



FAIRIES

A ROLE PLAYING GAME





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This book is dedicated to the fans of fairies

Thanks: to my brother Robert E. Demers and his daughter Mara B. Demers, for test playing the game and finding the things that needed to be fixed or added.

Special Thanks: April Snyder for her suggestion of the Spirit Fairy. Lisa Nabbefeld for her co-creation of the Gumdrop Fairies. Shane McGuire for his part to play in the endeavor of this book Riverview Café & Lounge, Minneapolis, MN for having the space to meet and brainstorm, and thanks goes to our website designer thread. Software.



Authors Note: The initial idea for the book came from a dream I had, where I portrayed an arch wizard and was leading my students around the campus, when one of the students asked me about security and I replied that it was ok I had a fairy protecting my things. The following day we found that student packed into a coat locker along with a variety of my snacks that the fairy had claimed were his. I began writing the following morning.

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First Printing, January 2019

Spectra Games LLC
3407 East 38th Street
Minneapolis, MN 55406

Printed in the United States of America



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Figure 1



Chapter One: The Gist

Fairies: A Roleplaying Game is a tabletop roleplaying game, which means players each take on the role of one of nine fairies. One of the players takes the role of the Storyteller who creates the setting and the adventures that the players' fairies participate in. A good game should feel like the players' fairies are in a book come to life. This book is centered on the fairies' point of view; they consider themselves a higher life form than the rest of the creatures in the wider world. Fairies crave adventure and often perform quests set out by the Fairy Queen. Humans are notorious for obtaining items that could lead to abuse, so the fairies try to keep an eye on them and remove these temptations before they get into trouble.

A fairy's primary stat is their Sprite count. Sprites are used for the fairy's life, but they can expand their Sprites for skills, magic, and a number of other uses.

What You Need To Play

- D10s as the primary dice
- Fairy Character Sheets
- Pencils
- Polyhedral dice 1d4, 1d6, 1d8, 1d10, 1d12
- Game grid map or paper
- Colored paper squares to represent Sprites
- Character Generation (page 6)

How to Play

Fairies: A Roleplaying Game uses polyhedral dice to determine the outcome of an event or conflict. To know what die to roll, and how many of each, we use the following format. The number of dice to roll, followed by the lowercase letter 'd'. We will then add a number following that letter to determine which type of die to roll. For instance, 1d10 means you should roll one ten-sided die, 3d8 means you roll three eight-sided dice, and so on. 1d10 is the most common roll in this game. The 1d10 is used to determine modifiers based on the skills of the fairies, magical effects, or situational factors. A "+" or "-" indicates that a number should be added or subtracted from your roll. For example, rolling 1d10+3 means that if you roll a 7, you will add 3, for a final result of 10.

Commonly Used Terms

Abilities

Abilities refer to your fairy's skills and magic. Apart from basic skills each kind of fairy has skills and magic unique to them.

Actions

This term refers to different activities that your fairy is able to do. An action could be jumping across a large river, or could refer to masking the glow that your fairy gives off to better sneak around an NPC.

Attributes

There are two attributes important to fairies: Sprites and Speed. Sprites act as your fairy's life and magical link, while speed affects many aspects of the fairy's life, such as combat and travel.

Check

A check happens any time the player must roll 1d10 for the purpose of doing an action. When players need to make a save, get around an obstacle that requires skills, or use magic, they make a "check" by rolling their 10 sided die and adding any bonuses that apply.

Creatures

Fairy's consider a creature any living thing other than a fairy. Humans and animals are considered creatures.

Proficiencies

Proficiency means fairies are able to use skills and magic at a basic level. The term "proficiency" is synonymous with having 1 point of mastery. Proficiency allows the fairy's to use the skill or magic in its basic form. Skills and magic cannot be used if the fairy doesn't have proficiency in that ability. Putting two points into a skill/magic means the fairy has a mastery of 2, three points means a mastery of 3, and so on.

Maneuvers

This refers to an action or move that you make on your turn in combat. The player may perform two Maneuvers on their turn. Read more about combat maneuvers in the *Chapter 3: Combat*.

Natural 10

This phrase refers to rolling a 10 on the 1d10 die. A natural 10 means that, without any bonuses or improvements you got the maximum roll possible. Rolling a 10 on a 1d10 automatically succeeds saves, skill checks, and combat maneuvers unless the Storyteller decides otherwise. Situational modifiers apply.

Non-Player Characters (NPC):

A non-player character, or NPC, is any character introduced into the story by the Storyteller. NPCs are vitally important for giving players quests, moving the story along, or simply engaging players and filling out your world.

Notes for Storyteller:

Try using accents, fun voices, and extravagant mannerisms to make the players laugh. Maybe a dark, evil character is more suited and your chilling voice sends shivers down the player's spines. Non-player characters can range from shopkeepers to guards, a peasant guarding a cave, or even a talking book! Use your creativity and explore your imagination when designing non-player characters.

Roll 1d2 or 1d3

As you may notice throughout the book, there will be mention of rolling a 1d2 or 1d3. You may also notice there are no 2 or 3 sided die! To roll a 1d2, roll a 1d4 and rolling a 1 or 3 would equal 1. 2 or 4 on the 1d4 would equal a 2. The same rules apply with a 1d6 and the 1d3.

Round

A round in *Fairies: A Roleplaying Game* refers to a ten-second increment of in-game. In combat a round begins with the player, NPC, or creature that has the highest initiative speed or ferocity and continues down the line until all players, NPCs, and/or creatures have taken their turn. The round starts again with the player who has the highest speed beginning the round.

Stacking

Stacking refers to the concept of adding multiple abilities, magic effects, or bonuses to a particular save or skill check. For example, a pair of +2 shoulder pads of flying could stack with a +2 mastery of flying for a +4 total bonus to your flying.

Synergy Bonus

A synergy bonus happens when a fairy receives bonuses from multiple skills, items, or any other ability that may affect a check. These bonuses stack on top of each other, creating a *synergy*.

For example, an Air Fairy will gain a +1 synergy bonus when attempting a dodge if they have the skill Perfect Balance. This is added to any mastery levels that she has in her dodge skill.

Turn

Turns happen when a player is posed with a choice of what to do in a combat encounter. Players take their turns in a combat round in which they choose actions. During combat each player will get their own turn to use as they see fit. On each turn, players get two actions (also known as maneuvers).

Setting the Scene

The setting of *Fairies: A Roleplaying Game* takes place in a world very similar to our own. The creatures of myth and fairy tales are very much real. In the medieval period, elves, fairies, gnomes, and many other creatures were well known to humans. In our modern era, fairies keep themselves hidden from humans. Fairies and other magical creatures possess a wide range of magic and skills that allows them to easily fool humans and not be seen. It wasn't always this way...

Excerpt, Fairy Queen

"Humans have always been wary of us, and we of them. It was decided long ago, after Merlin's experiments went too far, that all magic must be stripped from the humans. They are a danger not only to our way of life... but to their own."

Storyteller

The Storyteller is the player that creates the story for the other

players. They set the scene and define the world. They choose where the game takes place and fill the story with friends and foes that the players will encounter. The Storyteller portrays all of the creatures and non-player characters (NPCs) in a given game. The Storyteller should use the rules as a guide to make fair calls during the course of play.

As you read the book, you'll see tons of tips and tricks for the Storyteller. These tips range from suggestions on how to run a scenario to how a certain skill or magic could be worked into the game. *Fairies: A Roleplaying Game* is meant to feel like the fairy tales we are all familiar with. Think about how some of the fairy tales you know are structured. What kind of challenges do the characters face? How do the characters approach situations? Ultimately, it is up to you to decide the kind of narrative that will resonate with your players.

The Storyteller should try to remember the golden rules of role-playing games:

1. Fun is the name of the game. If everyone is having fun around the table then you are doing your job. If someone is unhappy try to identify what part of the game is causing problems and try to re-situate how the story is unfolding to incorporate the unhappy player into a significant role.
2. The rule of cool. If someone at the table wants to do something awesome but there is no mechanic for them to do so, or even if it seems completely illogical, let them get away with it. If a player's action could result in a fun new direction, let it play out.
3. Remember that games are ultimately about collaborating with your players to tell a story. While you may be the deciding factor in what goes down in the game, be sure to keep everyone else's ideas in mind! Be a fan of your players' characters and the world you are creating together.

