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HELLFROST

• REGION GUIDE #53 •

ALFHEIM

● INTRODUCTION ●

Betwixt the realms of mortals and gods lies the land of the fey. It is a realm of mystery and wonder, danger and delight, little traveled by mortals yet widely named and described in songs and poems of old.

QUICK RECAP

The following notes are taken from the *Hellfrost: Rassilon Expansion*, and are included here for completeness. The supplement also details many new fey types, and introduces the mighty fey nobles.

The fey are divided into two courts, the Seelie (meaning "blessed" in Auld Saxa) and the Unseelie (or "non-blessed"). It is important to note that these divisions are not direct equivalents to good and evil or law and chaos—all fey are alien to the civilized races, and their motives are strange to even the most learned fey scholar. The GM need never feel he has to justify a fey's actions to the characters. In general, the Seelie court is concerned with spring, summer, light, sunshine, song, dance, and happiness. Their Unseelie kin favor fall, winter, ice, snow, darkness, threats, and misery.

Most Seelie are mischievous rather than malicious, though they may take drastic measures to avenge an insult against them (real or perceived). By comparison, the Unseelie are generally spiteful and cruel by nature. Given a choice, Seelie fey prefer to help mortals, or at least hinder them in non-harmful ways, such as altering paths to lead in circles, whereas the Unseelie tend to think of violence as their first option in any situation.

WHAT'S IN A NAME?

Alfheim ("elf home") is the Trader name for the mysterious realm. The Saxa know the fey realm by two names, Ljossalheim ("light elf home") and Svartalheim ("dark elf home"), depending on which court is being described. Elf, in this instance, comes from the Auld Saxa *alf*, and simply means "mysterious being." To the Anari it is Alvalon (from the Classical Anari for "Land of the Elves"). Tuomi speak of it as Afallach, which has the same meaning as in Anari. Whether the name was adopted by the Anari after their invasion of the Tuomi's lands is as yet unclear, but the similarity is widely accepted as beyond coincidence. The Finnar sing of it as Pohjola, which simply means "North." This is most often taken to mean that it lies beyond the mortal realm, rather than a literal geographic direction.

Elves refer to it as Tir inna n-Óc, which in their ancient tongue means "Land of the

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SETTING RULES

The following rules apply in the fey realm.

Ambient Lighting: In Seelie controlled lands it is always daylight (there is never night). In Unseelie lands, the full moon is always in the sky, making the typical lighting Dim (-1).

Fear: Rolls to avoid Fear are made at +1 in Seelie lands, and -1 in Unseelie lands.

Food & Drink: Each half pound of Seelie food ingested counts as a whole pound. Each pound of Unseelie food ingested counts as a half pound. Each pint of Seelie beverage counts as a quart, while each quart of Unseelie beverage is treated as a pint.

Healing: Under Seelie governance, all mundane Healing rolls are made at +1. This becomes a -1 penalty when the Unseelie assume control.

Intimidation: Rolls are at -1 in a Seelie domain, and +1 in an Unseelie domain.

Magic: Mortals are unused to the strange threads that permeate the fey realm, and never grow used to manipulating them, no matter how much time they spend here. Mages do not suffer the Siphoning here, but they are subject to the standard core rules for backlash (whichever version you are using is the right one for your game).

Druids treat the entire fey realm as completely natural. This applies even in fey castles, towns, and villages, for the fey live at one with nature and do not seek to impose authority over it, as do mortals. Hrimwisards suffer and benefit from the ambient temperature as normal.

Magical trappings (but not those of miracles) are affected in the realm, depending on the trapping and which court rules. When the Unseelie rule, spells with a cold, coldfire, darkness, or ice trapping are cast at +1, whereas those with fire, heat, and light are at -1. The reverse holds true when the Seelie ascend to power. Spells with a necromantic trapping never function. All other trappings are unaffected.

Miracles: All of the gods except Hela (whose madness never affected the fey realm) are honored by the fey, but some are more powerful depending on which court holds sway.

Clerics of Dargar, Niht, Thrym, and Vali have +1 to Faith rolls when the Unseelie rule, but -1 when the Seelie are in charge. Conversely, clerics of Eira, Kennaz, and Sigel have +1 to Faith rolls when the Seelie rule, but -1 when the Unseelie assume power.

