

Terrible Beauty



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TERRIBLE BEAUTY

A GUIDE TO THE FAERIE IN A LAND OF SHADOW

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Faeries

All things are possible when it comes to the faeries. A diverse people, strange and wonderful by human standards, faeries take a variety of forms—from the captivating nymphs, whose beauty is so striking that a mere glimpse can make slaves of mortals, to the filthy goblins that make their homes in the sewers and rubbish heaps of human cities. Faeries are the ghostly flames that drift over the fens, the merrow that rise from the ocean depths to lure sailors to their dooms, queer fungus people that turn to watch passersby moving through their lands, and so much more. This supplement describes the faeries that live in and adjacent to the world described in *Shadow of the Demon Lord*, giving players and GMs the tools they need to tell stories involving them, as allies of the player characters or their foes.

THE NATURE OF FAERIES

No matter how different they are from one another, faeries have certain common characteristics.

CHILDREN OF MAGIC

Faeries don't really know how they came into being. When they tell the old stories, they embellish them, burying the truth—if there is such a thing—beneath layers of fancy and imagination. Ask a faerie where it comes from, and you're bound to hear any of a dozen different answers, all of which might contain a shred of fact but are, largely, fanciful. Some goblins claim the world is the rotting carcass of a dead god, and the faeries are descended from the maggots that feast on its flesh. The elves say they are eternal, having come to Urth through hidden paths from another world. Others propose different theories; for instance, many mortals believe that faeries are manifestations of magic in the form of flesh and bone. Of all the beings that could reveal the origins of the faeries, it would be the genies, but they are too mad to be reliable.

FOREVER YOUNG

Short of catastrophe or violence, most faeries can live forever. They do not, however, have many offspring. Their low birth rate is not for lack of trying; pregnancy is simply rare. Lack of children combined with the costly wars against the trolls and, later, dwarfs, humans, and others, diminished the faeries' numbers so much that they were forced to flee the mortal world if they would preserve their kind.

Faeries can mate with humans. Such unions produce faerie offspring or fauns. Elves, dryads, nymphs, and

others sometimes take mortal lovers and then abandon or kill them once they have served their purpose.

Faeries squander their immortality on beauty, luxury, and excess. They live in the present, unconcerned by the future, uncaring about the past. So long as they can feed their appetites, they are content. When faeries don't get their way, they become sullen, spiteful, and wickedly vengeful.

THE HIDDEN PEOPLE

When the faeries travel into the world, they prefer to stay out of view of mortal people. Many benefit from natural invisibility, though children, animals, and supernatural creatures can normally see through the illusion. Others camouflage their bodies, while some can assume the forms of rocks, trees, or other natural features.

PROTECTION FROM FAERIES

Folklore suggests many different methods to keep faeries at bay. Some of the most commonly known are listed below, though in truth their efficacy in dealing with faeries is unreliable at best. Some faeries ignore these wards, while others don't. The Game Master decides whether they work or not.

- Wear your clothing inside out, which confuses faeries enough that they will leave you alone.
- Hang a knife in the doorway of your home or nail a horseshoe to your door to keep faeries from entering.
- Keep an iron nail in your pocket to protect yourself against faerie spells.
- Hang an open pair of scissors above your baby's crib to keep faeries from stealing your baby.
- Keep your shoes at the end of your bed with the toes pointed away from you to prevent faeries from entering your dreams.
- A pig's head or a pentagram on the door causes faeries to pass over your home.
- If you hold a four-leaf clover, you can see invisible faeries within short range of you.
- A bundle of twigs of oak, ash, and thorn tied together with a red thread protects you from faerie magic as if the twigs were iron.

IRON LOATHING

Faeries cannot stand iron's touch. Even its smell offends them. The trouble they have with iron has to do with the metal's magnetic properties, which interfere with faerie magic. Being magical creatures, the same disruption causes them extreme discomfort when they touch the metal, and some find their magical abilities start to unravel. Extended contact with iron or any of its alloys can leave burn marks.

FAERIES AND MORTALS

Faeries left the mortal world for hidden lands, but they didn't abandon it completely. The fey find the mortal world fascinating and frequently venture into it to explore the lands they left behind. Of particular interest to them are the mortals who inherited their world. Faeries watch them, and they might offer aid to the worthy or torment to those with repellent personalities. Nasty tricks await the lazy, dishonest, or stingy, while people who show respect and reverence for the Fair Folk and who demonstrate industriousness, kindness, and virtue can receive aid from the faeries—aid that sometimes is as dangerous as their scorn.

Humans living near a hidden kingdom or a faerie site do well to avoid attracting the attention of the Fair Folk. Since faeries delight in trickery, people blame them for all the terrible things that befall mortals, including sickness in the home, missing animals, and vanished items. Most times, these setbacks and frustrations have nothing to do with the faeries, but some people do attract the attention of the fey in these ways, and how those people treat their hidden guests determines how the faeries treat them in return.

Faeries expect mortals to follow the proper forms of good behavior. They prize neatness and order in the homes they visit, and cheerfulness and generosity in the people living there. They reward acceptable behavior and punish those who fail to live up to their standards.

Helpful faeries lend aid to mortals in small ways—they mend clothes, patch shoes, prepare food, chase off rodents, and watch over the children, who can typically see them. Most of all, the faeries are a source of good fortune. Harvests yield greater crops, animals stay healthy, and sickness is a rare guest. Families who benefit from the faeries' attention can continue to earn those benefits by offering their helpers small tokens of gratitude, such as wine and food left for them at night, or a few strands of colorful ribbon.

Faeries are sticklers about the proper forms of conduct. A recipient of their gifts should never mention them nor offer thanks to the hidden helpers. Showing any kind of gratitude in this way will cause the faeries to leave or, worse, become angry.

Giving offense to faeries always has disastrous results. The faeries use their magic to bring disaster onto the heads of the mortals who angered them. They steal livestock, spoil milk, ruin clothing, steal small items, and afflict their victims with terrible luck.

CHANGELINGS

Of all the terrible things faeries do, the stealing of children is undoubtedly the worst. Faeries pluck babies from their cribs and lure the young into the deep forests, whether to spirit them away to a hidden kingdom or simply to lead them into danger. Faeries usually take children as a way to replenish their diminished numbers. Faeries reproduce so infrequently that they can go centuries between producing offspring. It's thought by some that only so many faeries can exist at a time, and so one must die to make room for another's birth. For this reason, elves and other powerful faeries send pixies to

find suitable heirs. Children most at risk are those with golden hair. When the faeries steal a child they intend to raise, they often take a midwife as well to help with the child's rearing.

Faeries always leave changelings behind to cover their thefts. They fashion such creatures from wood, mud, rocks, and leaves, using magic to make a changeling appear to be the child that was taken. The magic rarely lingers, and after a few days or a week, the parents discover a crib filled with filth. Sometimes, the magic holds long enough for changelings to become real people.

On the frontier, where the faeries are much more common, families who suspect one or more of their children to be changelings might place them on red-hot shovels and toss them into a fire. If the child was a changeling, it erupts in green flame, and the magic flees into the air or up the chimney. A child who isn't a changeling meets a predictable and tragic fate.

THE GREAT FEY, LORDS AND LADIES

Most faeries shelter in one of several hidden kingdoms scattered around the world. A high king or queen rules each kingdom, the most famous being Titania, the Faerie Queen. Attending the monarch is a court of lords and ladies, all elves loyal and devoted. The rest of the faeries live at the monarch's pleasure, in some realms enjoying great freedom and in others living as slaves.

All the named personages who rule over the hidden kingdoms, their consorts, and other faeries of considerable influence are known as the great fey. In addition to the Faerie Queen, the list includes the Goblin King; Diabolus, the Lord of Hell; the Queen of Dreams and Shadows, and many others. These beings have great magical power, capable of shaping the kingdoms they rule in any manner they choose.

FREE FAERIES

Faeries living outside the hidden kingdoms must make their own way in the world, relying on their cunning and magic to survive. Bloody bones, nisse, many dryads, and hags are examples of faeries who have managed to scratch out an existence in the mortal world, but the goblins have exceeded all others in their efforts to find a place among the mortal races.

The Goblin Exodus: The goblins were always unruly subjects of the Faerie Queen, disobedient, reckless, and filthy. They stole from each other and other faeries, wreaked havoc in their land, and were ever a disruption. Through it all, the Faerie Queen tolerated their excesses until they crossed her. The story varies with the telling, as all the best faerie stories do, but the gist is that the Goblin King assembled all the goblins in Alfheim and swept into the Faerie Queen's palace. While the goblins turned the place upside down, the Goblin King stole a kiss from the Queen. In her wrath, she stripped the goblins of their immortality and cast them out forever. Upon becoming mortal, goblins found they could breed far more easily than they could in Alfheim, and thus they have survived.

THE GODS

The faeries have no true gods. They find mortal preoccupation with the divine to be curious, since there's little evidence that any such powers exist, and if such entities do exist, they have no interest in the people who pray to them. Most suspect that the gods of the Old Faith came into being after the first encounters between humans and the immortals. Awed by their majesty and afraid of their magic, the mortals elevated them to deities and built a religion around them. As the needs of the petitioners changed, the "gods" they worshiped evolved with them. One can still find traces of the fey in the modern interpretations of the old gods, with the Queen of Summer being quite similar to the Faerie Queen and the Horned King being almost identical to Oberon.

Faerie Priests: Faerie characters can become priests. The character might have had a supernatural revelation or simply finds common cause with an established religion. As well, a faerie character can forge a pact with an immortal patron, such as the Faerie Queen or the Goblin King. Characters who do function as priests have Enchantment, Fey, and Illusion as their associated traditions.

CHARACTERS AND FAERIES

The hidden kingdoms belong to the faeries but are home to peoples of other ancestries as well. Humans snatched from the cradle grow up among the faeries, while fauns live as servants to the lords and ladies. A clockwork could be a prized treasure stolen from an artificer, while a halfling might be a welcome and honored guest because of some heroic service that individual rendered in the past. Characters of almost any ancestry can have a place in the hidden kingdoms and ties to the immortal people who live in them.

EYEBRIGHT OINTMENT

An application of eyebright ointment allows the recipient to see invisible creatures and objects out to the range of her vision as if those creatures and objects were visible. One must use an action to apply the ointment to the eyes of a living creature, and its effects last 1 hour. Eyebright is a rare alchemical item that sells for 1 gc. Hags can create a more potent version of the ointment that has a permanent effect—but they do not part with this substance willingly or cheaply, exacting steep and terrible prices from those who would gain its benefits.

PROFESSIONS

The professions described in *Shadow of the Demon Lord* reflect the occupations found in the mortal world, but many are inappropriate to the peoples of the hidden kingdoms. If you play a faerie character, you can use the Faerie Professions table instead of the ones in the main rulebook.

FAERIE PROFESSIONS

d20	Profession
1	Animal trainer
2	Apothecary or healer
3	Artisan. Choose a trade from baker, brewer, Chandler, cobbler, dyer, leatherworker, or tailor.
4	Artist. Choose a medium from painter, poet, sculptor, or writer.
5	Bandit or highwayman
6	Boater
7	Burglar, pickpocket
8	Carouser or sot
9	Charlatan
10	Courtier
11	Entertainer. Choose a style from actor, dancer, fool, orator, singer, or storyteller.
12	Explorer or treasure hunter
13	Gambler
14	Gatherer, hunter
15	Guide or tracker
16	Hermit
17	Musician. Choose an instrument style from percussion, string, or wind.
18	Poacher or rustler
19	Scholar. Choose one area of scholarship from architecture, astrology, folklore, geography, history, magic, medicine, navigation, occult, philosophy, nature, or war.
20	Soldier

STARTING EQUIPMENT

If you chose a faerie background and your starting wealth indicates you are comfortable or above, you begin the game with the following items instead of those normally granted to starting characters of your wealth. You have fine clothing, a fine cloak, a bronze dagger, a bow, a quiver of 12 arrows, 1d6 small cakes that each provide one day's nourishment, 1d3 bottles of wine, a *healing potion*, and a pouch that holds 3d6 cp.

FAERIE BACKGROUNDS

If you create a character with an ancestry that is not a faerie, you can roll on the following table to come up with your character's background in place of the table included in your ancestry description.

FAERIE BACKGROUND

d6	Background
1	Bewitched by a Nymph. During one of your travels, you happened upon a nymph. Her beauty stole your heart and your free will, making you her slave for days, months, or years. The faerie eventually lost interest in you, and you were free to spend your remaining days and nights pining for what you lost.
2	Faerie Friend. You were a good and decent child who attracted the attention of several brownies. These diminutive faeries watched out for you, protecting you from an abusive parent, wild animals, or a bully. When you came of age, the brownies vanished from your life, but from time to time you feel as if they are watching over you.
3	Fey Bargain. You suffered terribly when a loved one died abruptly. Sensing your vulnerability, a wicked faerie appeared to you and offered to restore your loved one to life in exchange for a service. You agreed, and the faerie lived up to the letter of the agreement, but with terrible consequences. Your loved one is alive but finds you repellent, has no memory of you, is trapped inside a mirror you carry with you, or is trapped in one the realms of the faerie.
4	Hag's Thrall. You lived as a hag's thrall for many years. The hag could have snatched you from a cradle, leaving a changeling behind to cover the theft or might have used magic to seduce you when you came upon her lair. As the hag's thrall, you witnessed many terrible things and were likely forced to participate in obscene activities. Start with 1 Insanity.
5	Lost in the Mists. You became lost in a borderland between the mortal world and the realm of faerie. You wandered through dreamlike vistas for weeks, months, or years until you finally found your way free. You have no recollection of what happened during your time there, but your dreams have been nightmares ever since.
6	Sleep of Ages. You ate a poisoned apple, took a nap on an elf hill, or offended an elf maiden, the result of which was for you to fall into a deep sleep that lasted 5d20 years. When you finally awoke, you hadn't aged a day, but likely everyone you knew and loved is aged, gone, or dead.



terrible beauty

NEW INTERESTING THINGS

If the Game Master starts the campaign near a hidden kingdom, you can roll on this table instead of the ones found in *Shadow of the Demon Lord*.

INTERESTING THINGS FROM THE HIDDEN KINGDOMS

d20	Interesting Thing
1	A bright blue frog that can speak the Common Tongue and has a random academic profession. The frog claims it was once human.
2	A bloodstained wedding dress.
3	A severed finger inside an ornate box.
4	Elvish script written all over your body.
5	A glass coffin sized for a child.
6	A sword carved from bone and carved in Elvish script.
7	A tiny violin with bow sized for a person 3 inches tall.
8	A purple crystal, one inch wide and nine inches long.
9	A human child.
10	A small cedar box filled with 6d6 bloody fingernails.
11	The petrified head of a troll. Very heavy!
12	A kaleidoscope of 2d20 butterflies. New butterflies replace dead ones each time you complete a rest.
13	An annoying, talking sidekick (as a tiny animal) that does little more than chatter, follow you around, and disobey half of the orders you give it.
14	An air of mystery.
15	A grotesque mask made from human skin.
16	A beard shorn from a dwarf.
17	A four-leafed clover.
18	A bouquet of flowers.
19	A cloak woven from moonlight.
20	A place in the Faerie Queen's court.

NEW ANCESTRIES

Joining the changeling and the goblin from the main rulebook and the faun from the *Demon Lord Companion* are three new faerie-themed ancestries. Elves are the self-styled lords and ladies of the hidden kingdoms. Hobgoblins, the foot soldiers in the armies of the hidden kingdoms, appear identical to one another until they lose control and become frenzied. Pixies, diminutive and fragile, rely on their natural invisibility to avoid their foes and to play tricks on mortals that draw their attention.



Elf

The lords and ladies of the faerie realms, the elves have produced such beings as the Faerie Queen, the Prince of Robins, Oberon, and even Diabolus, the Lord of Hell. Most elves have few grand ambitions, content to pass the centuries in pleasure, perhaps capturing the breathtaking vistas of their homeland on canvas or in verse, coupling with lovers under a sea of glittering stars, or dancing, drinking, and feasting on the bounty stolen from the mortal world.

Terrible Beauty: Elves appear human for the most part, but all possess some sign of their otherworldly origin. One might have pointed ears or a cow's tail, or might appear normal when viewed from the front, only to be revealed as nothing more than a two-dimensional image when seen from behind. Some have horns, vestigial butterfly wings, or soft fur covering some or all of their bodies. Many people find them appealing, even infectious, no doubt due to their natural charisma. Elves draw on their inner magic to become alluring or fearsome, wondrous or monstrous. Most elves stand 4-1/2 to 5 feet tall and weigh 80 to 140 pounds.

Eternal Youth: Short of falling victim to violence or disaster, elves live forever (though they have but one life, because their bodies and souls are inseparable). When elves reach maturity, they stop aging and remain fixed at that physical

state for as long as they remain alive. Elves produce offspring only once or twice over the course of their entire lives. For this reason, they often resort to stealing mortal children, then raise them for a few years until the children transform into faeries, or until the children prove too boorish to bear, and the faeries abandon them to whatever horrible fate awaits them in the magical landscape.

Beyond Good and Evil: The length of their lives and the finality of their deaths combine to make it difficult for elves to care much about the consequences of their actions. Pleasure drives them, and they do whatever they need to obtain it, heedless of who or what they hurt in the process. Others might interpret their actions as selfish or evil, but elves don't concern themselves with such concepts, making no distinction between plucking the pretty eye from a shepherd's face and composing a sonnet to a beautiful flower. Both acts give them pleasure.

Common Names: Elves adopt names related to things they find beautiful. Examples include Breath of Winter, Dawn in a Dewdrop, Fury of the North Wind, Moon in the Night Sky, Scattering of Leaves, Sorrow in Twilight, Whisper of Night, and Widow's Cry. Elves use these common names in lieu of their true names, which they keep secret lest some meddling mortal call them from their hidden realms.

CREATING AN ELF

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 9. Choose two attributes and increase each by 1.

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, **Speed** 12, **Power** 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak the Common Tongue and High Archaic. You also speak, read, and write Elvish. You might gain additional professions or languages based on your age.

Immune damage from disease; charmed, diseased

Shadowsight You see into areas obscured by shadows as if those areas were lit.

Spell Defense You take half damage from spells and you make any challenge roll to resist a spell with 1 boon. A creature attacking you with a spell makes the attack roll with 1 bane.

Bewitching Presence Your magical nature alters how others see you and behave around you. You make attack rolls in social situations with 1 boon. If you touch or are touched by an object made from iron, you lose this trait for as long you remain in contact with the object and for 1 minute afterward.

Iron Vulnerability You are impaired while you are in contact with iron. In addition, if you touch or are touched by an object made from iron, you lose Spell Defense for as long you remain in contact with the object and for 1 minute afterward.

LEVEL 4 EXPERT ELF

You either learn one spell or increase your Health by 4.



ELF BACKGROUND

d20	Background
1	You fought the trolls thousands of years ago.
2	You were a child stolen from your parents by the faerie and raised among them, losing your humanity to become an elf.
3	You chose to live apart from your kind, finding refuge in the unspoiled wilderness of the mortal world.
4	You had a tryst with a human that resulted in the birth of a faun. You abandoned both.
5	You stole a baby from a human family and raised it as your own. Roll a d3: 1, you gave the baby to Hell as part of your tithe; 2, you misplaced the baby; 3, the baby grew up to become an elf or a faun.
6	You maimed several dozen humans to harvest their best features. You tried to fit the pieces together but lost interest and discarded the mess. Gain 1 Corruption.
7	You once drowned a person to take his or her spouse. Gain 1 Corruption.
8	You have spent half your life composing the perfect poem.
9	You lived among the dark faerie of Hell for many years, before escaping that awful place and cleansing yourself of the experience. Gain 1 Corruption.
10	You fancied a mortal and lured him or her into your hidden kingdom. You lost the mortal somewhere along the way, and that sometimes makes you sad.
11	Pleasure has ruled your life, and you have few memories of the times you have spent indulging your every desire.
12	You have traveled among mortals, and you have a better understanding of their nature than do the rest of your people.
13	You have the Faerie Queen's favor. She watches what you do from time to time in a reflecting pool.
14	You are among the highborn, a member of the fey aristocracy.
15	A mortal summoned and bound you to service for seven years.
16	Choose one other character. You befriended that character long ago, and you watch out for your friend at all times.
17	You have confused pain for pleasure, spending 1d20 years mutilating your body.
18	You come from a people who refused to abandon the mortal world. You are deemed primitive and backward by other elves.
19	Demons spilled into your homeland, and you are the sole survivor.
20	You fell in love with a mortal and murdered his or her loved ones so that he or she would love only you. Gain 1d3 Corruption.

ELF AGE

d3	Age
1	You are young, less than fifty years old.
2-3	You are an adult, and you have stopped physically aging. You are 1d20 × 50 years old. For each century you have lived, add either one faerie profession to your list of professions or one language to your list of known languages.

ELF FAERIE MARK*

3d6	Faerie Mark
3	You appear two-dimensional from behind, as if nothing more than an image of a person. Any clothing you wear conforms to your appearance and returns to normal when it is removed.
4-5	Horns or antlers sprout from your forehead.
6-8	You have the tail of a cow, a fox, a cat, or some other animal.
9-12	You have pointed ears, exotic skin color (blue, green, gold, or something else), unusual hair color, or no pupils or irises in your eyes.
13-15	Fine fur covers some or all of your body, or from the knees down, you have the legs of a frog, a fox, a grasshopper, or some other animal.
16-17	You have vestigial butterfly wings, hair made of raven or swan feathers, or a speck of light that shines like a candle from the center of your forehead.
18	Your body appears to be made from wood, and a forest of twigs crowns your head.

*You can have up to three marks.

ELF QUIRK

d20	Quirk
1	Your laugh tends to make people smile.
2	You cannot cry.
3	You talk in a singsong voice.
4	Your laughter sounds like the chiming of silver bells.
5	You always smell of fresh flowers.
6	Your hair or skin color changes with the seasons.
7	You speak in whispers.
8	The smell of iron sickens you.
9	You sometimes speak in rhymes, usually when you are excited or upset.
10	Birds sometimes land on your shoulders and chirp until they are shooed away.
11	You can't sit still, and you fidget constantly.
12	Whenever you sleep on the ground outdoors, flowers or mushrooms grow up around you.
13	To the touch, you are as cool as a corpse.
14	You sparkle in sunlight.
15	Your clothing always stays clean.
16	You have permanent grass stains on your hands and feet.
17	You have butterfly wings. They don't let you fly, but you never take damage from landing after a fall.
18	You bear a hideous scar from a battle with a troll.
19	Normal flames within short range of you turn blue.
20	When you become angry, your face twists into a feral mask.

ELF PERSONALITY

3d6	Personality
3-4	Your hatred for mortals manifests as cruelty. You never pass up the chance to make a mortal suffer.
5-6	You are fickle, changeable, and erratic. Ruled by your whims, you can be wicked or kind, loving or hateful, switching between extremes with little warning.
7-8	You take pleasure in one thing of your choice. You strive to feed your appetites and pursue that pleasurable thing whenever you can.
9-12	You are curious about the world beyond your home and seek new experiences among the fascinating creatures there.
13-14	You resent authority and obligations. You are loath to swear a vow and never willingly promise to do anything.
15-16	To you, all living things deserve respect, and you work to nurture and protect life in your world as well as the world of mortals.
17-18	You dislike mortals and make your disdain for them clear when you interact with them.

HOBGOBLIN

When the fey go to war, they rely on the hobgoblins to take up arms and lead the van. Made for battle, hobgoblins are ever eager to wet their blades with the blood of their enemies. The great fey created hobgoblins from goblin stock, stripping them of their immortality. They imbued what remained with might and courage, to make them into obedient soldiers willing to die in the defense of their lands and masters.

Same in Every Way: Identical to one another, all hobgoblins have heavy, distended bellies that hang like fleshy skirts over their thighs, spindly limbs, and drooping facial features with heavy jowls. They all stand exactly 5 feet, 4-1/2 inches tall and weigh 166 pounds no matter how much or how little they eat. Each hobgoblin has both male and female anatomy to make breeding more efficient. Like goblins, hobgoblins are fecund, but they never live for more than thirty-three years.

The Frenzy: Hobgoblins lose control in a fight, becoming wild and violent killers. When they enter the state known as “the frenzy,” they behave in odd ways and undergo bizarre transformations. The change never lasts long, and when they regain control, they revert to their typical appearance and usual behavior.

Live to Serve: The highest ideal to which all hobgoblins strive is to acquit themselves well in service to their patrons, even if doing so means their death. Hobgoblins venerate their patrons—the Faerie Queen, the Goblin King, the Prince of Robins—almost as gods and invoke their names when they are surprised, angered, or amazed. Hobgoblins believe that their people share one soul, so death holds no fear for them so long as at least one hobgoblin lives.

Simple Ambitions: Hobgoblins were made to fight, but battle does not occur frequently enough to hold their attention. They spend their time between battles drinking, fighting, and mating. Many hobgoblins become quite skilled at making arms and armor, rivaling

dwarfs in their crafting ability.

Common Names: A hobgoblin’s full name consists of three numbers. The first number is the sum of all the last numbers of one’s grandparents. The second is the sum of the last numbers of one’s parents. The third number indicates one’s order of birth within the family. So, the second hobgoblin born to the fourth and fifth hobgoblins born to the third, fifth, first, and second hobgoblins would be named 11-9-2. Hobgoblins typically refer to each other by the last numbers of their names, and some adopt nicknames given to them by their acquaintances.