Backdrop

The backdrop is the campaign setting the Storyteller creates. A backdrop can take place in variety of human histories, each of which offers plenty of situations for the fairies to deal with. Medieval backdrops are trickier as many people of those times are fully aware of the existence of fairies, seeing them as creatures of mischief. In modern situations humans don't believe in fairies, which opens up a kind of invisibility for them; though if they are seen they will often be hunted, with attempts to capture or photograph proof that fairies exist. Should the Fraelyn be the fairies that humans encounter...well, the Fraelyn have a tendency to exact revenge, but then again they are typically the ones perpetrating the mischief.

Ecology

Set the scene: a small meadow alive with life in a green forest, with butterflies fluttering over the tall grasses and the buzz of honey bees in the air. A small pond, its surface decorated with lily pads and lilies in bloom. Small colorful stones decorate the

pond's shoreline, water bugs swim like ballerinas dancing over glass. Then, quite suddenly, a spark of blue light flashes above the water and a Water Fairy is born. She flies around, happy at her own arrival. An Air Fairy swoops down from the sky to welcome the new Water Fairy, and they begin a dance of joy.

This is a typical scene when a fairy comes into the world. Fairy's typically call a new fairy being created as a "wink" or "winking into existence". Fairy's wink into existence in a fully grown state and associated with a certain type (water, earth, fire, spirit, ect...). The ones in this book represent the main population of fairies, though there are more. Every fairy knows their link to nature is powerful in particular locations. During a convergence of energy at specific locations the fairy comes into the world. Because of this link to nature at the place they winked, the various fairy types are linked to terrain. They have a magical link with that environment and are much stronger within it.

The Storyteller can randomly roll for a fairy's birth location, or the player can choose. In many cases the Storyteller may want them all to start from one area; this can help with a storyline, and the Fairy Queen can be used as a means to get the player's fairies together to perform a quest for her. Fairies can pick places to explore as well.

A fairy's illumination color matches the environment they appear in. Fairies range in height from one to six inches tall, and they are all very pretty in appearance. Their demeanor is typically cheerful—however, they can become very angry if they see cruelty to animals or outright harm to wilderness that serves no purpose. For example, construction that harms local fauna or hunting wildlife for sport.

Fairies appreciate pretty things. This is seen in the way they dress, which is typically in gossamer skirts of any color, or in multiple hues. Should the situation call for it, they may wear dark colors. Their hair often matches their illumination color, though a bit darker. However, their hair may be of any color. They often sleep in groups, but are just as comfortable sleeping in their terrain alone.

In foreign terrains they will seek other fairies to be with. Fairies enjoy gathering in enchanting locations to dance and frolic. Fairies are quite industrious as well, and design and build pretty homes which artfully fit within the environment, entwined with plants, rocks, and other fauna. Villages are often lined with tinkling fountains, pebbled lanes, chimes, and the air is always filled with music or songs.

Fairies love to adventure and will either go exploring the wider world on their own, perform quests for the Fairy Queen's court, or accept adventurous jobs. Human money means nothing to them, though they do love their precious metals and art, or they may melt creatures' coins to use the precious metals for other purposes. Fairies use pinches of pixie dust for their monetary system, as pixie dust has a variety of uses, including for their magic.

Fairies do need to eat and drink, though they are rarely seen to do so,

except perhaps amongst themselves. They believe it makes them look vulnerable in mixed company. They can go without, but it will force them to burn one Sprite per day— healing is slowed to 1 Sprite per day (which is very uncomfortable for them). See the Fairy Market for forms of sustenance.

Fairies always seem to be clean, which goes for their dwellings as well. This is due in large part to the fairies' dust, which swirls off of them when they are twirling, as they often do. Their magical dust keeps them clean, as well as the places they spend an amount of time in; even items become polished in their presence after a time. Fairy dwelling furnishings are ever changing, as one of their favorite things to do is redecorate.

Fraelyn

Fraelyn had once been normal fairies, but long ago the fairies came under an Eldritch attack by creatures they came to call the Visiri who tried to subjugate them. A small fraction of fairies believed that using Eldritch magic against their enemy would turn the tables on these attackers. This had been a fatal mistake by those fairies (though they don't believe this is so)—Eldritch magic is the stuff of chaos, and works in insidious ways. It ultimately corrupted those fairies, and they were rejected by the other fairies for their use of Eldritch magic. This warped not only the Fraelyn's bodies but also twisted their minds.

Eldritch magic is born from the chaos that these ancient enemies brought with them, and is still resides in deep dark corners of the universe.

The Eldritch fairies renamed themselves the Fraelyn, which is an ancient fairy word for freedom. They often seek ways to harm fairies, but also search for things that fit within some hidden agenda. The Fraelyn often form alliances with Eldritch creatures, no longer seeing them as an enemy.

The ancient Visiri, who brought Eldritch magic to the universe, are twisted creatures of about a foot in height. Their bodies can twist like taffy; they seem to have formless natures, constantly twisting and untwisting. Their method of travel is a close to the ground kind of flight gained by expelling Eldritch magic. The fairies had won and driven them off, forcing the Fraelyn out simultaneously. They have not yet returned—but are they gone forever?

Fairy Society

Fairies typically begin their journeys in small grottos tucked far from human society, or perhaps hidden in the overgrown gardens of derelict houses. They may reside deep in the mountains in any climate. Fairies are extremely social and spend much of their time in small groups of four to eight. In most situations, a Shifter Fairy will be among them, offering her protection against unwanted guests. One thing fairies know how to do is protect themselves.

Fairy homes may be tiny pretty homes, or they can be twisted or warped, but they still remain cute. Many fairy homes are woven into the trees and shrubs. One thing they all have in common are the wreaths of twinkling lights that adorn their communities. Fairies love to decorate their homes, naturally this leads them to the fairy markets that are central to every town.

Fairies trade pixie dust with one another for goods and services. On a typical day, a fairy enjoys the simple luxuries of life. Air Fairies fly around the market in the morning to hang up banners and pennants. Fire Fairies can be seen in the streets doing amazing shows with light and heat. Water Fairies enjoy helping other fairies by healing them physically, or with pleasant conversation. Every fairy has a role to play in their town.

Fairy towns have many types of workers that will help you on your journey. Every town includes weavers, farmers, fairy guards, blacksmiths, tailors, cobblers, bakers, fletchers, carpenters, designers, and many more. The fairy forge in every town may be used by fairies who have the right skills or know how.

The size of a fairy community varies from roughly 50-100. A single forest could contain as many as fifty of these communities scattered throughout, though smaller groves will normally only have one. In the case of a great forest, there will typically be a Fairy Queen that rules over all of them. She does not rule directly, however, as each community has its own leader that reports to her if there is any trouble that may threaten the fairies. The Fairy Queen has high masteries in all her skills and her magic is a force to be reckoned with.

Notes for Storyteller:

Introducing the Fairy Queen is a wonderful way to give quests to players.

Fairy Queen's Court

All fairy communities have a court, but not all are Fairy Queens; most are similar to a baroness and hold allegiance to the Fairy Queen. There may be one or more Fairy Queens on a continent, dividing their realms in vast quadrants. The location of the fairy city that is the home of these queens is located in remote locations difficult for humans to reach. The court is made up of a typical courtly retinue. There are usually a significant number of each category of fairies of high mastery levels. A queen can rule for hundreds of years, but a new queen may be chosen should their masteries in both skills and magic exceed those of the queen.

Abilities

Sprites

Sprites are the essential life force binding fairies to their existence in this world. They are the fairy's life points and loss of all sprites would end the fairies life in a twinkle. The fairies' sprites are also their ability to manipulate the world around them and are used

for almost everything in the fairies' lives. The amount of sprites the fairy starts with is determined during fairy creation

Sprites can be spent by the fairy to increase any ability by +1. By using or spending their sprites, fairies can activate a magical ability, temporarily enhance skills and magic, increase their chances of success on a dice roll, inflict greater harm, or gain a burst of speed. All sprites spent in this way grant a +1 to the skill, magic, dice roll, or harm.

Sprites are used to activate a fairy's magical abilities and can be used to temporarily enhance their skills or magic by one mastery level per sprite. Some abilities will require continual upkeep to use so more than one sprite may be needed. Even if one sprite is left, a fairy will make a full recovery.

To use a sprite, subtract one from your sprite pool and allocate it to a skill or magic. The sprite remains where it is placed until the skill or magic is used, at which point the sprite is gone. The sprite is removed from play and not returned to the sprite pool until they are replenished. After 1 full day of rest fairy's replenish all of their sprites. Some magic may aid the fairy in replenishing their sprites.

