning strikes.

Closing the Tour

There are many locales within Paradisium and the Wyld Lands that have not been detailed. There's the Walking City that for some reason has been built on steam-driven legs and every so often, they seem to get bored and move the city to a new location. I have seen a town made out of discarded materials, but it was strangely beautiful to look at. This place, called Mosaic, is a haphazardly designed warren, but it's warm, friendly, and inviting and is a great place to relax.

On the other side of the coin, there are the places that can be hazardous to your health and general well-being. I have seen a city made out of the massive bones of giant, extinct beasts. The city was nameless, but I coined it Marrow, the City of Bone. There was another place whose streets seemed to shimmer, the buildings seemed immaterial, and yet it all felt solid underfoot. I could only call the place the Phantom City, but the inhabitants although Wyldlings, were true flesh and blood. We saw a city that defied physics in all possible ways; it was a pyramid constructed upside down. It rested on its apex in the middle of a vast crater, almost as if this place had fallen from the skies and landed in this fashion, creating the crater upon impact. Called Pyramadis, it was surprisingly accommodating to visitors and although there was something unnatural about the place, it was not as corrupt as other places we visited. The interior was another anomaly; as we entered, we realized there was another pyramid within that had been constructed in the traditional fashion. The houses, businesses, and whatever else you could find were constructed on each tier.

Although I do not have the time to catalog everything, I hope you have found my words to be of use too you. If you wish to explore Paradisium, please heed the words of this humble tome, I implore you; it is merely for your safety.

Magnus Thorn,
14th Day of Septum,
Year of the Scimitar

Fey Characters

Using the *Ultimate Fey Guide* allows players to look beyond playing humans and instead choose one of the fey races. Humans and other fantasy races exist, but **Fey Characters** introduces a number of races pertaining to the Fey Realm. When using these races, follow the standard **Savage Worlds** character creation rules.

Character Concepts

Ambassador: An ambassador is a highly respected role and one that should not be taken lightly. She can represent the races of the fey from within Paradisium or a race from the Mundane World. She is trained in the arts of politics, negotiation, and bartering. She can also be intimidating and authoritative when needed, but must be careful not to upset her superiors. **Suggested Skills:** Investigation, Knowledge (Language), Notice, Persuasion, Streetwise

Ambassador's Aid: An ambassador's aide always makes sure the ambassador has the necessary tools and knowledge necessary to do her job. An often overlooked collection of responsibilities, the aid often notices details the ambassador misses during negotiations, such as a sudden change in body language, someone whispering to each other in the shadows, or a spy doing his best not to be noticed. **Suggested Skills:** Investigation, Knowledge (Psychology), Notice, Streetwise

Artisan: Artisans can build or make almost anything they are asked to, though most have one medium they prefer to work with. This might be wood, cloth, metal, or whatever, and the artisan adds an extra touch of finesse to ensure the highest quality. They are also known for their repairing and restoring skills. **Suggested Skills:** Knowledge (Construction), Knowledge (Choose Material), Notice, Repair

Cartographer: With contact between the fey and the Mundane World becoming more regular, knowledge is perhaps the most precious commodity of all. Maps are an important tool, and even though boundaries can and will change frequently in Paradisium, they also change in the Mundane World. It pays to know where one part of the Realm begins and another ends. **Suggested Skills:** Knowledge (Cartography), Knowledge (Navigation), Notice, Survival

Engineer: When it comes to particularly large projects, an engineer is called in. He understands the mysteries of design and construction and always figures out how to put something together that has baffled others. **Suggested Skills:** Knowledge (Construction), Knowledge (Engineering), Notice, Repair

Explorer: Explorers are best described as adventuring scholars. They have the intellectual and combative skills necessary to survive. They are trained to protect themselves along with knowing what plants and foods are safe to eat, how to properly hunt animals, and how to cross the land safely. Explorers often find cities somewhat claustrophobic and cannot wait to be back in the open wilderness. **Suggested Skills:** Climbing, Notice, Shooting, Survival, Swimming

Forester: Raised in the woods, a forester knows the woodlands like the back of his hand. Whereas others may feel lost and confused in a strange forest, the forester feels right at home and can move about with ease. Foresters are experts at

constructing shelter from trees, knowing what direction they're traveling, and how to move about the thickest undergrowth. **Suggested Skills:** Climbing, Fighting, Notice, Stealth, Survival

Gypsy: Gypsies are known for their truly nomadic lifestyle, rarely staying in one place for more than a few days at a time. Some travel as part of a troupe of entertainers. Even in Paradisium Gypsy troupes can be found entertaining folks in exchange for food, tales of distant lands and forgotten times, and news from far off realms. **Suggested Skills:** Driving, Fighting, Performing, Survival

Lore Master: Every magical device, be it a weapon or piece of armor, is infused with magic during its construction. Lore masters inscribe these items with a set of craftily concealed runes imbued with magical power. For this they have their own set of special tools: a scroll and a vial of Essence. **Suggested Skills:** Knowledge (Rune Lore), Notice, Spellcasting

Tinker: Tinkers can make something out of a few scraps of metal, cogs, and springs in a matter of moments. It might not last long, but it did what was needed, when it was needed. They almost always carry a sack of bits and pieces and are drawn to anything that someone else has discarded. **Suggested Skills:** Knowledge (Engineering), Notice, Repair, Streetwise

Skills

KNOWLEDGE

The following Knowledge Specialties may be helpful to fey characters.

CARTOGRAPHY

Cartography is the ability to create detailed and accurate maps. When verbal directions and rudimentary sketches are not enough, the team should look toward a cartographer to inform them of what lies ahead.

CONSTRUCTION

Construction is the skill for understanding blueprints and knowing how large structures go together. Every builder has at least some type of understanding of construction. It's important to have a blueprint in hand or in the mind, but it's no good if it can't be followed.

ENGINEERING

Engineering allows the character to design objects or perform advanced functions utilizing engineering concepts. While magic may be capable of performing the same job, it doesn't usually last. It's no good if an archway has been built with the assistance of magic only to have it collapse once the magic has expired. Engineering, on the other hand, when done right, can last for centuries or even millennia.

NAVIGATION

Every pilot has to be to understand direction and know where to go. Navigation is the advanced understanding of using various types of natural formations or patterns, stars, or the position of the sun to lead the time in the right direction.

RUNE LORE

Rune Lore is akin to a new language. Each rune is a self-contained word. The understanding of these runes is needed to imbue an article with some form of magical property, enforce the validity of an illusion, or construct a rune gate.

Additionally, it's important to speak the runes correctly for the activation of additional benefits, such as enchanted armor.

PERFORMING (SPIRIT)

Performing is the skill associated with the arts for the purpose of impressing an audience or creating magical effects, such as those a bard might create. While Persuasion is done with words, Performing is done with the body and soul, whether it be combined with an instrument, represented by dance, or through powerful vocals.

Hindrances

The following is a collection of new and existing Hindrances for use with the *Ultimate Fey Guide*. See applicable descriptions when existing Hindrances are slightly modified.

EXISTING HINDRANCES

ARROGANT

Their history describes them as being an ancient race; perhaps they were around before the rest of us and indeed had free reign over ours as well as their own domain. Whether this is true or not, this is what the fey have been taught in their upbringing by elders that perhaps should have known better. In addition to the current entry, non-fey characters suffer a -1 penalty to Charisma.

This penalty only applies if the character with the Arrogant Hindrance is a fey character.

SMALL

Brownie, halfling, nixie, and pixie characters may not take this Hindrance.

NEW HINDRANCES

MARKED BY THE WYLD (MINOR OR MAJOR)

Requirement: Fey or half-fey character

The character is marked by a visible blemish or imperfection that is nigh impossible to disguise. This could be very pointed teeth, mismatched eye color, peculiarly pointed ears, or a sixth finger or toe. Regardless, there is something detectably strange to all those who confront him. As a Minor Hindrance, he suffers a -1 penalty to Charisma when in social environments. As a Major Hindrance penalty is -2. This Hindrance cannot be taken with any Edge that provides a positive Charisma modifier.

MARKED BY THE FEY (MINOR)

Requirement: Non-fey character

Even though the character is not fey born, somewhere in her family tree someone had an intimate liaison with a fey companion. This tryst creates a rune birthmark signifying the violation of the fey lineage. This rune birthmark represents one of the runes associated with the four elements: fire, earth, air, or water (player's choice).

During a time of stress or danger, there is a chance the fey mark manifests itself visibly. This could be as harmless as a sudden gust of icy cold air that blows through a room, to something more ominous such as a random spark or small earth tremor.