CREATING A HOBGOBLIN

Starting Attribute

Scores Strength

11, Agility 10, Intellect 9, Will 11.

These scores cannot be adjusted during character creation.

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, **Speed** 10, **Power** 0

0 Damage, 1d3 **Insanity**, **0 Corruption**

Languages and Professions You speak Elvish, and you have the soldier profession.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while you are in contact with iron.

Shadowsight You see into areas obscured by shadows as if those areas were lit.

Frenzy In combat, roll a d6 at the end of each round if you are neither incapacitated nor subject to this trait. On a 6, you become frenzied for 1 minute. While frenzied, you are immune to the frightened affliction, your attacks deal 1d6 extra damage, and all creatures that attack you make their attack rolls with 1 boon.

LEVEL 4 EXPERT HOBGOBLIN

Characteristics Health +5

You either learn one spell or gain Control Frenzy.

Control Frenzy While you are subject to your Frenzy trait, you can use a triggered action on your turn to make a Will challenge roll. On a success, the Frenzy effect ends and you lose that trait for 1 minute.



HOBGOBLIN BACKGROUND

d20	Background
1	In a large, chaotic battle, you became separated from your unit. You wandered off and became lost in mortal lands.
2	Accused of cowardice, you left your homeland in disgrace.
3	A spell whisked you from your homeland and bound you to serve a mortal summoner. You escaped the magical bonds when your summoner died.
4	You spent the last 1d3 years hiding in the cellar of a house owned by a human family. You often crept up to watch the family members sleep.
5	A hag bound you to her service, compelling you to steal children to feed to her ovens. You escaped a few days ago, and you fear she might find you and turn you into a toad.
6	You helped defend a faerie site from a rampaging troll and bear the scars from that encounter with pride.
7	You were a spy for the Lord of Hell in the realms of faerie. You were discovered, but escaped before your foes could kill you.
8	You were an elf's henchman. You despised your master.
9	You were a member of a small military unit in the faerie realm.
10	You belonged to a company of hobgoblins pledged to defend your hidden kingdom.
11	You were a sergeant in your military unit, leading your team on forays against the enemies of the hidden kingdoms.
12	You spent your early life protecting your homeland but gave up that endeavor to explore the mortal world.
13	You fled your homeland after you murdered an elf. You have not been able to clean the faerie's blood from your hands.
14	You accompanied an elf out of Alfheim to combat the growing darkness in the world. The elf might be another character in the group, or someone else from whom you have become separated.
15	Your homeland vanished, devoured by demons, and you are the sole survivor.
16	You killed a human warrior in battle. You start the game with a sword.
17	You befriended a young girl and served as her protector. Now you wonder what became of her.
18	You lived with goblins for 1d3 years to learn more about your people's heritage. You left disappointed with what you discovered.
19	You have mated with several hobgoblins, and you have 1d6 children that you know about.
20	You spent many years as one of the Faerie Queen's guards. You left this service after discovering some terrible secret.

HOBGOBLIN AGE

3d6	Age
3	You are a small child, 3 years old or younger.
4-5	You are an adolescent, 4 to 8 years old.
6-8	You are a young adult, 9 to 12 years old.
9-12	You are an adult, 13 to 20 years old.
13-15	You are a mature adult, 21 to 24 years old.
16-17	You are an old adult, 25 to 29 years old.
18	You are a venerable adult, 30 to 33 years old.

HOBGOBLIN FRENZY SIDE EFFECT*

d20	Quirk
1	You scream and scream and scream some more.
2	You violently expel the contents of your guts from your mouth and anus.
3	You shriek with horrible laughter.
4	Your facial features rearrange themselves.
5	You belch bubbles that emit stinking green vapors when popped.
6	Rivers of sweat pour from your body.
7	Weird blue spots appear and move under your skin all over your body.
8	You drop 1d6 small bricks from your rear that land on the ground in your space the instant you become frenzied.
9	You vomit on a randomly determined creature within short range.
10	All closed objects within short range of you that can be opened that are neither stuck nor locked fly open.
11	Your breath steams.
12	Your eyes become as large as saucers and bulge out from your face.
13	Your face collapses in on itself so that you have a crooked crease running from the top of your head down to your chin. You can perceive your surroundings as normal.
14	You utter a stream of words in a language you don't know that sounds like nonsense to everyone.
15	Steam whistles as it leaves your ears.
16	You reek of rancid ham.
17	Your hair stands on end.
18	Your jowls lengthen until they reach your chest.
19	You skip and dance while you move.
20	A ball of green flame appears and hangs over your head. The flame is not hot and emits light as a torch.

* The side effect applies while under the effects of your Frenzy trait.



HOBGOBLIN PERSONALITY

3d6 Personality

- 3 You hate everything. The only activity you like more than watching things die is being the one to kill them.
- 4-5 Something is wrong with you. You lack all sense of duty and discipline, even when you're not under the influence of the frenzy. You bristle at commands and smart off to your betters.
- 6-8 You are loyal to the faerie and consider mortals to be nothing more than talking animals. You tolerate them, at best.
- 9-12 You live to serve. You seek out a person of authority to whom you can devote yourself. You follow orders from this person, no matter how despicable.
- 13-15 You take responsibility for your friends, and you would die to protect them from harm.
- 16-17 You are in love with the Faerie Queen. You know she will never reciprocate, but you hope to one day make yourself worthy in her eyes. Everything you do, you do for her.
- 18 Violence sickens you. You acquit yourself in battle as needed, but when it's over you must spend a few moments being violently sick.

PIXIE

The quintessential wee folk, many pixies use secret ways to flutter across the borderlands into the mortal world, where they cause trouble, spy, and play tricks on larger, more foolish people. Pixies are the wildest of the faerie, recognizing no authority other than their whims, going wherever and doing whatever they please. Their mercurial nature makes them unpredictable—a pixie might be all laughter and jests one moment and pure malice the next.

Endless Variety: The name “pixie” encompasses many different families of faeries, typified by their small size and magical nature. Generally, pixies look like tiny elfin people, each about 8 inches tall and weighing no more than a couple of pounds. They can be cute and cherubic or strange and feral-looking, all teeth and claws. They can have any skin coloration, with pink, blue, and green being the most common hues. All can fly, and most do so by using the wings on their backs. The ones that lack wings flutter about through some quirk of magic.

Most people never lay eyes on pixies, thanks to their natural invisibility, but children, animals, the simple-minded, and supernatural creatures can all see pixies. They can reveal themselves to other creatures, though they rarely do so.

Wicked Tricksters: Pixies love games, and their favorites involve playing tricks on larger creatures. The tricks can be harmless fun, such as stealing a small item or making scary noises in one's home, but they can also be dangerous. Some pixies see nothing wrong with leading a woodcutter into a beastmen encampment to see what happens or stealing horses and running them to death.

Insignificant Pests: Most other fey consider pixies to be a nuisance, seeing them as incorrigible tricksters. Some pixies manage to find places of respect among the



faerie, but most languish in tiny cages, prized for their sweet voices and charming appearance. Unscrupulous goblins sometimes trap pixies to sell for use as ingredients in dark incantations.

Common Names: Pixies name themselves after things they consider pretty, such as Bluebell, Dew, Giggles, Glimmer, Mist, Moonlight, Petal, Rain, and Sunshine.

CREATING A PIXIE

Starting Attribute Scores Strength 5, Agility 12, Intellect 10, Will 8

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/8, **Speed** 10, **Power** 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak Elvish.

Immune damage from disease; charmed, diseased

Flutter You can move by flying, but if you fly higher than 5 yards above the ground, you fall.

Naturally Invisible You are invisible to most creatures aside from other pixies. Animals, demons, faeries, monsters, children, creatures with Intellect scores of 7 or lower, and creatures with 5 Insanity or more can see you clearly. You lose this trait from noon to one in the afternoon and from midnight to one in the morning, as well as at dawn, until the sun fully rises, and at dusk, until the sun fully sets. If you come into contact with iron, you lose this trait for 1 hour.

Glow You can use an action on your turn to become visible and illuminate the area within 2 yards of you. You remain visible until you use an action to become invisible once more.

Shadowsight You see into areas obscured by shadows as if those areas were lit.

Iron Vulnerability You are impaired while in contact with iron.

Wee Your weapon attacks deal half damage. Whenever you increase Health from a path, you increase your Health score by half the given amount.

LEVEL 4 EXPERT PIXIE

Characteristics Health +2

You either learn one spell or gain Dilate.

Dilate You can use an action to increase your Size to 1/2.

You remain at this Size until you use an action to return to your normal Size. Until this effect ends, you lose the Flutter, Naturally Invisible, and Glow traits, but you gain a +5 bonus to Strength, and a bonus to Health equal to 2 for each level your group has attained. In addition, your weapon attacks deal normal damage instead of half damage.

PIXIE APPEARANCE

1d20	Appearance
1	You have the legs of a grasshopper or a cricket.
2	Your hair looks like dandelion fluff.
3	You have large, pointed ears.
4	While you are visible, you trail golden sparkles whenever you move.
5	You have a pointed head.
6	You have a wide, toothy grin.
7	You are always filthy, no matter how much you scrub.
8	You have the head of a bird or an insect.
9	You have flower petals in place of hair.
10	You can't stand still, fidgeting constantly.
11	When you become visible, you look like you are on fire.
12	The air around you always smells of fresh cut grass, honey, or flowers.
13	The chime of tiny bells sounds whenever you become visible.
14	When you become invisible, 1d6 bubbles float away from you.
15	Your skin appears to be made from woven grass.
16	You prefer to go about unclothed.
17	You wear colorful ribbons in your hair.
18	You have many scars on your hands and feet from being imprisoned in an iron cage.
19	Your wings are frayed and tattered. (If you don't have wings, you appear to be made from cloth and have tiny buttons for eyes.)
20	Your skin is an unusual color or a pattern of different colors.

PIXIE AGE

1d3	Age
1	You are young, less than 5 years old.
2-3	You are an adult, aged 1d20 × 5 years. For each decade you have lived, add either one faerie profession to your list of professions or one language to your list of languages learned.

PIXIE BACKGROUND

1d20	Background
1	An elf kept you in a golden cage for half your life. You recently escaped.
2	You loved a mortal child who was cursed never to grow up.
3	You have spent many nights leading travelers astray.
4	You served a hag and helped the monster steal children.
5	You have always had a great fondness for horses and would tangle yourself up in their manes, urging them to gallop away from their owners.
6	You were a great explorer, discovering many ocean caves.
7	You love making and repairing shoes.
8	You used to sneak into the homes of mortals to steal their ribbons.
9	You helped goblins infiltrate the hidden kingdom from which you come.
10	You have passed the years indulging your every desire.
11	You once stole the eyes from a child. You have them still.
12	You used to perform services for mortals in exchange for a trinket, a token, or a saucer of cream.
13	You plucked a wedding ring from a great lady, but have since lost it.
14	You were a valued servant of an elf lord or lady until you were discarded.
15	You befriended a mortal long ago and protected your friend until he or she came of age. That mortal can see you when you are invisible.
16	You stole a gold coin from the Great Dragon and spent it on wine.
17	You fell in love with a nymph and pine for her still.
18	You once befriended a wild man of the wood and helped him rescue his lady and two unicorns from Hell.
19	A trick you played on a mortal resulted in a death. You might or might not feel guilty.
20	You have spent your life in Hell and just recently escaped. Gain 1d3 Corruption.

PIXIE BUILD

3d6	Build
3	You are a mere wisp of a faerie, short and slight for your kind.
4-5	You have a curvy or plump body.
6-8	You are quite small for a pixie.
9-12	You are typical for a pixie in both height and weight.
13-15	You stand a bit taller than other pixies.
16-17	You look stretched out, tall with a willowy body.
18	For a pixie, you are tall and have a muscled physique.

PIXIE PERSONALITY

3d6 Personality

- 3 You are so wicked, you probably belong in Hell. You thrive on sowing discord, you enjoy maiming innocents, and you leave a trail of destruction wherever you go.
- 4-5 You love to laugh, though the things you find funny others find appalling. Nothing sets you off like watching the surprise on a creature's face when the first jet of blood spurts from its body.
- 6-8 You live for pleasure. You take what you want, do what you feel like doing, and go wherever you want.
- 9-12 You are capricious and willful, doing and saying what you please. You have a hard time keeping promises, and you are easily distracted.
- 13-15 You are a free spirit, unbound by oath or obligation. You are innocent in nature, though, and you prefer not to harm others. You are not above playing tricks on people you deem to be too serious.
- 16-17 You lack the wildness typical of your people, tending to be more focused and committed to your goals. You strive to do good in all that you do.
- 18 You are quite serious. You have no time for the games your people play, finding them silly and distracting.

PIXIE WINGS

3d6 Wings

- 3 You have no wings.
- 4-5 You have dragonfly wings.
- 6-8 You have moth wings.
- 9-12 You have butterfly wings.
- 13-15 You have wasp wings.
- 16-17 You have feathered wings.
- 18 You have leathery wings.



EXPERT PATH

In addition to the expert paths described in *Shadow of the Demon Lord*, creatures of faerie can choose a path of faith, the avowed, that speaks directly to the uniqueness of what they consider to be their deities. Others with ties to the hidden kingdoms might follow this path as well.

AVOWED

Although the fey have no true gods, the ancient beings who rule the hidden kingdoms, such as the Faerie Queen and the Goblin King, occupy a similar place in the faeries' worldview. The great fey protect their subjects and inspire them to great deeds or despicable villainy.

Most faeries regard the great fey with wonder and respect, while a few become so enamored that they devote themselves fully to their patron, acting as agents, champions, and protectors. The avowed, so called because of the sacred oaths of service they speak before taking up the mantle of service, range far from the hidden kingdoms on their missions, traveling wherever they must to defend and further the interests of their patrons. Avowed are almost always faeries, but some impressive mortals have pledged service to one of the great fey and found their offers accepted.

LEVEL 3 AVOWED

Attributes Increase two by 1 each

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a faerie profession.

Magic You discover the Enchantment, Fey, or Illusion tradition, or you learn one spell from one of those traditions.

Favor You have your patron's favor and act with your patron's blessings. When you would make an attack roll or a challenge roll, you can call upon this talent to make the roll with 1 boon. If the roll results in a failure, you gain 1 Insanity, and you lose this talent until you complete a rest.

LEVEL 6 AVOWED

Characteristics Health +4

Magic You learn one spell.

Countless Doors While you have the Favor talent, you can use an action or a triggered action on your turn to teleport to an open space you can see within medium range. You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

LEVEL 9 MASTER AVOWED

Characteristics Health +4, Power +1

Magic You learn one spell.

Great Favor Increase the number of boons gained from your Favor talent to 2.

Power of the Ancients While you have the Favor talent, you can expend the casting of one spell you have learned to gain the Power of the Ancients for a number of rounds equal to 1 + the rank of the spell whose casting you expended. Until the effect ends, you gain the following benefits:

- You impose 1 bane on attack rolls made by creatures against you.
- You gain a +4 bonus to Speed.
- You can use your Countless Doors talent without expending a use.
- You heal 1d6 damage at the end of each round.

AVOWED STORY DEVELOPMENT

d6 Story Development

- 1 A noble deed you performed won you the attention of one of the great fey. As a reward, that figure raised you up to become a champion of the court.
- 2 Your tricks made one of the avowed look like a fool. Your cunning gave you a place in the service of a great fey while also earning you an eternal rival or enemy.
- 3 You spied one of the great fey and instantly and permanently became smitten. You serve in the hope of one day winning your patron's affections.
- 4 You found a way to contact one of the great fey and strike a bargain through shrewd negotiation. In exchange for your service, you gained the patron's favor.
- 5 You sought out the gods of the Old Faith and instead discovered one of the lords or ladies. You mistook (or understood) the being for a god and henceforth pledged your life to his or her service.
- 6 Your hatred of trolls, orcs, humans, or demons led you to serve one of the great fey, hoping to grow your power enough through the fey's gifts to be able to stand against your enemies and survive.



MASTER PATHS

Each of the following master paths has its roots in the lands of the faerie or is associated with one of the various methods that the fey employ to get what they want.

BEGUILER

Standing at the crossroads of the mortal world and the realms of faerie, beguilers master Fey magic, causing mystical energy to well up from within themselves and manifest as an otherworldly presence that makes it easy for beguilers to influence others with nothing more than a thought and a gesture.

LEVEL 7 BEGUILER

Attributes Increase three by 1 each

Characteristics Health +2, Power +1

Languages and Professions You can speak another language.

Magic You discover the Fey tradition or learn one Fey spell.

Enchanting Presence You can use an action to expend the casting of one spell you have learned and choose one living creature within short range. Make an Intellect attack roll against the target's Will. On a success, the target becomes charmed for a number of rounds equal to 1 + the rank of the expended spell.

Twist the Mind You can use an action to twist the mind of one creature within medium range that is charmed by you. You remove the charmed affliction, and the target must make a Will challenge roll. On a success, you become dazed for 1 round. On a failure, you can choose one of the following effects:

- The target becomes frightened for 1 minute.
- The target becomes compelled for 1 round.
- You become invisible to the target for as long as you concentrate, up to 1 minute.

LEVEL 10 BEGUILER

Characteristics Health +2

Magic You learn one Fey spell.

Fey Majesty When you use your Enchanting Presence talent, you choose a number of living creatures equal to your Power and attack each target separately.

CAT SITH

Cat sith are people who have been touched by faerie magic, gained from a bargain with one of the great fey, that grants them the ability to adopt the forms of great black cats. Many cat sith are witches, though they also come from the ranks of druids, rangers, and anyone else who lives in or near the realms of the faerie. Most common folk consider black cats to be ill-omened creatures, and they stave off the bad fortune such creatures bring by leaving offerings of cream on their doorsteps.

LEVEL 7 CAT SITH

Attributes Increase three by 1 each

Characteristics Perception +1, Health +4, Power +1

Languages and Professions You can speak another language or add a faerie or wilderness profession.

Form of the Black Cat You can use an action to assume the form of a large cat, covered in black fur with a white spot on your chest. While in this form, you use the following statistics box in place of your own. You can remain in this form for up to 1 hour, and you can revert to your normal form by using an action or a triggered action on your turn. You also revert to your normal form if you become incapacitated. You can use this talent a number of times equal to your Power score. You regain expended uses after you complete a rest.

BLACK CAT

Size 1 faerie

Perception 13 (+3); darksight

Defense 15; **Health** 20 + your Health score

Strength 14 (+4), **Agility** 14 (+4), **Intellect** 8 (-2), **Will** 11 (+1)

Speed 12

Immune gaining Insanity; frightened

ATTACK OPTIONS

Teeth (melee) +4 with 2 boons (1d6)

Claw (melee) +4 with 2 boons (1d3)

SPECIAL ATTACKS

Claws and Teeth You attack twice with your claws and once with your teeth.

Pouncing Attack You move up to your Speed and attack twice with your claws, dealing 1d6 extra damage on each success.

SPECIAL ACTIONS

Dire Crossing While moving, you can use a triggered action to lay a curse on one creature within 1 yard of you. The target must get a success on a Will challenge roll or become cursed for 1 minute or until you use Dire Crossing again. While cursed, the target makes all attack rolls and challenge rolls with 1 bane. Furthermore, whenever the total of an attack roll or a challenge roll made by the target is 0 or lower, the target gains 1 Insanity.

LEVEL 10 CAT SITH

Characteristics Health +4

Dire Cat While in your black cat form, you gain a +1 bonus to Size, you have a +20 bonus to Health, and your teeth attacks deal 1d6 extra damage.

ETERNAL GUARDIAN

The eternal guardians are an elite order of faerie warriors established long ago to protect the magicians in the wars against the hated trolls. Eternal guardians have both magical and martial training, making them quite effective at shielding their charges from harm. Although the wars against the trolls are long over, the order persists, and nowadays its members protect the great fey and members of their courts from harm.

LEVEL 7 ETERNAL GUARDIAN

Attributes Increase three by 1 each

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a faerie profession.

Ward Other You can use an action or a triggered action on your turn to designate one creature within short range to be your ward. The target remains your ward until you use this talent again. Until this effect ends, your ward cannot become hidden from you, you know if your ward is alive, and you always know your ward's damage.

Sudden Counterstrike When a creature attacks your ward while you are within short range, you can use a triggered action to teleport to an open space within 1 yard of the triggering creature and attack that creature with a weapon.

LEVEL 10 ETERNAL GUARDIAN

Characteristics Health +4

Unassailable Resolve While you are within short range of your ward, you cannot be compelled or frightened.

Guardian's Wrath When you use Sudden Counterstrike, you make the attack roll with 1 boon. Also, your attack deals 1d6 extra damage if your Power is 2 or lower or 2d6 extra damage if your Power is 3 or higher.

HARBINGER

The elusive and mysterious harbingers pour out from the realms of faerie to raid mortal lands, speeding ahead of the main host to prepare the way to victory. Harbingers use the hidden passageways that crisscross the world to strike from the least expected directions and then melt away before their foes can mount a defense. Any faerie might pursue this path, though pixies are best suited to it.

LEVEL 7 HARBINGER

Attributes Increase three by 1 each

Characteristics Health +4

Languages and Professions You can speak another language or add a faerie profession.

Ghost Strike You can use an action to cause an image of yourself to appear in an open space within short range. Make an attack with a weapon as if you were in that space. On a success, you deal damage as normal and then teleport to that space.

LEVEL 10 HARBINGER

Characteristics Health +4

Swift Escape When a creature you can see attacks you, you can use a triggered action to make an Intellect challenge roll. On a success, you teleport to an open space you can see within short range, and if the target could no longer attack you in your new position, its action is wasted. On a failure, you lose this talent until you complete a rest.

KEEPER OF THE FLAME

The fey were the first to bind genies in an effort to harness their power. That act earned them the enmity of those ancient spirits—a resentment that endures to this day. From their efforts, the faeries learned advanced techniques for controlling the elements, many of which have been disseminated to other peoples all over the world.

The Keepers of the Flame, in contrast, guard their secrets and remain an insular society, suspicious of outsiders and reluctant to welcome new blood into their ranks. While almost all Keepers are faerie, a talented mortal might gain entry to their ranks.

LEVEL 7 KEEPER OF THE FLAME

Attributes Increase three by 1 each

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You learn the *create flame* spell, which is described below.

Inured to Fire Creatures attacking you with fire make their attack rolls with 1 bane, and you make challenge rolls to resist attacks using fire with 1 boon.

CREATE FLAME

FIRE UTILITY 0

Duration 1 hour; see the effect

You cause a ball of fire to appear in the palm of your hand or at the end of an object you are holding. The flame is warm, but does not harm you or anything you wear or carry. It emits light that fills a sphere with a 3-yard radius centered on the flame.

You can use an action to attack with the flame, which ends the spell. Make an Agility attack roll with 1 boon against the Agility of one creature within short range. On a success, the flame hits and the target takes 1d6 + 1 damage.

LEVEL 10 KEEPER OF THE FLAME

Characteristics Health +2

Magic You learn one spell.

Fiery Resurgence You can use an action to plunge your hand into a flame and regain the casting of a Fire spell of rank 2 or lower. You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

Control Flame You can use an action to take control of one flame of Size 2 or smaller that you can see within medium range. The target flame can be part of a larger fire. The controlled flame becomes a compelled creature with any shape you choose for as long as you concentrate, up to 1 minute. When the effect ends or when the controlled flame becomes incapacitated, the flame gutters out.

CONTROLLED FLAME

Size 2 or smaller construct

Perception 5 (–5); truesight

Defense 10; **Health** 20

Strength 10 (+0), **Agility** 14 (+4), **Intellect** 5 (–5), **Will** 5 (–5)
Speed 12

Immune damage from disease, fire, or poison; gaining Insanity; asleep, blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned

Fiery Form A controlled flame takes half damage from weapons. In addition, it blazes brightly, emitting light out to 10 yards around it.

ATTACK OPTIONS

Fiery Touch (melee + 1) +4 with 1 boon (2d6 plus Ignite)

Ignite The target must get a success on a Agility challenge roll with 1 bane or catch fire.

MORRIGAN

When an immortal creature of faerie dies a violent death from unnatural causes, the morrigans spring forth to avenge that death. Morrigans are physical manifestations of grief and hatred, feared for their fury and brutality. Known by the crows that keep their company, morrigans are living omens of doom, their mere presence capable of striking fear in the hearts of their enemies.

LEVEL 7 MORRIGAN

Attributes Increase three by 1 each

Characteristics Health +4

Languages and Professions You can speak another language or add a faerie profession.

Crows You have the service of two crows (each as a **tiny animal** with the flier trait). These creatures are under your control, and they obey your spoken commands. If a crow dies, a new one replaces the old when you complete a rest.

Doom You can use an action to force one creature within short range that can see and hear you to make a Will challenge roll. On a failure, the creature becomes doomed for 1 minute.

While doomed, the creature is frightened. Also, if at least one of your crows is within 1 yard of the creature, your attacks against the creature deal 1d6 extra damage. Finally, whenever the creature gets 0 or lower as the result of an attack roll or a challenge roll, you can use a triggered action to move up to your Speed and attack it.