Colored bits of paper, coins, or any small marker may be used to keep track of your sprites

Sprite uses

- Use magic
- Increase speed
- Enhance skills
- Suppress Illumination
- Add to attack roll
- Increase your chance of success in any roll
- Increase flight time

Speed

Speed is an important attribute for fairies. It's what determines how far fairies can fly, who goes first in battles, and how quickly they can save themselves in bad situations. Fairies can fly, run or leap longer than most creatures. They can fly for 10 minutes per sprite that remains in their vine circle. As with the skills and magic, the fairy may opt to gain mastery levels in speed. Adding mastery levels to speed improves combat initiative and travel. Each mastery level added to speed will increase the the fairy's travel speed by 10 minutes.

Speed for Combat Initiative

Although combat isn't always a large part of playing *Fairies: A Roleplaying Game*, speed is a crucial component when fairies enter combat. The fairy or creature with the highest speed goes first in an encounter. Sprites can be spent each round to increase the fairies speed. Speed reaction modifiers are also applied during

fairy combat. *See combat for details.*

Speed for Travel

Fairies can fly, run or leap longer than most creatures—or, at least, it seems like they are always flying. In fact, they can fly for 10 minutes per sprite that remains in their vine circle. In combat fairies may move 5', or 1 grid space, for every sprite remaining in their sprite pool.

Fairy Magic

When you create your fairy, you choose one magic to begin with. Choose this wisely, as you may only learn new magic as you complete quests.

To use magic, fairies concentrate to transfer their Sprites for magic. Before starting a quest, players may choose to allocate different amounts of their sprites to magic of their choice. **At least one sprite must be spent on a magic in order to use it.** Any additional amount of sprites added improves the power of the magic, acting as a mastery level. After you allocate the sprites, they are reserved there until the magic is used. Once used, the sprites are gone. If the player doesn't allocate any sprites to their magic ahead of time, they must use one round of time to prepare that magic. This represents the fairy concentrating on manipulating its life force into magic. Having sprites allocated ahead of time can be handy, especially in an unexpected encounter. As fairy's journey they will have the opportunity to learn new magic and improve in mastery.

Illumination

All fairies give off an illumination; this light grants them a magical protection as well as providing enough light for them to see during the night. The fairies' aura of light appears as their associated color. The light is only bright enough for them to be barely seen, but not bright enough to reveal they are fairies—most times they are mistaken for fireflies. Fairies can extinguish their light, but it is very difficult and requires the player to roll 1d10. If the player successfully extinguishes their illumination, they are much harder to spot, however, since they no longer have illumination they no longer gain a natural protection and enemies receive a +1 attack bonus.

Fairy

Illumination

Viewer Penalty

10	Success
9	-4
8	-3
7	-2
6	-1

The fairy is not very happy when their light is out, but some skills require this to be so. This is a free skill granted to all fairies, should they wish to pursue it. They can maintain this lights-out situation for 10 seconds. Taking this as a skill grants a fairy the

ability to expand one of their sprites to gain an extra 10 seconds of lights-out. Each mastery level after the first grants them another free 10 second increment. At the sixth mastery level they no longer have to try (meaning rolling a 1d10 is not required), and they can turn out the light at will, though they are still subject to the time limit.

Actions and Consequences

In *Fairies: A Roleplaying Game*, all actions have consequences. All dice rolls represent an action, be it an attack roll or skill check, and are either a success or failure. A successful roll leads to a positive consequence: a better position in combat, firm footing, fast reflexes, or the ability to set up for the next action. A success will often grant bonuses to future actions that affect the fairy immediately. Failures result in negative consequences; the fairy can be thrown off-balance or left completely unaware of a new threat. Failures will often give the fairy a negative result on their immediate future actions.

As the Storyteller, you may alternatively grant rerolls instead of bonus or penalties to give the player one more opportunity to succeed.

Immediate Action Modifier

In *Fairies: A Roleplaying Game*, your immediate next action is affected by your previous action. The immediate action modifier is a number that represents the consequence of the fairy's actions pertaining to the current situation. This means a fairy's situation can *become* beneficial or perilous depending on the player's roll. This situational positioning is represented by a modifier, which is either added or subtracted from the fairy's next roll in an encounter or hazardous situation. This modifier may not always come into play, but in a dangerous situation the fairy may find herself having to make multiple rolls one after another. A modifier can be applied to almost every check roll the players will make: saves, skill checks, using magic, attacking, and more.

Notes for Storyteller

The Storyteller may determine if the immediate action modifier is applied to the players roll. However, this modifier is always used in combat.

Success, Failure, and Results

Quests contain many different challenges along the way. To confront those challenges the players will **roll 1d10 to determine the outcome, also known as a rolling a check**. Rolling a 1 means the fairy utterly failed whatever they were trying to do. There is no chance for the fairy to improve their situation which can even result in harm to the fairy.

Rolling 2-5 represents a partial failure, leaving the creature or fairy off-balance, barely holding on, or in freefall. Partial failures leave the fairy in a worse position than they were before and the fairy has less of a chance to turn their situation around.

Rolling a 6-9 represents a partial success, in which the fairy is put in a position where the next action is more likely to succeed: she maintains her balance, gains the high ground, or avoids the squeaky floorboard.

Rolling a 10 is a clear success. The fairy's actions could not have been more perfect, and they accomplish what they intended. The fairy's situation always improves on a success and any action they are trying to perform next, always succeeds.

Any roll where penalties added to the result of the dice that fall below 1 are considered failures. Rolls with bonuses that exceed 10 are considered successful.

Notes for Storyteller:

Some situations may need a result that is more than 10 to succeed. The Storyteller may set a difficulty at a 12 for extremely difficult challenges, for example. The player may still succeed on a roll of 8 if they have a +5 modifier. However, rolling a natural 10 is always a success regardless of the difficulty that the Storyteller sets.

Tip: Remember, Sprites can be spent to gain a bonus to the outcome of your roll. To have a greater chance of success you can turn 1 sprite into a +1 to any 1d10 roll. Once the sprite is used in this way it is gone and removed from play. Sprites are healed back in the usual way.

Bonuses / Penalties

1d10	Immediate action modifier
1	Failure
2	-4
3	-3
4	-2
5	-1
6	+1
7	+2
8	+3
9	+4
10	Success

Saves

When harm threatens to befall a fairy the Storyteller calls for them to make a save. To make a save 1d10 is rolled. Once the die is rolled, add in any modifiers to determine the total outcome of your save. This roll also determines the fairy's immediate action modifier for that situation. Fairies can spend 2 sprites to gain an additional 1d10 roll for their save. Saves may be called for in many situations, both in and out of combat. A fairy may need to make a save to repel a poison, dodge falling rocks, resist mind effects, and more.

Example:

A magical blast has caused a cliff to come down around the fairy. The Storyteller calls for a dodge save. The player then rolls

1d10 and adds their dodge skill bonus. If the fairy is flying and has more masteries in their flying skill the Storyteller may allow that player to use their flying skill bonus to make the save.

In the rock fall situation multiple saves may be needed, rolling an 8 will grant +3 on the fairies next save in that situation. However, any immediate action modifiers do not apply if the situation has passed. If the fairy has moved on to a new situation, they will not get bonuses from previous actions.

Saving Situations	Difficulty
A Fall (depending on terrain, i.e. cliff, rope, window, etc.)	6-10
Leap Chasm	8-15
Jump for a rope	6-8
Magical Attack	10**
Combat Attack (made by a launched weapon, or fumble)	9-16
Explosion	10-30
Hazardous terrain/Ship board	6-10
Special Attack	8-30
Trap	9-20

Notes for Storyteller:

The Storyteller will determine the number needed to succeed at the save and inform the player that relevant skill bonuses may be applied to the roll. It could be as easy as rolling a 6 or extremely hard at a threshold of 12.

The fairies may choose to use their skills to overcome certain saves. The Storyteller will inform the players which skill to add when performing a save.

“The night you set out on your quest brings strong winds. As you approach the wizard’s tower the wind picks up! Those of you with speeds less than 25 are thrown backwards in the air, tumbling to the ground. Make a save and add any proficiencies you have in flying”

Skills

Each fairy has a set of skills unique to their type. Fairies begin their adventure with proficiency in 5 skills. These are the basic skills known to all fairies. Other skills may be chosen from the fairy skill list by spending Quest Points. 5 Quest Points are given to the player during fairy creation.

