

PEOPLES OF THE FEY REALMS

THE RACES OF THE WORLD have lived there for many millennia, naturally evolving as time goes by. Others are touched by creatures from outside, such as elementals and demons, to create a new race sharing traits of both. Then there are those who are visitors; travelers from other planes exploring what they may. One of the most common visitors are the fey, and they find this world the most fascinating realm of all.

The fey are alien to this world, with capricious minds and inscrutable goals than most of the more common races. Fey are usually selfish and tend to act in their own best self-interest, yet their goals are not always incompatible with other creatures'. The greatest legends of princesses, kings, and unlikely heroes reveal that the Fair Folk find some worth in aiding humanity. Many more fey enter the mortal world because they are curious, or afflicted by wanderlust or boredom. These fey perform great acts of bravery, create masterworks of arts, or provide sinister services to mortals just as crafty and anarchic as they are, like criminal gangs or thieves' guilds.



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Some fey are more commonly seen in the world than others. Fauns love poetry and art, and exhibit great passions that spread to others around them. Gremlins have long been the bringers of bad luck and misfortune, and are wont to spread havoc in mortal cities. And the single-minded and determined spriggan protect their charges at all costs.

FAUN

Fauns are people with the body of a human and the lower legs and tail of a goat. They have curled hair and are often found with a musical instrument. They are lovers of poetry, drink, music, laughter, and everything that they find stirs passion in themselves and others. Of all the fey, fauns are best known for exploring, adventure-weaving, and for starring in great epic tales and love stories.

Artistic Soul. All fauns love the arts, be it music, dance, painting, ritualistic combat, or storytelling. For this reason, many fauns become bards, or at least spend inordinate amounts of time hanging around with and haranguing bards. They can easily become distracted by pretty things—inanimate or otherwise—and fight harder to protect something they consider special. Of course, when new pretty thing comes along, a fickle faun can drop a current obsession and pick up a new one in the blink of an eye.

Travelers at Heart. The faun love adventure and finding new places. They typically roam from town to town learning new stories as they go. Many dabble in professions that allow them to always be on the move, often becoming merchants, sailors, and soldiers just to find somewhere new and exciting. Of all the fey, fauns are the most numerous in mortal lands as they explore everything that they can and cross from The Dreaming as often as possible.

Age. Fauns mature at about the same rate as humans being considered adults from the age of 17 and old at 70. They can live 200 years or more.

Fauns stand between 4 and 5 feet tall and weigh between 150 to 200 pounds. Fauns share the following racial traits.

STATISTICS

Size: Medium; fey

Attributes: AGI +1, CHA +2, MAG +2

Skill Choices: *[artistic], [performance], [social], enchantment*

EXPLOITS

Hooves. You are proficient with your hooves; your unarmed damage increases by +1d6 damage. Additionally, your SPEED increases by +2.

Fey Ancestry. You have the fey creature type. You can sense magic within 10' of you, and are vulnerable (1d6) to cold iron.

Fey Magic. You know the *secret of humanoids*.

GREMLIN

Gremlins are small wrinkled tricksters and tinkerers known for their aptitude at both building and destroying technology. They can easily be distinguished from their gnomish cousins by their long gangly limbs and nearly comical long pointed ears. They usually have long shocks of white hair if they haven't shaved it off, and have skin resembling polished leather, though some gremlins' skin comes in unusual hues of blue or green. Gremlins like to find themselves in cities where they can both create their toys and cause mischief with other inventions.

Tricksters by Nature. Gremlins are known for being devious and crafty, accomplishing great feats of ingenuity against seemingly all odds. They delight in creating minor misfortunes that direct others onto a path to aggravation. They have been known to ride the sides of wagons and remove the lug while remaining unseen, plug the flow of lamp oil to cause lamps to go dark, and climb the insides of forge chimneys to completely block the flow of air, filling the forge with thick clouds of smoke and sending the whole work crew fleeing.

Building and Breaking. Gremlins are skilled crafters of many gadgets and gizmos. They share much in common with the gnomes this way, building clockwork creations and eye-catching mechanical wonders. Gremlins have been known to make clocks, moving animals, wind-up tops, and many other incredible devices requiring canny feats of engineering. The only trouble is, they're just as fond of breaking things as they are building them. Though many humans ascribe this to malice, it's more often just due to curiosity: most gremlins just want to see how things work so they can make one that's even better! Nevertheless, the human prejudice remains, and gremlins are often blamed for unrelated mishaps because of the belief that they sabotage other crafters' work out of jealousy, anger, or boredom.

Dizzying Intellect. Gremlins have sharp minds that they use in often unexpected ways. To a gremlin, a particularly clever prank may be worth playing out over more than a decade, or it might be concluded in the blink of an eye. Gremlins are not vengeful *per se*, but they never forget a slight nor forgive it. If a gremlin feels someone has slighted or made a fool of them, they ensure the offender never forgets who is the real fool.