LEVEL 10 MORRIGAN

Characteristics Health +4

Murder of Crows When you move, you can transform into a swarm of shrieking, cawing crows and remain in that form until you stop moving. In this form, you can fly, you take half damage from any attack that targets a single creature, and you can move through a space occupied by any creature, though you cannot end your move in such a space.



MUSE

Faeries have an enduring interest in mortal creatures. They recognize the potential of mortals, but they pity their short life spans. A muse is a special kind of fey dedicated to helping mortals, and others, realize their capabilities, offering them inspiration and motivation to find success in what they do best. Muses tend to be elves, but can also be fauns, pixies, or any other individual who has a knack for bringing out the best in other people.

LEVEL 7 MUSE

Attributes Increase three by 1 each

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a faerie profession.

Magic You discover one tradition or learn one spell.

Aura of Inspiration You can use an action to emit an aura of inspiration that lasts for 1 minute or until you become incapacitated. Until the effect ends, each member of your group that is within short range of you makes challenge rolls with 1 boon. You can use this talent a number of times equal to your Power, and you regain expended uses when you complete a rest.

LEVEL 10 MUSE

Characteristics Health +2

Magic You learn one spell

Clarity Whenever a creature affected by your Aura of Inspiration talent gets 20 or higher as the result of its challenge roll, you grant each creature affected by your Aura of Inspiration 1 boon on all attack rolls and challenge rolls for 1 round.

NIGHTSTALKER

Creeping through the darkness, unseen and unheard, nightstalkers are masters of the art of stealth. Many nightstalkers use their nearly supernatural talents for criminal pursuits, whether thievery or murder. Others use their abilities to fight creatures of darkness, gathering information about them and then striking with shocking surprise.

LEVEL 7 NIGHTSTALKER

Attributes Increase three by 1 each

Characteristics Health +3

Languages and Professions You can speak another language or add a profession.

Darksight You can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit. If you already have Darksight, you instead make Perception rolls with 1 boon.

Shadowblend When you move into an area obscured by shadows or darkness, you can attempt to become hidden without using an action.

Silent Moves When moving, you make no sound.

LEVEL 10 NIGHTSTALKER

Characteristics Health +3

Perfect Stealth You are automatically hidden from any creature that cannot see you.

Shadow Evasion When a creature attacks you while you are in an area obscured by shadows or darkness, you can use a triggered action to move up to half your Speed to a space that is also obscured by shadows or darkness.

SPELLWEAVER

Spellweavers weave threads of magical energy into mundane pieces of ammunition, allowing magical effects to be propelled across great distances. Many spellweavers imbue ammunition with spells and then bestow those projectiles upon keen-eyed allies who are skilled with ranged or thrown weapons.

LEVEL 7 SPELLWEAVER

Attributes Increase three by 1 each

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover one tradition or learn one spell.

Enchanted Ammunition You can use an action to touch a piece of ammunition and expend a casting of a spell whose rank cannot exceed more than half your Power and that affects an area or that targets a point in space or a point within your reach. You bind the spell to the piece of ammunition, where it remains until fired.

When you or another creature makes an attack using enchanted ammunition, the attack roll is made with 1 boon. On a success, the spell bound to the ammunition is expended and takes effect as if you had just cast it. The spell's area either is an area centered on a point within the target's space or originates from that point.

LEVEL 10 SPELLWEAVER

Characteristics Health +2

Magic You learn one spell.

Greater Magic Ammunition When you use the Magic Ammunition talent, you can expend a casting of a spell of any rank that you have learned.

TROLL HUNTER

Trolls and fey have fought since the sun first rose on the world, and their mutual hatred continues to this day. For some among the faerie, this feeling is all-consuming. These troll hunters make it their life's mission to hunt down and exterminate trolls. They develop and hone special fighting techniques to bring down their ancient foes.

LEVEL 7 TROLL HUNTER

Attributes Increase three by 1 each

Characteristics Health +4

Languages and Professions You can speak Trollish or add a profession.

Giant-Fighter You can move through and occupy spaces occupied by creatures whose Sizes are 1 or more larger than your own.

Tumbling Assault While you are inside a space occupied by a creature larger than you are, you make attack rolls against that creature with 1 boon.

Through the Legs When a Size 2 or larger creature gets a failure on an attack roll against you, you can use a triggered action to move up to half your Speed and attack the triggering creature at any point during your movement.

LEVEL 10 TROLL HUNTER

Characteristics Health +4

Giant Evasion Creatures of Size 2 or larger make attack rolls against you with 1 bane.

Troll Slayer Your attacks against Size 2 and larger creatures deal 1d6 extra damage. Against trolls, your attacks deal 2d6 extra damage instead.



MAGIC

Spells of the Fey tradition, not surprisingly, were first crafted by faeries. They remain popular among denizens of the hidden kingdoms, and over the eons this tradition has been discovered and exploited by a great many mortals as well.

This section also includes a selection of new spells of other traditions that have particular significance or usefulness to faeries.

FEY

Fey magic deceives and beguiles. Its spells shatter restraint and wash away suspicion, making fools of their targets and leaving those creatures susceptible to manipulation. Most users of Fey magic are, of course, faeries, with elves and pixies being the most common, though goblins, fauns, and anyone else with close ties to faerie might discover its power, either learning it from the faeries or gaining the knowledge by bargaining with one of the great fey.

If you learn Fey spells, you attract the attention of tiny faeries who regard you as a friend and ally. These rarely seen companions tend to your gear, mending and cleaning your clothing and sometimes preparing meals, all provided that you leave them small gifts and never, ever directly offer thanks. If you fail to uphold these faerie customs, your helpers can become hindrances. Angry faeries might filch small items, cause food to spoil, sabotage equipment, or steal your animals.

Intellect is the associated attribute for the casting of Fey spells.

IRON ABHORRENCE

You cannot cast Fey spells while you are in contact with iron or an alloy of iron. As well, when you attack with a Fey spell, you make the attack roll with 1 bane if the target is wearing iron or an iron alloy, and the target makes any challenge roll to resist the attack with 1 boon.

MISDIRECT

FEY ATTACK 0

Target One creature within short range

Make an Intellect attack roll against the target's Perception. On a success, the target makes attack rolls with 1 bane while it is within short range of you for 1 minute.

Attack Roll 20+ The target also becomes impaired for 1 minute.

SHRINK OBJECT

FEY UTILITY 0

Target One Size 1 or smaller object you can reach

You touch the target, causing it to become Size 1/8 or half its Size, whichever is smaller. The object remains at this Size until you use an action to restore it to its normal Size.

FADE

FEY UTILITY 1

Duration 1 minute

You become hidden for the duration. The effect ends if you use an action or a triggered action.

Triggered When you take damage, you can use a triggered action to cast this spell. The duration becomes 1 round when you cast the spell in this way.

DRUNKENNESS

FEY ATTACK 1

Area A sphere with a 2-yard radius centered on a point within medium range

Magical fumes spread through the area and then disperse. Each living creature in the area must get a success on a Strength challenge roll or become intoxicated. While intoxicated, the creature is impaired, takes half damage from all sources, and cannot gain Insanity.

WILL-O'-WISP

FEY ATTACK 1

Target A point in space within medium range

Duration Concentration, up to 1 minute

A 1-foot-diameter ball of flickering flame appears at the target point and remains for the duration. The flame sheds light in a 2-yard radius. When the flame appears, each creature within medium range of it that can see it must get a success on a Will challenge roll with 1 boon or become beguiled by the flame until the spell ends or until the creature takes damage.

Each time you use an action to concentrate on the effect, you can move the ball of flame up to 5 yards in any direction. While a creature is beguiled by the flame, whenever you move the ball of flame, the creature must move half its Speed toward the flame.

SLUMBER

FEY ATTACK 2

Area A sphere with a 3-yard radius centered on a point within medium range

Sparkling specks of gold swirl through the area and disappear. Each living creature with Health 10 or lower falls prone and goes to sleep for 8 hours.

Each living creature with Health 11 or higher must make a Will challenge roll. A creature makes the roll with 1 bane if it is injured and 2 banes if it is fatigued. A creature with Health 30 or higher makes the roll with 1 boon. With a failure on the challenge roll, the creature falls prone and goes to sleep for 8 hours. A sleeping creature immediately wakes if it takes damage or if another creature uses an action to shake or kick it awake.

FAERIE GOLD

FEY UTILITY 2

Target One leaf you are holding

Duration See the effect

The target transforms into a gold coin and remains in this form until the next sunrise, at which point it becomes a leaf once more. When a creature other than you touches the coin, it must make an Intellect challenge roll. It makes the roll with 1 bane if it is charmed by you. On a success, the effect ends immediately.

Sacrifice You can expend a casting of this spell to heal damage equal to your healing rate.

BEWILDER

FEY ATTACK 3

Target A sphere with a 2-yard radius centered on a point within medium range

Multicolored lights spread through the area. Each living creature in the area must make a Will challenge roll. A creature with 1 or more Insanity makes the challenge roll with 2 banes. On a failure, the creature becomes confused for 1 minute. On a success, the creature becomes impaired for 1 round.

A confused creature must take a fast turn each round and on that turn roll a d6 to see what it does.

BEWILDER EFFECTS

1d6	Behavior
1	The creature spends its turn laughing or weeping.
2	The creature moves up to its Speed along a straight line in a random direction.
3	The creature uses an action to charge the creature nearest to it.
4	The creature uses an action to claw at itself, taking 1d6 damage as a result.
5	The creature is frightened for 1 round but otherwise decides what it does on its turn.
6	The creature decides what it does on its turn.

ERASE MEMORY

FEY ATTACK 3

Target One creature within short range that can hear you

Your words cause the target's memories to fade from its mind. Make an Intellect attack roll against the target's Intellect. You make the attack roll with 1 boon if the target is charmed. On a success, you erase the target's memories of what it had experienced during the minute before your casting of this spell. Casting this spell also removes any Insanity gained by the target during the previous minute. **Attack Roll 20+** The target also becomes impaired for 1 minute.

HALLUCINATIONS

FEY ATTACK 4

Target One creature you can see within medium range

The target sees and hears things that are not real. Make an Intellect attack roll against the target's Perception. On a success, the target hallucinates for 1 minute. Until the effect ends, whenever the target would use an action, it must first make a Perception challenge roll with 1 bane. On a failure, the target becomes dazed for 1 round.

TWISTED CROWN

FEY UTILITY 5

Duration Concentration, up to 1 minute

A twisted wooden crown appears on your head and remains for the duration. When you cast the spell and again when you use an action to concentrate on it, each creature within short range of you must make a Will challenge roll. A creature becomes stunned for 1 round on a failure, or immune to this casting of the spell on a success.

BEGET CHANGELING

FEY UTILITY 6

Requirement Before you can cast this spell, you must spend 1 hour working with mud, sticks, leaves, and small stones to form a simulacrum of a human-shaped creature. The simulacrum can be no larger than Size 1. Once created, the simulacrum retains its potency until you complete a rest or until it takes 10 damage or more.

Target The simulacrum you created that is within your reach

Duration 1d6 + 1 days; see the text

You transform the target into a changeling that has the appearance of one living creature you can see within medium range. The changeling has 1 for all of its attribute scores. Each hour, the changeling's attribute scores increase by 1 until it has Strength 9, Agility 10, Intellect 10, and Will 10.

When the spell would end, roll a d20. If you roll a 1, the effect becomes permanent. Any other result indicates that the spell ends, and the changeling collapses into a pile of dirt, sticks, leaves, and small rocks.

OTHER SPELLS

Aside from magic of the Fey tradition, faeries have devised numerous other spells that characters of any ancestry might find useful.

BATTLE SPELLS

SEEKING MISSILE

BATTLE ATTACK 0

As part of casting this spell, make an attack with a ranged weapon or a thrown weapon. Your attack ignores banes incurred by any form of cover except for total cover, banes due to invisibility, and banes from attacking targets that are in obscured areas.

PHASING MISSILE

BATTLE ATTACK 1

As part of casting this spell, make an attack with a ranged weapon or a thrown weapon. You make the attack roll with 1 boon. Your attack ignores banes due to cover, and you can attack totally covered targets, but if you cannot see such a target, you shoot as if you were blinded. If you can see a totally covered target, you can attack that target as if it was not covered.

CELESTIAL SPELLS

MOON BRIDGE

CELESTIAL UTILITY 2

Requirement You can cast this spell only at night or underground

Area A line 10 yards long, 2 yards wide, and 1 inch thick, originating from a point within medium range, each end of which must be in contact with a solid surface

Duration Concentration, up to 1 minute

Soft light fills the area and remains for the duration. The area becomes solid and able to hold any weight placed on it.

Sacrifice You can expend a casting of this spell to cast the *burning beam* spell.

CONJURATION SPELLS

CREATE SECRET DOOR CONJURATION UTILITY 2

Target A circle with a 1-yard radius centered on a point on a flat surface within short range

Duration 1 hour

A closed, ornate, round wooden door 2 yards in diameter appears in the area. The door can be opened and closed, functioning as an ordinary door. Behind the door is a 2-yard-diameter open space that extends up to 2 yards into the surface on which the spell was cast. Both the door and the space remain for the duration. If the thickness of the surface is 2 yards or less, opening the door grants access to whatever lies beyond the surface.

When the effect ends, any creature or object inside the space created by the spell becomes shunted into the Void, unlikely to be seen again.

CURSE SPELLS

CURSED APPLE

CURSE UTILITY 3

Target One apple you are holding

Duration 24 hours or until consumed

You concentrate for 1 minute, during which time you must prick your hand and spill a little blood onto the target. At the end of this time, you imbue the target with magic that imparts a curse on anyone who eats the target. The imbued magic lasts for the duration. As part of the casting, you must state a specific action that can lift the curse laid by the target, such as a kiss from a mortal with noble blood, the tears of a maiden, or a drop of blood from a mortal child. You can also use an action to lift the curse from the target, provided you are within long range of it.

A creature that eats the apple falls prone and becomes cursed. While cursed, the creature is asleep, does not need to eat or drink, and grows no older. The effect lasts until the curse is lifted, or until you die.



ENCHANTMENT SPELLS

BLISS

ENCHANTMENT ATTACK 3

Target Any number of creatures within short range

Each target must make a Will challenge roll. If the target is charmed, it makes the roll with 1 bane. If you attacked the target at any point since you last completed a rest, the target is immune to this spell. On a failure, the target becomes dazed for 1 minute or until it takes damage.

ILLUSION SPELLS

KINDRED SOUL

ILLUSION UTILITY 1

Duration 1 hour

For the duration, creatures that can see and that have the same Size or range of Sizes that members of your ancestry commonly possess perceive you as sharing their ancestry. In addition, when you speak, creatures that hear you speak and know at least one language can understand what you say as if you had spoken in a language they know.

NATURE SPELLS

CIRCLE OF STONES

NATURE UTILITY 3

Target Eight points on the ground within short range, each of which must be at least 2 yards from another

You cause a stone to rise from one target point when you cast the spell and another stone in each round when you use an action to concentrate on the spell, until a total of eight

stones appear. Each stone is 2 yards wide, 1 yard thick, and 4 yards tall, with Defense 5 and 100 Health, and remains until it is destroyed.

A stone that appears as a result of casting this spell is imbued with magical energy that lasts until you complete a rest. You can use an action, or a triggered action on your turn, to choose up to eight creatures you can see within medium range of you. The stones provide a +1 bonus to Defense and 1 boon to attack rolls for chosen creatures that are within 1 yard of at least one of the stones.

A chosen creature can use an action to touch a stone imbued with magical energy and be moved into the stone's space. While in the stone's space, the creature remains aware of its surroundings and of the passage of time, but it cannot do anything except to use an action to move out of the stone through the surface where it entered. If a stone is destroyed while a creature is inside it, the creature becomes fused to the rubble and dies. If the creature is still inside the stone when the stone's magical energy dissipates, the creature is forced out of the stone, taking damage equal to twice its healing rate and gaining 1d6 Insanity.

PRIMAL SPELLS

CALL STEEDS

PRIMAL UTILITY 4

Target A circle on the ground with a radius of 5 yards centered on a point within short range
Duration 8 hours; see the effect

At the end of the round, six **horses** appear in the area standing on the ground. They remain for the duration or until they become incapacitated, at which point they disappear. The horses become compelled by anyone riding them for as long as they are ridden.

PROTECTION SPELLS

IMPRISON

PROTECTION ATTACK 5

Target One creature within long range that is standing on the ground

Adamantine chains spring up from the ground, forcing the target to make an Agility challenge roll. A target with Health 50 or lower makes the roll with 1 bane per point of its Power score. A target with Health 100 or higher makes the roll with 1 boon. On a failure, the creature is immobilized for as long as you concentrate, up to 1 minute. While it is immobilized, the target can use an action to make a Strength challenge roll with 1 bane plus 1 bane for each round you used an action to concentrate on the spell. On a success, the target removes the immobilized affliction and the chains disappear.

If you concentrate on maintaining the effect for 1 minute, the chains drag the target 3d6 miles down into the earth, where it remains bound until you use an action or a triggered action at any time to free it. While bound in this way, the target cannot be perceived with Divination spells.

REMOVE CURSE

PROTECTION ATTACK 5

Target One cursed creature you can see within medium range

Make an Intellect challenge roll. On a success, you remove one curse from the target. If the total of your challenge roll is 20 or higher, you remove all curses from the target.

SONG SPELLS

SONG OF REVELS

SONG ATTACK 3

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must get a success on a Will challenge roll or become impaired for 1 minute. While impaired, the target must take a slow turn each round, and you decide how the target moves during that turn, provided you can see it. An affected creature can use an action to make a Will challenge roll. A creature removes the affliction on a success, or gains 1 Insanity on a failure.

ENTHRALLING SONG

SONG ATTACK 5

Target Any number of living creatures within short range that can hear you

You play or sing a lively melody. Each target must get a success on a Will challenge roll or become enthralled for as long as you concentrate and continue to play, up to 1 hour. An enthralled creature is dazed, and on each of its turns, it must move to stay with medium range of you. If an affected creature cannot see or hear you on its turn, the effect immediately ends for that creature.

FAERIE MUSIC

Faeries love music and often weave magic into their songs and melodies that can bewitch mortals who hear the tunes, luring them to join the fey in their dancing and capering. Faeries favor fiddles, harps, cymbals, tambourines, and mouth harps, all good at making the sort of lively music that mortals find enchanting. Many popular faerie songs are the foundations for spells of the Song tradition.

TELEPORTATION SPELLS

HIDDEN SPACE

TELEPORTATION UTILITY 3

Area A cube of space, 1 yard on each side, originating from a point within medium range
Duration 8 hours

A portal opens in the center of the area and remains for the duration. The portal is 1 yard wide and 2 yards tall, but has no thickness. It has a front and a back, and can have any orientation.

Anything moving through the front of the portal enters an interdimensional space that is up to 2 yards in all dimensions for each point of your Power score. For example, if you have Power 5, the space can be a cube up to 10 yards on each side. The walls, floor, and ceiling of the space are solid, with swirls of silvery mist moving across their surfaces. There is sufficient air to breathe for as long as the space remains in existence.

Creatures and objects inside the space cannot be approached by any means except through the open portal. If you are inside the space, you can use an action to close the portal, thus making the space inaccessible. When the spell ends, roll a d6 for each creature or object inside the space. On an odd number, the creature or object is shunted into the Void, tumbles into the endless dark, and is likely torn apart by demons. On an even number, the creature or object takes damage equal to half its Health and lands prone in an open space of the GM's choosing within short range of the space the portal occupied.

BANISH

TELEPORTATION ATTACK 3

Target One creature you can see within medium range

Make a Will attack roll against the target's Will. On a success, the target goes out of phase for as long as you concentrate, up to 1 minute. While out of phase, the target takes half damage from all attacks, and its attacks deal half damage. The target can use an action to make a Will challenge roll with 1 bane plus 1 bane for each round you used an action to concentrate on the spell. On a success, the effect ends. If you concentrate on the effect for 1 minute, the target disappears. If it had been summoned, the target returns to where it was when you summoned it. Otherwise, the target teleports to a point the GM chooses 5d20 miles away.



LANDS OF THE FAERIE

The lands of the faerie are everywhere and nowhere, touching the world yet never quite part of it. They are fantasies made real and nightmares brought to life. They are hidden in plain sight, but reveal themselves to the worthy and the wicked, offering bliss, pain, wonder, madness, or death to the mortals who find them. And although these lands occupy space and are fixed in time, they shift and change with their makers' whims.

The realms of the faerie can sometimes be glimpsed by someone who is at the right time and place. Shimmering towers might appear in the rain falling on an ancient forest, or a light fog could part under the light of the full moon to reveal a path through the hills. The elusiveness of these realms stems from their otherworldly nature. Each exists inside a bubble that floats on the surface of reality and protrudes like a bulge into the Void. Their proximity to the Endless Dark makes faerie realms extremely unstable, and so the normal rules that apply in nature are bent or even broken in such places.

Many of these "bubbles" are old, having sprung into existence as a byproduct of whatever creative force made Urth and the rest of the universe. Others are more recent, created by powerful spells (whether intentional or accidental). The most secure hidden realms are those created by the faeries, which includes Alfheim, Tir Nan Og, Niflheim, the Isle of Dreams, the Maze of the Goblin King, and many others. The great fey fashioned these realms to escape the horrors in the mortal world—horrors loosed by the humans of Gog, the wickedness of trolls, and the hostilities of the other, younger races. Sequestering themselves in these hidden kingdoms signaled the fey's relinquishing of the mortal world to its less worthy keepers, freeing the faeries to pursue their own interests while isolated from the myriad enemies that lurked beyond the borders of their new, magical home.

FAERIE SITES

Scattered all across the Lands of Rûl and beyond are sites that have strong ties to the fey, whether steeped in their magic or made by their hands. Most such places mark thin spots, where it is possible to move from the mortal world into a hidden kingdom and back again.

FAERIE RINGS

Faeries love music, and their revels involve dancing, often in the same place, night after night. Such sites are clearly marked by rings of toadstools, and mortals do well to avoid them lest they become ensnared by the faeries. A faerie ring can be from 1 yard to 10 yards in diameter.

When a creature steps into a faerie ring, it hears lively music performed by invisible faeries and must make a Will challenge roll with 1 bane. On a success, the music stops for the creature and it can leave the ring. On a failure, the creature becomes invisible to creatures outside the ring, seeming to have disappeared, when in truth the creature is being forced to dance wildly to the otherworldly music. After each minute the creature dances, it must get a success on a Strength challenge roll or become fatigued. If the creature is already fatigued, it takes a cumulative -1d6 penalty to Health. When the creature gets three successes, the music stops and the creature can leave the ring—whereupon it discovers that for each minute the creature spent inside the ring, one day of real time has passed. Penalties to Health incurred by the dancing disappear when the creature completes a rest.

A creature can neutralize the power of a faerie ring by tossing a glove turned inside out into the center of the ring. Doing so causes the faeries to flee and releases any mortals trapped inside the ring. Digging into the earth beneath a faerie ring typically turns up bones, an interesting object or two, and usually one enchanted object.

HOLLOW HILLS

Hollow hills, known also as faerie mounds and elf hills, dot the countryside near Alfheim and other hidden kingdoms. These features are enormous rounded mounds, denuded of everything but grass, the air motionless above them. The sounds of the environment grow quiet the higher one climbs toward the top of a hill. Animals and even insects avoid these places. When night falls, glowing motes are sometimes seen rising from the grass, swirling, almost dancing in the air. On the sides of some hills are stout wooden doors, through which one can hear laughter, music, and sounds of revelry coming from inside the mound.

Many hollow hills are doorways to hidden kingdoms, spots where mortals can travel from their world into that of the faerie. Inside the hills, elves and other faeries gather to pass their nights in games and diversions and their days sleeping off the night's excesses. Mortals might gain access to the hidden kingdoms by walking around a hollow hill nine times when Tarterus looms full in the sky, or by knocking seven times upon the door of one. In rare cases, access is provided when a hill rises up, its top supported on wooden pillars, to grant entry to any who come near.

Not all hills are gateways. Some are the tombs of great warriors and magicians lost to the world long ago. Others are treasure vaults, in which the Fair Folk keep dangerous relics. In all cases, whether gateways or not, magic protects these hills from trolls, robbers, and other unwelcome guests.

ISLANDS OF THE FEY

Islands, especially those in lakes and seas far removed from civilization, sometimes house faeries that refused to abandon their homes, feeling safe because of their remoteness. Many faerie islands appear intermittently in the mortal world. Such an appearance could occur in response to the movements of celestial bodies, or an island might rise from the watery depths once every few years. Faerie islands offer refuge to those who are friendly to their kind and doom to those who aren't. It's believed that a faerie island can be fixed in the world by lighting a fire at its center or plunging an iron rod into the ground in that location.

Most faerie islands are peaceful, joyous places, serving as refuges from the world's horrors and harshness. Mortals who travel to an island experience feelings of happiness and contentment. The temperature is always pleasant and warm, and those living there do not age or suffer ailments. There's no need to work, thanks to the abundance of food and water. These places come as close to paradise as souls can ever find, if the islands' inhabitants permit those souls to receive their beneficence.