When using a skill, the player will be asked to roll 1d10 to determine the outcome. Rolling a 1 is a critical failure, at which point something bad, painful, or unexpectedly awful occurs as judged by the Storyteller. Rolls of 2-4 are failed attempts and may result in a negative outcome in which something awkward or unexpected occurs with a negative impact on the fairies next action. Skill check rolls of 5-9 are partial successes and have a positive impact on the fairy’s next immediate action. A 10 is a critical success, usually resulting in something unexpectedly good happening as determined by the Storyteller.

Skill Check

1	Critical Fail
2-4	Failed Attempts
5-9	Partial Success
10	Critical Successful

All fairies are proficient in basic skills but may still choose to master them by putting Quest Points into these skills. Fairies become proficient in new skills by putting a Quest Point into that skill. The fairy can then use the chosen skill. This is also called their first mastery level or proficiency.

Notes for Storyteller: Creatures may also use these basic skills.

Modifiers

Situation	Die roll
Bright Light	+/- 1d4
Darkness	+/- 1d6
Home Terrain	+/- 1d10
Narrow or small spaces	+/- 1d4
Precarious footing	+/- 1d8
Strong Winds	+/- 1d10

Situational Modifiers

The following chart is a small example of the kind of modifiers that might be required based on how the story is progressing. Depending on the kind of fairy chosen, it may determine whether it is a bonus or a penalty that is added or subtracted from the fairy’s combat attack 1d10 roll.

Note that these same modifiers affect creatures as well. The Storyteller need not make a random roll, but should consider what the appropriate bonus or penalty is used in the current situation.

Advancement

As the fairies complete quests, they have the opportunity to grow and learn new abilities. To learn new skills and magic the fairy must earn **Quest Points**. During the course of your adventure, Quest Points will be earned when critical moments in the adventure are overcome. **By adding Quest Points, fairies may increase any ability, master a known skill or magic, increase their sprite pool, improve control of fairy illumination, or increase their speed.** When a quest is complete the Storyteller gives two Quest Points to each player. More points may be given if the Storyteller decides that the players earned more. It may be possible to complete several short quests in one game session.

Increasing Speed

Adding a Quest Point to speed adds to the fairy’s travel speed by 10 minutes during travel. The advantage to this is that the fairy need not burn sprites to maintain flying time. If the fairy has flown the maximum distance that she is able to, she either needs to rest or begin expanding sprites to continue flying.

When 5 Quest Points are added to a fairy's speed, the fairy gains a burst of speed, which can also be used during a motionless time. Each level after the 5th the fairy gains a ten-second burst of speed that adds 1d10 per mastery level thereafter, up to a maximum of 5d10. When using this burst of speed the fairy gains an additional action in the same 10 seconds.

Masteries

Fairies can earn masteries over their skills, magic, illumination, and speed. Fairies are considered to have a mastery when one or more Quest Points are placed into the ability. By devoting Quest Points to masteries, fairies have the chance to unlock greater tiers of power within that ability. You may choose to have an unlimited number of masteries in each skill or magic.

Skills

Skills are used for saves, action checks, attacks, and more. When players roll 1d10 to use an ability, each level of mastery adds to that skill check, save, attack or magic success. With a mastery/proficiency of one, you gain a +1 when using that skill. At second mastery +2, third +3, and so on.

Weapon Mastery

The fairy gains mastery over a selected weapon (see Fairy Weapons in fairy market). Every 5 levels of mastery the fairy can make an additional attack in the same 10 second round of combat against the same foe, up to a maximum of 5.

At 10th level of mastery she may have a chosen weapon and gains an additional attack. She can choose a different foe to target with her additional attacks. Enemies however must be within range of her chosen weapon. Should the fairy confront foes with the fairies chosen weapon, she gains a 1d10 to her harm reduction per 5 mastery levels.

Mastering Magic

At particular stages of mastery, fairies can unlock a deeper understanding of the magic granting her new and improved ways in which she can perform her magical ability. These improvements can come in a variety of ways. Each opportunity the fairy takes to improve her magic she gains a +1 to the effect of the magic

Quests and Adventures

Whether the party is hired by the Fairy Queen to investigate a source of Eldritch Magic or the party accepts a plea from a village to find a missing human, the fairies are always being asked to go on quests. There are many kinds of challenges that fairies encounter. Fairy's may find themselves flying in a violent storm, swimming through a moat filled with piranhas, maneuvering their way through a labyrinth of magical traps, or fighting eldritch beasts.

When going on quests, the players should think about what sup-

plies they may need. How many days rations? What type of weapons would be useful? Which magic should you prepare? The Storyteller may not give you much information about the adventure, so you may have to do some guess work.

Notes for Storyteller:

The Storyteller is encouraged to be creative and thoughtful when making challenges for the players. Going at challenges is much more fun if the players are able to use the skills and magic that they have chosen.

When the adventure is complete, the fairies may want to rest for some downtime. Downtime represents a larger chunk of time (this could be 2 days, 10 weeks, or even a year) in which the fairies may work on building projects, go foraging, or just relax. Usually the fairy is not in harm's way but they may find some new quests during this time

Notes for Storyteller:

Downtime should take just a few minutes around the table, enough time for the players to explain what they want to do during the agreed upon downtime.

Flying and Winds

All but the earth fairy is capable of flight, but not all are great at flying. Fairies typically flit about close to the ground, which is an easy and natural way to fly. At greater heights, the fairies find that wind can be an issue. If they are good fliers, wind may propel them to their destination at fabulous speeds. There are 11 categories of wind. Flight is easy in most light winds even at great heights. When at significant height even a light breeze can pose a challenge to the fairies. The Storyteller can roll a number of d10's for the corresponding category of winds. If the wind roll exceeds the fairy's speed the fairy cannot fly in that direction. The fairy could use this to her advantage when flying with the wind current. The Air Fairy is particularly adept at flying in the wind.

Categories of Winds

Category	Speed (km/hr)	Bonus / Penalty
1-Light Air	1-3	1d10
2-Gentle Breeze	4-11	2d10
3-Light Breeze	12-19	3d10
4-Moderate Breeze	20-28	4d10
5-Fresh Breeze	29-38	5d10
6-Moderate Winds	39-49	6d10
7-Strong Winds	50-61	7d10
8-Very Strong Winds	62-71	8d10
9-Violent Storms	72-88	9d10
10-Gale	89-102	10d10
11-Hurricane Force	103-120	20d10

Fairy Dust

All fairies possess a measure of fairy dust; they accumulate dust through their existence. Dust gathers in their clothing. Fairies know that it is this magical dust that binds the universe together,

and that they are, in truth, born of it. **A fairy's dust is not the same as pixie dust, which is their basis for commerce.**

Fairy dust may be used to magically enhance items or creatures of a non-magical nature for a temporary amount of time. The magic incurred is random and may be used to either help or hinder. The magic remains for 1d10 minutes per sprite expanded into it. The dust's magic is only strong enough to create non-harmful things. It can make something heavier, make clothing shabby or clean; it can produce drops of water, a tiny dust devil, or a puff of wind. It can enhance one's sense of touch, or cure a slight irritant. A rope stretched tight only needs another inch—this magic grants that inch. Note that all things enhanced will return to their original state when the magic ends.

Fairy dust is accumulated more frequently when the fairy has established their own fairy home. Fairy dust is generated at a pinch a day, and if it is not collected will fall off of the fairy when bursting into travel, swirling and sparkling behind them. This dust is lost. The player must announce to the Storyteller when they are collecting their dust; it is not done automatically.

The dust accumulates on their clothing or body if they are lacking. When gathered, the dust must be stored in a special fairy dust pouch. Additional pouches may be purchased from the fairy market or from a weaver. These pouches are made from silk and can contain 50 pinches of fairy dust.

Pixie Dust

Fairies use pixie dust for commerce. Pixie dust, of course, comes from pixies, who, in *Fairies: A Roleplaying Game*, are tiny fairy-like creatures who are no more than one inch tall. They hold a very close connection with a primary element, such as air, earth, fire and water, or some lesser elements like acids, metals, and gases. The diminutive pixies are very pretty little things wreathed in their element. Through a careful process known only to a Fairy Queen, the pixie dust is extracted. Even the queen of the fairies must work. A fairy can obtain her first pouch from the offices of a fairy queen.

A new fairy is easy for the Fairy Court to identify, and they provide her with a pixie dust pouch. In the game, the selected fairy begins with this pouch (30-pinch capacity) on their belt. The fairy may optionally have a pouch sewn into their outfit. Beginning fairies start with 30-pinches of pixie dust. The magical nature of this dust prevents it from ever becoming soggy from any environment.