In times of stress the character must make a Spirit roll. On a success she calms herself enough and nothing additional happens, with a Raise, the calming effect lasts for 1d4 hours.

On a failure, the spark flies, the earth tremor is felt, a water pipe bursts, or that cold draught becomes a physically chilling gust of cold air. The actual effect is at the GM's discretion. It may cause a character to become Shaken or gain a level of Fatigue, but cannot cause a Wound.

TOUCHED BY THE WYLD (MINOR)

Somewhere in the character's lineage, a forbidden tryst occurred with a wyldling. Although the character doesn't show any signs of being part of the Wyld, he has a certain aura that singles him out as such that is detectible by all wyldlings.

Fortunately for the character, wyldling magic and creatures avoid him whenever possible. Unfortunately for the character, this becomes obvious to his allies, and any fey character nearby, and may raise suspicion.

This Hindrance should be taken with some consideration, as it could alienate the character from his teammates. Any player who wants to take this Hindrance should be made aware of its possible implications.

Edges

The following is a collection of new and existing Edges for use with the *Ultimate Fey Guide*. See applicable descriptions when existing Edges are deemed inappropriate for fey characters.

INAPPROPRIATE EDGES

ARCANE RESISTANCE

Fey characters are highly attuned to magical forces. Although this may be seen as a boon, the downside is they are not immune to its effects.

BEAST BOND & BEAST MASTER

To keep an animal as a pet is to subjugate them, something that is abhorrent to the fey nature.

FOLLOWERS

Having followers is seen as a form of subjugation and is not allowed.

NOBLE, RICH, & FILTHY RICH

Fey characters do not exhibit the need to hoard wealth, and thus cannot be considered Rich.

NO MERCY

Fey are not that bloodthirsty

NEW EDGES

BEGUILING

Requirements: Fey character, Seasoned, Spirit d8+, Performing d6+

Some fey have the ability to convince others that what she believes is true. Instead of using Persuasion or Taunt, the character uses Performing to persuade a single target that he must do what the character wishes to be done. On a success, the target does his best to fulfill the character's wishes. On a failure, nothing further happens.

BEGUILEMENT

Requirements: Heroic, Beguiling, Spirit d10+, Performing d8+

As with Beguiling, but the character may persuade an entire audience instead of a single target. This effects a number of targets up to 2x Spirit.

PATHFINDER

Requirements: Seasoned, Rune-Marked or Touched by the Fey, Spirit d8+

Pathfinding is a special ability that allows the character to locate ley lines to ‘fast travel’ from one point to another. The character may roll Spirit to locate the ley line and increase the speed of the party without incurring any detrimental effects (this can only be done outside of combat or during a Chase scenario). A success means the party doubles its normal pace for a number of minutes equal to the character’s Vigor +1. Failure means the party travels at the same speed.

During the time of ‘fast travel’, the party is effectively running without gaining Fatigue. However, they will be limited to the speed of the entire party, traveling only at the highest speed of the slowest individual. This ability can be used while the team is mounted.

RUNE-MARKED

Requirements: Novice, Spirit d6, Knowledge (Rune Lore) d6+

The character has been marked favorably by the fey (due to something positive he did for the fey), indicated by a rune somewhere on his body (such as the forehead, hand, or chest). This rune represents one of the four elements: earth, air, fire, or water (chosen by the player). The character is able to activate this rune, creating a magical effect, powered by fey magic.

Upon taking this Edge, the player chooses one Power at a cost of 2 Power Points. The chosen power must have a Trapping associated with the chosen rune mark and always manifests itself as such (the Power cannot be further manipulated or combined with any type of Arcane Background Powers).

Once per combat, the rune-marked character may activate his rune by making a successful Knowledge (Rune Lore) roll (at a cost of 0 Power Points). Success allows the Power to work as described in its entry. Failure means the rune was not activated properly and the character can try again on a subsequent turn.

Upon a successful activation, the character must wait at least 8 hours before the rune can be activated again.

TOUCHED BY THE FEY

Requirements: Non-fey character, Novice, Charisma 0+, Notice d6+

Somewhere in the character’s lineage, an ancestor has been blessed by the fey. This sometimes manifests in subsequent generations as sensitivity to all things fey.

The character gains a +1 bonus to Notice checks to locate hidden fey creatures and detect when fey magic is present. He also gains a +1 bonus to checks when opening a fey gate or using a fey portal. Additionally, this blessing is noticeable by fey characters, providing him a +1 bonus to Charisma when dealing with the fey.

Race

Ultimate Fey Guide introduces a number of new races for the player characters to choose from. Each race is unique with a Racial Template pertaining to how they differ from the standard human.



BROWNIE

Brownies live in settlements ranging from a large village to a small town. They are generally welcoming to strangers and are always chatting, the noise is said to be somewhat distracting to scholars. They enjoy poetry and music and hardly a moment goes by when music cannot be heard coming from a residence or two. Brownies are known for making up tunes on the spot.

SOCIETY

Brownies live in communes in areas of marsh or, in rare cases, swamp-land. Their dwellings and other buildings are built on stilts or raised platforms and because the swamps and marshes can be dangerous, guard posts are quite visible. The most important building in the community is typically a large, circular building in the middle of the commune. This is where meetings of importance are held and a large hut at the back houses the elder and his family.

Brownies have sizeable dwellings due to the size of their families. Most brownie couples have at least 4 or 5 children.

PHYSIOLOGY

Brownies average 3ft tall. They are vegetarians as the thought of eating any kind of flesh fills them with revulsion. However, when hosting a feast for meat eaters, they will provide meat if so desired. Additionally, they are keen on alcohol and brew their own potent ales and wines. Brownies often wear their hair long and females decorate them with feathers, petals, and anything bright and shiny. Their eyes are deep brown or bright hazel with flecks of green and yellow seen periodically.

RACIAL TEMPLATE

When choosing brownie as a player character race, use the following Template:

- **Adaptable:** Brownies are able to adapt to many different situations. They start with two extra Edges of their choice.
- **Age:** The average brownie lives for 260-330 years, though the elders often go beyond this, living for up to 400 years.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Short:** Brownies are only 3ft tall and considered Size -1. They move at a Pace of 5 and subtract 1 from their Toughness.

DRYAD

Dryads are a nature-like race with bark-like skin and leaves sprouting from their body. Their eyebrows look like patches of moss or woven twigs and are surprisingly expressive. Their eyes are a uniform black with no pupil or iris, and they have an almost bird like motion to their movements, taking quick hopping steps and listening to something beyond the range of normal hearing. They have a close affinity to the earth and the elemental magic that flows through it and strongly defend the forests and woodlands.

SOCIETY

Dryads live under the soil of their native woodlands and do not like to wander too far away from home. They bond to a tree during their life and always return to it no matter how far away they have travelled. They are solitary figures but occasionally gather in small groups of no more than six or seven. It's believed this is

where a Dryad selects its mate and once mated, they mate for life. Dryad settlements, if they can truly be called that, are connected by long, twisting, narrow tunnels which do not accommodate larger species.

RELATIONS

Dryads are shy, isolated, and sometimes untrustworthy as they do not open up to others easily. Some races have found a way to break through that shell, such as halflings and gnomes. Brownies also have contact with the dryads, but elves and faeries tend to not voluntarily exchange pleasantries with them.

For a dryad, the desire to explore the world outside is unusual, but not unknown. Interaction may indeed be awkward, but once the bond of trust is forged, it is surprisingly hard to break. They are quite inclined to stay close to anyone that shows friendship or affection.

PHYSIOLOGY

Dryads average 4ft tall. Their skin is dark brown, green, or a mottled pattern of both and looks and feels like the bark of a tree. This provides excellent camouflage in the forests and woodlands, blending in so well they are almost invisible to all but the keenest eyes. Their hair resembles blades of slender grass or hay, are purely vegetarian, they will not touch meat at all, and can eat toadstools and fungi that would be potentially lethal to others. However, they are very afraid of fire and do everything they can to avoid contact.

RACIAL TEMPLATE

When choosing dryad as a player character race, use the following Template:

- **Age:** Dryads can potentially live for thousands of years, but they are not immortal. When bonded with their 'home tree', they can live for many millennia.
- **Aloof:** Due to their unsocial nature, dryads incur a -2 penalty to Charisma.
- **Bark Skin:** A dryad's skin is tough like a tree. They gain a +1 bonus to Toughness at character creation.
- **Fire Weakness:** Due to their wood-like composition, fire attacks gain a +2 bonus to damage against dryads.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Poison Immunity:** Dryads are immune to poisons that come from plants.
- **Woodland Camouflage:** Dryads gain a +2 bonus to Stealth while surrounded by thick trees such as a forest or jungle.