Clerics of the Unknowable One always enjoy a +1 modifier—the fey are renowned tricksters—as do clerics of Eostre (both aspects). Clerics of Hela have no ability to cast miracles at all—there is no gateway between her accursed realm and the fey realm. All other clerics are unaffected.

Young.” Unusually, the same phrase is found in both the hearth and taiga elf languages. Frost dwarf legends speak of Hulduland (“Hidden Land”), while engro know it as Antumnos, which translates as “Unseen Place.”

The name “fey” is a Trader one. It stems from the Classical Anari word *faie*, which means “spirit.” When discussing these strange creatures, both modern Anari and Saxa use “faerie,” while the Auld Saxa term is “alf.” Tuomi call them *aes sidbe* (pronounced “ez shee”), which means “people of the mounds.” Among the Finnar they are the *kontios*, or “dwellers of the far land.” Elves of both species know them as *tuatba* (“the people”), dwarves as *buldufólk* (“hidden people”), and engros as *mooninjer veggey*, or “little people.”

GENERAL NOTES ON THE FEY

This section lists common traits found among all fey.

* **Two Courts, Many Courts:** The fey have two courts—the Seelie and Unseelie. Opposites of each other as day is to night, they are akin to mortal factions. Each of these is governed by a single fey; a high king or queen whose power is beyond that of the god’s heralds, for they were once the mightiest servants of the gods.

Each fey noble (powerful beings in their own right) runs his own estates in the same way as a mortal noble. These nobles see little difference between the fey domain and its mortal counterpart, and so consider themselves master of both. Fortunately for mortals, they prefer to rule over remote locations.

See the Fey Noble entry in *Hellfrost Rassilon Expansion 1* for more details on these enigmatic lords.

* **One Race:** While the fey vary immensely in physical form, temperament, and special abilities, they are one race. Hence, Knowledge (Fey) covers knowledge regarding all members of the species, regardless of their court.

* **Immortal:** Barring injuries, fey do not die. As beings that were never mortal (see *Region Guide #43* for their origin), fey do not possess souls. Should they die in the fey realm, they are erased from existence. However, those who die in the mortal realm have their essence returned to the fey realm, whereupon it reforms. How long this takes varies with the power of the fey—lesser fey may require a month or two, while the great nobles may take a century or more as measured by humans.

While fey can sire children with humans, they cannot sire them with other members of their race. Mortal scholars are unsure whether this means they are a doomed race, or whether they possess some manner of keeping their numbers steady.

* **Religion:** The fey once served the gods directly. They understand them better than any mortal and yet, as outcasts from the celestial realm, are incapable of receiving their blessing. Fey can never cast miracles.

The fey see Scaetha as a minor goddess and Hela as guardian of the gates of the Abyss, since these were their positions when the fey were exiled. Hela’s madness did not trouble the fey realm, and necromancy, which did not exist when the realm was created, is powerless here.

● GAINING ENTRANCE ●

Except on rare occasions, one does not simply wander into the fey realm. Indeed, it is impossible for mortals to enter the fey lands without permission, whether an express invitation or unwittingly on the whim of a powerful noble. The gods are worshipped here, but have no authority to grant access, and no spell known to mortals can breach the barrier that separates the two realms.

Points of access are plentiful, at least for the fey. Ancient stone circles or mounds, twin standing stones, certain chalk figures, trods (so-called fey roads, which in the mortal realm appear as lines of lighter colored grass), and even circles of mushrooms allow the fey to travel between the realms as easily as a mortal walks through a door. When a mortal is invited into the fey realm, a rare and dubious honor, it is often through such a portal.

These portals radiate magic when viewed with *detect arcana*, but must be studied to grasp their true purpose (such locations may simply be sacred places).

There are, however, other ways for mortals to tread the otherworldly realm. A traveler lost in the depths of a forest or caught in fog may suddenly find himself in the same geographic place, yet not in his own world. A swimmer who dives beneath the waters of a pool may surface to find the landscape subtly altered, or one emerging from a cave may realize he is no longer in familiar territory. Again, such entrances never occur by chance.

Escape is equally rare. Unless a fey noble grants a mortal permission to leave or expels him, he is consigned to remain in the fey realm until he somehow finds an exit. Often this means waiting until a fey opens the barrier into the mortal world, though there are supposedly secret passages that allow one-way travel.

In short, characters can only enter the fey realm if the GM wishes them to, and they may have no choice.