Pixie Dust cannot be melted, or affected in any physical way, but it can be stolen and used in magic. A single pinch of pixie dust will supplement any material in humanoid magic. The dust is capable of breaking dreams, or creating love delusions in humans for a temporary time through them breathing it in.



Chapter Two: Character Generation

Each player chooses a fairy; a character sheet is devoted to each of the fairy types.

To determine your fairy's sprite count roll 3d10. This number is placed in the vine circle in the character sheet. Any total lower than 12 is adjusted up to 12. Any fairy with a sprite count of less than 19 gains the difference in additional skill proficiencies. If you roll a 19 or 20, you do not receive these additional proficiencies; instead, you must choose a previously selected skill to place the point in rather than choosing a new one. For example, a fairy starting with 12 sprites will gain 8 additional proficiencies. A fairy with 17 sprites gets 3 additional proficiencies.

Fairies with sprite counts above 20 do not get additional skill proficiencies but they have more freedom to manipulate their sprites. More sprites may be earned by allocating Quest Points to your sprite pool.

Steps:

1. Determine height.
2. Fairies 3-6" tall, Gumdrop Fairies 1-3" tall.
3. Choose one of the nine fairies.
4. Storyteller informs you of your origin terrain, typically based on the fairy's aspect.
5. Determine sprite count to be written in the vine circle on the character sheet.
6. Chose five skills listed on character sheet.
7. Chose one magic listed on character sheet.

Note: some fairies have bonus skills and magic. A fairy begins with a pouch of 30-pinches of pixie dust to buy things in the fairy market. They also get silk clothing and slippers.

Some fairies have bonus skills and magic. A fairy begins with a pouch of 30-pinches of pixie dust to buy things in the fairy market. They also get silk clothing and slippers.

Faires are tiny creatures, the tallest of fairies barely reach 8 inches tall. The gumdrop fairies are the tiniest, ranging from 1-3 inches tall. The player may choose their fairy's height or may choose to roll a random height. For Gumdrop fairies, roll 1d3, the number corresponding the the height in inches, for all others roll 1d4 corresponding to heights 3-6 inches.

Height

1d10 roll		Height
1d3 (1,2,3)	Gumdrops	1-3"
1d4 (3,4,5,6)	The others	3-6"

Weight Capacity

Fairies can lift weights of 1 ounces per height increment. Each increment higher causes a -5 penalty to their speed.

Types of Fairies

Players now choose one of the following fairy characters.

Air

Fairies of Air are generally the fastest fliers out of the all of the fairies. Fairy Air is sly and sneaky, but like most fairies, have a happy temperament on the whole. Air fairies typically appear as the purest white, but may be tinged with subtle shades of cyan or blue.

Earth

Though wingless, Earth fairies are very fleet of foot. An Earth Fairy begins with the bonus skill Grow Weapon (see Earth skill details). Earth fairies are considered the best fighters of the fairy folk. Though all fairies have the ability to fight, the queen always possesses a large retinue of Earth fairies near her and will send them in to deal with dangerous situations. They are capable of leaping in any direction up to 5', and also possess the uncanny ability to cling to any surface like a fly on a wall. Leap distance can be taken as a mastery increasing 5' per mastery level. Fairies of Earth are usually shades of black to smoky gray.

Fire

A Fire fairy's coloration tends towards reds, yellows, and oranges. Though typically cheerful and happy like all fairies, they are also often very quiet and aloof. They spend a good deal of time researching or contemplating ancient writings. They possess the bonus skill Comprehend Magic (see Magic Defined). Unlike most of the other fairies, Fire Fairies also gains one more magic ability. Fire fairies suffer -1d10 penalties in watery terrains; they cannot ever choose such terrains as an origin.

Shaper

Shapers appear as copper, gold, pearlescent, silver, steel, or variant of these metallic colors. Shaper fairies, are genderless. Shapers are sometimes known as the protectors of the fairies, using skills and magic to conceal their kind. Because of these fairies, humans believe they are watching fireflies when they see fairies. Shaper fairies are experts at infiltration and make the best spies.

Spirit

Spirit fairies have a strong connection to the ethereal world. They appear close to a hazy pink in color, and their outline seems to smudge into the background. Spirit fairies are the fairies' historians because they can actually speak with those fairies that have winked out and now live in the Summer Country. The Summer Country is the world beyond—where all Fae will eventually journey. Spirit fairies always seem to be in high spirits (so to speak). They smile at nearly every pretty thing. They love the color pink.

Water

Water Fairies are not limited to the watery environment; they only hold a closer affinity to water than any other element; this is their home turf. Water fairies have a coloration of different shades of

blues. When these fairies are flying through their watery environment they are 50% invisible. Due to the healing nature of these fairies they also possess a healing factor, and can regenerate lost or used sprites at a rate of one per hour, or two per hour if they are immersed in water. Water fairies suffer -1d10 penalties in hot or fiery terrains, and they cannot ever choose such terrains as an origin.

Gumdrop

There are three types of Gumdrop fairies: Blueberry, Plum and Lemon. Gumdrop fairies have only one skill: Jack Of All Trades—they are master of none. A Gumdrop fairy still has her basic skills: feel, hear, view, and touch. Gumdrop fairies have their own magic as listed below. Of all the fairies, they hold the closest connection to the Diverse.

Gumdrop fairies have a natural sensitivity to things that are out of place in the natural world; roll a 1d10 to uncover these things. In some cases the Storyteller may be required to make this roll. Gumdrop fairy magic manifests in the fairy's color.

Terrain Types

Type	Size or number
Desert	1-square mile/mastery level
Forest	Up to 1-square mile
Grasslands	1-square mile
Jungle	1-square mile
Meadow	100' diameter
Mountains	1-square mile
Swamp, Bog	1-square mile
Swamp, Glades	1-square mile
Tundra, Steps	1-square mile
Underground	1d4 caves and tunnels
Water, Salt	1-sq.combo of land & sea
Water, Fresh	1-sq.combo of land & sea
Water, Rivers and Streams	1-sq. water & shores

Terrains

The Storyteller chooses the fairies' origin terrain— where they first winked into existence. When the fairy is in her origin terrain she gains a special ability, which is listed under skills or magic. While fairies are within the terrain that matches their type, they can always find shelter from the weather.

All fairies are knowledgeable about the flora and fauna that thrive in their home terrain and of those things that don't belong. This is a kind of sense they possess. Rolling a 1d10 allows them to sense this wrongness; although they may not be able to detect from what direction it is coming, depending on how close the fairy is to it. The Storyteller may add bonuses in this case. Combinations can be chosen (see Ecology).

The chosen terrain, in general, is familiar to a fairy, but only the original one the fairy was born in is well known. What they know about their home terrain is the animals that thrive there and where they are located. They know all the trails, all specific loca-

tions in the terrain, which cannot be larger than one square mile. Specifics can include boulders, streams, rivers, meadows, springs, the largest tree, and the smallest. They know where the most dangerous animals hold dominion. The fairy may opt to progress in mastery levels over their chosen terrains, treating each separately.

Basic Fairy Skills

All fairies possess the basic skills. These skills may be mastered by allocating Quest Points.

Sneak

Allows the fairy to move in a furtive or stealthy manner. Adding masteries to sneak will give the fairy a greater chance at remaining undetected. At 5th mastery the fairy gains the skill of a light footfall, and is able to sneak across floors littered with dried leaves, or other debris. At tenth mastery level the fairy need only make a skill roll once every ten seconds of travel. Using the sneak skill means moving over surfaces, such as walking, climbing, swimming, etc.

Dodge

Dodge allows the fairy to avoid attacks or obstacles using sudden, quick movements. Fairies may be called to use dodge when rolling for a save. It can be used during combat to give the fairy a +5 to their speed (added to their initiative) on their next turn. The fairy gains a +1 harm reduction in combat (i.e. the creatures harm roll would have a -1) but it takes a full maneuver to perform a dodge. This bonus is applied at the top of the combat round. Masteries in dodge will grant an additional +1 bonus to this. At the 10th mastery the fairy can use dodge as a free action.

Hide

Due to their small size, fairies are particularly adept at concealing themselves from creatures. As a player places mastery levels within the Hide skill, the fairy becomes harder to detect. At 5 mastery levels, the fairy has an unnatural ability to hide from human beings, granting an additional +1 on top of their mastery level when doing Hide skill checks. At the 10th level of mastery, the fairy can even hide herself from Eldritch beasts, granting an additional +1 when hiding.