FAERY

Faeries are the most 'ethereal' of the fey races with a seemingly shimmering aura surrounding their pale skin. Their eyes are bright blue or hazel green with narrow, cat-like pupils. Their society is structured around the bartering system and when it comes to judicial matters, disputes are referred to a High Council consisting of the wisest and most senior members of the race. Living well in excess of three hundred years, they are one of the oldest fey races. This is often seen as arrogance in the eyes of other fey races. Additionally, they are the most attuned to the ways of magic and are considered capable fighters, preferring missile or ranged attacks to close combat.

SOCIETY

Faeries prefer to live amongst the open spaces, forests, and woods of Paradisium or within the rural districts of the Mundane World. There are some faeries that dwell in towns and cities, but not necessarily by choice. In the eyes of the faeries, they are all born equal, so there is no monarchy to rule them.

RELATIONS

Faeries tend to come across as arrogant, but upon earning their trust, a friend for life is gained. Unfortunately, they do not get along well with all fey races, especially the elves after the faeries exercised their nonintervention policy to the detriment of the elves. Elves have a long memory and still bare a grudge for not acting sooner, or at least not acting until their own realm was directly threatened. By that time, the elves had suffered thousands of casualties and were almost wiped out in some corners of the Mundane World.

Faeries also have a tendency to look down on half-elves, in a somewhat racist fashion. To say it irks the half-elves is an understatement, though the High Council forbids the relationship from turning into warfare. Trade negotiations tend to be a long, drawn out and stressful affair and often end without being resolved. Otherwise, faeries get along very well though with brownies, nyads, and sprites while relationships with dwarves and gnomes are kept cordial, but decidedly neutral. Humans have to work hard to gain their respect.

RUNES

Faeries read and write the Runic language fluently. They claim to have created the Runic language, but only elves question this claim. Runic magic thus comes quite easily to them.



PHYSIOLOGY

Faeries are about the size of humans (the small winged creatures found in children's tales are actually sprites). They average 5ft 8in tall with some exceeding 6ft, although this is rare. They have a silvery sheen to their skin, which appears to shine like an aura, with most exhibiting pale white hair.

RACIAL TEMPLATE

When choosing faery as a player character race, use the following Template:

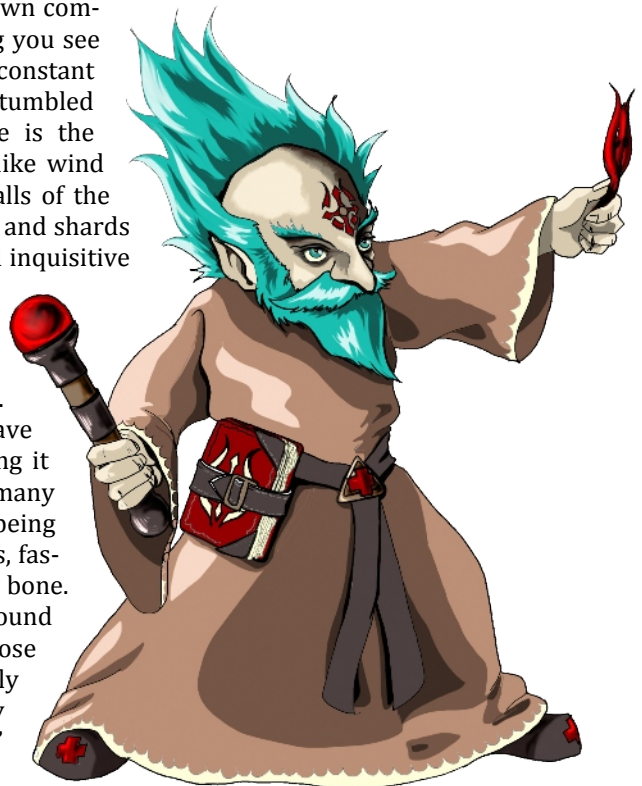
- **Age:** The average faery lives for 300-500 years. Many live well into their 600th year and some live as long as 750 years.
- **Immunity:** Faeries are immune to all diseases.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Magically Attuned:** Faeries are quite attuned with the ley lines that crisscross the Fey Realm, allowing them to draw upon that energy to boost their Vigor. While in the Fey Realm, they gain a +2 bonus to resist all negative environmental effects and a +2 bonus to resist poison.
- **Runic Knowledge:** The Runic language is a part of the faery language. They start with Knowledge (Rune Lore) d6.
- **Temperament:** Their arrogance towards others can cause friction; dealing with them may require some tact and diplomacy. Faeries gain the Arrogant Hindrance.

GNOME

It is said that if you are approaching a town composed of small buildings and the first thing you see are clouds of colored smoke and hear a constant hammering, then chances are you have stumbled across a gnome settlement. Another clue is the buildings will be decorated with devices like wind chimes made of scraps of metal or the walls of the buildings will be studded with metal rivets and shards of colored glass. Gnomes are a friendly and inquisitive lot and if mentioning a project requiring assembly, they are only too happy to help.

PHYSIOLOGY

Gnomes rarely exceed 3 1/2ft in height. Males are almost always bald, if not they have a 'halo' of hair they wear quite long, letting it flow loosely over their collars (although many wear hats, preventing their hair from being seen). Females wear their hair in tight buns, fastened with pins fashioned out of metal or bone. Though most have keen eyes, many can be found sporting a pair of glasses perched on their nose or on top of their heads. These are typically used for the incredibly detailed work they do. It is said that the science of 'clockwork' was invented by the Gnomes.



RACIAL TEMPLATE

When choosing gnome as a player character race, use the following Template:

- **Age:** Gnomes have one of the longest lifespans in all of the Fey Realm. They can live between 500 to 700 years of age.
- **Handy:** Gnomes are quite good with mechanics, starting with Repair d6.
- **Keen Hearing:** Although they have poor vision, gnomes have great hearing, gaining a +2 bonus to Notice when using it.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Nearsighted:** Gnomes alas have poor long range vision; they suffer a -2 to Notice rolls to spot anything at long distances.
- **Quick:** Gnomes are quick on their feet; whenever dealt a 5 or lower in combat, they may discard and draw again until getting a card higher than 5.
- **Short:** Gnomes are considered size -1, subtracting 1 from their Toughness.

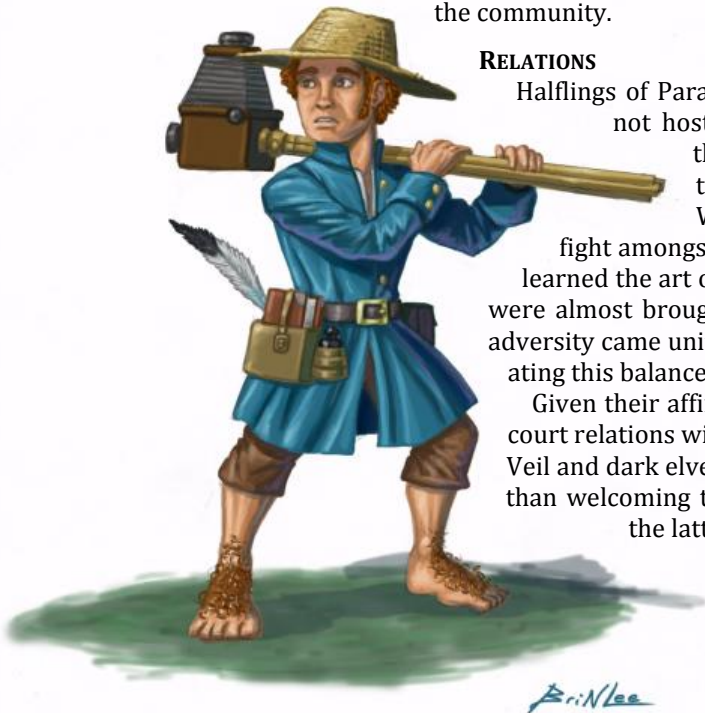
HALFLING

Halflings live in in forest or open plain villages. These communities are relatively small, rarely consisting of more than twenty families. They are self-sufficient working off and with the land, almost as in touch with nature as elves. Their villages are well protected with gates manned by guards armed with short spears and short swords. Each one is led by a council of elders and all judicial matters are passed over to them. These groups vary in size from a half dozen to ten elders of both genders. If there are matters of grave concern, a vote is put to the community.

RELATIONS

Halflings of Paradisium are somewhat insular. Though not hostile to visitors, they make it apparent that they hope visitors do not linger for too long. While halflings of the Mundane World are far more argumentative and fight amongst themselves, those of Paradisium have learned the art of balance. During the Chaos Wars, they were almost brought to the point of extinction. Through adversity came unity, and those bonds remain strong, creating this balance.