● PHYSICAL WORLD ●

The fey realm mirrors that of the mortal world, but it is not a perfect match. It is more akin to an ancient version of the continent, dominated by forests and marsh, with very little cleared land. Major geographical features, such as mountains, rivers, and marshes exist as in the world of men, but they may be taller, wider, or larger. More importantly, the landscape varies depending on which court is currently ruling.

DAY AND NIGHT

The fey realm has day and night, but they do not follow the short cycles known to mortals. Rather, day and night last for many months.

On the day the Seelie court assumes power, the sun breaks the horizon in the east, brightening and warming

the land. During their reign, it slowly climbs higher in the sky as the months in the mortal realm pass, until, halfway through their tenure, it is at its zenith. As summer fades into fall, so the sun sinks lower, touching the western horizon on the day the transition of power is completed. During this time, there is only daylight.

As the Unseelie assume power, so the full moon rises, following the same passage through the sky as the sun. Throughout their rule there is only cold, pale light, for the sun does not rise.

Note that the ambient lighting is based on the mortal season, and thus there may be differences in neighboring realms. While it may be summer in the fey equivalent of the Low Winterlands in Hegmonan, meaning the local Seelie hold sway, it is already fall in the High Winterlands counterpart, and thus the Unseelie have taken over the reins. Thus, a party of mortals that crosses from one to the other will find themselves walking from bright sunlight into full moonlight. In the fey realm, these boundaries are always marked in some manner. Standing stones, a gateway, or even a road mark the border. On one side it may be light and warm, while a step away it is dark and cold. Mortals can always be sure who is ruling simply by glancing at the heavens.

TEMPERATURE

When the Seelie are in power, the temperature is as a summer's day in the Hearthlands. During Unseelie rule, it is as a winter's night in the Hearthlands. Minor local variations do exist, but in general the temperature difference is slight, no more than a one level drop even at high altitudes.

The Hellfrost has not dramatically lowered temperatures in the fey realm, but it has had an effect. According to an ancient pact, the Seelie court rule the fey realms from the first day of spring until the start of fall, at which point the Unseelie take over the reins. With winter now much longer, especially in the Winterlands, the Unseelie have broken the spirit of the pact and now govern for much longer. In the High Winterlands, for instance, the Seelie rule for a mere two and a half months each year.

THE PASSAGE OF TIME

While day and night run far more slowly than in the mortal realm, causing mortals to quickly lose track of time, visitors should not attempt to record the passage of time by such common means, for time has little meaning to a race of immortals.

There are countless stories of mortals who have spent a hundred years (their time) in the land of the fey, only to emerge back in the mortal world to find less than a day has passed. But for each of these stories there are tales of mortals who spend what they believe to be but a handful of days among the fey, only to discover years, decades, or even centuries have passed by in the mortal world. No matter how time flows, the party can never arrive in the mortal realm at a point later than they left—even

the gods are subject to the continuous forward flow of Time.

There is no set pattern for this occurrence, except that all members of the same party will suffer the same time dilation or extension so long as they enter and leave together. Even a few minutes difference can lead to enormous differences when the mortal leaves.

As for the fey, they keep track of time only by which court rules. Thus, they know only summer or winter (spring and fall are part of summer and winter respectively). While they know how long it is until their time in as the ruling court ends, their measurements have no earthly counterparts. For instance, in one fey land it may require a crow to deliver a message to the incumbent noble that his time in power is nearly over, while in another a single snowflake might fall and refuse to melt. Until that occurs, it is simply “now.” Some fey use a sundial or moondial to record the passage of the celestial bodies.

Unfortunately, while fey do not need to sleep, mortals do. They also need to eat and drink. Remembering when one last ate or slept can be problematic, and visitors are advised to listen to their body—when Fatigue strikes, it is time to take preventative measures. The question is, which ones?

Note that because of the way time flows in Alfheim, the GM can call for natural Healing rolls as often or as infrequently as he likes. Weak parties or those who suffer misfortune need not carry wounds for long, while parties who are merely here to loot and maim may find their wounds linger for long periods.

THE FEY LANDS

In Rassilon, the land is divided into domains, and each is individually named. While the fey realm almost mirrors the mortal world, it does not acknowledge these borders. Fey domains are much smaller, rarely more than a few hundred square miles at most. Thus, while a mortal land may have one ruler, its fey counterpart will comprise a patchwork of estates.