Flying

All fairies (except Earth fairies) are able to fly. This skill represents the fairies ability to maneuver in the air. At the 5th level of mastery the fairy is able to perform complex aerial maneuvers and change directions on a dime, giving enemies a -2 to hit with magical attacks while the fairy is in flight. At the 10th level of mastery the fairy is able to fly for an indefinite period of time and does not become fatigued from flying. The Air Fairy starts with +2 masteries in flying.

Climb

Although fairies prefer to fly around, in certain circumstances

they may need to climb. The climbing skill helps fairies scale walls, hold onto vertical surfaces even through winds or waterfalls, and traverse otherwise difficult vertical terrain. Since Earth fairies cannot fly, they receive a natural +2 to all climbing checks. Fairies normally climb at 1'/second and receive a -2 to hit with targeted magic. At the 5th mastery level in climbing, all fairies are able to climb twice as fast. At 10 masteries, the fairy is able to cast magic while climbing without any penalty.

Hold

Fairies sometimes will need to pick up heavy objects or grab onto something if they are falling. Rolling a hold check will come in handy when a fairy is lifting something of great size, much bigger than themselves. Determining if a fairy can lift an object becomes easier as the player puts mastery levels into this skill. Whether or not the fairy can lift an object is up to the discretion of the Storyteller.

Jump

While traveling through your amazing journey, you may need to jump around. All Earth fairies receive a +2 to jump skill checks due to their nature. Putting mastery levels in jump will help fairies hop over larger obstacles and make them more easily reach higher places. Because all but the Earth fairy can fly, this skill will be most useful by the Earth fairy.

At the 5th level of mastery in Jump, fairies take half of the normal harm they would take during falling (this is up to the Storyteller). If an Earth fairy chooses to take 10 mastery levels in jump, they unlock Super Jump and are able to hop over structures or natural rocks and trees.

Balance

Fairies possess the skill of balancing carefully and gracefully on objects. As they love to dance, fairies are quite naturally adept at the art of balance. At 5 mastery levels, a fairy can balance on something as thin and light as a pencil with complete ease. At 10 mastery levels, the fairy can easily balance on a pin or needle.

Notes for Storyteller:

Try having players roll a balance check in precarious situations. This will keep players on edge, and maybe they'll fall into something even worse!

Perceive

Does something feel... fishy? Fairies with high perception are able to spot small objects, detect danger, and intuitively feel things that aren't quite right. A fairy with 5 masteries in perception is able to see a small object or secret passage they are looking for in a room up to 600 sq. feet. If the fairy has 10 mastery levels allocated in the Perceive skill, they are able to immediately spot hidden objects and trapdoors in rooms up to

the size of a 2000 sq. feet

Sight

The fairy can normally see in a straight line up to 300 feet accurately. After this distance, things can be a bit hazy. Although they can see this far, they cannot determine one human from another, and the same goes for other creatures. Due to a fairy's magical ways, this range only drops by half at night, in caves, or other dark places.

Each mastery level added to the fairy's sight skill improves their chance to spot treasures, unordinary objects, or hidden access points. For each mastery level, add +1 to your 1d10 roll when making a sight skill check.

Listen

Fairies have a listening range of up to a mile, though what they are able to hear comes down to 1d10 skill roll. They have a chance to hear through partitions 1/2" thick per mastery level, up to a maximum of 1'. At the 5th level of mastery they can hear a single voice in a crowd of ten.

Every additional mastery level past 5 allows the fairy to hear a single voice within larger crowds by a factor of 10 per level. For example, at mastery level 6, a fairy can hear a single voice in a group of 20 people. At mastery level 7, they can hear a single voice in a group of 30 people, etc.

Smell

When the fairy uses her keen nose she can discern precise scents. However, smell in the presence of strong odorous smells, like those found in a bog, can be very difficult. Adding mastery levels to smell allows the fairy to focus on particular scents at 5 feet per mastery level.

Fairies can accurately identify particular odors left in an area, providing the area has not undergone a rain shower or a cleaning. At the 10th level of mastery, the fairy can correctly identify a smell after the passing of 1-day per mastery level thereafter.

Feel/Touch

The fairy can feel temperature changes, the slightest breeze on their skin, and they can even feel changes in natural light. Their light touch gives them the ability to feel hidden apertures made for secret entrances, triggers, or enclosures. They can check a 5' area once per mastery level. At the 5th level of mastery the fairy can use a combination of listen (at the 5th level of mastery) and knocking upon a surface to search for hidden spaces and hollows, including determining how deep the hollow is. Roll 1d10.

Want to add your own Skill?

If you would like your fairy to have a skill not listed, feel free to add your own. Inform the Storyteller so you can come up with

reasonable Mastery bonuses together.

Air Fairy

Speed: 30

They are generally known as the fastest fliers before those of fire or water. Of course, this speed can be increased by the fairy by the addition of more sprites. Each sprite added increases the fairy's speed by one. Fairies are all superb fliers and can make right angles or even reverse directions; this flying has helped them avoid many dangerous situations. The Air Fairy is sly and sneaky, but like most fairies, pretty happy. Fairies of Air may appear as the purest white, but may be subtly shades of cyan.

Air Skills

Carried Voice

The fairy can send her words downwind (even along artificially produced wind) for a distance of 10' increments. She cannot receive words, only send them. Anyone in the path of the wind can hear these words. Only one word per mastery level can be sent. Also, each time this skill is retaken the fairy can eliminate one listener from hearing the words in the path. Crosswinds can scramble her words. The carried words can be stopped by walls or magical barriers. At the third mastery level, she can send whispers, which can be clearly heard by the receiver as though whispered in the ear.

Conceal Another

The fairy can conceal a fellow fairy or other being using local fauna or flora. This grants them a +2 chance to hide from searchers. Each time this skill is retaken, conceal increases by +1 to a maximum of +9. Sprites may be used to increase this by +1 which may be added on top of their mastery, but still cannot exceed the maximum of +9.

Notes for Storyteller:

You may roll a sight check for any enemies looking for the fairies. This must be higher than the fairy's Conceal Another check in order to successfully find the fairy.

Chance of Discovery

1d10	Result
1-5	Remains concealed
6-9	Spotted, but not yet found, -10 to new attempt
10	Discovered, victim could attempt to hide

Conceal Object

The fairy can conceal objects of her height or smaller. Mastery levels allow her to conceal objects up to twice her size per master level. *Increases are always the size of the fairy.* The object cannot be concealed on their person; it must be hidden in the environment. The fairy will always recall where it has been hidden, no matter how much time has passed, providing it has not been



found and moved; although the fairy will know instantly if it has been disturbed. The concealed object is hidden well—searchers would need will roll a sight check opposing the fairy's Conceal Object check. At each mastery level the difficulty increases by 1, or may be increased by one per sprite infused into its concealment.

Craft Pick

The fairy can craft a pick tool used for locks. The pick tool can be crafted in 1d10 minutes and adds a +1 to picking locks attempts, each level of mastery increases this bonus by +1, to

a maximum of +9, rolled ones are still failures. The pick can only be used once. At 5th level of mastery the fairy can forge a metal pick at a fairy forge, which takes 1d4 hours. These picks are +5 tools, but can be reused 10 times the fairy's mastery level. The player should keep track of these uses.

Disguise Sounds

The fairy can enunciate alternative sounds to cover the real ones. The range of this skill is 10', but can be increased by 5' for every sprite expanded. The listener must make a save to resist the effect and suffers a -1 to this save for every mastery level the fairy has in this skill. Every 5 levels of mastery, the fairy can disguise an additional sound source.

At the 10th level she learns how to craft a clockwork sound box with the help of a Shaper Fairy. The sound box can be wound up and can maintain the sound disguise for an hour. The sound box range increases by 10', in 3" square increments, but becomes increasingly difficult to hide. The box might be handy to produce the sounds of stampede, or a chorus of fighting, and so on.

Fall Resistance

Should the fairy fall from a flight or a precipice, she has a chance to resist injury from a fall. Roll 1d10 for every 20' of falling to resist harm on impact. Falling harm is 1d4 points per 20' of fall. This means a 50' fall could inflict 25d4 points of harm, which in many cases is fatal.