Given their affinity to balance, halflings do not openly court relations with elves choosing to live this side of the Veil and dark elves are avoided. However, they are more than welcoming to dryads and gnomes seeming to give the latter preferential treatment.



PHYSIOLOGY

Halflings are the second smallest of the fey races averaging a mere 3ft in height and rarely weighing more than 75lbs. They have fair skin with rounded ears, pale-colored eyes, and sometimes they mark their faces with swirls and whorls of charcoal or a chalk like substance.

RACIAL TEMPLATE

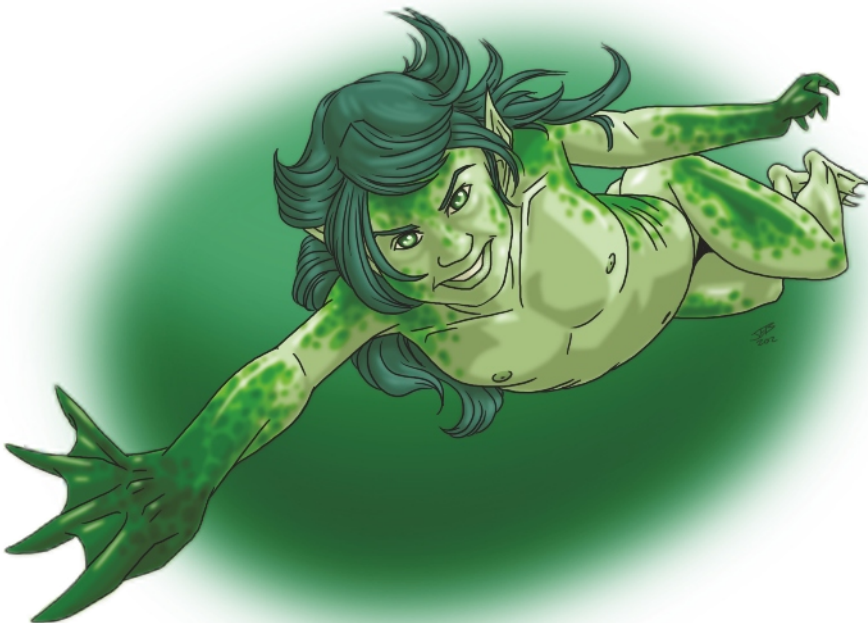
When choosing halfling as a player character race, use the following Template:

- **Age:** The average halfling lives for 150 to 180 years of age.
- **Commune with Nature:** Halflings are raised to understand the natural world around them and its connection with the spiritual realm. They start with a d6 in Spirit instead of d4.
- **Hard to Hit:** Due to their smaller size and quick feet, halflings receive a +1 bonus to Parry.
- **Short:** Halflings are considered Size -1, subtracting 1 from their Toughness.

NYAD

Nyads are very similar to dryads, except for their affinity toward water. They can often be seen playing and frolicking along the banks of rivers and streams or copying the salmon, trying to leap up a waterfall. Their skin is a mottled pattern of green and blue swirls, making them difficult to be seen when submersed in water. However, they are not like fish; they can live away from the water and are not afraid to wander from their home streams or rivers.

Nyads eat meat and are particularly fond of crustaceans and fish. When traveling far from their home, they take a vial with them that contains the waters of their home. If this vial becomes lost or broken, they become quite distraught and increasingly miserable with each passing week, until a replacement can be obtained. Additionally, nyads have an inherent hatred of sylkies for they pollute and corrupt the waters, whereas the nyads preserve and keep it pure.



SOCIETY

Nyads live in large settlements dispersed along the length of river banks or shorelines. They make their homes using the silt and sand that covers the bed of the river or sea. These are surprisingly spacious for they are built downwards rather than upwards. Interiors are illuminated by luminous fungi, or stones only they seem to locate, and all rooms are open to all, no doorways bar the way. All rooms are flooded completely so very few species from outside their realm can visit their settlements; this has the added benefit of making it incredibly difficult to attack a nyad community. These communities are governed by representatives of the oldest bloodline in the settlements and they have the final word in all judicial matters.

RELATIONS

Of all the species encountered in Paradisium, nyads are one of the most welcoming. Perhaps only the halflings rival their willingness to throw a party or offer a feast for any reason. Some races criticize them for being too open, leaving themselves vulnerable to exploitation or attack. However, this openness does not mean gullibility; they have developed the skill of seeing through deception and any lies will be met with more than disdain.

PHYSIOLOGY

Nyads vary in height from 5ft 2in to 5ft 10in. They have mottled blue and green skin that resembles the swirls and whorls of flowing water. They wear their hair long, but they typically tie it into a pony tail to facilitate easy passage under the water. Their hair is normally shaded in multiple hues of blue and greens. If they dwell in rivers or streams, their hair color becomes a silver grey to the point where it is almost invisible while in the water. Their skin fish scales and seems to glisten even in the driest of environments.

Although not wholly dependent on water, nyads secrete an oil to keep their skin moist. If they get too dry, they seek water to immerse themselves or pour over their bodies. However, they can survive on dry land, wearing clothes that appear to be made of seashells and seaweed. The seashells are seashells, hardened to an incredible degree to provide the nyad with a ready to wear armor. The seaweed is not normal seaweed but rather a synthetic material made using some mysterious process known only to the nyads. This material is surprisingly resilient, especially against fire, but acid based attacks will still damage the material.

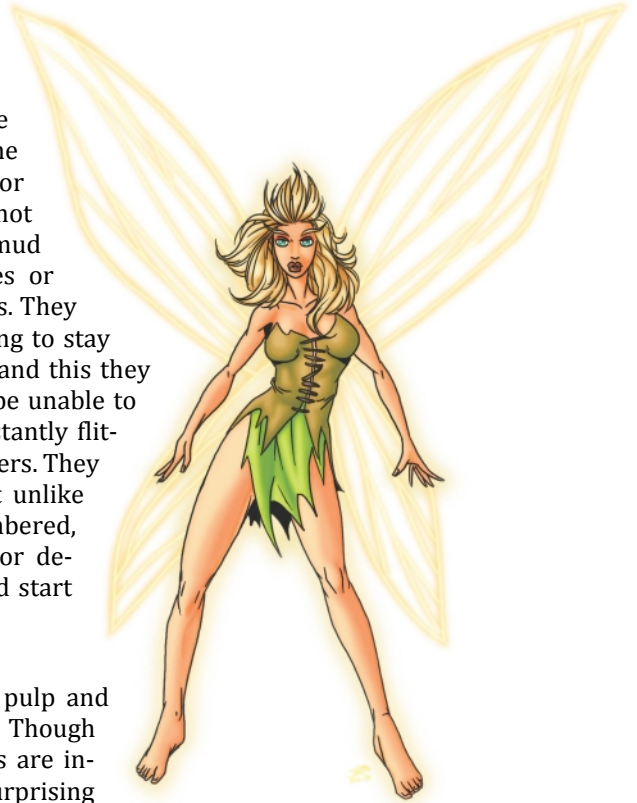
RACIAL TEMPLATE

When choosing nyad as a player character race, use the following Template:

- **Age:** Nyads live an average of 200-400 years. They reach maturity very early on in their life, becoming adults in their mid to late 20's.
- **Aquatic:** Nyads cannot drown while underwater, although they can also breathe while on land. Additionally, they have a swimming Pace equal to their regular Pace +1.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Underwater Camouflage:** Nyads gain a +2 bonus to Stealth while under the water. Unfortunately, their blue skin stands out significantly while out of the water, incurring a -2 penalty when not moving about in the dark.

SPRITE

Sprites are perhaps the most free-spirited fey race. Their demeanor always comes across as somewhat childlike and they are the most curious (some would say nosey) of all the fey. They gather together in large clusters, or swarms (their word for their gatherings, not ours), building structures out of earth and mud to live in, that resemble the nests of bees or wasps, usually found in the branches of trees. They very rarely set foot on the ground, preferring to stay airborne either through flight or hovering, and this they can do without tiring. They also appear to be unable to stay still for extended periods of time, constantly flitting around, perhaps to the annoyance of others. They are brave when confronted by danger, but unlike other races, the moment they are outnumbered, they retreat. If the settlement is overrun or destroyed, they accept it as just being fate and start rebuilding.



TREETOP SETTLEMENTS

Sprites live in structures made of wood pulp and other materials they find on the forest floor. Though resembling fragile paper lanterns, the nests are incredibly tough and can withstand a surprising amount of damage. It even takes some effort to set them alight, as the sprites have found a secret coating that makes it invulnerable to all but magically-created fire.