For instance, Angarion is a vast forest, yet the Shining King is the sole ruler. In the fey realm, the forest is not only divided into multiple independent estates, but each estate has two overlords, one Seelie and one Unseelie, serving at different times of year.

Mortal names have little meaning here. Angarion is the name of the mortal forest, and while the fey know of it, they never use it in reference to their native realm. Instead, each lord or lady has a unique name for their domain, and this is the one used by the fey. Given the courts change every year, this means each estate actually has two completely different names. The fey do not see these as mere titles. When a court is not in power, the land literally ceases to exist in the eyes of the fey.

For instance, the Queen of Gossamer Wings rules an estate mapped over a portion of mortal Angarion. Her domain is known as the Gossamer Kingdom. When her Unseelie counterpart, the Buzzing King, assumes power in fall, the realm becomes the Land of Biting Flies. In

spring and summer, no fey can direct a mortal toward the Land of Biting Flies. In fall and winter, asking the location of the Gossamer Kingdom will result in blank stares and shrugs. This makes no sense to mortals, but the fey dance to their own tune.

LANDSCAPE

When the Seelie lords govern, the landscape is one of light and splendor. While there is always danger, the landscape is never menacing, even in the deepest forests or darkest caves. Cheerful bird song fills the air, animals gambol without fear of predators (though such still exist), the breeze is cool, water fresh, food succulent, and flowers bloom in radiant colors. If one word can describe the realm at such times, it is vibrant.

But once the Unseelie lords ascend their thrones the landscape changes, literally overnight. Frost and snow blanket the ground, shadows are deeper and more menacing, the bird song is the caw of crows and other carrion beasts, predators stalk the gloom, the only plants that bloom are poisonous, mist and fog hover near the ground like a funeral shroud, water is cold and bitter, and food tastes like ash (though both food and drink provide nourishment to those who can stomach them). The word most often used to describe the realm in such times is morbid.

As a rough analogy, imagine the Seelie realms as Oz from the movie the *Wizard of Oz*—brilliant Technicolor. The Unseelie realms are like Kansas in the movie—drab, gray, and depressing.

TRAVEL

Walking the roads and trods of Alfheim or sailing the rivers is both mysterious and frustrating. Pathways (even waterways) come and go seemingly at random, and the shortest distance between two points is rarely ever a straight line, even when one appears to exist. In order to navigate Alfheim, one must know the nature (not the geographic location) of where one is headed and look for appropriate clues. For instance, to visit the land of the Black Queen of the Midnight Court, a fey noble strongly associated with spiders and cold, one first needs to find a spider web covered in frost. The traveler then follows the next such web, a route which will lead him into lands where the webs are thicker and the frost harder. Eventually, he will arrive at his destination. Cleverness should also be rewarded. A party that knows the Black Queen favors spiders may capture one and let it lead them to her. As noted earlier, though, her realm only exists in fall and winter, so there is no hope of finding it in spring or summer.

The time a journey takes is utterly meaningless. Time always passes, but it cannot be measured. Rather, it is like a walking dream—the landscape passes and you know you’ve made progress, but you’re not sure how far you’ve come, how far you have to go, or how much time has passed. Travel between two places in line of sight of

each other may take a week, while crossing the realm, say from the equivalent of Aspiria to the Cairn Lands, might take just a few minutes.

Never, ever step off the path. As noted above, the landscape of Alfheim is prone to changing, and without a path of trod to follow, one is invariably doomed to wander helplessly until a fey turns up and offers to show you the way, for a suitable price.

FLORA AND FAUNA

As a general rule, animals in Alfheim are smarter and more durable than their earthly counterparts. Smarts and Vigor for creatures with a Smarts (A) notation are each increased one die type, with no maximum. Many animals are capable of speech, though this does not mean they can hold conversations outside their understanding of the world. For instance, a wolf might describe how it is going to eat you rather than just snarl, while a squirrel can talk about nuts all day, but knows nothing about the price of goods in fey markets.

Flora changes with the seasons, and more dramatically than in the mortal world. During fall and winter, a forest may comprise pines and spruces, but come spring these transform into oaks and birches. Ground vegetation changes from delicate flowers and fruit-bearing bushes to tangled weeds and thorny plants as the seasons wax and wane.