SECRET ROADS

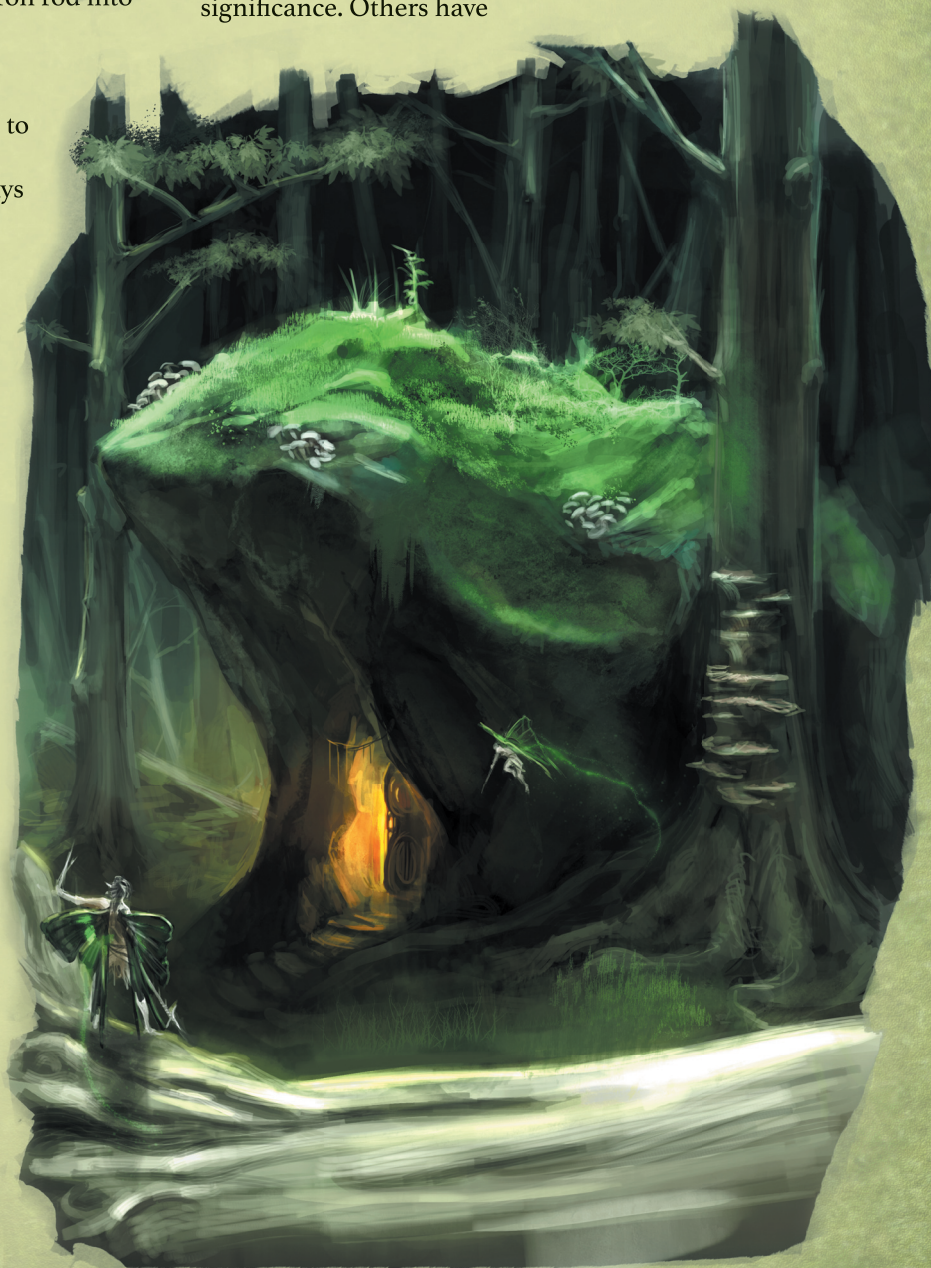
A web of invisible pathways stretches across Urth, providing instantaneous travel from one place to another. The fey use these routes to move freely through lands held by mortals. Although these secret roads are difficult to detect with ordinary senses, people tend to feel their presence as a tingling on the skin or the raising of the hair on the back of one's neck. A home built atop a secret road might seem to be haunted, with its occupants hearing knocks in the walls or glimpsing apparitions in and around the home in the darkest hours of night.

At either end of a secret road stands a portal. Although such portals can have any appearance, most look like circular shimmers of heat, 1 or 2 yards in diameter. Others are pools of color, curtains of fog, or disguised as ordinary objects, such as a door in the side of a freestanding boulder. Under most

circumstances, a creature or object that enters one portal emerges from the other. Some portals allow one-way travel only, while others might have special requirements, such as being able to transport only living things, faeries, or anything but iron. A portal might operate only at specific times, such as at midnight or in the gloaming between day and night. Others spring into existence once every few years or at random times.

STONES, BOULDERS, AND MONUMENTS

From bits of statuary nearly lost amid overgrowth, to rune-scrawled monoliths, to circles of standing stones, the lands of Rûl are littered with the debris of lost civilizations. Many of the older rocks and rock formations were left by the fey when they retreated from the world, and most were later adopted by the priests of the Old Faith as sites of religious significance. Others have



obvious connections to the Fair Folk, featuring doors or windows on their surfaces that can be opened only at certain times of the year or with the speaking of a mystic phrase.

The most significant monuments are the dolmens, of which only a few remain in the lands of Rûl, mostly on the Empire's frontiers. Each dolmen consists of two vertical megaliths that support a horizontal capstone. Many devotees of the Old Faith perform ceremonies to honor their gods at such sites, though most of these locations have long lost any magical power they once had. A few, however, can be coaxed to life by speaking the proper phrase, which might reveal a gateway to one of the hidden kingdoms, allowing passage to and from that site by passing beneath the capstone.

The Endless Stairs: In the Mistwood, a stone staircase rises from the forest floor, surrounded by rocks and rubble. To anyone who views it, the stairs appear to climb thirty-three steps and then stop. Ascending or descending the stairs reveals their enchanted nature. No matter how high one climbs, there always appears to be just one more step to take, enabling the creature to climb higher and higher into the air. But if the climber turns back and descends the staircase, it reaches the forest floor after stepping off the thirty-third step, regardless of the elevation the creature had seemingly attained.

It's believed that the staircase leads to the palace of the Maiden of the Moon and that the goddess confounds climbers to prevent them from gaining access to her wondrous realm. Some believe that singing a song of praises to her while climbing for thirty-three days and nights can draw her attention, and if she finds the singer's voice sweet and heart pure, she opens the gate to her realm.

TREES AND FORESTS

The faeries left few monuments from their time in the mortal world. One can find evidence of their inhabitations in the pale spires that stab up from the lands of the Northern Reach. Their function and purpose are a mystery to mortals; in truth, they channel magical energy from the mortal world to sustain Alfheim's existence. Without these towers, the magic would unravel and the hidden kingdom of Alfheim would be forced into Urth, with disastrous consequences. The energy transmitted from the mortal world is boundless, allowing Alfheim and other hidden kingdoms to exist in perpetuity. Aside from the occasional dolmen, or door in the side of a boulder, most faeries preferred to live as part of nature rather than at its expense, using their skill at shaping stone only when needed. Instead, most faeries lived in the forests and raced through the hills, exulting in the natural beauty of the world.

In some places, especially those that have never known the bite of an iron axe or the blade of a plough,

the faeries remain in the world much as they did before the great exodus to the hidden kingdoms. In these lands, far from civilization's stench, the faeries make their homes, favoring the deep woodlands, where they live in the boles and boughs of oaks, alders, elders, rowans, blackthorns, hazels, and willows.

Although the faeries who claim these trees protect them, their magical nature can sometimes be apparent in the manner in which the trees grow. Trunks of trees infested with the fey might display oddly human faces, bend and twist away from the sun, or gather together, growing such that multiple trees become tangled.

Folklore warns people to show reverence to such trees, and most woodcutters, as a result, think twice before harvesting a tree that has an odd shape. Rustic folk who seek to appease the faeries or gain their attention might tie ribbons in the branches of unusual trees or leave small gifts at the base of their trunks.

Walking Trees: Magical energy that seeps from the hidden kingdoms into the mortal world can awaken ordinary trees, imparting sentience and mobility to them. This energy is born from the same power that was used to fashion the hidden kingdoms, power that sometimes distorts the mortal world in the borderlands. Trees affected by the faeries in this way might become leshy, wise protectors and shepherds of the forest, or, in the case of younger trees, become something lesser. Such trees use the statistics box of a leshy, but they have Defense 15 and Health 50, and they lack the Awaken the Forest special action. Wherever faerie magic has awakened trees in this way, such beings safeguard the woods and drive off or destroy anyone who would despoil their homes.

STRAY SOD

Sometimes, when the great fey walk the mortal world, their passage across the ground leaves behind a bit of their magic, sometimes causing flowers to bloom, and at other times making a loyal servant of the grass itself. Stray sod, for example, can ensnare mortals who step on it, appearing to be a clump of uprooted grass. Any creature that moves across it must make an Agility challenge roll with 1 bane. On a failure, the creature becomes cursed. A creature cursed in this way is immobilized. An affected creature can lift the curse by offering a gift to the grasses that trap it, with a measure of wine usually being sufficient to relax their grasp.

BORDERLANDS

The regions that lie between the hidden kingdoms and the mortal world are steeped in the powerful magic that pervades the realms of the faeries. Each of these borderlands exhibits the nature of the fey realm to which it connects, often producing unpredictable phenomena in the environment. A borderland's size usually corresponds to the size of the place to which it offers

access. A borderland that connects with a place the size of a hidden room might be nothing more than a door suspended in the air, while the edge of Alfheim, a vast landscape, is defined by miles of dense forest obscured by thick, silvery fog.

Many perils await travelers that dare to explore one of these regions. The distortion in the area's magical field muddles the senses, making a short distance seem long, sending compass needles spinning, and making it easy for explorers to become turned around and lost. One's sense of time might also be affected, such that a few minutes of wandering around in an enchanted wood could take hours, days, years, or even no time at all from the perspective of those in the adjoining realms. Faeries regard mortals that brave the borderlands as fair game for trickery and pranks that are not always harmless. The greatest danger to travelers in the borderlands, however, is the presence of demons. Some borderlands distort reality so much that fissures to the Void appear in them and emit demons that also become trapped in these murky places.

A creature of faerie knows how to navigate the borderlands that connect to the hidden kingdom from which it originated and is never subject to the environmental hazards faced by other creatures that explore these areas. A creature of faerie that enters the borderland of a hidden kingdom other than its own makes challenge rolls to avoid hazards and perils encountered in such areas with 1 boon.

SPRIGGANS

Faeries and demons aren't the only creatures found in the borderlands. The greatest realms of faerie use spriggans to guard these hidden pathways, to ensure that the unwanted do not trespass. Spriggans were all once faeries who delighted in villainy. They would rob mortals and steal away their children. Their wickedness earned them the wrath of the great fey, who transformed them into creatures of wood and vine, hulking animated plants that are compelled to protect their peoples' homelands.

HIDDEN KINGDOMS

The hidden kingdoms of the faerie came into being after centuries of violence that began with the genies, continued with the trolls, and eventually concluded with the mortal peoples, most notably the dwarfs. Each immortal life lost diminished the faeries' numbers, and when their casualties grew too high to bear, the survivors fled Urth. The great fey called upon magic that originated at the time of creation. They used it to form new worlds entirely from their imagination—places hidden and secure, realms in which the faeries could pursue whatever they desired.

CROSSING OVER

Because the faeries made the hidden kingdoms to serve as havens for all their kind, they guard the ways to their homelands to ensure that their age-old foes can trouble them no further. For this reason, finding points of entry to the realms of the faerie is beyond the capabilities of ordinary people, even though the routes are often in plain sight.

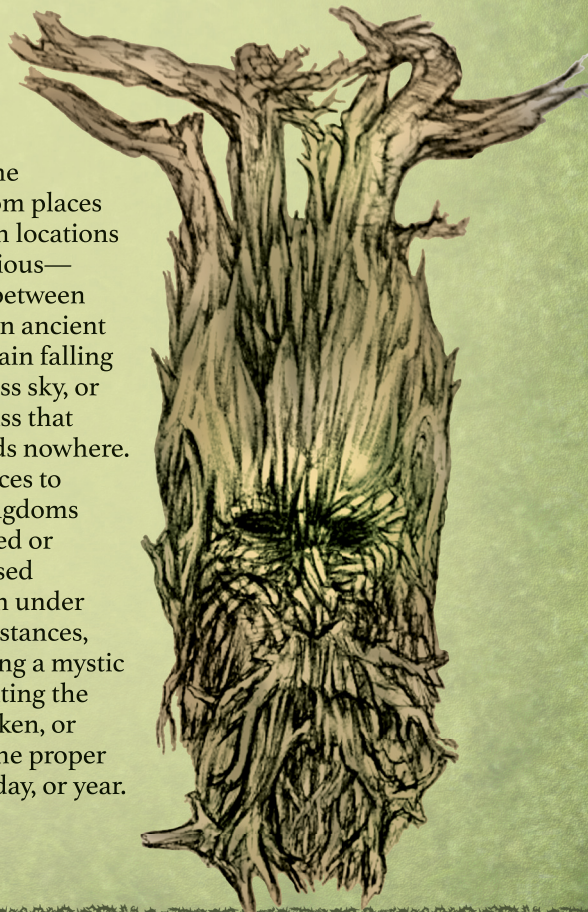
Accessing a faerie realm requires one to pass through a borderland. A borderland refers both to a physical place, such as that misty realm between a hidden kingdom and the mortal world or a device that allows passage from one place to the other. It might seem strange that an old boot could constitute a borderland, but since rubbing the sole three times in a counterclockwise fashion could whisk someone from the comfort of a chair into a dark and unruly forest, that bit of footwear is every bit as significant as the mirage spotted in the depths of the Desolation that hints at a wondrous city just out of reach.

When a borderland takes the form of an item, it often appears ordinary, maybe even shabby, to ensure that mortals who happen upon it don't recognize its importance. Items that serve as borderlands tend to be more dangerous to the faeries, since they can be moved from place to place. A bent key, for instance, might be found stuck in the side of a mysterious white tower and when twisted could open a door to Alfheim, but that key could be removed and carried to someplace else, on the other side of the world, and still grant access to Alfheim.

Luckily for the fey, items that function as borderlands tend to be rare and guarded. The more common borderlands

are places, occupying space in the world, spun into existence by the strain the hidden kingdom places on reality. Such locations tend to be obvious—mists curling between the trunks of an ancient sylvan wood, rain falling from a cloudless sky, or a mountain pass that seemingly leads nowhere.

Most entrances to the hidden kingdoms are either closed or restricted. Closed entrances open under special circumstances, such as speaking a mystic phrase, presenting the appropriate token, or waiting until the proper time of night, day, or year.



Once opened, an entrance remains so for 1d6 minutes and then closes again.

Restricted entrances offer free access to a particular group of creatures or objects. For instance, one could limit access to faeries or creatures traveling with faeries. A restricted entrance usually blocks creatures carrying iron from passing through it or, at the very least, destroys iron items, causing them to disappear when such objects are brought into a hidden kingdom.

HIDDEN KINGDOM FEATURES

The hidden kingdoms bend and twist the laws of nature in accordance with the intentions of their creators, which can then be additionally warped by the realm's proximity to the Void. A hidden kingdom might have features in common with similar realms found in the mortal world, but beneath the veneer of normalcy is a place unpredictable and strange.

Hidden kingdoms range in size from quite small, taking up no more space than a broom closet, to enormous, covering an area the size of a continent. Inside a hidden kingdom, the laws that govern reality in the mortal world do not necessarily apply. The sky in a faerie realm might display different stars and celestial bodies; the world might be one of eternal summer, where the seasons never change; or it might be populated by animals that speak as humans do. Or all three of those facts, and more, could be true. Anything that one's imagination can conjure could be a feature of a realm within the faeries' domain.

Some hidden kingdoms have special effects on objects or phenomena brought into them—black powder does not burn, machines and marvels of engineering do not function, or spells have unpredictable or even dangerous effects.

In the more bizarre hidden kingdoms, creatures with tremendous magical power can transform their surroundings through force of will. They can cause trees and overgrowth to retreat from their path, raise or lower the earth, alter a river's course, and remake their environment in any way they wish by making an Intellect or Will challenge roll. The creature makes the roll with a number of banes equal to 5 – the creature's Power score. On a success, the creature reshapes its surroundings out to medium range. On a failure, the creature gains 1d3 Insanity and cannot attempt the action again until it completes a rest. The GM adjudicates any consequences for reshaping reality, calling for challenge rolls as necessary to avoid dangerous terrain and dealing damage using the Baseline Damage table (*Shadow*, page 179).

Even the passage of time, or one's perception of it, can be subject to the whims of a hidden kingdom's creators. A distortion in the flow of time is noticeable to a creature whenever it spends time in a hidden kingdom and then returns whence it came (generally back to the mortal world).

In some hidden kingdoms, the effect is too small to perceive—the length of time spent in the faerie realm is within a few seconds of the time that elapsed in the mortal world. In other realms, the time distortion is significant—for instance, for each hour that passes in the kingdom, one month passes in the mortal world, or each hour spent in the kingdom is equivalent to one minute in the mortal world.

Significant time distortions of this sort could wreak havoc on a campaign world. For that reason, these effects should come into play only if everyone agrees to take this step, and as long as doing so fits into the story the GM wants to tell.

WASTING SICKNESS

Mortals face many dangers while traveling the realms of faerie. One of the most insidious is the wasting sickness. A creature might catch the disease by sampling food and drink in one of the hidden kingdoms, being kissed by a faerie, or simply from spending an extended time in the world of the fey. The likelihood of travelers being exposed to the disease depends on the their intent and the disposition of the great fey toward them. Those who are on errands that oppose the faeries' interest might face this threat at every turn, while those who venture into a hidden kingdom on a mission in aid of the faerie might never encounter this plague.

When a creature would be exposed to the wasting sickness, it must make a Strength challenge roll with 1 bane. On a success, the creature becomes immune to the wasting sickness until it completes a rest. On a failure, the creature becomes diseased. A creature diseased in this way is subject to the effects of lethal disease (*Shadow*, page 200), except the disease imposes 1 additional bane to Strength challenge rolls made to recover from the disease, and each failure results in the creature gaining 1 Insanity in addition to the penalty to Health.

TALKING ANIMAL

Intellect +1d6

Languages If the animal has an Intellect score of 8 or higher, it can speak Elvish. If it has an Intellect score of 10 or higher, it can speak one additional language of your choice.

TALKING ANIMALS

The animals of the hidden kingdoms tend to be smarter than those found in the mortal world—and some even have the ability to speak. Apply the following modifications to animals encountered in these places. Talking animals have personalities suited to their natures. Talking rabbits, for example, tend to act nervously and furtively, while talking cats can come off as arrogant or cruel.

DENIZENS AND DETAILS

The following tables are full of interesting characters, strange sights, and weird events that could be found or experienced in any sort of hidden kingdom—adding appropriate bits of color to the surroundings of those who explore the place.

INTERESTING CHARACTERS

d20	Character
1	A wizened old human who has lived in the hidden kingdom since being seduced by an elf prince. Discarded, the character passes eternity painting portraits of the one he loved in his own blood and feces.
2	A wingless pixie that goes about on a palanquin held aloft by six trained squirrels, one of which can speak the Common Tongue.
3	A dwarf slave, prized for his unusually large anatomy, who is passed around between the faeries as a toy.
4	An elf clad in colorful ribbons who steals eyes from mortals so she can see.
5	A corpulent faun, force-fed by faeries to see just how much he can eat.
6	An elf maiden of unsurpassed beauty with silver hair a mile long that is carried by an army of human children.
7	A dusty knight clad in bronze plate and armed with sword and shield, trapped in the hidden kingdom after offending a great fey.
8	Conjoined halflings who perform juggling tricks and sing songs to the delight of gathered faeries.
9	An enormous bass, swimming in the bottom of a sweet water pool, that can see exactly seven minutes into the future and might be convinced to reveal what it sees.
10	A handsome elf with dead eyes and a disdain for mortals.
11	A pixie agitator with an axe to grind against one of the great fey.
12	A hobgoblin general whose jowls hang to the ground (and whose mouth sags open as a result) who claims to have lived ten times as long as the eldest hobgoblin to have ever lived.
13	A tiny bird, once owned by a nymph, that was once a goblin and now lives in a golden cage that was lost inside a sea cave.
14	An amorous dryad who lives in a tree from which hang the corpses of lovers who disappointed her.
15	An enormous blue-scaled snake that can speak Elvish and has a taste for halfling meat.
16	A grumpy hobgoblin without a kind word for anyone.
17	A svelte elf warrior wearing a breastplate made from a petrified troll's face.
18	A weeping child who claims to be lost, but is in truth a wicked changeling with evil in its heart.
19	An elf magician clad in living butterflies, maidens' tears, or severed human hands with nails painted in a rainbow of colors.
20	A mad, raving human whose eyes and lips have been sewn shut with golden thread.

STRANGE SIGHTS

d20	Sight
1	A twisty tower made from the petrified remains of sixty-six trolls.
2	An undulating sphere of green water drifting through the air.
3	A war being fought in the clouds between two vaporous armies.
4	A giant snail pulling a cart, on which rides a redcap or some other faerie.
5	A verdant flower garden displaying a riot of colors, whose perfume causes intoxication in mortals who breathe it.
6	A zoo with thirteen cages holding a variety of mortal creatures that include a pair of humans, a flatulent ogre, and an angry ghoul, plus other creatures mundane and strange.
7	A great building with ornate architecture that houses a tall mirror that floats in the center of a great chamber and in whose reflection can be seen faraway places, possible futures, and distant pasts.
8	A lumbering giant laden with scaffolding across which scurry a dozen armed and angry goblins.
9	A train of noble elves in full regalia riding on fine horses in a procession.
10	A great, spreading oak tree with a locked door fitted into its trunk.
11	An enormous bog from which issues a foul stench and whose fluids transmit the bog's stink to anyone who touches them.
12	A hollow at the base of an enormous tree inside which is a pedestal that holds a crystal sphere.
13	A small hut being carried aloft by six churning chicken legs.
14	A flaming chariot drawn across the sky by eight fiery steeds.
15	A rotunda standing in a clearing. Coming from inside can be heard the sound of children's laughter.
16	A pack of wolves that can speak the Common Tongue and that taunt their victims before they attack.
17	An enormous stone statue depicting two elves coupling.
18	A heap of broken objects being fought over by two rival gremlins.
19	A silvery lake whose surface does not reflect the sky, but some other faraway place as if seen from overhead.
20	A great marketplace where oddities from all over the universe are available for trade.



WEIRD EVENTS

d20	Event
1	A shower of colorful lights streaks across the sky.
2	Beautiful singing fills the air.
3	Green shoots instantly rise from the ground and flower.
4	The trees all around move a yard or two in random directions.
5	A warm breeze brings the scent of baking bread.
6	Small rocks and pebbles scatter.
7	A light flickers into existence at a distance and then winks out.
8	Giggling pixies fly through the area and then disperse.
9	Thunderous laughter booms in the distance.
10	The sounds of a revel echo all around.
11	Multicolored stars fall from the sky.
12	Up to a 20-yard square of ground suddenly rises or sinks 1d6 yards.
13	A shimmering in the air reveals a glimpse of the mortal world.
14	All the grasses around bend in the same direction at the same time (and against the wind, if any).
15	A wide grin appears in the boughs of a tree and then fades away.
16	A vine uncoils from around a tree, hisses, and then sinks into the earth.
17	Cherry blossoms rain from the sky.
18	Quiet sobbing sounds come from somewhere nearby.
19	The earth churns as a humanoid or animal skeleton rises to the surface and then settles back into the ground.
20	Green lights appear in the sky, twisting and writhing for several minutes before they disappear.

EXPLORING HIDDEN KINGDOMS

Mapping a hidden kingdom is fruitless, since the landscape of one changes at the whims of the great fey who rule it. What might be a line of rugged hills one day could be a tangled wood the next. Although some of the hidden lands are more stable than others, they all shift to some extent, making it easy for outsiders to become lost and fall prey to the many dangers these places present. The denizens of these faerie lands are never troubled by the changeable landscapes and adapt to their environments with ease.

ALFHEIM

All across the Northern Reach one can find signs of the ancient faerie kingdom that once claimed those lands—only to be utterly broken by the trolls and, later, the men of Gog. From the glittering spires of the elves, their interiors never explored, their purpose unknown, to the ruins of cities, shattered statuary, and graceful bridges spanning rivers long gone dry, all these signs point to a kingdom of great power that once dominated the lands of mankind. Except for the goblins found all across the Empire, the faeries appear reluctant to return to the lands they left behind.

The reason for their scarcity in the mortal world is that most faeries live content under the reign of the Faerie Queen, Titania, believed by some to be the Queen of Summer herself. Sequestered in the hidden kingdom of Alfheim, arguably the greatest of the faerie realms, the fey have little reason to leave the comforts of their home. The centuries since Alfheim's establishment have proven peaceful ones, free from the bloody wars against the hated trolls and segregated from the mortal races who greedily took the lands of the ancient faerie kingdom for themselves.