SOCIETY

Even if sprites appear to be childlike and easily distracted, they are actually capable of organization and structured living. When it comes to laws, they have a council of elders that take all transgressions into account. Most punishments are simple, the surrender of possessions in lieu of a fine say, and even the worst transgressions earn the perpetrator little more than a severe fine. Of all the races, they are perhaps the most reluctant to shed blood or inflict harm upon others; they prefer to rally together and make themselves a nuisance when threatened.

RELATIONS

Sprites make the effort to get along with everybody. They are friendly, outgoing, and only their curiosity may cause friction. They are particularly friendly with faeries and nyads, but for reason treat brownies with caution and shy away completely from gnomes.

PHYSIOLOGY

Sprites are tiny, standing at no more than 7in tall. They have strikingly colored hair, sometimes bright green or blue, perhaps pink. Their eyes never seem to stay the same color for more than a few seconds at a time, shifting through the spectrum of known colors and sometimes taking on hues that have no words in the human language to describe them. They hardly ever stay stationary and are terribly curious, always poking their noses into things, peering over shoulders to read texts, etc.

RACIAL TEMPLATE

When choosing sprite as a player character race, use the following Template:

- **Age:** Sprites live between 100-350 years, typically maturing into an adult at 70.
- **Flight:** Sprites fly and dart about like dragonflies, gaining a flying Pace of 7 and being capable of moving in any direction at that speed.
- **Free-spirited:** Sprites begin Character Creation with Spirit d8 and may raise it to d12+2 during normal advancement.
- **Low Light Vision:** Fey races can see quite well in the dark. They ignore attack penalties for Dim and Dark lighting.
- **Small:** Sprites are considered to be Size -2. They subtract -2 from their Toughness and start Character Creation at Pace 3, but attack rolls directed at them incur a -2 penalty; their weapons are always Str+d4 and can never benefit from Reach; Strength can never advance beyond d6.
- **True Vision:** Sprites can perceive illusions, gaining a +2 bonus to Notice checks to see through them.



Fey Equipment

The following section details the weapons, armor, and mundane equipment found in the Fey Realm that isn't found in the Savage Worlds core rulebook.

Melee Weapons

Club: A thick wooden weapon that is quick and easy to make.

Club, War: A large, heavy wooden weapon better suited to two-handed wielding. Sometimes they are studded with flint or metal nodules for added impact.

Dagger, Fey: A small, light blade that is easily carried. As most fey do not like metal, the blades of these weapons are made from a flint-like material that is considerably stronger than the material it resembles.

Falchion: A one-handed, single-edged sword that is mass produced.

Hammer, Great: A double-headed hammer, with a long shaft, that is heavier than a war hammer.

Mace: A one-handed club with a round or shaped metal head.

Mace, Studded: A mace with studs on the metal head to increase damage to exposed areas.

Trident: A three-pronged spear often used for fishing.

Whip, Barbed: A whip made of a flexible metal with barbs designed to tear and rend the skin, leaving deep welts. It can also be used to snare a running victim. A Raise on the attack roll does not inflict +d6 damage; instead the target incurs a -2 penalty to Parry until the next the attackers next action. The whip can optionally be used to grapple an opponent at Reach 2.

Whip, Fire: A whip made of corded leather. The tip is enchanted, producing flames along the length of the whip. A Raise on the attack roll does not inflict +d6 damage; instead the whip does +d4 fire damage. This whip can optionally be used to grapple an opponent at Reach 2.

MELEE WEAPONS TABLE

Type	Damage	Weight	Cost	Notes
Club	Str+2	5	5	Parry -1
Club, War	Str+d4	8	25	Parry-1, 2 hands
Dagger, Fey	Str+d4	1	30	
Falchion	Str+d6	4	100	Breaks when a 1 is rolled on the Fighting die
Hammer, Great	Str+d10	16	550	AP 2 vs. rigid armor, Parry -1, 2 hands
Hammer, War	Str+d6	8	250	AP 1 vs. rigid armor

Throughout **Fey Equipment** are items with prices, representing items that can be purchased in the Mundane World. Items without prices are only available in the Fey Realm and must be bartered for. Remember, items cannot be purchased in the Fey Realm, only traded for.

Mace	Str+d4	4	25	
Mace, Studded	Str+d4	4	100	+1 damage versus unarmored target
Trident	Str+d6	9	50	AP 1, Reach 1, Parry -1, 2 hands,
Whip, Barbed	Str+d4	5		Reach 2, see description
Whip, Fire	Str+d4	5		Reach 2, see description

Ranged Weapons

Ash Bow: Bows in the Fey Realm are typically made from the wood of an ash tree. They are quite sturdy and the trees are plentiful throughout the Realm.

Chakra: This circlet of hard, polished wood, ringed with metal, can be thrown with deadly accuracy. Although primarily used as a hunting tool, it's not unusual to see them on the battlefield. They are typically carried on a belt around the waist.

Dagger, Glass: The glass dagger is a special glass-like material designed to be light and properly balanced while still maintaining a sharp edge.

Fire Stick: The fire stick is a two-handed variant of the spitter. It is heavier and harder to load, but serves its purpose by inflicting more damage. A Critical Failure on the attack roll renders the gun useless until a successful Repair roll can be made. Additionally, the gun backfires and the wielder becomes Shaken.

Repeating Crossbow: The repeating crossbow is a 6-shot crossbow where the bolts are fed through a magazine across the breach. Unfortunately, it's prone to jamming, and a Critical Failure on the attack roll renders it useless until a successful Repair roll, with a -2 penalty, can be made.

Spitter: This crudely made single-shot black powder handgun was invented by dwarves and improved upon by gnomes. A Critical Failure on the attack roll renders the gun useless until a successful Repair roll can be made. Additionally, the gun backfires and the wielder becomes Shaken.

RANGED WEAPONS TABLE

Type	Range	DMG	RoF	Cost	Wt	Shots
Ash Bow, Short	12/24/48	2d6	1	200	3	
<i>Notes: Min Str. d6</i>						
Ash Bow, Long	15/30/60	2d6	1	250	5	
<i>Notes: Min Str. d8</i>						
Chakra	6/12/24	Str+d6	1		1	
Dagger, Glass	3/6/12	Str+d4	1		1	
Fire Stick	20/40/80	2d10	1		10	1
<i>Notes: AP 2, 2 actions to reload, see description</i>						
Repeating Crossbow	15/30/60	2d6	1		10	6
<i>Notes: AP 2, 2 actions to reload, see description</i>						
Spitter	10/20/40	2d8	1		5	1
<i>Notes: AP 1, 2 actions to reload, see description</i>						

Rune-Marked

Weapons from the Fey Realm (except for black powder ones) can be rune marked to produce elemental damage. This requires a runesmith, a scrill, a vial of essence (purchased by the character, not the runesmith), and a successful Knowledge (Rune Lore) roll. When a Raise is rolled on the attack roll of a rune-marked weapon, the additional +d6 damage carries the elemental damage type of the specified rune mark. Only one rune mark can be chosen for the weapon, but it can be replaced at any time.

Armor

Ceramic armor is actually ceramic woven into leather armor to reinforce it. The ceramic can be seen, and makes the armor look cumbersome. However, it is actually light and the reinforcement makes it quite sturdy. Additionally, the ceramic reinforcement resists flame, and is only susceptible to fire produced through magical means.

Boggun Hide Armor: Made from the toughened and treated hide of the bogguns that live in the marshlands of Paradisium, this leather armor is quite heavy. Although it impedes movement to some extent, its toughness belies its negatives.

Ceramic Breastplate: This breastplate protects the upper body and torso, offering protection to both front and back.

Ceramic Greaves: Greaves protect the thighs and legs of the wearer. They are attached to leather strips to make sure that the wearer can move freely in and out of battle.

Ceramic Pauldrons: Pauldrons cover the shoulders and part of the upper arms. Leather straps under the armpit hold them in-place. It is combined with the breastplate to offer full upper torso protection.

Ceramic Skull Cap: This head gear covers the top of the head only, leaving the cheeks exposed but offering good protection to any blow aimed at the crown.

Spider Silk: Spider Silk is like steel; it becomes stronger the more it is stretched out, folded in on itself, and then stretched again. This process is repeated numerous times and a full weaving can take up to three full days.

Thornwood Buckler: A round shield lashed to the wrist of a warrior, ensuring she still has a free offhand to wield a weapon.