ARCHITECTURE

The homes of the fey vary immensely. While a wood warden might live inside a tree, a redcap may take refuge in a stone tower. The ruling court has no power over a fey's home. Instead, that depends on an individual fey's chosen court and the type of fey.

For instance, a Seelie wood wight's home is surprisingly warm and dry, cozy and comfortable if not spacious. It might be decorated with posies of flowers and well-carved furniture. But the home of an Unseelie wood wight will be damp and dank, with insects slithering and crawling everywhere. It reeks of mold and decay, and any furniture will be rotten and crudely fashioned.

This can lead to certain variations in the landscape. An Unseelie lord's castle will always be dark and brooding, even when the Seelie rule. However, it is less threatening at such times, something to avoid, but not to fear. Once the local lord takes his seat, it becomes a bastion of the darker aspects of the fey world, while his rival's fortress of gleaming white stone and lofty spires is marred by snow, its glory and majesty diminished though not negated.

While the fey have settlements and fortifications, they very rarely map onto mortal counterparts. Instead, they are found in the remote places of the mortal world—deep inside forests, in valleys, on the sides of mountains, or on islands in lakes.

Which brings us to the question of where the fey go when their court is not in power. Most lesser fey simply hibernate, patiently waiting for their time to awaken and

perform their duties. The fey nobles seal themselves away in their towers and castles, feasting and dancing until they emerge once again to rule. However, neither is a requirement, and powerful fey have little to fear from their rivals beyond taunts and threats. In some cases, fey simply disappear while their court lacks power, folding a portion of the realm around their domain to ensure seclusion. Such pockets of reality can only be entered if the ruling noble grants permission.

FOOD AND DRINK

Fey do not age or require sleep to rest their physical forms, nor do they require food and drink. However, many do eat, if only out of curiosity. Here, the courts again play a major role.

Seelie food is delicious, fragrant, and nourishing. Fruit and vegetables are preferred over meat, though Seelie fey are not strict vegetarians. They dine on warm, soft bread, eggs, cheese, and thick stews flavored with herbs and spices. They sip fine wines and mead, drink delicate teas made from flowers, and occasionally quaff ale. They feast from plates, whether wooden, glass, or metal, and drink from tankards, horns, or glasses, always taking care to present a meal that both looks and tastes exquisite.

Their Unseelie counterparts prefer meat, since that involves hunting and thus killing, and lots of it. They also serve insects and spiders (sometimes still alive), hard bread, black eggs, moldy cheese, and slimy fungus, while quaffing strong alcoholic drinks (sometimes flavored with herbs that will kill a mortal) straight from the bottle or skin. Plates are rarely used, and meals are more a free-

USEFUL TRAITS

Mortals who seek fey permission to enter their realm or who end up there by "accident" will find knowledge of Arboreal and Fey languages vital.

Knowledge (Fey) is important for not only knowing the names of who rules what area, but also for acting correctly when in the company of the strange creatures who inhabit the land. Among the fey, what might be normal among mortals may be a grave insult, and what seems like a kindly offer may have hidden connotations that spell doom for an unwary mortal. Knowledge (Folklore) can be used to remember information about the fey, but one must remember that successful use of the skill does not impart truth—it imparts what is accepted as truth by one's culture. Any "facts" should be taken with a large pinch of salt.

Taunt and Intimidation are handy skills, for many fey use such methods for settling disputes over swords and pain. Likewise, mortals are advised to take Strong Willed if they wish to resist the many tricks and threats that will be thrown at them during their visit.

for-all. Regardless of the food or drink, it tastes bland at best, bitter on average, and totally foul at worst.

GMs should see banquets as a chance to be bizarre. For instance, in a Seelie house, chunks of food may be plucked from the spines of hedgehogs, which wander around the tables, while Unseelie diners may be handed live venomous serpents to use as a fork.

GIFTS AND GOLD

Many mortal races have a saying that translates roughly as, "Beware fey bearing gifts." Fey can be notoriously generous, but such generosity always comes at a price.

At the lower end of the scale such gifts are mundane. Brownies, for instance, work around steads performing minor chores. In return, they demand gifts, but pack their bags and leave if the gift is ever called a payment for their services. At the higher end, a fey noble may grant a powerful magical boon, possibly one that affects an entire mortal land, but it will demand either service or a gift of equal value. Here mortals must be very wary.