The entrance to Alfheim stands in the center of the Mistwood, so named from the pervasive mist that curls between the trunks of its impossibly tall trees. On clear days, travelers can spy the towers of the great faerie city from a distance, its spires breaking the canopy of the treetops and gleaming in the sunlight. Nevertheless, finding the place is not easy. The foggy, twisting paths through the woods make it difficult to get from one side of the forest to the other, let alone to discover the hidden entrance to Alfheim. Those of good heart and noble intent might happen upon the entrance, possibly with the aid of a curious faun or a mercurial elf.

The entrance is a great stone arch that stretches over a silvery stream where it passes through a clearing. The columns on either side are carved to resemble elves with arms stretched overhead, faces downcast, their naked bodies crisscrossed with scars. When Tarterus rises full, the gap between the columns fills with silvery mist. A traveler that leaves behind items of iron and steps into the mist vanishes, whisked away to Alfheim.

Alfheim spreads across a roughly circular plane forty-nine miles in diameter. The ground drops away at the edges, beyond which is an expanse of shimmering light. Sheets of water spill over the edge from rivers, evaporating as they drop away, to return above as bright pink clouds that creep across the violet skies.

Dense hardwood forests cover much of the kingdom's interior, a broad swath of green shot through with dark courses carved by rivers and dimpled with ponds and lakes. To the north rises a range of misty mountains blanketed with forests.



THE HELL TITHE

Diabolus, the Dark Lord of Hell, demands tribute from the faeries to keep him and his infernal legions of devils, dark and twisted faeries, from resuming the old wars between their two courts. Every seven years, the hidden kingdoms must deliver a tithe in souls, usually made up of stolen children and bewitched mortals. Into the depths they go, never to be seen again.

Faeries and their devil kin do their best to avoid one another. In ancient times, the faeries under Diabolus's command fought with those in the mortal world over how they should conduct themselves with mortals. Diabolus wanted to be a god over mortals, while the other great fey sought to leave mortals to their fates. Although they had all agreed to leave mortals to their own devices, Diabolus went ahead with his own plans, teaching mortals terrible secrets and encouraging them to exalt him. His treachery led to his exile to Hell, something to which he agreed on the condition that the great fey would tithe to him. If they fail to deliver souls to him, Diabolus will emerge from the heart of Urth to reclaim his place over mortals as their god and master.

THE NAMELESS CITY

Aside from scattered settlements found in the forest and nestled in the mountains, the largest community in Alfheim is the city, a magnificent forest of smooth spires constructed from white stone. The spires are surrounded by a series of rings made up of marble statues that depict a menagerie of creatures, some real and many imaginary, with no few petrified trolls mingled in with the ordinary statuary. The city is where the Queen of Faeries holds

court—though she has withdrawn from public life for centuries, lost in grief over the death of her consort Oberon, who was slain by the Troll King in another age.

The city changes almost daily, undergoing subtle shifts in its architecture or the directions its streets take, always adjusting itself to the needs of its people. The spires, similar to the ancient ones found all across the Northern Reach, scratch at the sky, impossibly tall and slender, the spans between them connected by thin bridges and garlands of flowers that never wither. Cherry blossoms fall from the sky to drift lazily to the streets, and canals of sweet water wend their way through it all to reach the heart of the city and the exquisite gardens found there. Swan-shaped boats poled by fauns ferry passengers along the canals.

Almost anything can be found in the city, which is crowded with treasures plucked from the mortal world. Most residents pass their time in leisure. An elf might spend years pondering the next line of a sonnet or perfectly capturing on canvas the pinkish-violet shade of the heavens. Talking animals keep company with faeries, and one can usually spot a mortal among the well-off and influential citizens.

The city's people have no need of physical accommodations. The weather is always mild, and few folk have any possessions of note, so most just languish where they are or drift to whatever interests them. Most of the buildings are open and airy, with few walls and no doors. Each structure serves as forge, library, kitchen, or whatever else the community needs.

The Faerie Queen and the noble elves who attend her live at the city's center, surrounded by a ring of slender spires that reach higher than all others to form a glorious crown. The Queen resides within a great palace of white stone, at the center of which is a rose garden where it is believed she walks the nights, weeping for the love who was taken from her. Grief has led the Queen to withdraw and rely on her handmaidens to attend to the business of governance. They speak with her voice, acting with her authority.

Seven houses surround the Queen's palace, each of which is home to one of the great elf families that support the Faerie Queen. These families live apart from the rest of the city and command the city's armies of hobgoblins and other faeries. The families have considerable influence in Alfheim, and most citizens fear them and their wrath. The ascendant family is the House of the Ninth Star, led by the Morning Lord, a great fey who was once the Faerie Queen's consort before Oberon. The Morning Lord has been vocal about taking a direct role in the mortal world to curb the spreading darkness. His son, Nightfall, has led several expeditions out from Alfheim to ascertain the threat to Alfheim and to dispatch the undead that stumble out from the Desolation.

ELYSIUM

To mortals, the place that comes closest to paradise is Elysium. It is a place that proves to mortals that they do not live their lives in vain. It is a place of refuge for the dead to pass the centuries in a state of bliss and wonder, where pain, sorrow, and misery fade in the overwhelming pleasure experienced by any and all welcomed to these bright lands. Elysium is a destination promised by preachers at the pulpits, a reward for a life lived well, but one that is elusive to most. The few who have managed to find it, alive or in death, did so by earning the favor or the faeries.

The oldest of the hidden kingdoms, Elysium was created before the faeries needed a retreat for themselves, back when mortals were still counted as their allies and not their enemies. The great fey established Elysium as a haven for mortals who had earned the faeries' friendship through great deeds, love, and brilliance. The faeries plucked the souls of dead mortals who impressed them, sparing them from the oblivion of the Underworld to preserve their minds, memories, and personalities forever.

As they retreated from the mortal world for brighter and safer realms of their own creation, the faeries largely abandoned Elysium to the souls it held. The souls, transformed into shades called lares, were left to

fend for themselves, trapped inside the wondrous realm and chafing to be reborn into the mortal world as their essential natures demanded. So while the lares find their every desire met, their days and nights filled with pleasure, most feel trapped, made prisoners by the very beings who saved them from oblivion.

Mortals search for fabled Elysium today, hoping to escape the horrors of their world, to seek out the wisdom of the lares dwelling there, or to preserve their existence against death's inevitable pull. Not many have found success in reaching the kingdom, let alone gaining access to it. Elysium's entrance is a great golden gate set in a wall of billowing clouds. The entrance drifts across the world, flickering in and out of existence seemingly at random. The gates might appear atop a tall mountain, in the center of a valley, or be glimpsed in the sky after a strong storm. Finding the gates does not guarantee entrance, because the faeries set mighty guardians (as **huge constructs**) to deny access to the paradise, and to prevent the lares from leaving and thus being claimed by Father Death, who would subject these souls to the same oblivion all ordinary mortals face.

Beyond the gates lies a land of aching beauty, of rolling fields extending as far as the eye can see beneath a cloudless blue sky ruled by a sun that is overlarge, but no so bright as to dazzle. Starlings twist and turn through the air, while a warm breeze brushes the tall wheat, sounding like a long sigh. Here and there, one sees structures of white marble flecked with gold, rotundas, airy plazas, and arcades. Lakes of cool, clear water sparkle in the sun as sailing boats drift across their surfaces.

Upon entering Elysium, travelers feel their cares and worries fall away, their pains fading until forgotten as a feeling of contentment washes over them. Here, there is no hunger, no thirst, no want. There is only bliss. A living creature that is not a faerie must make a Will challenge roll each time the creature completes a rest. For each day after the first, the creature makes the roll with 1 bane. On a failure, the creature becomes dazed until it leaves. A creature dazed in this way will not willingly leave Elysium, and if it dies here, its soul becomes bound to the kingdom as a lares.

Aside from the lares, who are the most numerous creatures in Elysium, some faeries have remained here to entertain the lares and themselves by recounting their deeds, playing elaborate games, and engaging in acts of love and lust. Among them are nymphs, elves, dryads, a few pixies, and others. They are suspicious of outsiders and intercept people passing through the gates to judge their worth. The boorish and savage become offerings to Gunyain, the tree that devours the corrupt and profane.

THE GUNYAIN

At the center of Elysium grows a great, gnarled tree, its uppermost branches reaching 120 yards into the sky. The Gunyain has the shape of a willow tree, but the leaves on its waving branches are blood red, and the patterns in its bark have an eerie resemblance to humanoid faces.

THE GUNYAIN

DIFFICULTY 250

Size 10 plant

Perception 20 (+10); truesight
Defense 15; Health 300; Corruption 10
Strength 18 (+8), Agility 5 (-5), Intellect 18 (+8), Will 18 (+8)
Speed 0
Immune gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned; being moved against its will
Corruption's Doom Each creature with a Corruption score of 1 or higher and that is within extreme range of the Gunyain is impaired.
Devour the Damned When a creature becomes incapacitated from an attack made by the Gunyain or goes mad from gaining Insanity from the Gunyain, the ground opens up and drags the creature into the earth, at which point the opening closes to kill the creature instantly. One round later, the creature's likeness appears somewhere on the Gunyain's trunk, and the Gunyain increases its Health by the creature's Corruption score.
Fire Vulnerability The Gunyain takes double damage from fire.

ATTACK OPTIONS

Branches (melee + 5) +8 with 2 boons (3d6 plus Snare, or 5d6 damage against an immobilized target)

Snare If the target is on the ground, it must get a success on an Agility challenge roll with 2 banes or become immobilized. An immobilized creature can use an action to make a Strength challenge roll with 2 banes to remove the affliction.

SPECIAL ATTACKS

Flurry of Branches The Gunyain attacks up to five creatures with its branches, making each attack roll with 1 bane.
Pronounce Doom The Gunyain makes a Will attack roll against the Intellect of one creature within long range. On a success, the creature gains 1 Corruption and gains fortune. If the creature already has fortune, it now can use it one additional time. On a failure, the creature becomes immune to Pronounce Doom until it completes a rest.

END OF THE ROUND

Crushing Grasp Each creature immobilized by the Gunyain takes 1d6 + 2 damage from being constricted by the branches.

The Gunyain is an old terror, having taken root in the rich soil of Elysium when the faeries first fashioned the place. Growing from a seed stolen from the mortal world that was later stained by the Void's influence, it became a horrific thing, one that craved mortal souls. Rather than destroy it, the faeries of Elysium offered up to it the corruption in the souls they preserved, to cleanse those souls and keep them pure. From these gifts, the tree grew wise and powerful, able to peer into the distant future and offer guidance to the petitioners who came before it. But the tree craved darkness, and from those cravings blossomed hatred. So, rather than revealing the truth of the future, it offered guidance that most often led to sorrow and destruction. And with each mortal who fell to its cruel advice, its power and malevolence grew.

Now, lares and faerie alike avoid the Gunyain, coming

into the area of its influence only when they need to rid themselves of unworthy intruders that have discovered their paradise.

The Gunyain can communicate telepathically with any creature that knows at least one language and is within extreme range of the tree.

ISLE OF FOREVER

The Isle of Forever rises from the waters of Sapphire Lake, a body of water found in the Grand Duchy of the West. Thick fog blankets the island at all times, making the place foreboding and uninviting to all. The brave or foolish who dare set foot on the enchanted land must navigate tricky mists, cackling shadows, and nightmarish trees if they would reach the magical realm beyond. Many who try soon afterward find themselves turned around, emerging from the confounding mists to stand once more on the rocky strand. Others simply vanish, never seen again.

The land beyond the mist looks more fantastical than does the terrain around it. The light here is brighter, the smells cleaner, the colors more vivid. Trees grow to impossible heights, while flowers look unlike anything in the mortal world. Faeries of all kinds make their homes in this place, using magic to mold the landscape into living spaces without ever having to cut or kill. They live in the boles of massive trees, accessed by walkways and paths made from their enormous roots.

The Isle of Forever is a relatively small kingdom, confined to the island and the surrounding waters, in which one can find all manner of strange things. It is ruled by the Horned King—the same being worshiped as a god by mortals. A cold and distant monarch, the Horned King roams the forests of the isle, surveying his realm and tending to the needs of his people. Long ago, the Horned King was a violent being, warlike and bloodthirsty, but as mortal perceptions of him have evolved, he has tempered his anger and devotes his attentions to preserving his realm and shielding his people from harm.

Although mortals have softened the role of the Horned King as a god, many mortals living near the island recall the old ways and customs from a time when the faeries would gather to raid the lands for miles around the lake. Loosed from the god's control, they burned settlements and carried children off to the hidden kingdom, either to replenish their own diminishing numbers or to give up as offerings to Hell. It has been years since the last such episode, but mortals live in constant fear of a resumption of those wild and terrifying times.

MAZE OF THE GOBLIN KING

When the Goblin King stole a kiss from the Faerie Queen, he took away something of her magic as well. His act of thievery, combined with the goblins' unceasing mischief, led to the mass exile of their kind and their relocation in the mortal world. The Goblin King, who is an elf rather than a goblin, used the stolen magic to



fashion a mazelike kingdom for himself and those loyal subjects who followed him. In this realm, the Goblin King established his dominion, and from it he carries out all manner of wickedness.

Unlike other hidden kingdoms, the Maze of the Goblin King can be entered from anywhere by using a golden key forged by the Goblin King himself. Many such keys exist, and the king's servants have spread them far and wide across the world. To use the key, one must merely place it into the lock of a closed door, twist the key three times to the left, and then open the door to reveal the king's domain.

The Maze of the Goblin King, when viewed from above, spreads across a rolling landscape 66 miles square. It consists of a vast, open-topped labyrinth of stone walls that reach 20 yards in height and feature

high towers here and there, guarding crumbling keeps and courtyards that feature statuary, small gardens, rubbish heaps, and bogs whose stench has no rival. At the center of the maze rises a great crowded city, where goblins, hobgoblins, and other faeries gather to serve the mad king who rules from a fantastic castle perched at the top. Under it all, the maze descends into the depths, reaching far below the earth to a depth no one has yet to plumb.

BUILDING THE MAZE

The maze changes often. Walls slide out from the sides to close off passages, while opening new ones that lead to places sprung from the great fey's feverish dreams. Bizarre creatures roam the passages, plaguing visitors with riddles and tricks, all to mislead them and keep them trapped inside the circuitous mind of the kingdom's maker.

Everything below is intended for the Game Master. Players read at their peril.

ENTRANCES

Entering the maze can be as difficult as exploring it. Illusions conceal most of the openings, making the outer walls appear seamless and unbroken, though characters with the ability to perceive magical effects, such as with the *sense magic* spell, can spot openings with ease. Other characters can find an entrance with a success on a Perception challenge roll made with 1d3 banes.

MAZE SECTIONS

Once the characters enter, they must contend with the maze itself. It consists of overlapping passages that twist and turn, end abruptly, or lead to unexpected dangers.

Rather than map the whole thing out in one go, you can create the maze gradually, revealing sections one at a time, starting with the section the characters enter when they find their way inside. A section consists of $1d3 + 1$ passages, each 2d6 yards long and 1d3 yards wide. The passages connect to each other, often at 90-degree angles.

Perils: The maze sections can be dangerous to explorers. For each section, roll 3d6 or choose an option from the following table. Come up with a few encounters of varying difficulties ahead of time to populate the maze. Faeries are obviously appropriate creatures for the environment, but monsters, animals, and perhaps a demon or two can also be suitable encounters.

PERILS

3d6	Peril
3	Hard combat
4-5	Challenging combat
6-8	Average combat
9-12	Nothing
13-15	Trap chosen from the sample traps found in <i>Shadow of the Demon Lord</i> , pages 202-205.
16-17	Average combat
18	Easy combat

Exits: Each passage has 1d6 – 1 exits, with a result of 0 indicating that the group must backtrack to a previous maze section. For each exit, roll a d6 or choose an option from the following table.

EXITS

d6	Exit
1	Dead end. The exit extends a few yards and then stops at a deadfall or a blank stone wall.
2	A descending staircase.
3	An opening straight ahead or on the right.
4	An opening straight ahead or on the left.
5	A staircase going up.
6	A hidden exit. Characters can find this exit with a success on a Perception challenge roll made with 1d3 – 1 banes.

Destination: An exit leads to a place, usually to another section of the maze. For each exit, roll 2d6 or choose an option from the following table.

DESTINATION

2d6	Destination
2	The exit leads out of the maze and whisks characters to a random location in the mortal world.
3-4	The exit leads to an interesting location.
5-9	The exit leads to another maze section.
10-11	The exit leads to an interesting location.
12	The exit leads to the Goblin City at the center of the maze.



INTERESTING LOCATIONS

The maze is home to many interesting locations to explore. Some can be havens for the characters to rest, shortcuts that lead to other regions of the maze, lairs of powerful creatures, or just oddities that confound and befuddle. An interesting location can be any size, and should have 1d3 – 1 exits. Come up with your own, or use the following sample locations as written or to inspire your own design.

Chessboard: The ground appears as a great chessboard of eight rows and eight columns, each square 1 yard across. Arrayed on the side opposite the one from which the group entered are a full set of giant black chess pieces.

The spaces nearest to the characters are empty until the first character moves onto the board. At that point, the near edge of the board is populated with a full set of white chess pieces, and the bodies of all the characters disappear.

At the start of the game, each character is embodied within one of the white pieces, determined by rolling 2d6 and consulting the Player Pieces table. If the indicated piece is no longer available, the character is represented by a pawn instead. Once each character has been assigned a chess piece, the game can begin.

PLAYER PIECES

2d6	Piece
2-7	Pawn
8	Rook (maximum 2)
9	Bishop (maximum 2)
10	Knight (maximum 2)
11	Queen (maximum 1)
12	King (maximum 1)

Resolve the match using the rules for chess, except as noted below. Each player takes a turn to move one white piece, either the one that represents the player's character or a piece that doesn't belong to another player. Once each player has moved a piece, the GM moves an equal number of black pieces. When the GM finishes, the players all take another turn, and so on.

The characters remain in their chess-piece forms until one character's piece (if a pawn) reaches the opposite side of the board, until one character's piece takes three other pieces, or until the white pieces checkmate the black king. If any of these events occur, all the chess pieces disappear and the characters resume their normal forms alongside the board. The characters also resume their normal forms when the opponent checkmates the white king or incapacitates all the members of the group, at which point the characters all reappear in open spaces within medium range of the white side of the board.

If a player's piece becomes captured, the piece crumbles to dust and the player becomes incapacitated in its space, making fate rolls as normal. If the character heals any damage, the character becomes stunned until the game is over.

The Bog of Horrid Stench: A vast bog stretches across the area, a reeking pond redolent of human waste and rot. Great, brown-green bubbles form on its surface and burst, splashing the area within 1d3 yards with the foul droplets. Any character that touches the fluid becomes cursed. A character cursed in this way reeks of the bog and makes attack rolls in social situations with 3 banes until the curse is lifted, either by the *remove curse* spell or by *destroy magic* (in which case the effect counts as a rank 3 spell).

The Hall of Dancing: Weird dancers (as **medium constructs**) and lively music fill an ornate dancing hall accessed through one or more mouth-shaped archways. Any living creature that enters the room and can hear the music must get a success on a Will challenge roll or become cursed. While cursed, the creature must take a fast turn each round and use its action to dance, moving up to half its Speed in a random direction. Each minute the creature dances, it gains 1 Insanity. When it goes mad, it physically transforms into a construct of its Size with a bizarre and unsettling appearance. When transformed in this way, the creature can never leave the hall. A creature cursed by the music can be freed by magic (the curse counts as a rank 4 spell, and thus cannot be removed by using *destroy magic*) or by stopping the creature's ears with wax or a similar substance. Dancers do not defend themselves if attacked, and any that are slain return to life and heal all damage 1d6 hours later.

THE MIDNIGHT LANDS

At the heart of the tangled forests covering Balgrendia, an old and storied province of the Empire, stand the ruins of the Midnight Lands, a place dimly remembered as Niflheim. The Midnight Lands are accessed by the Great Mirror housed inside the Stone of Sorrow, a great, drum-like tower at the center of the province. The Mirror opens only on nights when Tarterus looms full in the sky, permitting passage to the hidden kingdom at those times.

The Queen of Dreams and Shadows has not been seen in a century, but people believe she still rules the Midnight Lands. Mortals remember her as a cold and detached monarch, one with little interest in the affairs of mortals after her lover, Diabolus, was exiled to Hell. Her disregard for humanity blinded her to the threat posed by the Witch-King, and thus she and her people were unprepared for the barbarians hordes that spilled into the forest bent on rapine and plunder. They sacked the lands, ravaged the countryside, and when they discovered the Stone, they passed through the Mirror and laid waste to the lands beyond the milky surface.

Caught unprepared, the faeries fought to drive back the invaders, to force them back into the mortal world. Undeterred by the fey witchery, the men of Gog released demons from the Void, sending the howling freaks to rip and rend the faeries. Proximity to the Void made it easy

for the warlocks and demonologists to call forth their minions, and so the Queen of Dreams and Shadows unraveled the magic that created the kingdom and returned everyone and everything in it to Balgrendia's woods.

The desperate act destroyed much of the invading force, their mortal forms too fragile to withstand the return, and the scant survivors fled, driven mad by the horrors they witnessed. Niflheim was destroyed. Many faeries fled to Hell to pledge service to the Dark Lord, but most remained in the remnants of their homeland, plotting their vengeance against all humans for the wickedness of their ancestors.

Mortals living on the Midnight Lands borders live in fear of offending the faerie living there, for they are a spiteful and hateful race. More than anywhere, the faeries steal children, steal animals, and drive mad the people who cross their paths. The midnight faeries appear malformed and grotesque, all traces of their former beauty stolen by the evil in their hearts.

Little remains of the Midnight Lands' former beauty. Visitors find a bleak and foreboding forest littered with the ruins of a once great city. Of the spires that crowned it, they became twisted into weird corkscrew shapes or shattered into wreckage. The canals of sweet water became tainted with blood, and one can still see the ghostly corpses of dead elves floating in the murky depths. Gardens lay dead, streets choked with creepers and weeds, and not a star shines in the sky at night.

SORROW AND DREAD

All faeries from the Midnight Lands have the frightening trait. In addition, characters exploring this ruined kingdom make challenge rolls to resist the frightening and horrifying trait with 1 bane.

REWARDS

Many are the rewards for those who brave the dangers and strangeness of the faerie realms. One can find great stores of gold and jewels, trinkets humming with magical power, and more. The following section describes new rewards that might come into the hands of characters who survive forays into these magical places.

FAVORS OF THE GREAT FEY

The great fey sometimes grant their favor to mortals and immortals who serve them well. Favor takes many different forms, some lasting, others fleeting. Some gifts of this sort come with a terrible price, while others might seem strange, almost useless. Regardless of the form a favor takes, the great fey are miserly with their gifts, and receiving such a blessing is an honor reserved for the greatest heroes. If a character earns this reward, that player can choose a favor from the following table, or the GM can let the dice choose one.

FAVORS OF THE GREAT FEY

d20	Favor
1	Immortality. You grow no older, physically remaining at your present age until violence or mishap abbreviates your life. You are immune to any effect that would age you.
2	Fey Sight. You have the shadowsight trait, and you can see invisible faeries.
3	Riches. You receive a gold coin worth 1 gc. If you spend it, another gold coin appears somewhere on your person after you complete a rest.
4	Good Luck. You make attack rolls and challenge rolls with 1 boon. Each time you complete a rest, roll a d20. On a 1, you lose this gift.
5	Faerie Helpers. A number of invisible faeries work to keep your clothes mended and clean, your gear in good, working order, and food prepared and ready for your consumption. You never need to purchase food or drink, and you never have to replace worn-out equipment.
6	Enchanted Object. You gain one enchanted object of the GM's choice.
7	Refuge. You gain a small, smooth stone. You can use an action or a triggered action to call upon the stone's power to transport you and any number of creatures within short range of you to the hidden kingdom where your benefactor resides.
8	Beauty. You physically transform to become one of the most beautiful people in the world, granting you 1 boon to attack rolls made in social situations when you are interacting peacefully with people who would ordinarily be attracted to members of your ancestry and gender.
9	Tongues. When you speak, anyone who hears you that knows at least one language understands what you say. Similarly, when a creature speaks, you automatically understand what the speaker says.
10	Magical Knowledge. You learn one spell. It must have a rank equal to no more than half your Power score. The spell can be from any tradition and is chosen by the GM.
11	Animal Form. You learn the <i>animal shape</i> Transformation spell, if you haven't learned it already, and you increase by 1 the number of castings you have of that spell. When you cast the spell, you can choose to expend an additional casting to extend the duration to 1 hour.
12	Perfect Health. You are immune to damage from disease and to the diseased affliction.
13	Extra Life. When you die, you are immediately restored to life with damage equal to your Health - 1. Once you use this gift, it is lost.
14	Unbound. You can use an action to open any locked or stuck object that can normally be opened that you can see within short range. Each time you use this gift, roll a d20. On a 1, you lose it.
15	Might. You are granted great strength. Increase your Strength score by 1. Each time you complete a rest, roll a d20. On a 1, you lose this gift.
16	Dexterity. You are granted great reflexes. Increase your Agility score by 1. Each time you complete a rest, roll a d20. On a 1, you lose this gift.
17	Cunning. You are granted great cunning. Increase your Intellect score by 1. Each time you complete a rest, roll a d20. On a 1, you lose this gift.