Thornwood Helm: These helms are domed and cover the back of the head and nape of the neck. Chainmail is attached to the sides and drapes over the shoulders. A central strip of metal protects the nose, although the mouth and jaw are exposed. The wooden parts are made of lacquered wood. However, due to its construction, the wearer suffers a -2 penalty to Notice checks against flanking opponents (such as those attempting to get The Drop).

Thornwood Kite Shield: This heavy shield protects a large portion of the body apart from the legs. Although strapped to the arm, it does not allow the use of a weapon in his offhand.

Thornwood Round Shield: A larger shield that must be held in the hand, offering protection from ranged attacks.

ARMOR TABLE

Type	Armor	Weight*	Cost	Notes
Boggun Hide	2	20	300	Covers torso, arms, legs
Ceramic Breastplate	3	8	475	Covers torso, fire resistant
Ceramic Greaves	3	4	375	Covers legs, fire resistant
Ceramic Pauldrons	3	6	275	Covers arms, fire resistant
Ceramic Skull Cap	3	3	125	Covers head, 50% vs. head shot, fire resistant
Thornwood Helm	2	4	150	Covers head, -2 to Notice flanking
Shields**				
Thornwood Buckler		6	20	+1 Parry
Thornwood Kite Shield		20	250	+2 Parry, +2 Armor vs. ranged attacks
Thornwood Round Shield		10	50	+1 Parry, +2 Armor vs. ranged attacks

* Weight shown is for worn armor. Weight is at least doubled if carried.

** Shields do not protect against called shots or attacks from the rear.

Mundane Equipment

Essence: Essence is necessary when inscribing runes with magical properties. It is distilled in large vats, like ales and brandies, extracted from rotted vegetation from the Fey Realm. It must be stored in clay pots or glass jars as it eats through anything else. Its corrosive nature means that if applying to any material other than metals, it will need to be diluted before application. Under no circumstances should it be allowed to have contact with bare flesh. A small flask of essence can enchant up to 6 small items or 4 medium-sized items and costs 25gp. A medium sized flask can enchant up to 10 small items or 6 medium-sized items and costs 50gp. A large flask of essence can enchant up to 14 small items or 10 medium-sized items and up to two large items; it costs 100gp.

Gate Key: This token tells the fey you are a welcome visitor and functions as a key to activate a portal, allowing access to the Fey Realm. They are normally given to a Fey Realm explorer for free, but if lost a new key will need to be created at a cost of 1sp.

Light Stone: Although called a light stone, it is actually a piece of radiant crystal found deep underground in the Fey Realm. How they absorb light is unknown, but they do not need exposure to sunlight. They provide light equivalent to a candle and cost 5cp each.

Lode Stone: Resembling a black shiny pebble with a distinct metallic sheen, these objects always point to true magnetic north in the Mundane World and towards a Fey Gate in the Fey Realm. It is effective to within 1 1/2 miles of a gate and cost 2cp each.

Scrill: Resembling a quill, this metal tipped instrument is used to apply essence. A brush would simply lose its bristles unless the essence was diluted to such an extent that it would render its effectiveness useless for large items. Even a scrill's tip will wear out eventually, so they are sold with 4 spare nibs. A scrill costs 10sp. Individual nibs can be purchased for the price of 1cp each. Each nib can handle a large flask's worth of applications.

Transportation

ETHER GLIDER

Acc/TS: 6/24

Climb: 3

Toughness: 6 (8)

Crew: 2+4

Cost: 500

Properties: This 4-man vessel is shaped to resemble a bird and is used for swift transit across Paradisium. The power of mechanical flight is a relatively modern development for the fey races and many of them regard it with suspicion and distrust. However more adventurous species, like gnomes, have embraced it wholeheartedly.

It can carry up to 12lbs of cargo and seat up to 6 passengers in relative comfort. If an Ether Glider comes under attack, the crew will do their best to outrun their opponents. It will be up to the passengers to do what they can to protect the craft and themselves.

SKY BOAT

Acc/TS: 4/36

Climb: 1

Toughness: 8 (10)

Crew: 8+12

Armament: Recoilless Steam Cannons (75/150/300; 3d6+1)

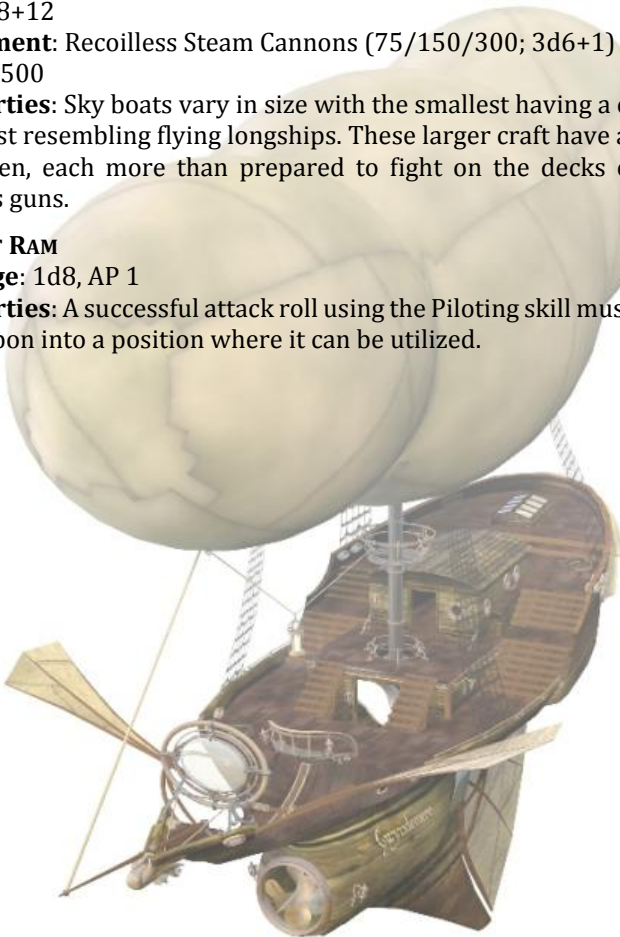
Cost: 1500

Properties: Sky boats vary in size with the smallest having a crew of 8 men and the largest resembling flying longships. These larger craft have a crew of at least a dozen men, each more than prepared to fight on the decks or man the ship's recoilless guns.

SKY BOAT RAM

Damage: 1d8, AP 1

Properties: A successful attack roll using the Piloting skill must be made to bring this weapon into a position where it can be utilized.



Fey Bestiary

Here is a list of unique creatures that can be encountered in the Fey Realm.

BOGGAN

Boggans are large creatures, with huge facial features, and are covered in thick hair. They have small horns atop their head and a very bad temper.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 10 (4)

Skills: Fighting d6, Intimidation d8, Notice d6

Special Abilities

- **Bad Eyes:** Boggans incur a -2 penalty to Notice to see or attack something more than 5" away.
- **Berserk:** Immediately after suffering a wound (including a Shaken result from physical damage) the creature must make a Smarts roll or go berserk. While Berserk, Parry is reduced by 2 but the Boggan gains +2 to all Fighting, Strength, and melee damage rolls and Toughness.
- **Horns:** Str+d4
- **Size +2:** Boggans are roughly 8ft tall.
- **Thick Hide & Hair:** Armor +2

BOGGART

Boggarts are small creatures subservient to the boggans. They live off the ticks and fleas that inhabit the boggan's hair, alleviating the irritation caused by the pests. If threatened, they usually climb a tree and resort to throwing rocks.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Skills: Climbing d8, Fighting d6, Throwing d6

Special Abilities

- **Claws:** Str+d4
- **Infravision:** Boggarts can see by detecting heat. They halve penalties (rounding down) for bad lighting when attacking living creatures.
- **Size -1:** Boggarts are no more than 3ft tall.

BUG BEAR

Bug bears are tall, feral creatures with thick, fur-like hair and exhibiting bear-like features.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Skills: Climbing d6, Fighting d8, Intimidation d6, Shooting d4, Survival d6, Swimming d6, Throwing d6

Special Abilities

- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Humanoid:** Bug bears are humanoid and can utilize humanoid weapons, such as spears, swords, axes, and maces.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size +1:** Bug bears are 7ft tall.



**CLOUD DRAKES**

Cloud drakes are small dragons that can't fly. They utilize a thick vapor breath weapon to obscure their target's sight when attacking.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10+4, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 14 (3)

Skills: Fighting d8, Intimidation d10, Notice d10

Special Abilities

- **Bite/Claws:** Str+d6
- **Cloud Breath:** Using the Cone Template, a cloud drake can breathe a cloud of thick vapor that obscures the vision of everyone within range, making all attacks against it suffer a -2 penalty. The vapor disperses at the beginning of the cloud drake's next turn and can be used again every two rounds.
- **Fear -1:** Cloud drakes force a Fear check at -1.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Large:** Attackers add +2 to their attack rolls against cloud drakes.
- **Scaly Hide:** Armor +3
- **Size +4:** Cloud drakes are the size of a rhino.