First, a fey gift may appear trivial to a mortal but be viewed as a fortune by the gifting fey. Conversely, the fey may see the gift as trivial, and take offense if a valuable gift is offered in return. Be warned—many fey have little use for gold and precious objects. A Seelie might view a delicate flower dripping with dew as a prize worthy of a king, while an Unseelie may take delight from a rotting carcass. Both might accept a suitably poetic description of themselves as payment enough.

Second, a fey may ask for something innocuous as payment, like two fingers or the color of a mortal's eye. Invariably these prove more detrimental than at first appears, for the fingers may be an archer's middle pair, preventing him from drawing a bow, while having the color of one's eyes removed leaves the mortal color blind.

In such instances, Knowledge (Fey) will prove especially useful in determining the approximate value of a gift and the true price involved.

Third, offering services in return for boons are just as fraught with peril. A fey might ask a mortal to complete a quest in either realm, or it might demand service for a set period. Because of the way time works, a year's service would be seen as the passing of 416 days in the fey realm, and since each fey "day" can last many months, such servitude may last for a century or more of mortal time. Still, with the weird time dilation, a century working for a fey might equate to a year in the mortal world.

Goods in the fey realm are not always as they appear once a mortal returns to his native realm. For instance, a fey may grant a hero a crown of woven grass. As he passes back to the world of mortals, this might transform into a crown of spun gold. Likewise, it may just be a grass crown, worthless among men, but highly valued among the fey (and perhaps the elves).

Stealing from the fey is foolish. Any valuables, such as gold or gems, weapons, armor, clothing, and so on, will invariably prove to be worthless once it is carried to the mortal realm. Gems become rocks, spears blades of

grass, armor turns out to be made of leaves, and so on. This applies even to relics stolen from the fey.

Fey have little concept of personal possessions, something only the Finnar can truly grasp, for their culture operates on a similar principle. Few fey will look twice at a mortal who just walks off with one of "their" possessions. In many instances the fey will borrow something in return, such as a hero's family's prize bull or a sack of flour, cancelling out the loan. Seelie fey who borrow something from a mortal will usually replace it with an item or service they deem to be of similar value. For instance, one may walk off with a side of beef, but in return the farmer might awaken to find his cows have been milked. Unseelie fey rarely leave gifts.

● WHY COME HERE? ●

Unlike mortal lands, heroes cannot simply pack their bags and walk into Alfheim. Unless they are led here against their will or offered passage, they have no chance of penetrating the barrier between realities. Thus, things like orders, duty, and seeking glory or treasure are meaningless. Presented below are a few adventure hooks for cooperating with the fey.

* Long ago, a temple sought help from the fey. In return, a mortal had to be sent to the local fey court every decade to help the fey with a problem. That time has come, and a cleric player character's name has been drawn at random. While the cults of Eostre and Ullr work best, any except Hela and Scaetha can be used. The nature of the aid the fey seek may range from something utterly trivial (lighting a fire for a lord hosting a banquet) to the deadly (dealing with a ferocious monster).

* A mortal lord's son or daughter has been kidnapped by the Unseelie. The party must first seek out a fey lord in order to secure passage to Alfheim (a task which may require a favor, and thus another adventure). Once in the fey realm they must track down the Unseelie responsible and bring him to justice. Unfortunately, he is employed by a powerful noble, and merely killing him will lead to serious repercussions in the mortal world.

* At dusk on the day winter turns to spring, or summer to fall, a player character skald is visited by emissaries of two powerful fey nobles, one Seelie and one Unseelie. Both offer him an invitation to compose a song at their court to mark the changing of the seasons. The skald cannot appease both, and whoever is rejected will promise vengeance.

* Adventures S5: *The Fey Tower & Deadly Glade* and S4: *The Ice Fiend & Other Tales* both involve dealing with fey in the mortal realm. Adventure N2: *The Dark Seed* involves a fey creature, but fey are not the focus. N5: *The Eostre Festival* can be adapted to a fey tournament to which mortals are invited (or forced to attend). Opposition should be fey rather than human, and the prizes more esoteric. The *Encounter Book* contains seven short tales involving fey.

FEY BESTIARY

Stats for fey can be found in the *Hellfrost Bestiary*, *Rassilon Expansion 1*, and forthcoming *Rassilon Expansion 2*. Those presented here are new.