Age. Gremlins mature quickly, reaching adulthood by 10. They usually live short, chaotic lives, but are not considered old until they reach 100. Gremlins can be as old as 250.

Gremlins are small creatures, standing between 2 and a half to 3 feet tall. They generally weigh about 30 pounds. While no two are gremlins are alike, most share the following racial traits.

STATISTICS

Size: Small; fey

Attributes: LOG +2, AGI +1, MAG +3

Skill Choices: *illusion, [crafting], thievery, bluffing, prestidigitation*

EXPLOITS

Darksight. Accustomed to living life in the twilight conditions of the Dreaming, you have superior vision in dark and dim conditions. You can see in darkness as though it were daylight.

Aura of Misfortune. As a gremlin, you bring bad luck with you and wear it like a shield. You do not have a LUC pool - instead, no LUC dice may be rolled within 30' of you.

Fey Ancestry. You have the fey creature type. You can sense magic within 10' of you, and are vulnerable (1d6) to cold iron.

SPRIGGAN

Made from living vines, trees, and other plants the spriggan are one of the stranger races of The Dreaming. Spriggan have a roughly humanoid shape, but typically have dark, barklike skin—and where a human has hair,

a spriggan has springy moss or supple leaves. Spriggan, as nature spirits, are most at home in forests and grassy hills, but there are more than a few reports of spriggan making their homes in parks within cities.

Defender of One, Protector of All. All spriggan are driven by the innate urge to protect, be it an ideal, a person, a place, or an entire people. They have been known to guard locations such as magical springs, mushroom circles, and tree groves due to feelings of connection to the place. Likewise a spriggan may serve



another fey or—rarely—a mortal acting as an eternal bodyguard. These feelings of protection often lead the spriggan to find themselves joining druidic circles or swearing a knightly oath. High-ranking members of the Summer Court employ battalions of spriggan to keep safe their fortresses within the Dreaming, protecting their borders against invasions from the Bleak Gate.

Humorless Sentinels. The fey are renowned for strong emotions and their willful-yet-carefree attitudes. Though their thoughts and motives are completely inscrutable, they always wear their feelings on their sleeves. Spriggan are an emotionless exception. Satyrs and other jokesters think them humorless sticks-in-the-mud. In the Dreaming, something unusual or out-of-place is idiomatically described as “a laughing spriggan.” The spriggan don’t understand that idiom, either.

Bloom into Being. Spriggan are genderless and do not reproduce like most other races. During each spriggan’s life, it enters a dormant phase called budding. During this time the spriggan asks a creature it has formed a personal bond with to protect their charge in their stead, so they may retreat into seclusion for one year. Over that year, the spriggan’s buds take root in the ground, and their parent brings water and mulch to nourish them. At the end of the year, new spriggan spring forth from the soil fully grown and filled with the impulse to find a charge to defend.

Age. Spriggan have no natural end to their lifespans; they will live until they die from disease, violence, or other similar means. They reach adulthood at age 50, and do not ever enter old age.

Spriggan are generally 6 to 7 feet tall and can weigh up to 450 pounds. Spriggan share the following racial traits.

STATISTICS

Size: Medium; fey plant

Attributes: STR +1, INT +1, WIL +1, MAG +2

Skill Choices: *[outdoor]*

EXPLOITS

Fey Ancestry. You have the fey creature type. You can sense magic within 10' of you, and are vulnerable (1d6) to cold iron.

Plant. As a plant, your skin is hardened and rough granting you natural SOAK 5. However, you are vulnerable (1d6) to fire. You ignore natural difficult terrain unless it is fire or heat-based.

Darksight. Accustomed to living life in twilight conditions of the Dreaming, you have superior vision in dark and dim conditions. You can see in darkness as though it were daylight.

Nature's Grasp. Once per day, you can cause an area to become covered in entangling, grasping vines which turn it into difficult terrain. This takes two actions, and covers an area with a diameter in feet equal to ten times your MAG attribute. The area reverts back to normal after five minutes.

Natural Magic. You know the *secret of plants*.

THE DREAMING

Everyone knows that the fey live in the Dreaming, and that spirits of the dead can linger in the Bleak Gate, but most people are unclear on just what they are. They disagree on whether you can physically go to these realms by walking, or if you would need magic, and if you went there just what you’d see.

The Clergy states that the Dreaming, which they call the Green Temptress or Hell’s Garden, is where people’s minds go when they sleep, and that the beings called the fey are dreams given flesh by evil magic. Folk religion in Ber proclaims that the moon is a looking glass, and the Dreaming is what we look like reflected in it, while many Drakrans believe it’s a trap between this world and the afterlife, meant to trick people from their just ends.