18 **Courage.** You are granted great courage. Increase your Will score by 1. Each time you complete a rest, roll a d20. On a 1, you lose this gift.

19 **Swiftness.** You are granted great speed. Increase your Speed by 2. Each time you complete a rest, roll a d20. On a 1, you lose this gift.

20 **Health.** You gain a +5 bonus to Health. Each time you complete a rest, roll a d20. On a 1, you lose this gift.

ENCHANTED OBJECTS

Enchanted objects found in the hidden kingdoms might have properties beyond those found in the mortal world. When randomly determining the nature of an enchanted object, the following table can be used instead to determine the object's properties.

ENCHANTED OBJECT PROPERTIES

d6	Table
1	Table 1 (<i>Shadow</i> , page 208)
2	Table 2 (<i>Shadow</i> , page 209)
3	Table 3 (<i>Shadow</i> , page 209)
4	Table 4 (<i>Shadow</i> , page 210)
5	Table 5 (<i>Shadow</i> , page 211)
6	Faerie Object Properties

FAERIE OBJECT PROPERTIES

d20	Property
1	You can use an action to activate the object, which causes it to play soft, melancholy music for 10 minutes or until you use an action to shut it off. The music carries out to long range.
2	You can use an action to cause the object to release 1d6 + 1 glowing motes that each move up to 20 yards in a direction you choose and remain there for 1 hour. This object has 1 use.
3	The object bonds to you and remains bonded until you die or it is destroyed. The object counts as a construct of its Size and has 3d6 + 3 feet. It cannot use actions, however. When placed on the ground, the object moves to within short range of you on each of its turns, unless prevented from doing so.
4	The object is a reservoir of magical power. You can use an action to regain a casting of a spell you have learned. The object has 1d3 uses.
5	When you place the object in a fire, it grows warm and remains warm until you complete a rest. While you carry it, you are immune to the effects of exposure caused by being in extreme cold conditions.
6	You can use an action to activate the object, which causes your Size to change. Roll a d6. On an odd number, halve your Size. On an even number, double your Size. You remain at the new Size for 1 hour. The object has 1d3 uses. When you use it the last time, the magic flees from the object and it becomes an ordinary object of its kind.
7	The object is immune to damage, but disintegrates if submerged in water.
8	The object issues a piercing scream when brought to within medium range of a troll.
9	If you have the iron vulnerability trait, you lose it while you wear or carry this object.

- 10 You can use an action to place the object into an extradimensional space, causing it to disappear. The object remains in that space until you use an action to retrieve it, which causes it to reappear in your hand.
- 11 While carrying or wearing the object, you can walk across liquid surfaces as if they were solid ground. You can submerge yourself in liquid, using an action to swim up to your Speed. At the end of the round, however, you float 1d6 yards back to the surface.
- 12 You can use an action to activate the object, which causes you to fly 2d20 yards in any direction and then land safely. The object has 1d3 uses.
- 13 You can use an action to see and hear from the object's space as if you were in its space, using your normal senses, regardless of how far away you are from the object. The special perception lasts for 1d3 hours, and, until it ends, you are effectively blinded and deafened with respect to your own space. The object has 1d3 uses. When you use it the last time, the magic flees from the object and it becomes an ordinary object of its kind.
- 14 You can use the object to loose a wave of fatigue from a point within its space. The wave spreads out across a 5-yard radius. Each living creature in the area must get a success on a Will challenge roll or fall prone and go to sleep for 1d6 days. The object has 1d3 uses, and when you expend the last use it becomes an ordinary object of its kind.
- 15 You can use an action to touch the object and transform it into a compelled **small animal**. It remains in this form until it becomes incapacitated, at which point it dies and the object is destroyed. If the animal is within short range of you, you can an action to return it to its normal form. The object has 1d3 uses, and when you expend the last use it becomes an ordinary object of its kind.
- 16 Upon touching the object, you become cursed. While cursed, you must wear or carry the object at all times. If the object is taken from you, you gain 1 *Insanity* each minute the object is out of your possession, until you go mad, at which point the curse is lifted. If you retrieve the object before then, you stop gaining the *Insanity*. While the object is in your possession, you make attack rolls with 1 boon, but you make challenge rolls with 2 banes.
- 17 When placed against a surface, the object changes color to match that surface. If the object is wearable, it grants you 1 bane on challenge rolls made to become hidden.
- 18 You can use an action to touch the object to the surface of another object. The enchanted object bonds to that surface and cannot be removed by any means until you touch it and use an action to remove it.
- 19 The object contains 1d3 boons and 1d3 banes. Whenever you make an attack roll or challenge roll, you can use a triggered action to use the object. Roll a d6. The object grants you 1 boon on an even number or imposes 1 bane on an odd number. Each time you use the object, deplete the remaining number of boons or banes by 1. Once the object runs out of either boons or banes, it loses its magical power and becomes an ordinary object.
- 20 The object is haunted by a **poltergeist**. Whenever you become incapacitated, the poltergeist slips free and attacks the nearest creature to it (other than you) each round until you die or are no longer incapacitated, at which point the poltergeist returns to the object.

FAERIE STEED

The steeds of the hidden kingdoms are among the most prized beasts in the world. Fleet as the wind, with quivering nostrils and eyes of flame, they possess great intelligence and courage, making them valuable allies in battle. They typically live for a century or longer.

Such steeds are never sold, but the faerie might offer them as gifts to mortals who do them great service. A faerie steed uses the statistics of a horse, with the following adjustments, and counts as a talking animal while it is within the boundaries of a hidden kingdom.

Perception +2; *shadowsight*
Defense +2; **Health** +5
Agility +1, **Intellect** +2, **Will** +2
Speed +2
Immune frightened

RELICS

Many relics found in the mortal world as well as in the hidden kingdoms originated with the faeries. The following relics represent a sample of the kinds of enduring magic one might find in the realms of the fey.

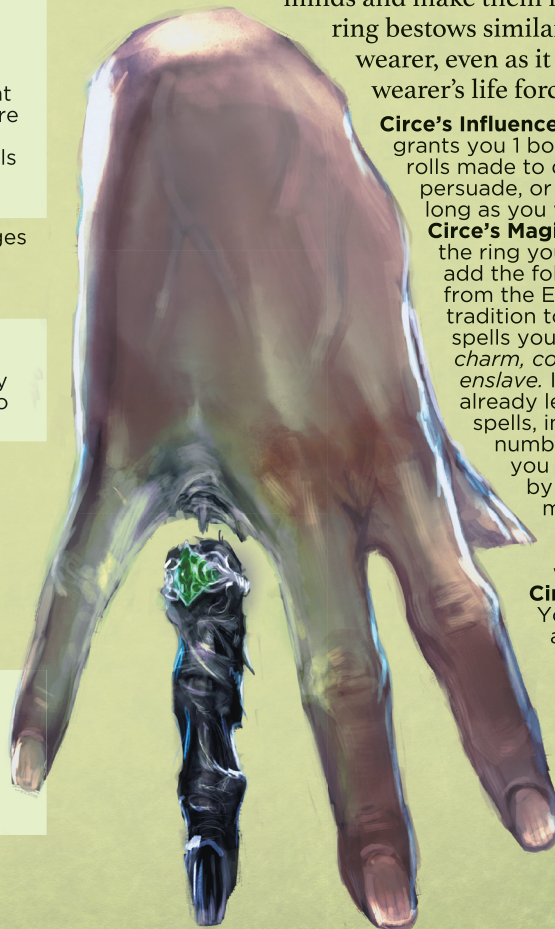
CIRCE'S RING

This band of white gold set with a bright green emerald retains the magic vested in it by its first owner and maker, a nymph of vast and terrible power. Circe despised mortals and would use her magic to twist their minds and make them her slaves. The ring bestows similar powers on its wearer, even as it feeds on the wearer's life force.

Circe's Influence The ring grants you 1 boon to attack rolls made to deceive, persuade, or seduce for as long as you wear it.

Circe's Magic If you make the ring your implement, add the following spells from the Enchantment tradition to the list of spells you have learned: *charm*, *compel*, and *enslave*. If you have already learned these spells, increase the number of castings you have for each by 1, and you make attack rolls when casting these spells with 1 boon.

Circe's Curse You must make a Strength challenge roll each time you complete a rest. On a failure, you permanently reduce your Health by 1.



GLASS OF SEEING

A sphere of polished crystal, 9 inches in diameter, a *glass of seeing* contains swirls of silvery mist that can reveal faraway places to those of strong mind. Some believe the object to be a tear shed by the Maiden in the Moon. Individuals who use the relic experience melancholic feelings that can grow strong enough to unsettle the mind.

Far Sight You can use an action to peer into the mists that churn inside the sphere. If you concentrate for at least 1 minute, make a Will challenge roll. On a success, you cast the *clairvoyance spell* from the Divination tradition. On a failure, you gain 1 Insanity. Regardless of the outcome, the glass cannot be used again until the sun next rises.

Paranoia If you gain Insanity from this relic and then go mad, you gain a quirk when the madness abates. You believe that everyone covets the relic, and so you hide it among your possessions. You won't use the relic openly and refuse to use it on behalf of another character. You are impaired while the relic is not among your possessions.

HEART KILL

The Queen of Dreams and Shadows fashioned this thornwood bow after the destruction of her kingdom, then bestowed it upon her youngest son, charging him to use the weapon to slay humans until the numbers of their dead equaled six times the numbers who died at the hands of the Witch-King's vile servants. The elf prince who carried the weapon into battle slew many innocent men and women, each kill staining his heart with the evil he did until he could no longer bear to touch the weapon. He flung the bow into a deep ravine somewhere inside the lands of the Empire. Since then it has surfaced from time to time, claiming the souls of mortals who dare to try commanding its lethal power.

Enchanted Longbow When you attack with this weapon, you make the attack roll with 1 boon and the attack deals 1d6 extra damage.

Killing Whispers You can use an extra action on your turn to choose one creature you can see and call upon the bow's power. You gain 1 Corruption, and the next time you attack the target with the bow before the end of the next round, you make the attack roll with 5 boons. On a success, in addition to taking the normal damage, the target must make a Strength challenge roll, with 1 bane if it's human. On a failure, the target takes extra damage equal to its Health.

MOONLIGHT CLOAK

The Faerie Queen wove the *Moonlight Cloak* from threads of shadow and moonbeams as a gift for a mortal whom she hoped to keep safe after his courage and boldness won her heart. But the mortal died of old age before he could receive the gift, and so the Faerie Queen discarded it. This hooded cloak of pale gray looks to be made from soft and supple material of unknown origin. Drawing the cloak around one's shoulders causes the cloak to blend in with its surroundings.

Moonlight Mantle While you wear this cloak, you can attempt to hide when you have any degree of cover or are at least partially obscured. In addition, when you attempt to hide, you make the Agility challenge roll with 2 boons.

Fading Power Each time you become hidden using the cloak, roll a d6. On a 1, the cloak loses its power until the sun next sets. On a 6, you become you take half damage from all sources and your attacks deal half damage for 1 round.

WOODEN BOY

A strange manikin made of wood and carved to resemble a little boy, complete with feathered hat, this relic is believed to house the spirit of a mortal child who was stolen by an elf and later died in the realms of faerie. It's actually a nasty demon who enjoys pretending to be a child and causing the sort of mischief it can perform while in this role.

Cursed Manikin The manikin is a Size 1/2 object made of wood. It is immune to all damage. It can be claimed only by a creature that takes 1 damage from an edged or pointed weapon and smears the blood on the doll. The creature gains 1 Corruption and becomes cursed until it dies or the manikin is destroyed.

A Real Boy If you are cursed by the relic, you can use an action to call upon its power, causing the manikin to animate and function as a **small demon** for a number of minutes equal to your Power + 1. The demon obeys your verbal commands half the time (the GM rolls a d6 for each command, an even number meaning the demon obeys you). If it doesn't obey, it does the opposite of what you ask. Once the duration expires, the manikin stops moving, and you cannot call upon its power again until you complete a rest.

VORPAL SWORD

The *Vorpal Sword* was forged by the elves to fight against the evil embodied by the jabberwock, a monster lurking on the edges of the hidden kingdoms. The blade is made from silvery metal and features a broad guard and a handle wrapped in white leather. The sword sits in a scabbard made from enchanted leaves that never lose their bright red color.

Star Metal The sword is forged from meteoric iron and does not count as iron for the purpose of the iron vulnerability trait.

Snicker-Snack Each time you attack with this weapon, you have a chance of severing the target's head. If the total of your attack roll is 20 or higher and exceeds the target's Defense by 5 or more, you cut the target's head from its body or slice its body in half, causing it to take damage equal to its Health. If the total of your attack roll is 0 or lower, you instead cut off your own head and take damage equal to your Health.



creatures of faerie

The creatures of faerie demonstrate great variety in form and agenda, with some beautiful to behold and others horrific. This section describes several examples of the creatures one might find in or near the realms of the Fair Folk.

OTHER CREATURES

Shadow of the Demon Lord presents several faerie creatures suitable for adventures set in the hidden kingdoms and their borderlands.

Difficulty 1: goblin, small animal, tiny animal

Difficulty 5: animal swarm, gremlin, hobgoblin, redcap

Difficulty 10: changeling, large spider, medium animal

Difficulty 25: bloody bones, elf, large animal, nisse, spriggan

Difficulty 50: bear, boggart, dire wolf, fungal hulk, fungal mite, great cat, griffon, harpy, huge animal

Difficulty 250: jack-o'-lantern, leshy

Difficulty 500: hag

ASRAI

Seemingly sweet and innocent faeries that inhabit watery places, asrai use their magic against mortals who disturb them.

If an asrai is forced to defend itself, the creature uses its corrosive touch to thwart its enemy—but often a mortal doesn't even get close enough to feel the burn of that attack. Asrai prefer to dispose of their enemies by compelling them to enter the water and then rendering them helpless until they drown. Fishers who ply waters touched by the hidden kingdoms sometimes pluck one of these diminutive sprites from the depths. The wise ones throw back such a catch, while the foolish ones find themselves scarred by the creature's touch or drowned by the angry asrai who come to their companion's aid.

Asrai stand about 6 inches tall and weigh almost nothing at all. They have thin, delicate bodies of pale blue or green, long hair that swirls about them when they are submerged, and bright, shining eyes, like the sun's reflection on wavelets. They emerge only under the cover of dark, for they find the sun's light lethal. If captured or slain, an asrai collapses with a faint cry into a small puddle.

Asrai speak Elvish.

ASRAI

DIFFICULTY 5

Size 1/12 faerie

Perception 12 (+2); darksight

Defense 12; **Health** 5

Strength 5 (-5), **Agility** 12 (+2), **Intellect** 9 (-1), **Will** 10 (+0)

Speed 8; swimmer

Immune damage from disease; charmed, diseased

Spell Defense An asrai takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an asrai with a spell makes the attack roll with 1 bane.

Iron Vulnerability An asrai is impaired while in contact with iron.

Liquefy When an asrai becomes grabbed, it takes damage equal to its Health and collapses into a pool of water.

ATTACK OPTIONS

Burning Touch (melee) +2 with 1 boon (1d6 from acid plus Scar on attack roll 20+)

Scar If the target is a living creature, it becomes dazed for 1 round after being burned by the asrai's touch.

SPECIAL ATTACKS

Watery Doom To use this special attack, at least three other asrai must have chosen this asrai as the target of their Lend Essence special action, and this asrai must be in a space containing at least 1 inch of water. The asrai makes a Will attack roll against the Will of one creature within short range that can see it. On a success, the target creature must take the next available turn to move toward the asrai and fall prone. If it falls prone in a space containing at least 1 inch of water, it becomes defenseless, inhales the water, and becomes subject to suffocation (*Shadow*, page 202). At the end of each round, a creature affected this way can make a Will challenge roll. On a success, the effects of Watery Doom end.

SPECIAL ACTIONS

Lend Essence The asrai commits its essence to one other asrai within short range for 1 round.

END OF THE ROUND

Undone by the Sun If an asrai is in an area lit by sunlight, it takes damage equal to its Health and collapses into a puddle of water.

BANSHEE

In lands blighted and forlorn, amid trees blackened and warped, the brittle brown of dead things litters the places that banshees haunt. Their weeping drifts through the still air, evoking a keen sense of loss and horror. The sound grows angry and vengeful when the spirits sense the nearness of the living, then becomes a lethal scream when they find the intruders and descend on them.

Formed from the corruption left by particularly evil faeries after death, banshees are hateful entities, monsters that visit death and madness upon living things. Their mere presence is noxious to such creatures, sufficient to kill plants and small animals. They have nebulous forms that they gather on occasion into

humanoid shapes. Inside the shifting darkness that constitutes a banshee's body floats a translucent white face, twisted by madness, its eyes wide and its mouth agape. When a banshee is incapacitated, it unravels into tendrils of foul-smelling smoke that re-forms when the sun sets next.

The noises banshees make sound like words, but have no meaning.

BANSHEE

DIFFICULTY 500

Size 1 horrifying spirit

Perception 15 (+5); truesight

Defense 17; **Health** 80

Strength —, **Agility** 17 (+7), **Intellect** 12 (+2), **Will** 15 (+5)

Speed 12; flier

Immune damage from cold, disease, fire, poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed

Spell Defense A banshee takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the banshee with a spell makes the attack roll with 1 bane.

Insubstantial A banshee takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Fatal Horror A creature that gains Insanity from a banshee must get a success on a Strength challenge roll or take damage equal to its healing rate. A creature that goes mad from Insanity gained from a banshee instead takes damage equal to its Health.

Life Sense A banshee knows the location of each living creature within 1 mile of it. Such creatures cannot become hidden from the banshee, and the banshee's attack rolls against living targets ignore banes imposed by obscurement.

Impaired by Sunlight A banshee is impaired while in an area lit by sunlight.

ATTACK OPTIONS

Chilling Touch (melee) +7 with 1 boon (4d6 plus Sorrow on attack roll 20+)

Sorrow The target must get a success on a Will challenge roll or gain 1 Insanity.

SPECIAL ATTACKS

Keening The banshee screams. Each living creature within medium range that can hear must get a success on a Will challenge roll with 2 banes or take 8d6 damage and gain 1d6 Insanity. Once the banshee uses Keening, it must wait 1 minute before it can use it again.

SPECIAL ACTIONS

Drift The banshee can use an action or a triggered action on its turn to move up to its Speed without triggering free attacks.

END OF THE ROUND

Lethal Presence Each living creature within short range must get a success on a Strength challenge roll or take 1d6 damage. Plants in the area wither and die.

Epic Recovery The banshee removes one affliction from itself.

Epic Adversary Roll 1d3 + 1 to determine how many actions the banshee can use during the next round. The banshee can use these actions during any turn and can do so before its enemies act. Each time the banshee uses an action, it can move up to its Speed before or after the action.

BEAN-NIGHE

Among the most dreadful and malevolent faeries to haunt the misty borders of the fey realms are the washerwomen known as the bean-nighe (ben-niyyeh). Although they are faeries, rustic folk believe them to be the ghosts of women who died in childbirth, doomed to scrub the bloody linens of their birthing beds. Others say they are malevolent spirits who cleanse the clothing of those about to die. The bean-nighe's hatred of mortals and the delight these creatures take in committing murder and bestowing vile curses only reinforce the legends about them.

A bean-nighe appears as a somewhat human woman with heavy breasts and pale skin, flecked with blood. She typically wears a sodden green dress. Her face is ghastly, with gouges for eyes and a sagging mouth from which leaks bloody spittle. Her red feet end in clawed, webbed toes.



A creature might get a bean-nighe to stop fighting by moving to a spot between it and the water in which the faerie works. If she halts her attack, she can be asked up to three questions about any subject, and she answers each truthfully. But, after each time she is asked a question, she asks a question of her questioner in return. Her question must be answered truthfully, or else the questioner takes damage equal to its healing rate as lacerations appear all over the liar's body.

A bean-nighe speaks Elvish and High Archaic.

BEAN-NIGHE

DIFFICULTY 50

Size 1 horrifying faerie

Perception 11 (+1); shadowsight

Defense 13; **Health** 25

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 11 (+1)

Speed 10

Immune damage from disease; gaining Insanity; charmed, diseased

Spell Defense A bean-nighe takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a bean-nighe with a spell makes the attack roll with 1 bane.

Dire Portent A creature that gains Insanity from seeing a bean-nighe must get a success on a Will challenge roll or come to believe that the bloody clothes the bean-nighe washes are its own. The creature is afflicted by a curse that renders it impaired and causes it to take 1d6 extra damage whenever it takes damage. The cursed creature can use an action to pass the curse to a creature within short range that has 0 Corruption (no attack roll necessary). Passing the curse causes the creature doing so to gain 1 Corruption. The curse persists until the bean-nighe uses an action to end it.

Iron Vulnerability A bean-nighe is impaired while in contact with iron.

Foster Child A creature that has the bean-nighe grabbed can use an action to suckle on one of the faerie's hanging breasts. The bean-nighe becomes compelled until it takes damage or until the sun next rises. The bean-nighe believes the creature that compelled it to be its child.

ATTACK OPTIONS

Clawed Toes (melee) +3 with 1 boon (2d6)

Bloody Linens (melee + 1) +3 with 1 boon (1d3 plus Hobbling Curse)

Hobbling Curse The target must get a success on an Agility challenge roll with 1 boon or be knocked prone and become cursed until the bean-nighe uses an action to lift it or until the bean-nighe dies. A creature cursed in this way can also lift the curse by bathing in the blood of a stillborn child, gaining 1 Corruption as a result. While cursed in this way, a creature cannot stand, walk, run, swim, or use an action to rush. If the creature has the flier trait, it also cannot fly.

CU SITH

The cu sith (coo-shee) are the great hounds of the hidden kingdoms, massive beasts, the size of young bullocks, with thick and shaggy coats of green fur, long, tightly coiled tails, and enormous paws, each as broad as a man's hand. They do not excite easily and usually remain quiet as they move silently through their sylvan homes.

When a cu sith barks, the sound carries for miles, filling listeners with dread. Cu sith sometimes serve nymphs as companions and guards, or run with the elves when hunting in mortal lands.

CU SITH

DIFFICULTY 50

Size 1 faerie

Perception 14 (+4); shadowsight

Defense 13; **Health** 30

Strength 14 (+4), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 11 (+1)

Speed 12

Immune damage from disease; charmed, diseased

Spell Defense A cu sith takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a cu sith with a spell makes the attack roll with 1 bane.

Silent Stride A cu sith makes no sound when it moves unless it chooses to do so.

Iron Vulnerability A cu sith is impaired while in contact with iron.

ATTACK OPTIONS

Teeth (melee) +4 with 1 boon (1d6 + 3 plus Take Down on attack roll 20+)

Take Down The target, if it is a creature of the cu sith's Size or smaller, must get a success on an Agility challenge roll or fall prone.

SPECIAL ATTACKS

Bay The cu sith uses an action to bay three times, the sound of which carries 1d3 miles. Each creature within long range that hears the cu sith must get a success on a Will challenge roll or become frightened for 1 minute. Once a cu sith makes this attack, it cannot do so again for 1 minute.

ELF

Elves live in the hidden kingdoms as lords and ladies, passing the centuries in pleasurable pursuits. The elves described here expand on the presentation in *Shadow of the Demon Lord* and represent elves commonly encountered in the hidden kingdoms instead of the rare elves found in the mortal world.

Elves speak Elvish, and most speak the Common Tongue and High Archaic as well.

HIGHBORN

The highborn among the elves come from ancient and storied families, lines esteemed by other elves and faeries alike. Most highborn live in the courts of the kings and queens of the hidden kingdoms, enjoying luxury undreamed of in the mortal world. They tend to be arrogant and cruel, too consumed by their own importance to see the harm they do to those of lesser station.

ELF Highborn

DIFFICULTY 50

Size 1 faerie

Perception 12 (+2); shadowsight

Defense 15; **Health** 21

Strength 9 (-1), **Agility** 15 (+5), **Intellect** 14 (+4), **Will** 12 (+2)

Speed 12

Immune damage from disease; charmed, diseased

Spell Defense An elf highborn takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the elf with a spell makes the attack roll with 1 bane.

Bewitching Presence An elf highborn makes attack rolls in social situations with 1 boon. Contact with an object made from iron removes this trait for 1 minute.

Iron Vulnerability An elf highborn is impaired while in contact with iron. In addition, if the elf touches or is touched by an object made from iron, it loses spell defense for 1 minute.

ATTACK OPTIONS

Bone Scimitar (melee) +5 with 2 boons (2d6 + 1 or 4d6 + 1 to a dazed target)
Scourge (melee) +5 with 2 boons (2d6 or 4d6 to a dazed target)

SPECIAL ATTACKS

Majesty Each creature that is not a faerie and is within short range that can see the elf highborn must make a Will challenge roll. On a failure, the creature gains 1 Insanity. Creatures that gain this Insanity become dazed instead of frightened. On a success, the creature becomes immune to this attack until it completes a rest.
Battle Casting When the highborn uses an action to cast a spell, it can use a triggered action to make an attack with a weapon.