CLOUD SHRIKES (SWARM)

Cloud shrikes are large, colorful birds with tendencies similar to dolphins, only they follow in the wake of airships throughout Paradisium. They primarily feed off scraps tossed overboard.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d8

Pace: 4; **Parry:** 4; **Toughness:** 6

Skills: Notice d6

Special Abilities

- **Bite or Peck:** Cloud shrike swarms are comprised of dozens of the birds. They automatically hit everyone within a Medium Burst Template, doing 2d4 damage. Damage is applied to the least armored location.
- **Split:** Cloud shrike swarms can split into two smaller swarms (Small Burst Template). The Toughness of these smaller swarms is lowered by -2 (to 4 each).
- **Swarm:** Parry +2; because the swarm is comprised of dozens of cloud shrikes, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

**CUMULUS DRAGON**

Cumulus dragons are typical dragons except they have a powerful air breath attack as opposed to a fire one. Their skin is typically a hue of light blue.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 20 (4)

Skills: Fighting d10, Intimidation d12, Notice d12

Special Abilities

- **Air Blast:** Cumulus dragons can emit a strong gust of air as a breath attack using the Cone Template. Every target in range of this attack must make an Agility check at -2 to avoid the attack. Those who fail take 2d8 cold damage and must make combat checks at -2 as any area hit by the air blast now has a thin coating of ice or frost on the ground, creating an unsteady platform. A cumulus dragon may not attack with its claws or bite in the same round it used its breath weapon.
- **Bite/Claws:** Str+d8
- **Fear -2:** Cumulus dragons force a Fear check at -2.
- **Flight:** Cumulus dragons have a Flying Pace of 24" and a Climb of 3".
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls against cumulus dragons.
- **Size +8:** Cumulus dragons are around 40ft long.
- **Thick Scaly Hide:** Armor +4

DUERGAR

Duergar are the "darker", more malevolent dwarves that dwell underground. They live in clans led by a single duergar elder.

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

Pace: 5; **Parry:** 7; **Toughness:** 8/10 (2/4)

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Throwing d8

Armor: Chainmail (torso, legs, arms 2), pot helm (head 3, 50% vs. called head shot), medium shield (+1 Parry, +2 Armor vs. ranged shots)

Weapons: Battle axe (Str+d8)

Special Abilities

- **Darkvision:** Ignore all penalties for Dim, Dark, and Pitch Black lighting. Suffer a -2 penalty to all combat actions when in direct sunlight.

EFREET

These lizard-like demons are small but powerful.

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

Pace: 5; **Parry:** 5; **Toughness:** 4

Skills: Fighting d6, Notice d8, Spellcasting d6, Stealth d8

Special Abilities

- **Arcane Resistance:** +2 Armor vs. damage-causing powers; +2 on Trait rolls to resist opposed powers.
- **Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half damage from non-magical attacks, except for cold iron weapons.
- **Powers:** Efreetes have 20 Power Points and know the following powers: *bolt, deflection, detect/conceal arcana, entangle, obscure*
- **Size -1:** Efreetes are the size of small children.
- **Weakness (Cold Iron):** Efreetes take normal damage from cold iron weapons.

ENFORCER

Enforcers are beastly humanoids and subservient to the justicars.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (3)

Skills: Fighting d10, Intimidation d8, Taunt d10

Armor: Plate mail (all 3)

Weapons: Broadsword (Str+d8), cudgel (Str+d6, AP 1 vs. rigid armor)

Special Abilities

- **Arcane Resistance:** +2 Armor vs. damage-causing powers; +2 on Trait rolls to resist opposed powers.
- **Fear -1:** Enforcers force a Fear check at -1.
- **Size +2:** Enforcers are over 8ft tall.



GLOW FISH

Glow fish are effectively bioluminescent piranhas indigenous to Paradisium. Although they can be encountered as a swarm, they typically do not attack as a cohesive group.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Pace: -; **Parry:** 5; **Toughness:** 3

Skills: Fighting d6, Swimming d8

Special Abilities

- **Bite:** Str+d6, AP 1
- **Size -2:** Glow fish are 8in long.
- **Small:** Attackers incur a -2 penalty to their attack rolls against a glow fish.

GREY MALKIN

Grey malkins are also known as “dark gnomes”, but they aren’t “dark” in the sense of malevolence. Rather, they are a very curious race and prefer breaking things over building or fixing them.

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

Pace: 5; **Parry:** 4; **Toughness:** 5 (1)

Skills: Fighting d4, Repair d6, Shooting d8, Survival d8

Armor: Leather (all 1)

Weapons: Small spear (Str+d4)

Special Abilities

- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size -1:** Grey malkins are only 3-4ft tall.



JUSTICAR

Justicars are intimidating humanoids tasked with enforcing the laws of the land. They often act like judge and jury, rarely given the perpetrator a chance to speak.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (3)

Skills: Fighting d10, Intimidation d10, Spellcasting d10, Streetwise d10, Taunt d10

Armor: Plate mail (torso, arms, legs 3)

Weapons: Long sword (Str+d8)

Special Abilities

- **Arcane Resistance:** +2 Armor vs. damage-causing powers; +2 on Trait rolls to resist opposed powers.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Powers:** Justicars have 50 Power Points and know the following powers with a fire trapping: *blast, bolt, deflection, dispel, smite*

**MAGMOX**

Magmox, or Lord Magmox, is a god-like demon that rules the subterranean undercity that lies beneath the Cauldron.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 13 (2)

Skills: Fighting d10, Intimidation d10, Taunt d8

Special Abilities

- **Bite/Claws:** Str+d6, AP 2
- **Command:** Subordinates within command radius gain a +1 bonus to Spirit to recover from being Shaken.
- **Command Presence:** Command radius is 10" instead of 5".
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half damage from non-magical attacks, except for cold iron weapons.
- **Fast Regeneration:** May make a Vigor roll every round to heal any damage he has sustained. A success heals one Wound (or removes an Incapacitated status) and a Raise heals an additional Wound. Wounds from cold iron weapons cannot be healed in this way.
- **Fear -2:** Magmox forces a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Fervor:** Subordinates within command radius add +1 to their Fighting damage rolls.
- **Fiery Breath:** Magmox may launch a fireball from his mouth once every two combat rounds. This explodes using the Medium Burst Template, causing 2d10+2 damage to anyone beneath the template. Any flammable beneath the template has a 50% chance of catching on fire.
- **Hardy:** Does not suffer a Wound from being Shaken twice.
- **Immunity (Fire):** Magmox is immune to fire- and heat-based attacks.
- **Large:** Attackers add +2 to their attack rolls against Magmox.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size +4:** Magmox is 15ft tall.
- **Weakness (Cold Iron):** Magmox take normal damage from cold iron weapons.

**MANNEQUIN**

Mannequins are large constructs made from a steel-like material.

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

Pace: 4; **Parry:** 8; **Toughness:** 13 (3 HA)

Skills: Fighting d12, Shooting d10, Throwing d10

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do not extra damage; does not suffer from Wound modifiers; immune to disease and poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Fists:** Str+2; is not considered unarmed.
- **Heavy Metal:** Mannequins are constructed from hard metals; they gain +3 Heavy Armor.
- **Immune (Fire):** Mannequins are immune to fire damage.
- **Size +2:** Mannequins are about 10ft tall.
- **Vulnerable (Acid):** Mannequins suffer regular damage from acid-based attacks; heavy armor does not stop it.

ORKON

Orkons are large, feral, goblin-like humanoids that live in clans.

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

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d8, Intimidation d6, Shooting d6, Survival d8, Taunt d6

Armor: None

Weapons: Short sword (Str+d6) or axe (Str+d6), bow (12/24/48, 2d6)

Special Abilities

- **Improvisational Fighter:** Does not suffer penalties for using improvised weapons.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.