☞ Fall Resistance

1d10	Result
1-5	Full harm
5-9	Partial harm, harm is halved
10	No harm

A 10 results in no harm. Fairies are already very light due to their small size, so a fall injury is less damaging, however if strong winds exist the fall can be lethal. A mastery level will add an additional 1d10 to the resistance, so at mastery level two, the fairy gains 2d10, at third she gains 3d10, etc., thus she is able to handle long falls. She can use this skill to take calculated falls as well. When she calculates her falls she will always land on her feet. Every 5 levels of mastery grant her 10' immunity to a 20' fall, up to a maximum of 60'.

Follow

The fairy can use this skill to follow someone without them noticing. This skill makes the fairy virtually invisible to the creature they are following at a distance of 100'. This can shorten this distance by -10' per mastery level. At the 10th level the fairy can hide a foot or less behind the body of a human or similar sized creature, moving outside of their visual range. Moving this close with others nearby is extremely difficult and the fairy increases their chance of being seen, and may need to fall back.

Hear Specific

When the fairy is surrounded by a lot of different sounds, she has the 1d10 chance of pinpointing a specific sound or voice. The range of this hearing is 10', plus 5' per sprite expanded. Every level of mastery allows her to hear an additional specific sound, in some cases two voices speaking to each other. At the 5th level of mastery she can hear multiple sounds accurately from one source, identifying the sounds or even specific words. Each level of mastery thereafter she can identify an additional source accurately. This can be handy for eavesdropping on conversations by two or more creatures. There may still be a language barrier. Every 10 levels she can understand spoken words of one particular creature.

Hide in Shadows

The fairy can become invisible when in even the smallest of shadows. Enemy searchers must make a Sight check with a -5 to view the fairy. The viewer suffers additional -1 penalty per mastery level. The fairy does not need to suppress her illumination to use this skill, however the fairy must be in a shadow. Attacking from the shadows grants the fairy +3 to her attack roll.

Each mastery level she attains causes the viewer to suffer a -1 penalty to their chance at spying her out. At 5th level of mastery she can flit to another shadow within 10' of her current position. She can increase this range by 1' per sprite she expands into this skill. At 10th level of mastery she can flit to one more shadow in range, gaining more shadow flitting per mastery level thereafter. At the 20th level she can dive into the shadows from a lighted area where the viewers are actively looking at her. The watcher must make the same search rolls of 1d10 to try to spy her again.

Note that the shadows she dives for must be within her normal shadow flit range, which can still be augmented by her sprites.

Enemies Alerted

1d10	Result
1-5	Unseen
6	Viewer alerted, viewer gains +1 to spot
7	Alerted enough to come and search the area
8	Viewer calls another to help search convinced there is a spy
9	Spotted! victim has no doubt
10	Failed so bad, enemies can maneuver

Language

The fairy knows how to speak, read and write in a non-native language of her choice. She gains a 1d10 level of understanding, gaining a +1 to success per level of mastery. She chooses from the following list of languages. Every 5 levels of mastery she may select an additional language. A sprite must be used for each language to maintain it, or just one sprite per one-minute use of a language. All fairies know the local language where they first winked into existence. See the chapter on Fairy Biology.

Languages

Brownie	Fraelyn	Gnomish	Transistors
Elven	Human	Salamander	Under Realm
Dwarven	Giantess	Trolls, Bridge	Were-creatures

*See Creature Chapter for a list of languages and the details of the creatures listed here.

Perfect Balance

Using this skill the fairy gains such perfect balance that she can walk with ease along a razor's edge. This perfect balance helps in all combative situations and each mastery level will grant a +1 to the fairy's attacks. Every 5 levels of mastery she gains a free 1d10 to her attacks. Perfect balance grants a +1 synergy bonus to other physical skills.

Pick Locks

The fairy is accomplished at picking even humanoid locks. She can attempt to pick a particular lock once per mastery level. The bonuses are gained from mastery levels, while with each failed attempt the penalty is subtracted from the succeeding rolls.

Locks forged by large creatures cannot be opened—they are just too heavy. At the 5th mastery level the fairy can slip through defensive magic, like magical barriers. Every 10 levels of mastery grant the fairy a +1 bonus to the slip through roll to a maximum of +4.

Slip through Attempt

1d10	Result
1	Trying to slip through, but fails and becomes trapped
2-5	Fails and the magic hurts in some way
6-9	Gets through the magical barrier, but is dazed in the attempt 1d10 seconds
10	The fairy slips through as easy as pie

Proximity Sense

The fairy is so skilled with an apt awareness of their origin terrain that it seems almost magical in nature. Any movement can be felt, including direction and in multiples. The range of this detection is 5' per level of mastery, up to the extent of the terrain type.

The fairy gains +1 bonus to combat attacks and saves. Every 10 levels the fairy can pick a new terrain, and sense in the new terrain developing in the same way as their origin terrain. The fairy cannot perform this skill in foreign terrains. This skill is useful when the fairy is trying to determine if there are any other creatures prowling around.

Second Shadow

The fairy can use this skill to produce a second shadow. She uses a variety of herbs to craft an infusion. She needs an empty vial or other small container to hold the contents. When she uses this infusion, she can produce a small light upon a designated

surface that projects her shadow in a single direction. The light will last 1d10 seconds, +1 per mastery level. This can serve to vex someone who might be searching for her. Searchers suffer a -1 penalty per her mastery level to their searches. Placement of these second shadows can disconcert enemies, granting her a +1 to her actions against them every 5 mastery levels.

At the 10th level of mastery she can use her Second Shadow to hide behind, gaining one surprise attack and a 1d10 chance to slip back into hiding behind her shadow. Searchers that encounter her Second Shadow and follow the shadow back must make a save against the directional light or become temporarily blinded for 10 seconds. The second shadow light can be used this way in many situations.

Please note that the Second Shadow is only effective so long as another light is producing her real shadow, the Second Shadow is best used in twilight or night, low light, or underground locations.

Silent Motion

The fairy can move without a sound within her territory. She gains a reaction time bonus of 1d10, +1 per mastery level. Should she gain the opportunity to position herself behind someone she can use this skill to move up behind or move past them. This skill grants her the ability to move through or over things that normally produce sounds. She can perform this skill 10 seconds per mastery level. She can expand one or more sprites to gain 10 seconds increments added to her time limit. Gain a +1 synergy bonus when combined with Proximity Sense.

Hand Eye Coordination

The fairy is skilled at misdirection; she is able to palm tiny items without the notice of someone looking directly at her. She can bring items to hand in the flicker of an eye, when she is using this skill. She can perform this skill with a single item but can later do it with one additional item per mastery level. Her performance takes one second per item. This skill grants her a bonus to her immediate action modifier at +1d10 per 5 mastery levels. This bonus is added to her speed for initiative at the start of combat.

At the 10th level of mastery she can snatch a targeted item from a person or humanoid while they watch, and the victim remains completely unaware that something has been taken. This takes enormous skill. She gains a +1 against this roll per mastery level after the 10th. Every 10 levels she can snatch an additional item. Victims of this action gain a save to resist the attempt. A rolled one is still a failure; different environments might create situations that involve bonuses or penalties.

Soar

The fairy can use this skill to overcome difficult flying situations. She can increase her flying skills by expanding sprites into this skill. This skill also grants her the ability to soar to great heights, which may be impossible for other fairies to perform. When using

this skill she can fly as straight as an arrow. This skill grants a +2 when making Flying checks or saves.

This skill may be useful in a number of situations. She can perform one complex acrobatic maneuver per level of mastery. She gains a +2 per mastery level to her flying skill checks when attempting a complex flying maneuver. Every 5 mastery levels allow her to perform an additional maneuver in combat when flying at heights greater than 50'. At this height and greater she gains -1 harm reduction per mastery level. An example of this is flying through a volley of arrows, dodging through a hail storm, or something along those lines.

Spot Hidden

The fairy has a 1d10 chance +1 per mastery level of spotting the locations of where small objects may be hidden in a known terrain. This can be handy if the fairy is in search of a particular item. The fairy needs 10 seconds to scan a 5' diameter area, minus 2 seconds per mastery level (minimum of 2 seconds). She can expand sprites to increase the diameter area by 5' per sprite. At every 5th level of mastery she can choose a new terrain. This skill cannot be kept active as it costs sprites to use it.

Note: a chosen terrain may be a humanoid dwelling, warehouse or other similar location. The Storyteller may add situational modifiers.