MAGIC

Power 3
Fey *mislead* (4), *fade* (2), *will-o'-wisp* (2), *slumber* (1), *bewilder* (1)
Teleportation *fetch* (4), *swap* (2), *remove* (1)

KNIGHT-ERRANT

Some elves of the hidden kingdoms are fearsome warriors, dressed in outlandish armor that mimics the appearance of wild animals such as boars, birds of prey, and wolves. Most of these knights-errant undertake grand quests, to win fame and accord for slaying trolls, giants, and drakes. They use their martial prowess for glory and to feed their dark appetites. In battle, they laugh at and mock their foes, their verbal barbs as sharp as their strikes with spears.

ELF KNIGHT-ERRANT

DIFFICULTY 25

Size 1 faerie

Perception 10 (+0); shadowsight
Defense 17 (bronze scale, small shield); **Health** 18
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 10 (+0)
Speed 12
Immune damage from disease; charmed, diseased
Spell Defense An elf knight-errant takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the elf with a spell makes the attack roll with 1 bane.
Bewitching Presence An elf knight-errant makes attack rolls in social situations with 1 boon. Contact with an object made from iron removes this trait for 1 minute.
Iron Vulnerability An elf knight-errant is impaired while in contact with iron. In addition, if the elf touches or is touched by an object made from iron, it loses spell defense for 1 minute.

ATTACK OPTIONS

Spear (melee) +3 with 1 boon (2d6 plus Cutting Mockery on attack roll 20+)
Heavy Shield (melee) +3 with 1 boon (1d6 plus 1d3)
Cutting Mockery The target, if it is a living creature and not a faerie, must get a success on a Will challenge roll or become impaired for 1 round. If the target is already impaired, it falls prone instead.

SPECIAL ACTIONS

Battle Dance When a creature gets a failure on an attack roll against the elf knight-errant, the elf can use a triggered action to move 1 yard provided its Speed is at least 1.

REVELER

The centuries pass easily for elves, many of whom are content to spend their days and nights in pleasure, cavorting in the forest, copulating under the stars, drinking, eating, and creating. These elf revelers do whatever they want, and, though they are joyous and free-spirited, their obsession with pleasure can make them dangerous to people who stumble into their midst. They infect mortals with their joy and recklessness, causing such creatures to become nearly intoxicated by the intense pleasure they experience.

ELF REVELER

DIFFICULTY 5

Size 1 faerie

Perception 10 (+0); shadowsight
Defense 12; **Health** 10
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 9 (-1), **Will** 9 (-1)
Speed 12
Immune damage from disease; charmed, diseased
Spell Defense An elf reveler takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the elf with a spell makes the attack roll with 1 bane.
Bewitching Presence An elf makes attack rolls in social situations with 1 boon. Contact with an object made from iron removes this trait for 1 minute.
Spread Revelry Creatures that are not faeries and are within the elf's reach are impaired.
Iron Vulnerability An elf is impaired while in contact with iron. In addition, if the elf touches or is touched by an object made from iron, it loses spell defense for 1 minute.

ATTACK OPTIONS

Bronze Sickle (melee) +2 with 1 boon (1d6)

END OF THE ROUND

Fey Dance The elf moves 2 yards provided its Speed is greater than 0. This movement does not trigger free attacks.

FACHEN

The influence of the Void on the faerie realms sometimes alters the nature of creatures living there, warping them into strange forms. The fachen are one such breed, a vile, monstrous race with hatred for the fully formed.

The half-men, as folklore calls them, have but one arm, one leg, and one eye. The lack of limbs proves no impediment to the creature—it can hop about on its muscular leg and bend the arm emerging from the center of its bony chest with great flexibility. Atop the creature's thick neck is an ugly head that has a wide maw filled with dagger-like teeth under a bulging eye. Tufts of black feathers crown the head, deeply rooted and stiff as steel.

Fachen speak only their own gurgling language, though they seem to understand Elvish.



FAUN

Fauns are the misbegotten offspring of faeries and mortals, the products of trysts with elves or other forest folk. Neither human nor faerie, fauns live between two worlds.

Their fey heritage reveals itself in their appearance. Fauns have the upper bodies of human men and women, with horns sprouting from their brows, and the lower bodies of goats. They range in appearance from alluring, with bestial features subtler than found in other fauns, to monstrous, their animal natures exaggerated and menacing. All fauns, however, tend to be weak-willed. They flee danger rather than confronting it head on.

All fauns speak the Common Tongue and Elvish.

FAUN

DIFFICULTY 1

Size 1 faun

Perception 12 (+2); shadowsight

Defense 12; **Health** 10

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 8 (-1)

Speed 12

Quick Step When a faun uses an action, it can move 1 yard before or after the action, provided its Speed is greater than 0.

Skittish A faun makes Will challenge rolls with 1 bane.

ATTACK OPTIONS

Spear (melee) +2 (1d6)

FACHEN

DIFFICULTY 10

Size 1 horrifying faerie

Perception 10 (+0); shadowsight

Defense 11; **Health** 15

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 8

Immune damage from disease; charmed, diseased

Heart-stopping Horror A creature that goes mad from gaining Insanity as a result of seeing the fachen takes damage equal to its Health.

Spell Defense A fachen takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a fachen with a spell makes the attack roll with 1 bane.

Iron Vulnerability A fachen is impaired while in contact with iron.

ATTACK OPTIONS

Claws (melee) +3 with 1 boon (1d6)

Teeth (melee) +3 with 1 boon (2d6)

SPECIAL ATTACKS

Hop and Rake The fachen flies up to its Speed and must land at the end of this movement or fall. When it finishes moving, it uses its claws to attack one creature within its reach.

IMP

Imps find humans so interesting that they spend much of their time watching them, learning humans' customs and languages, and gathering up their secrets as if they were treasures. When imps grow bored with the people they're observing, they test their targets, using magic and tricks to see how they react.

Imps think nothing of stealing small, important possessions or revealing a person's deepest, darkest secrets through a bit of damning evidence left in plain view. The way humans react to such troubles—the resulting anger, grief, and violence—fascinates these cruel fey.

Like most faeries, imps prefer to stay out of sight lest their human "subjects" discover them and put an end to their mischief. Imps stand between 6 and 8 inches tall and have ugly features with pronounced yellow teeth and overlarge noses. They wear suits and dresses in the latest human fashions, though such attire is always filthy, smeared with feces and dirt.

Imps pride themselves on their extensive knowledge of human tongues and call upon their impressive vocabulary when interacting with mortals. All imps also know High Archaic and Elvish.

IMP

DIFFICULTY 25

Size 1/4 faerie

Perception 15 (+5); darksight

Defense 18; **Health** 15

Strength 8 (-2), **Agility** 18 (+8), **Intellect** 13 (+3), **Will** 8 (-2)
Speed 6

Immune damage from disease, poison; gaining Insanity; charmed, diseased

Spell Defense An imp takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an imp with a spell makes the attack roll with 1 bane.

Iron Vulnerability An imp is impaired while in contact with iron.

ATTACK OPTIONS

Teeth (melee) +8 (1d3 plus Poison)

Poison The target, if it is a living creature, must get a success on a Strength challenge roll with 1 bane or become poisoned for 1 minute. If the creature is already poisoned, it instead takes 1d6 damage and falls prone.

SPECIAL ACTIONS

Mockery When a creature within medium range gets a failure on an attack roll or a challenge roll, the imp can use a triggered action to cause the triggering creature to become impaired for 1 round.

MAGIC

Power 3

Fey *mislead* (4), *fade* (2), *slumber* (1), *bewilder* (1)

JABBERWOCK

In some forgotten corner of Alfheim, in a bleak and blighted forest known as the Tulgey Wood, lurks a dreadful monster, a vicious beast—perhaps a dragon, possibly a demon, but certainly a monster, through and through.

With eyes of flame, fangs as long as swords, and curving claws perfect for catching prey, the jabberwock rumbles and burbles in its hate, the sounds it makes echoing throughout the forlorn place it calls home. Even the faeries fear to enter this wood, because it is said the monster within cannot be slain—a fact that the many who have tried could attest to if stirred from their graves. Legend holds that only the *Vorpall Sword* is equal to the monster, though that fine steel was lost long ago.

The jabberwock is a unique horror spawned from the intrusion of the Void into the veritable paradise that was a hidden kingdom. It resembles a dragon in many ways, with great leathery wings sprouting from its back and grotesque features perched on a long, snaky neck. It is a thing of madness and fear, to be avoided at all costs.



JABBERWOCK

DIFFICULTY 500

Size 4 horrifying monster

Perception 13 (+3); truesight

Defense 20; **Health** 100

Strength 19 (+9), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 14 (+4)
Speed 12; flier

Immune damage from disease, poison; gaining Insanity; charmed, diseased

Iron Hide The jabberwock takes half damage from weapons.

Spell Defense The jabberwock takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the jabberwock with a spell makes the attack roll with 1 bane.

Eyes of Flame When the jabberwock uses an action to attack a creature, the target must get a success on a Will challenge roll with 1 bane or become immobilized for 1 round.

ATTACK OPTIONS

Jaws (melee; reach +2) +9 with 3 boons (4d6)

Claws (melee) +9 with 2 boons (2d6 plus Catch on attack roll 20+)

Catch The target is grabbed, and the jabberwock can use a triggered action to attack it with its jaws.

END OF THE ROUND

Burble The jabberwock constantly mutters, gibbers, and whines, a burbling noise that drives mad anyone who hears it. Each creature within medium range that can hear the noise must make a Will challenge roll. On a failure, the creature gains 1 Insanity. On a success, the creature is immune to the jabberwock's Burble until the creature completes a rest. While a creature is frightened from gaining Insanity in this way, everything the creature says is gibberish.

Epic Recovery The jabberwock removes one affliction from itself.

Epic Adversary Roll 1d3 + 1 to determine how many actions the jabberwock can use during the next round. The jabberwock can use these actions during any turn and can do so before its enemies act. Each time the jabberwock uses an action, it can move up to its Speed before or after the action.

KOBOLD

When the other faeries left the mortal world ages ago, the kobolds stayed behind inside their mines deep in the earth. Too preoccupied with their deep delving, they didn't realize that the world above had changed. In the aftermath, many kobolds felt they had been abandoned by their kin, left by the arrogant elf lords and ladies to make their own way in a world overrun by violent, rapacious mortals.

The kobolds' resentment over their situation blossomed into hatred, so when mortals began to dig into the earth and pry forth the stinking iron, the kobolds worked to oppose them, hunting the invaders through dark subterranean passages, collapsing their tunnels, venting poisonous gas into chambers, and otherwise leading foolish mortal miners to their doom.

Kobolds appear as short, grubby males and females, with green skin and features exaggerated in some way—an overlarge nose, eyes as large as saucers, large teeth

an overlarge nose, eyes as large as saucers, large teeth pushing out from a small mouth, and so on. Unlike other faeries, kobolds lack the fey's vulnerability to iron, having become adapted to it from living underground for centuries.

Kobolds prize pretty, shiny things, and can be distracted by a glittering jewel. They also respond to gifts; a miner who leaves a pie for the kobolds earns a day or more of respite from the kobolds' mischief. Kobolds speak their own language, which is a debased version of Elvish.

Kobolds communicate with each other by tapping on rock walls. The sound of their tapping travels up to long range, and by changing the frequency and intensity of the taps, the kobolds can communicate a wide range of concepts. Miners and others who travel through kobold-infested ground sometimes find the odd tapping unnerving.

KOBOLD

DIFFICULTY 5

Size 1/4 faerie

Perception 11 (+1); darksight

Defense 11; **Health** 8

Strength 11 (+1), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 9 (-1)

Speed 8

Immune damage from disease, poison; gaining Insanity; charmed, diseased

Wriggle A kobold can move through cracks in earth and rock wide enough to permit the passage of air.

ATTACK OPTIONS

Stone Club (melee) +1 with 1 boon (1d6)

SPECIAL ATTACKS

Collapse Tunnel To use this special attack, at least three other kobolds must have chosen this kobold to be the target of their Lend Essence special action, and this kobold must be underground. The kobold makes a Will challenge roll. On a success, cracks spread up to 5 yards out from a point on the ceiling that the kobold can see within medium range. At the end of the round, the entire section of cracked ceiling falls, and everything under it takes 4d6 damage. Each creature in the area must make an Agility challenge roll. A creature takes half the damage on a success, and falls prone and becomes buried on a failure.

A buried creature is blinded, deafened, and immobilized, cannot stand, and is completely covered by the rubble. The creature is also subject to suffocation (*Shadow*, page 202).

A buried creature can use an action to dig itself free by making a Strength challenge roll with 2 banes. On a success, the creature is no longer buried.

A creature that isn't buried can clear a 1-yard cube of space using an action and frees any buried creature in that space when it does so.

SPECIAL ACTIONS

Lend Essence The kobold commits its essence to one other kobold within short range for 1 round.

MAGIC

Power 1

Earth earth spike (2), shape earth and stone (2), tremor (1)

LARES

The lares are the shades of mortal souls stolen by the faerie and left to spend eternity in the paradise of Elysium. Most earned their place in this bright realm because of some great deed they performed in life—defeating a terrible threat to the faerie, creating a piece of lasting art, or stealing the heart of a fey lord or lady. The faerie rewarded these mortals by plucking their souls from the cycle of life and death to preserve their minds and memories against the decay of the Underworld. The life of eternity bestowed upon these shades is one of bliss and wonder, their every need met and their every want quashed by the waves of joy that permeate the realm. Their smiling faces and easy, dreamlike nature belie the horror of their existence. Nothing changes in Elysium, and there is no escape.

Lares appear as humans, halflings, and other kinds of people, all in the prime of life, their features and bodies sculpted to perfection. They wear diaphanous clothing of purest white, and laurels crown their heads. All lares look happy, even blissful, but their grins are actually grimaces, and tears spill from their squinting eyes.

LARES

DIFFICULTY 5

Size 1/2 or 1 spirit

Perception 8 (-2)

Defense 10; **Health** 12

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 7 (-3)

Speed 8

Immune damage from cold, disease, fire, poison; gaining Insanity; diseased, fatigued, immobilized, poisoned, slowed

Eternal When a lares becomes incapacitated, it dissolves into a sparkle of lights. It re-forms in Elysium 24 hours later with no damage.

ATTACK OPTIONS

Club (melee) +2 (1d6)

SPECIAL ATTACKS

Heavenly Bliss A wave of pleasure spreads 3 yards out from a point in the lares's space. Each living creature in the area must get a success on a Will challenge roll or gain 1 Insanity and become dazed for 1 round. Once a lares makes this attack, it cannot do so again until it completes a rest.

Flood of Pleasure The lares makes an Intellect attack roll with 1 boon against the Will of one creature within short range. On a success, the target becomes stunned for 1 round.

MINOR FAERIES

Minor faeries live in great numbers throughout the hidden kingdoms. They are tiny things, of Size 1/12 or smaller. Some can fly. Some have animalistic features—a robin's legs, for instance, or a beetle's head. Others resemble mushrooms, hiding among the undergrowth, silently watching.

Whatever form they take, minor faeries pose no great danger to travelers, having Health 1 and no real means to harm larger creatures. They are as clever as other faeries and observe much about the world around them. They might be helpful allies or cruel mischief-makers.

MERROW

Merrow are the faeries of the deep places, the ocean depths and the bottomless lakes. Although of one kind, males and female have greatly different forms and dispositions.

All merrow speak Elvish.

MERROW MALE

Merrow males have bodies covered by thick green scales, manes of black-green hair, and bright red noses. They have humanoid bodies, with long, snakelike tails growing from the base of their spines between their stubby legs. They hate land dwellers, especially humans, and they like to raid coastal settlements and capture slaves to drag under the waves.

MERROW MALE

DIFFICULTY 10

Size 1 frightening faerie (aquatic)

Perception 10 (+0); darksight

Defense 13; **Health** 23

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 8 (-2), **Will** 10 (+0)

Speed 10; swimmer

Immune damage from disease; charmed, diseased

Spell Defense A merrow male takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a merrow with a spell makes the attack roll with 1 bane.

Iron Vulnerability A merrow male is impaired while in contact with iron.

ATTACK OPTIONS

Bone Harpoon (melee or ranged) +3 with 1 boon (1d6 plus Reel on attack roll 20+)

Claws (melee) +3 with 1 boon (2d3)

Reel The target must get a success on a Strength challenge roll or be moved 1d6 yards toward the merrow that attacked it.

SPECIAL ATTACKS

Darting Claw The merrow male swims up to its Speed and makes an attack at any point during the movement. The merrow does not trigger free attacks when he moves away from the creature he attacked.

MERROW MAID

Merrow maids are as attractive as males are ugly. They have the upper bodies of fetching human women, with long tails covered in fine silvery scales. Female merrow use their beauty and their songs to lure sailors and fishers to their dooms, and some take mortal lovers, keeping them prisoners under the waves.



MERROW MAID

DIFFICULTY 10

Size 1 faerie (aquatic)

Perception 12 (+2); darksight

Defense 14; **Health** 16

Strength 11 (+1), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 11 (+1)

Speed 12; swimmer

Immune damage from disease; charmed, diseased

Spell Defense A merrow maid takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a merrow with a spell makes the attack roll with 1 bane.

Iron Vulnerability A merrow maid is impaired while in contact with iron.

ATTACK OPTIONS

Bone Knife (melee) +4 with 1 boon (1d3)

SPECIAL ATTACKS

Enchanting Song The merrow maid uses an action to sing to a creature she can see within medium range. If the creature can hear her, the merrow makes a Will attack roll with 1 boon against the creature's Will. On a success, the creature becomes compelled for 1 minute. On a failure, the creature becomes immune to this merrow's Enchanting Song until it completes a rest.

SPECIAL ACTIONS

Gift of Water Breathing A merrow maid can use an action to kiss one air-breathing creature she can reach. The creature becomes cursed until the merrow uses an action to lift the curse or until the merrow dies. While cursed in this way, the creature becomes aquatic, gaining the ability to breathe water and the swimmer trait. Such a creature is subject to suffocation when on dry land.

NYMPH

It is said that the nymphs were born into the world when the Faerie Queen peered into a mirror and dropped it. From each shard sprang a unique nymph, fully grown and possessed of such beauty that to lay eyes upon one is to go mad with desire—a madness that results in blindness or death.

The nymphs live in places pristine and unspoiled, where they pass the years marveling in their beauty and surrounding themselves with gorgeous things, sometimes making lovers of people they find comely. Nymphs eventually lose interest in their treasures, living or not, and discard them when something new comes along.

Nymphs tend to be vain, willful, and even petty. They love to torment ugly creatures, such as dwarfs, and might use the adoration they instill to make slaves of their victims. Wondrous treasures litter their homes, gifts given to them by former paramours, scattered among the bones of those lovers the nymph forgot to feed.

Nymphs speak Elvish, but many also know High Archaic and the Common Tongue.



NYMPH

DIFFICULTY 250

Size 1 faerie

Perception 19 (+9); shadowsight

Defense 15; **Health** 20

Strength 10 (+0), **Agility** 15 (+5), **Intellect** 17 (+7), **Will** 19 (+9)

Speed 10

Immune damage from disease, poison; gaining Insanity; charmed, diseased

Spell Defense A nymph takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a nymph with a spell makes the attack roll with 1 bane.

Iron Vulnerability A nymph is impaired while in contact with iron.

Merry Chase When a nymph moves, she can move any creature charmed or compelled by her and that can see her up to its Speed in her direction.

Slave to Beauty A creature driven mad by gaining Insanity from the nymph becomes cursed. A creature cursed in this way is compelled. Each time the creature completes a rest more than 10 yards from the nymph, it takes a cumulative and permanent -1d6 penalty to its Health. The nymph can use an action to lift the curse.

ATTACK OPTIONS

Nails (melee) +5 with 1 boon (1d6)

SPECIAL ATTACKS

Awful Glare When a creature that can see the nymph attacks her, she can use a triggered action to make a Will attack roll against the triggering creature's Strength. On a success, the creature becomes cursed until the nymph uses an action to lift the curse. While cursed, the creature is blinded. If the total of the nymph's attack roll is 20 or higher, the target instead takes damage equal to its Health.

Dominating Charm One creature charmed by the nymph and within short range of her becomes compelled for 1 round.

Intoxicating Presence Each living creature within short range of the nymph must get a success on a Will challenge roll or become impaired for 1 round.

MAGIC

Power 6

Enchantment *bewitch* (7), *presence* (7), *charm* (3), *command* (3), *mind bondage* (2), *cower* (2), *enslave* (1)

Fey *mislead* (7), *drunkenness* (3), *slumber* (2), *erase memory* (2), *hallucinations* (2), *twisted crown* (1), *beget changeling* (1)

END OF THE ROUND

Captivating Beauty Each living creature within medium range of the nymph that can see her and is not already charmed by her must make a Will challenge roll with 1 bane. The number of banes increases by 1 if the creature is mortal and by 2 if the creature is ordinarily attracted to members of the female gender. On a failure, the creature gains 1d3 Insanity and becomes charmed instead of frightened from gaining the Insanity. If the total of the creature's roll is 20 or higher, it becomes immune to this nymph's Captivating Beauty until it completes a rest.



PIXIE

DIFFICULTY 5

Size 1/8 faerie

Perception 10 (+0); shadowsight

Defense 13; **Health** 5

Strength 5 (-5), **Agility** 13 (+3),

Intellect 9 (-1), **Will** 8 (-2)

Speed 10

Immune damage from disease; charmed, diseased

Flutter A pixie can move by flying, but if it flies higher than 5 yards above the ground, it falls.

Naturally Invisible Pixies are invisible to most creatures other than themselves. Animals, demons, faeries, monsters, children, creatures with Intellect scores of 7 or lower, and creatures with 5 Insanity or more can see them clearly. Pixies lose this trait from noon to one in the afternoon and from midnight to one in the morning, as well as at dawn (until the sun fully rises) and at dusk (until the sun fully sets). If a pixie comes into contact with iron, it loses this trait for 1 hour.

Iron Vulnerability A pixie is impaired while in contact with iron.

ATTACK OPTIONS

Bone Dagger (melee) +3 (1)

Bow (medium) +3 (1d3)

SPECIAL ACTIONS

Glow A pixie can use an action on its turn to become visible and illuminate the area within 2 yards of it. The pixie remains visible until it uses an action to become invisible once more.

MAGIC

Power 1

Fey *shrink object* (2), *will-o'-wisp*

PIXIE

Pixies flit between the mortal world and the realms of faerie at will, drawn by curiosity or malice. Although they are invisible to most people, supernatural creatures, animals, children, and the witless can see through the illusion that conceals these diminutive faerie. Pixies tend to avoid such creatures as a result, but they might befriend a child or torment an animal with their tricks.

Pixies stand a few inches tall, and most look like tiny, winged elves. They tend to have exotic skin coloring, with pink, blue, and green being the most common hues. They make their clothing from leaves or animal furs, and they carry tiny weapons.

All pixies speak Elvish.

SATYR

Male fauns who spend time among the elves can become true faeries, known as satyrs. But the transformation gives them a form of madness, amplifying their appetite for anything pleasurable—food, drink, or carnal pastimes. Satyrs are fickle creatures, their moods swinging from one extreme to another.

Satyrs retain a hybrid appearance similar to that of their faun relatives, but tend to be hairier and more attractive than fauns, with great ram's horns curling out from the sides of their heads. Satyrs go about naked in their homeland, unconcerned about revealing the obvious signs of their arousal.

Satyrs typically speak Elvish. Some know the Common Tongue.

One out of five satyrs carries a set of magic panpipes. The instrument loses its magical properties in the hands of anyone other than a satyr.

SATYR

DIFFICULTY 25

Size 1 faerie

Perception 12 (+2); shadowsight

Defense 15; **Health** 28

Strength 12 (+2), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 14 (+4)
Speed 14

Immune damage from disease; charmed, diseased

Spell Defense A satyr takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a satyr with a spell makes the attack roll with 1 bane.

Quick Step When a satyr uses an action, he can move 1 yard before or after the action, provided his Speed is greater than 0.

Drunk A satyr is impaired until it takes damage, after which this trait is removed for 1 minute.

Iron Vulnerability A satyr is impaired while in contact with iron.

ATTACK OPTIONS

Club (melee) +3 with 1 boon (2d6)

Horns (melee) +3 with 1 boon (1d6, or 3d6 if the satyr attacked as part of a charge)

SPECIAL ATTACKS

Beguiling Music A satyr who has a set of magic panpipes can use an action to play the instrument, choosing as its target one living creature within medium range that is not a satyr. If the target can hear the music, it must make a Will challenge roll with 1 bane. On a success, the creature becomes immune to this satyr's Beguiling Music until it completes a rest. On a failure, the creature becomes charmed, impaired, frightened, or asleep (the satyr's choice). The affliction lasts for 1 minute or until the target takes damage.

UNICORN

Unicorns live in the forests of the hidden kingdoms, far from other fey, in places magical and wondrous. These fantastic creatures resemble horses with silvery-white coats that sparkle in the moonlight. A single twisting horn extends out from the center of a unicorn's forehead. The faeries believe that unicorns embody all that is good and noble about their kind and that when the last unicorn fades from the world, the rest of the fey shall surely die. Although most unicorns are peaceful, gentle creatures, they too can be corrupted and turned to darkness, as demonstrated by the vicious, flesh-eating beasts found in Niflheim.

Unicorns understand Elvish, though they never speak.