ORKON BATTLE MAGE

Orkon battle mages serve as combat leaders.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Skills: Fighting d6, Knowledge (Battle) d6, Spell-casting d8, Survival d8, Taunt d6

Armor: Hide (all 2)

Weapons: Quarterstaff (Str+d4, Parry +1, Reach 1, 2 hands), dagger (Str+d4)

Special Abilities

- **Command:** Subordinates within command radius gain a +1 bonus to Spirit to recover from being Shaken.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Powers:** Orkon battle mages have 20 Power Points and know the following powers with an elemental trapping: *barrier, bolt, boost/lower trait, burst, deflection*



ORKON CHIEFTAIN

Each orkon clan is led by a single chieftain.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d6, Shooting d8, Taunt d8

Armor: Hide (all 2)

Weapons: [2] Long sword (Str+d8)

Special Abilities

- **Ambidextrous:** No penalty for offhand use.
- **Command:** Subordinates within command radius gain a +1 bonus to Spirit to recover from being Shaken.
- **Command Presence:** Command radius is 10" instead of 5".
- **Fervor:** Subordinates within command radius add +1 to their Fighting damage rolls.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Two-Fisted:** Fights with a weapon in each hand.

PIT FIEND

Pit fiends are demonic beings that devote themselves to Lord Magmox.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Skills: Fighting d8, Intimidation d8, Taunt d8

Special Abilities

- **Bite/Claws:** Str+d4
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half damage from non-magical attacks, except for cold iron weapons.
- **Leathery Hide:** Armor +1
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size -1:** Pit fiends are 3-4ft tall.
- **Toxic Breath:** Pit fiends can emit a cloud of toxic vapors, using the Cone Template. Anyone caught in this cloud suffers a -1 penalty to Notice rolls using vision and must make a Vigor roll at -1 or become nauseated (gaining one level of Fatigue).
- **Weakness (Cold Iron):** Pit fiends take normal damage from cold iron weapons.



SYLKIE

Sylkies are water-born humanoids that live underwater.

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

Pace: 6; **Parry:** 3; **Toughness:** 7 (2)

Skills: Fighting d4, Persuasion d8, Stealth d8, Swimming d10

Armor: Ceramic (all 2)

Weapons: Trident (Str+d6, AP 1, Reach 1, Parry -1, 2 hands)

Special Abilities

- **Aquatic:** Sylkies cannot drown and have a swimming Pace of 8.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Natural Camouflage:** While underwater, sylkies gain a +2 bonus to Stealth.
- **Water Dependency:** Sylkies can travel on dry land. However, they must immerse themselves in water once every 12 hours or gain a level of Fatigue until becoming Incapacitated.

**SHAH**

Shah is the eldest sylkie ruler of Labritis.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Charisma: +4; **Pace:** 6; **Parry:** 4/5; **Toughness:** 8 (2)

Skills: Fighting d6, Intimidation d8, Notice d10, Persuasion d8, Stealth d8, Swimming d10, Throwing d6

Armor: Ceramic (all 2)

Weapons: Trident (Str+d6, AP 1, Reach 1, Parry -1, 2 hands), short sword (Str+d6)

Special Abilities

- **Aquatic:** Sylkies cannot drown and have a swimming Pace of 8.
- **Command:** Subordinates within command radius gain a +1 bonus to Spirit to recover from being Shaken.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Natural Camouflage:** While underwater, sylkies gain a +2 bonus to Stealth.
- **Water Dependency:** Sylkies can travel on dry land. However, they must immerse themselves in water once every 12 hours or gain a level of Fatigue until becoming Incapacitated.

THE THREE SISTERS

The rulers of The Maze City, or Labritis as it is known, are sylkies, but they have managed to become rulers through a mixture of cunning, brutality, and guile. While leaders of the city, if threatened, they attempt to make an expeditious retreat as soon as possible via secret passages in the throne room. These passages lead to a confusing array of tunnels and passageways that only they know how to traverse, avoiding traps and creatures guarding the labyrinth.



PRISS

Priss is the second oldest sylkie ruler of Labritis. She adorns herself with jewelry and personal ornamentation.

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

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

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d8, Stealth d8, Swimming d10, Throwing d4

Armor: Ceramic (all 2)

Weapons: Trident (Str+d6, AP 1, Reach 1, Parry -1, 2 hands), short sword (Str+d6)

Special Abilities

- **Aquatic:** Sylkies cannot drown and have a swimming Pace of 8.
- **Command:** Subordinates within command radius gain a +1 bonus to Spirit to recover from being Shaken.
- **Command Presence:** Command radius is 10" instead of 5".
- **Fervor:** Subordinates within command radius add +1 to their Fighting damage rolls.
- **Hold the Line!:** Subordinates within command radius add +1 to their Toughness.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Natural Camouflage:** While underwater, sylkies gain a +2 bonus to Stealth.
- **Water Dependency:** Sylkies can travel on dry land. However, they must immerse themselves in water once every 12 hours or gain a level of Fatigue until becoming Incapacitated.



BEX

Bex is the youngest sylkie ruler of Labritis.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Charisma: +2; **Pace:** 6; **Parry:** 3; **Toughness:** 7 (2)

Skills: Fighting d4, Notice d6, Persuasion d6, Spellcasting d8, Swimming d10

Armor: Ceramic (all 2)

Weapons: Trident (Str+d6, AP 1, Reach 1, Parry -1, 2 hands)

Special Abilities

- **Aquatic:** Sylkies cannot drown and have a swimming Pace of 8.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Natural Camouflage:** While underwater, sylkies gain a +2 bonus to Stealth.
- **Powers:** Bex knows the following powers with a water/elemental trapping: *barrier, blast, bolt, boost/lower trait, dispel, fear, healing*
- **Water Dependency:** Sylkies can travel on dry land. However, they must immerse themselves in water once every 12 hours or gain a level of Fatigue until becoming Incapacitated.

Paradisium Adventures

The following is a collection of Fey Realm adventure hooks.

Affairs of State

Ambassador Tharon is on an official visit to the Mundane World, hoping to negotiate a new trade agreement. He is looking to broker a deal for cold iron supplies to be shipped to Paradisium, as Orkon forces, allied with some more of the darker forces, are growing in number and threatening to encroach on his home city.

He has travelled to the Mundane World with his Aide, Simion. The Player Characters have been assigned to provide security at the meeting. Tharon has been chosen to represent the fey and has enlisted the help of the humans and dwarves in the Mundane World once before. Dwarves, while not exactly seeing him as a true friend, realize he is a strong ally and such an alliance is of benefit to their economy. Although the fey barter, dwarves sell their items as per normal for a considerable profit; likewise the humans see the benefit of such an alliance themselves.

As per fey rules, visiting dignitaries have surrendered their weapons upon entering the site; only those chosen to provide security are allowed to carry any weapons. All is going reasonably well until the third night of the negotiations. A scream shatters the stillness of the night and an alarm is sounded. Too late, Simion is found dead, the ambassador is missing, and to make matters worse, the weapon in the aid's back is clearly not of fey origin.

The PCs now have to act as detectives and find the missing ambassador, solve the murder, and absolve the poor unfortunate who is being blamed for the murder. Meanwhile nearby, Orkon forces await, sharpening their knives; the treaty is vital as cold iron is not produced in Paradisium.

Flight into Danger

(**Flight into Danger** requires the characters to be aboard a sky boat or ether glider.) It has been a pleasurable flight for the last couple of hours. Cloud shrikes flit and flutter around the craft as laughing, smiling passengers throw them tidbits to eat on the wing. Suddenly the mood darkens as the flock of little bird like creatures is sent scarpering!

Heading towards the craft at speed, clearly intent on attacking, is a cloud drake. (The GM can substitute this for a cumulus dragon if the team is well-equipped and experienced enough to survive the encounter). The attack is unexpected and brutal and during the course of the encounter, the ship sustains damage to the hull or to its propulsion; either way it will require an emergency landing to initiate repairs.

It soon becomes apparent that surviving the attack was a lucky escape. However, the craft has gone way off course during and the captain has no idea where they are and where they can find shelter. As night descends, glowing, unfriendly eyes can be seen watching the craft hungrily.

Lover's Knot

They say that true love never runs smooth. In fey society, some marriages are made for political gains rather than being an affair of the heart. Good news perhaps for the young woman who has dreams of being in her own little world of luxury and pampering, but not so good for the man who has his heart set on someone else.

It is on the eve of the wedding; the PCs have been invited to attend, or perhaps, as in the case of the ambassador scenario above, have been employed to ensure all goes well. One of the characters sees someone trying to scale a wall within the wedding compound. Upon interception, they are surprised to see that it's the groom to be, looking tearful and more than a little desperate.

"Please," he says, "help me. My true love lays waiting for me in the gardens outside of this wall. Help me find her and we can slip away and I can be truly happy! Here is some gold for your trouble."

The team is now faced with a real problem. What is this young fey male doing with gold? Where did he get it from? As they ponder this question, someone comes awake and yells that his stash of money has been stolen. Do they help the man elope or hand him back to 'face the music?' And if they do help him elope, the fey attending the wedding are concerned he has been kidnapped and even now a search party is being organized.