ALP-LUACHRA

Found in both courts, alp-luachras are gluttonous by nature. They make their homes with mortals, whose food they steal to try and sate their endless appetites. Seelie varieties enjoy tormenting unrighteous souls, while their Unseelie cousins plague righteous mortals.

Certain alp-luachras can transfer their essence into a mortal victim. This requires a Touch Attack and an opposed Spirit roll. With success, the fey merges with its victim. Until it is expelled, any quantities of food or drink the victim consumes are halved, requiring him to eat twice as much as normal to survive. Ridding oneself of the fey's essence requires a *banish* spell. This sends its spirit back to the fey realm.

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

Skills: Fighting d4, Notice d8, Stealth d12

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

Treasure: None

Special Abilities:

- * **Invisible:** These fey are permanently invisible. This functions as per the *invisibility* spell cast with a raise. The effect cannot be *negated* or *dispelled*.
- * **Size -1:** Alp-luachras are 3' tall.

DULLAHAN

Before the fall, these fey served Hela in her role as guardian of the Abyss and collector of mortal souls; tasks now performed by Scaetha's minions. Members of the Unseelie court, they continue to carry out their old duties, though souls they collect are transported to the fey realm, not Scaetha's Hall. Such a punishment is especially cruel, for Scaetha's heralds have no power in the fey lands, and thus the soul is cut off from the Afterlife.

Fortunately, they have an innate fear of gold. Those who fear for a loved one's soul place gold scields over the corpses eyes until funeral rites have been performed and the soul collected by Scaetha's servants.

Dullahans carry their head tucked under one arm. The head is a grisly sight, with massive eyes that continually flicker in search of victims, a mouth that nigh splits the skull in twain, and pallor like moldy cheese. In their spare hand they sport a whip made from a mortal's spinal column. They ride black fey horses.

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

Skills: Fighting d8, Intimidation d10, Notice d8, Riding d10

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

NEW BACKGROUND EDGE

FEY-TOUCHED

Requirements: Novice, Human

The character may have been taken as a baby and raised among the fey, or perhaps sired by a fey. However, the fey have left their mark. A hero may have purple eyes, hair that flutters as if in a permanent wind no one else can feel, fingers of equal length, a sing-song voice no mortal could hope to mimic, scaly skin, and so on. Even if the hero has no obvious physical taint, his presence is unsettling. Whether a hero is Seelie- or Unseelie-touched depends on the sort of Hindrances he chooses.

Fey-touched characters have the Arcane Resistance Edge. This does not affect spells they cast on themselves, but provides only half the bonus against magic and supernatural special abilities wielded by fey. These apply even if the character later takes Improved Arcane Resistance. In addition, the character has a natural understanding of the fey. He begins play with Knowledge (Fey) d6.

Fey-touched are universally shunned for their unearthly features or aura. They have the Outsider Hindrance except among elves and druids.

NEW ARCANE BACKGROUND

GLAMOUR

Requirements: Novice, Elf or Fey-Touched Edge

Arcane Skill: Glamour (Smarts)

Starting Powers: 3

Powers: *Beast friend, bless/panic, charismatic aura, confusion, deflection, elemental manipulation, fear, invisibility, nightmare, obscure, puppet, shape change, speak language, stun, voice on the wind*

Glamour, also known as fey magic, is the art of illusion, shape shifting, and trickery. They reach into the minds of others and pull forth their fears and aspirations, turning them into momentary shades capable of inspiring or terrifying.

Myths tell how a great hero stole glamour magic from the fey lords long ago. It is an interesting and oft-times amusing fable, but those who know the fey know their magic is far beyond mortal comprehension. Still, the art is strongly tied to the fey world.

Casting: A glamour mage need only think his spells into existence. When within a fey realm, the mage has +1 to Glamour rolls.

Trappings: Glamour utilizes illusions, not physical forces. Trappings provide no game benefits.