UNICORN

DIFFICULTY 100

Size 2 faerie

Perception 16 (+6); shadowsight

Defense 18; **Health** 45

Strength 14 (+4), **Agility** 16 (+6), **Intellect** 10 (+0), **Will** 18 (+8)
Speed 18

Immune damage from disease, poison; gaining Insanity; charmed, diseased; spells from the Curse, Death, and Forbidden traditions

Heightened Awareness Creatures within medium range of a unicorn cannot become hidden from it.

Spell Defense A unicorn takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a unicorn with a spell makes the attack roll with 1 bane.

Iron Vulnerability A unicorn is impaired while in contact with iron.

ATTACK OPTIONS

Horn (melee) +6 with 1 boon (2d6, or 6d6 if from an attack made as part of a charge)

Hooves (melee) +6 (3d6)

SPECIAL ATTACKS

Kick and Gore The unicorn attacks with its horn and its hooves.

SPECIAL ACTIONS

Vanishing Escape When a creature attacks the unicorn or when the unicorn moves, it can use a triggered action to teleport itself and anything it carries to an open space within short range.

END OF THE ROUND

Vanishing Step The unicorn and anything it wears or carries can teleport to an open space it can see within short range.

NEW CREATURES BY DIFFICULTY

Name	Descriptor	Difficulty
Faun	Faun	1
Asrai	Faerie	5
Elf reveler	Faerie	5
Kobold	Faerie	5
Lares	Spirit	5
Pixie	Faerie	5
Fachen	Faerie	10
Marrow maid	Faerie	10
Marrow male	Faerie	10
Elf knight-errant	Faerie	25
Imp	Faerie	25
Satyr	Faerie	25
Bean-nighe	Faerie	50
Cu sith	Faerie	50
Elf highborn	Faerie	50
Unicorn	Faerie	100
Gunyain	Plant	250
Nymph	Faerie	250
Banshee	Spirit	500
Jabberwock	Monster	500

MY FATHER LEFT FOREVER

An Adventure for Expert Characters

In this adventure, the player characters happen upon a young woman searching for her father, whom she believes has been ensorcelled by faeries. The characters complete the adventure when they discover the man's fate and free him from the nymph's clutches.

BACKGROUND

Arlo Pleen's parents were trappers who worked the Soldier Forest. They taught him to keep to their lands and to avoid the Mistwood to the west. But when Arlo came of age, married, and had children, he found the pickings from his family's traps growing slim. Fearing starvation, he gathered up his wife and children, headed west, and built a shack and workshop on the edge of the Mistwood. There, he found great success for a time. But the Lady of the Wood did not tolerate poachers in her forest, and so she sent her minions to deal with the man. Pleen would see bits of black ribbon tied to branches, find his traps and snares broken, and his tools vanished. Pleen suspected he had angered the faeries and that they were trying to drive him off, but he ignored their warnings, placing his family's welfare above the feelings of tricksters. By ignoring the warnings, he drew the attention of the Lady herself, an ancient nymph, and soon afterward he lost his heart and mind to her.

GETTING STARTED

You need to make a few decisions before you start.

First, set the adventure somewhere. The background suggests the Mistwood, but any forest will do.



Second, come up with a reason for why the group is in the area. Base your decision on what has been happening in the campaign. If needed, come up with a short scenario that draws the characters to the place where they can participate in the adventure.

Third, the adventure's plot depends on the characters taking pity on a hungry young woman and being willing to help her. If the group consists of unscrupulous types who would butcher or harm a young woman they meet in the woods, come up with an alternate opening. Maybe the characters seek Arlo Pleen because he owes them money. Perhaps the characters are following a treasure map that takes them to the Trader's Moot, and there they discover Arlo Pleen is missing. Use a hook that won't immediately result in Tyna Pleen's death or maiming.

A THIEF IN THE NIGHT

The adventure starts late at night, while the group is camped somewhere near the Mistwood. Assuming someone is awake, one or more characters spot Tyna Pleen creeping through the shadows. She's young, about sixteen years old. She's skinny, her face pinched with hunger, hair hacked short. She's been on the road for about a week, and it shows in her dirty clothing and in the twigs tangled in the tufts of hair on her head.

Bandits robbed Tyna a few days ago. Now, hunger has made her reckless, and the smell of the characters' fire drew her to the group. If no one is awake or moves to stop her, she rifles through the characters' things, looking for food. She steals a few days' worth of food and might take some useful equipment, such as a lantern, oil, matches, and whatever money she can find. If someone confronts her, she retreats to the edge of the firelight, though she doesn't run off unless she's attacked, at which point she flees for safety, never to be seen again.

BEFRIENDING TYNA

Efforts to make Tyna feel safe succeed—she's desperate, so she accepts any food offered. If the characters ask what she's doing out in the wilds, she tells them she's searching for her father, who left home a week ago. His disappearance left her bedridden mother, her, and her younger siblings in danger of starving to death. With no neighbors to care for the family, Tyna has taken it upon herself to bring her father home.

Pressing her for more information gets her to reveal the following facts, revealed through roleplaying the scene.

- Her father is a trapper who has worked the edges of the Mistwood for a year.

- He is a stubborn man, working the woods even though the people at the Trappers' Moot warned him against doing so. Taking animals, no matter how small, without the faeries' permission risks raising their ire.
- Life had become quite strange at the house. Tyna saw black ribbons tied to tree branches. Her father complained that someone was interfering with his traps. The goat's milk spoiled, and then one day later the animal was gone. Her father, she admits, either was not very bright or thought himself wiser than the faerie folk and persisted in his work.
- About a week ago, her father came home empty-handed. He acted strangely, distracted, muttering. After dinner, he retreated to his workshop and stayed there. Tyna went out to check on him and discovered him naked, abusing himself, and she left him in horror. The next morning he was gone.
- She looked around his shop after he was gone and found a strange veil. She shows it to the characters if they ask. It's a 6-foot length of some kind of silvery silk. Faerie characters recognize it as being made from moonbeams.

If the characters offer to help Tyna, she is grateful and is happy to join the group. If the subject of a reward comes up, Tyna says that she has nothing to offer as recompense other than her gratitude.

If the characters decide not to help her, Tyna goes on her way, finds her father, and then falls under the nymph's power. Tyna is encountered with her if the PCs eventually come across the nymph. A group that opts not to help might be steered back into the plot through any of the keyed locations and random events described on the following pages.

TYNA PLEEN

Size 1 human

Perception 11 (+1)
Defense 12 (soft leather); **Health** 9
Strength 9 (-1), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Long Knife (melee) +1 (1d6)
Bow (long) +1 (1d6)

EXPLORING THE WOODS

Whether the characters travel in Tyna's company or not, the Mistwood is a dangerous place. The hex map depicts part of the forest and shows locations important to the adventure.

Visibility: The Mistwood is gloomy by day and utterly dark at night. The trees and curls of mist rising from the forest floor block visibility beyond short range.

Travel: It takes about an hour to move from one hex to another hex, or half this time if the characters follow one of the twisting paths.

Foraging and Hunting: Characters can live off the bounty of the forest for as long as they travel through it. There are plenty of berries, edible mushrooms, and roots to sustain them. Water is also plentiful, so the characters can replenish their stores easily.

Wildlife is rampant in the woods, but the faeries who watch from the trees take offense if the characters take the life of any animal in the forest. If they kill an animal, any further foraging becomes dangerous. Henceforth, any plant life the characters gather is poisonous. A character who consumes this poisonous food must get a success on a Strength challenge roll with 1 bane or become poisoned for 1 hour (or take 1d6 damage if already poisoned).

Combat: Fights in the forest can be difficult. Targets beyond an attacker's reach but within short range are half covered, while targets beyond short range are totally covered. Most hostile creatures start a fight 2d6 yards from the opposing group or segment of a group.

Faerie Tricks: There are faeries everywhere in the Mistwood, and they watch the group from hiding. Whenever the total of a character's attack roll or challenge roll is 0 or lower, the faeries play a trick. Roll a d6 to see what happens.

FAERIE TRICKS

Roll	Trick
1	A flash of colors appears before the triggering character, imposing 1 bane on all attack rolls and Perception challenge rolls for 1 round.
2	An invisible force knocks the triggering character prone.
3	A small object worth no more than 1 ss that the triggering character carries disappears, lost forever.
4	The triggering character hears a loud ringing and becomes deafened for 1 round.
5	The triggering character feels drowsy and becomes fatigued for 1 round.
6	The triggering character disappears, falling into a faerie realm, where he or she sees something terrible and then reappears in an open space 1d3 minutes later in an open space of the GM's choosing within short range of the space the character left. When the character returns, he or she must get a success on a Will challenge roll or gain 1 Insanity.

Mistwood Events and Encounters: The group has a chance of experiencing weird events and stumbling across dangerous foes while traveling through the woods. Each time the group moves into a hex, roll a d6. On a roll of 5 or 6, roll a d20 and find the result on the Mistwood Events and Encounters table. On any other result, the hex is clear. Clear hexes remain that way until the group completes a rest, at which point you roll again when the group reenters the hex.

MISTWOOD EVENTS AND ENCOUNTERS

Roll	Event or Encounter
20	The character with the highest Perception score spots black ribbons tied to a tree's branches. Any faerie character or a character versed in folklore knows that this sign indicates displeasure, anger, or a warning.
18-19	The wind picks up and sighs as it passes through the trees. Flower blossoms rain down across an area with a 100-yard radius for 1 hour, during which time the area is partially obscured.
16-17	The character with the second highest Perception score notices a disarmed animal trap on the ground. Inspection reveals blood and fur, but also that the trap has been damaged beyond repair.
14-15	The characters move across an area containing an animal trap and might spring it. See Animal Traps, page 54, for details.
8-13	A group of 1d3 spriggans guarding the routes into Alfheim lurch out of the forest 1d6 yards away. Each character must make a Perception challenge roll with 1 bane when the spriggans appear, becoming surprised on a failure.
4-7	A lost giant lumbers through the forest, knocking over trees and creating so much racket that the characters hear it when it moves to within 20 yards of them. If the characters slay the giant, they do not encounter it again. The giant carries a sack filled with dead animals, a smattering of valuables worth $1d6 \times 5$ gc, and one enchanted object.
3	A band of 2d6 hobgoblins are out on patrol. They are unfriendly to mortals and encourage them to quit the forest.
2	A rowdy band of 1d6 + 2 satyrs come tumbling drunkenly out of a patch of trees. Obviously aroused, they attempt to ply the characters with drink and seduce them. If the characters spend time getting drunk with the satyrs, one mentions that he has been courting the Lady of the Wood, a nymph whose beauty is greater than that of the Faerie Queen. If she would deign to give him a kiss, he says, he would die content. He can tell the group where she lairs (see area 7) in exchange for a kiss. The characters encounter this group once.
1	A jack-o'-lantern attempts to lure the group into danger, likely toward the giant described above. This encounter occurs if the characters enter the hex at night. Otherwise, nothing happens.

THE LADY'S SERVANTS

A band of **8 pixies** watch over the woods and act on the nymph's behalf. The pixies sabotaged the trapper's snares and were the ones who lured him into the nymph's clutches. Characters who explore the woods eventually attract the pixies' attention. The pixies are invisible and hide in the group's immediate surroundings to determine whether the characters are friends to the wood or foes.

FRIENDS TO THE WOOD

The characters can become friends to the wood by leaving three gifts for the local faeries. Suitable gifts include tying colorful ribbons in the trees, offerings of food or milk, or leaving shiny trinkets on faerie tables—flat stones sometimes found in the forest. The group can

also earn the faeries' friendship by rescuing the bear as described under Animal Traps on page 54, killing the troll, or by other acts you believe the faeries would regard in a favorable light.

Once the characters earn the faeries' friendship, a pixie appears in the midst of the group to declare that the characters have honored the old ways and have earned safe passage through the woods. If the characters ask about Arlo Pleen, the pixies laugh and say the Lady has him now. If pressed, the pixies explain that the Lady of the Wood is a nymph of unsurpassed beauty who holds sway over this area. The pixies will not lead the group to the Lady, even with further gifts, but they warn the characters that it would be bad for them if they met her.

Earning the pixies' friendships spares the group from some of the hardships presented by the woods. The characters are not at risk of triggering "Mistwood Events and Encounters" until the adventure ends or until they do something to anger the pixies, as you decide.

ENEMIES TO THE WOOD

The player characters can become enemies to the wood through reckless, irreverent action. Killing an animal, collaborating with Callakgh the troll (see The Troll Cave page 54), despoiling the forest in any way, or doing anything else of similar sort immediately angers the pixies. Once angered, the pixies harass the characters until they leave the Mistwood, with the following effects:

- The chance for a Mistwood Event or Encounter increases. One now occurs on a roll of 3 or higher on a d6.
- When the characters camp in the Mistwood, the pixies steal small items from them. After the characters complete a rest, any time someone tries to draw an item from a container, roll a d6. On a 1, the item is gone. Items lost in this way might be recovered in the Lady's Hollow.
- The pixies steal the group's food the next time they rest in the forest.
- For 1d3 rounds, the pixies help any other creature encountered in the Mistwood that fights the player characters.
- The faeries set animal traps in the group's path to waylay the characters (see Animal Traps, page 54). Each time the group enters a hex, there's a 1 in 6 chance that the hex also contains a trap as if you had rolled on the Animal Traps table.
- The pixies enlist help from an embittered **nisse** and its giant pig (as a **large animal**) to attack the group. The nisse and its companion lumber out of the woods and attack the group.



KEYED LOCATIONS

The following locations correspond to those shown on the map.

0. THE GROUP'S CAMP

This location isn't shown on the map; instead, you decide where the player characters begin the adventure. Make you note the location before the adventure begins.

1. TRAPPERS' MOOT

Just beyond the edge of the Mistwood stands Trappers' Moot, a ramshackle collection of buildings that serve the needs of trappers working the woods east of Mistwood, beyond the range of the faeries' concern. Since most people snaring game in the Soldier Forest do so from the opposite side, the speck of a community has just a few people. Four buildings make up the Moot, which are described here.

Old Man Frent's House: Frent is a one-legged, portly human with a goiter bulging out from the side of his neck. He has long gray-black hair, bristles on his cheeks, and a calm, know-it-all air about him. He sees himself as the community's leader. His home, a one-room shack, is lightly furnished and loaded with animal skins worth about 2d6 silver shillings in all. He has a key to the creepy shed, described in the following paragraphs.

Trading Post: This building is little more than a roof held up by four log posts, covering a couple of bins filled

with animal traps and gear, though all are shoddy and in poor condition. Mari Bestertoff, a ghastly woman with green teeth and a milky eye, oversees the place. She's known for her quick hands and her skill with a skinning knife. She's also quite handy with a set of lock picks.

Barracks: The third building is a low-roofed, smoky shed in which trappers and hunters can stay the night for a few coins. Currently, it's unoccupied.

Creepy Shed: The last building stands a bit away from the rest. It looks new and hastily assembled, with a heavy iron padlock on the door. Inside is Gelerum Pud (as a cultist), a man driven insane by his brush with the Lady of the Wood, his behavior so odd and disturbing that Frent tossed him inside and locked the door until he can figure out what to do with him. Mari slips him food and sometimes sneaks inside while Frent is asleep to take advantage of the madman's insane libido.

Characters listening at the door hear awful sounds of his self-abuse. Opening the door reveals a naked man, aroused, covered in filth and surrounded by squirrel bones gnawed clean. If anyone other than Mari opens the door, he tries to escape, screaming, "The Lady, the Lady, she calls!"

CHATTING UP THE LOCALS

No one at Trappers' Moot has seen Arlo Pleen for over a week, and they are generally tight-lipped unless Tyna is with the group. If the characters have the girl with them or if they bribe Frent or Meri with coin or drink, they can obtain the following information:

- The last time Pleen came to the Moot, he complained about someone interfering with his traps.
- Pleen hinted he was going to set traps deeper in the Mistwood, though Frent warned him against “angering the haints.”
- There’s a nasty spirit in the woods, a thing locals call the Witch Woman of the Hollow. Frent claims she is “a devil ’scaped from Hell, making men slaves to her lust.” Frent has never seen her, though a character with a Perception score of 12 or higher notices that he shoots a look at the creepy shed.

2. THE PLEEN SHACK

The Pleen family lives in this shack, tucked deep in the woods. Foot traffic has worn down the undergrowth, clearing the area within 5 yards of the building. It has a chimney made from river stones, a sloping roof, green with moss, walls made from logs mortared with mud, one door, and a couple of shuttered windows. Animal bones hang from bits of string tied to the frame of an open door.

The interior reeks of rotting flesh. Tyna Pleen’s mother has succumbed to her illness and lies on the cot where she died, covered in flies, her body bloated. Characters who view her corpse must get a success on a Will challenge roll or gain 1 Insanity.

There’s no sign of Tyna’s brothers. The eldest went off to get help, but was stolen by bandits and will likely never be seen again unless you decide otherwise. The baby was left with the corpse, but a group of pixies found the crying child and led it deeper into the woods, where they played with him until he died.

If Tyna is with the group, she breaks down when she finds her mother, inconsolable for a few minutes until she remembers about her brothers. Unless she is stopped, she uses her skills to find the tracks left by her baby brother and follows them until she discovers his remains.

Behind the house is Arlo’s shed, where he skinned animals and cured the hides. It resembles the shack but is much smaller with a single door and no windows. The dark interior holds a worktable covered in sharp knives. Bones hang from the ceiling. Drawn in blood on the table’s surface, framed by a circle of blades, is the crude likeness of a woman.

3. ANIMAL TRAPS

Somewhere in these hexes are animal traps. When the group enters one of these hexes, roll a d6 to see what’s there.

ANIMAL TRAPS

Roll	Trap
1	An intact trap or snare designed to catch small game. It’s empty.
2	A broken trap or snare designed to catch small game. It’s damaged beyond repair.

- 3 A bear trap, in which is caught a **bear**. It roars in pain and thrashes against the jaws holding its paw. If the characters help the bear by freeing and healing it, they earn respect from the pixies who watch invisibly. If they harm or kill the animal, the pixies become angry and torment the characters for as long as they remain in the Mistwood. See **The Lady’s Servants** (page 52) for details. The group can find this result only once. Treat future rolls of 3 as if you had rolled a 1.

- 4 A broken bear trap that’s damaged beyond repair.

- 5–6 A hidden bear trap. The next time anyone in the group takes a step, roll a d6 again. On a 5 or higher, the characters pass through the area containing the trap. Have one randomly determined character make a Perception challenge roll with 2 banes. On a failure, the character steps on the trap, which snaps shut around the character’s limb. The character takes damage equal to twice his or her healing rate and becomes slowed until he or she heals all damage. The trapped character cannot move until the trap is released, which requires a success on an Intellect challenge roll to disable it or a success on a Strength challenge roll made with 3 banes to pry the jaws open.

4. THE TROLL CAVE

The trees in this area have been hacked down and piled over a great sinkhole, covering it completely. Nailed with iron spikes into the stumps are the carcasses of dead pixies. It is quiet here, and the air reeks of excrement.

A big scary **troll** named Callakgh lives in the hole. During the day, the troll sleeps. At night, there’s a 3 in 6 chance that he is inside the hole or nearby. Otherwise, the troll roams the forest. The pixies fear the troll enough to leave it alone.

Callakgh stands 12 feet tall and weighs just shy of a thousand pounds. He has a stooped posture and a large head with broad, ugly features. Stone patches, spotted with lichen, stand out against his brown, mossy skin. His eyes are ragged black holes, as if something had burned out the organs. (Replace Callakgh’s darksight with truesight.)

Like most trolls, Callakgh hates faeries, but he hates the Lady of the Wood especially, having once fallen victim to her wiles. He broke the curse, thanks to a wicked hag, and has returned to the Mistwood to kill and eat the nymph.

During the day, anyone who interferes with the logs covering the pit rouses the troll’s anger. Callakgh rises up and attacks, even as its skin slowly turns to stone. The troll fights until it drives the characters off, at which point it climbs back into the hole, drawing the logs back over the top.

At night, encountering the troll finds him unfriendly but not immediately hostile. He needs help finding the nymph, and if the group treats him with respect and possibly offers food, he agrees to help the characters find Arlo Pleen. In return, he demands that the characters help him kill the Lady of the Wood. The troll knows where the Lady of the Wood resides and will lead them there if the characters make the bargain. Otherwise, the troll refuses to help and might turn violent if the characters become annoying.

The troll has assorted valuable worth 50 gc and two enchanted objects.

5. FAERIE PORTAL

A shimmering curtain of light hangs perpendicularly a few inches above the ground in the center of this hex. The portal is an oval 3 yards tall and 2 yards wide in the middle. It has two sides. Passing through it from either side causes a character to vanish and reappear in a hex 1d6 miles away in a direction you choose. At night, if the moon is full, the portal whisks characters to the edge of Alfheim (or some other hidden kingdom). Characters might become stranded in the faerie realm or might be able to return through the portal so long as the moon remains full, as you decide.

6. JEALOUS DRYADS

In the center of this hex stands a pool covered by a slick of bright green algae. Standing at each cardinal point along the edge of the pool is a birch tree, each of which happens to be home to a dryad.

The dryads are jealous of the Lady of the Wood, for she steals all the worthy men, leaving only the wretched and unclean. If the group includes male humans, the dryads emerge and use their magic to ensnare them. Otherwise, they remain in the trees until the characters do something that would make them enemies of the wood, which angers the dryads, or friends of the wood, which attracts them pleasantly.

If the dryads are angered, they emerge from their trees and attack, casting *form of the oak guardian* to tear the characters apart.

If the dryads are friendly, they come out shyly and offer the characters berries and fresh water. The dryads are pleasant, charming, and intelligent. If asked about Arlo Pleen, they suggest he's probably dead at the hands of the Lady. If questioned about the Lady, they reveal that she's a spoiled nymph and that they hate her. If the characters explain that they are trying to rescue Pleen, the dryads reveal the route to the Lady of the Wood's lair, and they gift the characters with one healing potion apiece to help them on their way.

7. THE LADY OF THE WOOD

The Lady of the Wood, a **nymph**, lives in a stretch of pristine, sylvan woods, with a rotunda made from white stone, a modest-sized pond on which float enormous lily pads capable of holding a couple of Size 1 creatures. Littered around numerous statues in various, erotic poses are the baubles given to her by former lovers.

Guarding the way into this area are 2 **spriggans**. They allow characters to enter it but come to the Lady's defense if attacked. In addition, present are 1d6 + 2 **pixies** and 2d3 **commoners or professionals**, of which one is Arlo Pleen. Talking animals come and go, chattering at characters who intrude on this idyllic scene.

DEALING WITH THE LADY

The characters must contend with the nymph's Captivating Beauty ability. If they manage to resist her charms, they can talk to her. She entertains peaceful conversation so long as it isn't boring. She behaves as a petulant child—affectionate one moment, pouting the next.

The nymph has no real designs on the trapper. She finds him ugly and boorish and had planned to rid herself

of the troublesome man anyway. If the characters come without the troll and beg her to release the trapper, she will give him to them but only if they slay the troll that's hunting her and bring proof of his death.

If the characters bring the troll with them or if they take hostile action against the nymph, the pixies scatter and the nymph uses her full power to protect herself. As well, her charmed companions rise up to protect their true love. Finally, the spriggans show up at the end of the second round to defend their mistress.

The nymph flees if she becomes injured, diving into the waters, swimming into their depths and surfacing in Alfheim or another hidden kingdom you choose. The battle could spread to that place, but the faeries there will not take kindly to violent intruders. The nymph's thralls fight to the death.

THE NYMPH'S TREASURES

In all, 100 gc worth of valuables is scattered around the area. Other items were once valuable but have become ruined after long exposure to the elements. Sorting through the baubles turns up one enchanted object per member of the group.

CONCLUSION

The adventure can end in several different ways, many of which are sad or awful.

Arlo Pleen is under the nymph's curse. Killing the Lady of the Wood dooms him—he won't eat, drink, or do anything else. He wastes away until he dies. He can be freed if the nymph lifts the curse, which she will do only under very specific criteria—either one of the characters must volunteer to take his place, the characters must give the nymph a gift worth 50 gc, or the group must perform some ludicrous service on her behalf as you decide.

Capturing the nymph and touching iron to her body causes pain sufficient to make her lift the curse from the trapper. It also makes the group an enemy of the Lady forever. She seeks retribution against the characters by any means—sending faeries to torment the group, wreaking havoc on the people of the woods with her magic and monsters she compels, and so on. If she fails to get revenge against the group, her hate transforms her into a hag and then she steps up her efforts.

If the characters slay the troll and present his head to the Lady, the nymph releases the trapper, but she doesn't lift the curse, unless the characters think to ask her to do so. The trapper is not willing to leave, so he'll have to be subdued. The trapper tries to escape the first chance he gets and spends the rest of his days trying to find the Lady of the Wood, who has pulled up stakes and moved off to live somewhere less dangerous.

Unless Arlo is freed from the nymph and his curse lifted, Tyna Pleen, if she survives, resents the characters' failure to help her. Her anger becomes hatred and she might become a problem for the characters in future adventures as you decide.

Finally, if the characters manage to lift the curse and restore Tyna's father, Arlo Pleen gives up his trade and heads to Crossings with Tyna to make a new life for themselves. Unless the group escorts them, bandits kill father and daughter, and the pair of them are never seen again.

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