Gear: Whip (Str+d4, Reach 1)

Treasure: None

Special Abilities:

- * **Blinding Lash:** On a raise on a Fighting roll with its whip, the dullahan has struck its victim's head. Damage is rolled as normal, not as for a Called Shot. If a wound is inflicted, the victim immediately goes blind. This functions as the Blind Hindrance, but is lifted when the wound is healed.
- * **Blood Mark:** Dullahans dislike mortals spying on their activities. By making a successful whip Touch Attack, a dullahan can blood mark any mortal. This attack causes no damage. Until the mark is removed (GM's call, but a *dispel* opposed by a d10 should be the minimum), the dullahan gains +1 to all Fighting rolls against the victim.
- * **Death Sense:** Dullahans instinctively know the physical wellbeing of any mortal within 24". This sense works through solid barriers.
- * **Open Locks:** When within 5" of a locked portal, the lock automatically opens or the locking bar lifts of its own accord. It locks shut again after the fey passes. This applies even to *lock* sealed portals.
- * **Soul Thief:** A dullahan within 3" of a mortal who has died in the previous or current round can use an action to steal its soul, sending it to the fey realm, where it functions as a ghost. Such souls can be rescued ready for collection by Scaetha's minions, but it requires a major quest into the fey realm.
- * **Weakness (Gold):** Dullahans are terrified of gold. If any gold is visible to the fey, it must make a Spirit roll at -2 or be unable to approach closer than 3". Throwing gold shields at a dullahan causes no additional damage, but it is a way of driving the creature back.

KLABAUTERMANN

Klabautermannr (plural form) are related to brownies and serve the Seelie court. They live on ships, adopting a mortal's vessel as their home. In return for food, drink, and pipeleaf (total provisions equivalent to 10 gs a month), they help with minor chores, such as scraping off barnacles, and repairs. They have been known to rescue sailors swept overboard when asked.

Sailors rarely pick up stray coins found lying around on their ship, for these may be the fey's private stash. It is rightly considered unwise to anger the creature by committing theft, lest it abandon the vessel and move on.

These diminutive fey are normally invisible on the ship they serve. When they are seen, sailors know to abandon ship, for doom is about to strike. They have red hair, green teeth, and typically wear colorful caps.

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

Skills: Boating d10, Notice d8, Spellcasting d10, Swimming d10

Pace: 6; **Parry:** 2; **Toughness:** 3

Treasure: Meager

Special Abilities:

- * **Aid:** By spending a benny, the captain of a ship inhabited by a klabautermann can ask it to perform one favor, chosen from the list below.
- * **Boating:** The fey gives aid through a single Cooperative Boating roll. The fey can provide a maximum bonus of +4. This stacks with any other modifiers from the crew, allowing a maximum +8 bonus.
- * **Repair:** The fey casts a single *mend* spell.
- * **Rescue:** The fey helps rescue a sailor swept overboard. Until the mortal drowns or reaches safety, the fey helps him with a Cooperative Swimming roll.
- * **Invisible:** These fey are permanently invisible. This functions as per the *invisibility* spell cast with a raise. The effect cannot be *negated* or *dispelled*.
- * **Powers:** *Mend* (ships only).
- * **Size -2:** These fey stand only a few inches tall.
- * **Small:** Attackers are -2 on attack rolls against klabautermannr due to their size.

YAN-GANT-Y-TAN

Named from an obscure dialect, this Unseelie fey's name translates as "Wanderer in the Night." It appears as a hairy human, but has an enlarged right hand. This is always held palm upward and fingers bent, for atop each finger is a flaming candle. These are potent weapons, but also a weakness, for the fey can never run and moves only slowly, lest it causes the flames to extinguish.

Although meeting one is regarded as a sign of bad luck, they have been known to gift travelers whose lanterns have extinguished a candle from its enormous hand to help light their way. Such candles automatically burn down to a useless stub at the next dawn.

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

Skills: Fighting d6, Notice d10, Spellcasting d8

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

Treasure: None

Special Abilities:

- * **Bad Omen:** Yan-gant-y-fans know *jinx*. Victims suffer misfortune for 24 hours, and the fey does not need to maintain the power. This can be *dispelled* as normal.
- * **Candle Power:** So long as a single candle burns on its hand, a yan-gant-y-tan has the Hardy and Fast Regeneration special abilities. The latter functions even after its death.
- * **Powers:** These fey know *bolt* and *burst* with a fire trapping. Each use of either spell extinguishes one candle. Once all are used up, the fey must wait until dusk for them to relight, which occurs automatically. For each additional candle voluntarily extinguished when casting a spell, the fey gains +2 to its Spellcasting.
- * **Slow:** Yan-gant-y-tans cannot run.
- * **Weakness (Candles):** Extinguishing a candle requires a Called Shot to the hand. For each success and raise on the attack roll, one candle is extinguished. Such attacks inflict no damage. If the fey is unconscious, a Finishing Move will snuff out all the candles.