Sudden Shift

This unusual skill grants the fairy the ability to move exceptionally fast to appear as though instantly disappearing and reappearing 5' away. This skill allows the fairy a free action from a new position. Every 5 levels of mastery she can increase this distance by 5'. At the 10th level of mastery the fairy can shift through closed doors with the same alacrity. She moves through the molecules of the door or similarly narrow partition. Witnesses see only the fairy disappearing. Shifting through dead wood leaves the fairy with a sense of unease, and she needs a moment to recover.

Suspect Intent

The fairy makes this skill check when they encounter strangers. The range that the fairy can raise this awareness is 10' per mastery level +10' per sprite expanded as desired. From this check, they discover whether the stranger holds good will or bad intent. The fairy can make a decision that will affect what happens next. After the fairy's decision is made, the strangers may make their intent known. Please note that the fairy will see right through a bluff when this skill is rolled successfully.

This skill can add to the fairy's speed reaction at the start of combat. Rolling a 6 adds 1d10 to the fairy's reaction time, a 7 adds 2d10 and so on up to 10 adding 5d10 to reaction times. This speed reaction bonus is only applied at the start of combat. The fairy can inform an ally at 5th level of mastery and they gain the same benefit. Every 5 levels of mastery

the fairy can grant an additional ally the same benefit. The fairy can use this skill in trade if the fairy suspects deception.

Air Magic

Air Bubble

The fairy can summon a bubble of air around fairies or other creatures that can't breathe in water. The air bubble contains 10 minutes of air per mastery level of the fairy. The subject in the bubble can breathe, but cannot move on their own, unless they are either tethered on a line or being pulled by a rope. They may choose to walk on a surface if drawn there by gravity.

Should she wish to fabricate more than one bubble, she may expend a sprite to do so. At the 5th level of mastery she can create a large bubble dome at the bottom of a lake or other water source. The dome can comfortably house 5 fairies for one hour per level of mastery above the 5th. The dome fills a 5' space on map grid, expanding by 1' per level after 5th.

At the 10th level of mastery, the fairy can create bubbles in other terrains. In this case it can be handy magic in areas with dangerous atmospheres. A dome cannot breach the surface or it will collapse and the magic ends. At the 20th level of mastery the fairy can create air tunnels 1' in length per mastery level thereafter, which intersects the air domes.

A fairy's magical nature allows them to pass through the walls of an air bubble without harming the bubble. Aquatic life will avoid the air pockets, but should they try to enter, the air pocket will be breached and again the magic will collapse and end.

Air Stream

The fairy can create a stream of fast-moving air in a particular location and direction as desired. However, she cannot create such streams against wind levels higher than a moderate breeze. The air stream can be used to propel sailboats or other objects that weigh half a pound per level of mastery. At the 5th level of mastery the fairy can create additional air streams that increase in speed by 10' per round or be used in another direction.

At the 10th level of mastery she can tighten the air stream into a spear-like thrust that is expanded in a single burst, costing one sprite per burst. The air stream burst has a range of 10' per mastery level. The fairy must perform an attack against a creature to strike it. She can inflict 1d10 harm to the creature per level of mastery after 10, to a maximum of 5d10. Other fairies can take advantage of the stream if they follow the directions of the fairy that created it. They cannot take advantage of the combat action in the stream.

Cloud

The fairy can summon a cloud to form at ground level creating a fog. The cloud is composed of moisture and will grant the Water fairy her full abilities, as if she were submerged in a lake. The cloud can serve to limit the visual ranges of creatures. Each level

of mastery allows the fairy to change the elevation of the cloud by 10'. At the 5th level of mastery she has control of the clouds position in category 6 winds or less.

At the 10th level of mastery she can control the cloud's movement. The speed the cloud can be moved at is directly proportional to its size. A puff cloud no larger than 5' in diameter can be moved 60' per second. For every 5' in diameter the cloud gains, this distance drops by 5'. Also, at the 10th level of mastery the fairy can introduce an odor of her choosing that resides within the cloud's moisture.

Creatures within the fog lose track of their olfactory senses while being soaked with the cloud's smell, which takes one day per level of mastery after 10th to wash off. Creatures wearing the odor suffer a -1d10 penalty per level of mastery after 10 of the fairy from being tracked.

Haze

The fairy can make the indicated area hazy; this serves to impair what the viewer sees. If she places the haze between herself and viewers she gains a speed reaction bonus of 1d10 per mastery level. The area the haze appears in is 5' square per mastery level.

At the 5th level of mastery she can provide the same benefits to allies, so long as they stay behind the haze. Should the fairy use this magic in existing hazy or foggy places, she gains the benefit of invisibility. Watchers and creatures with weak vision will not notice the fairy in this state, but creatures that use ferocity rather than speed may use their other senses to detect the fairy.

At the 10th level of mastery, she can use her magic directly on the eyes of one or more viewers within her range. Viewers become effectively blind while they are in range or as long as the magic lasts. Viewers gain a reaction save against the magic, requiring at least an 8 to resist, although this save number increases by one per mastery level after the 10th. Unless the creature gains situational bonuses, or has some other kind of bonus, the creature will be temporarily blinded. Creatures blinded by this allows the fairy to pass right by them within feet without their notice. Viewers receive -1 on sight checks per level of mastery after 10th, to a max. -9. She can expand two sprites per 1' subtracted from this distance.

Mirage

This magic creates a distant mirage, typically an oasis, or something else that the recipient may desire. The mirage takes up a 5' space per mastery level. This mirage always seems to appear out of reach. The magic directly affects one recipient and they gain an immediate reaction save, and can repeat this save every 10 minutes but suffers a -1 penalty each time. The range begins at 500' distant, but can be reduced by 5' per mastery level.

At the 5th level of mastery the fairy can use this magic on addition-

al recipient each time the player adds a sprite to this magic. At the 10th level of mastery the fairy can lay a mirage between herself and a viewer to elude or misdirect a viewer, effectively hiding behind the mirage. At each level after 10 she can hide an additional ally.

Ride the Storm

The fairy using this magic on herself can fly unaffected through any storm for one hour per mastery level. Should she be attacked by magic containing the elements of a storm, she gains a +1 save per mastery level against it. At 5th level of mastery she can use the power of a storm to ride it, which means she gains a speed bonus per mastery level hereafter. At 10th level of mastery she can grant this magic to ally, then an additional every 5 levels hereafter.

Storm Type	Bonus
Mild Shower	1d10
Mild Shower, sleet	2d10
Heavy Rain, Snow	3d10
Hard Wind and Rain, Heavy Snow	4d10
Thunder Storm, mild blizzard	5d10
Lightning Storm, harsh blizzard	6d10
Tornado or straight line winds	7d10
Hurricane	8d10

Turbulence

The fairy can use this magic to create turbulence in wind or water strong enough to disrupt a boat, swimmer, or the flight of a creature. Even mild turbulence can slow a traveler's speed or ferocity by 1d10 per mastery level, which also can have direct influence on other speed-related actions.

At the 5th level of mastery the fairy can double the strength of the turbulence, causing affected creatures to suffer a 2d10 penalty to their speed per mastery level thereafter. At the 10th level of mastery the turbulence she creates can make it impossible to make any kind of headway. The fairy can create turbulence in a 10' cube of air or water per level of mastery. She has no choice which direction the turbulence goes in rivers and streams, though she has full control of direction in open water or canals without strong currents.

Wind Lash

The fairy can attack targets with a lashing wind that will inflict 1d4 points of harm at a range of 5' distance per mastery level. The wind lash increases to 1d6 when she is in her chosen terrain. At the 5th level of mastery she can slash an additional target. When using this magic make a standard attack roll.

At the 5th level she gains +1 added to her attacks per mastery level hereafter (max +5). At the 10th level she can cause herself to be surrounded by a lashing shield wind that moves as she moves, and creatures trying to touch her will recoil as they suffer a slashing defense that inflicts the same harm as her attacks.

At 15th level of mastery she can extend her lash shield 1' to grant

the same defense to an ally if the ally can fit in the 1' space, each mastery level hereafter she can increase this defense by +1'.

Earth Fairy

Speed: 20

Though wingless, Earth fairies are very fleet of foot. Similarly to other fairies, this speed may be increased at the player's discretion, adding sprites to this speed one for one. Earth fairies begin with the bonus skill Grow Weapon. See Earth Skill Details. Earth fairies are considered the strongest fighters of the fairy folk. They are capable of leaping in any direction up to 5'. They also possess the uncanny ability to cling to any surface like a fly on the wall. Leap distance can be taken as a mastery increasing 5' per mastery level. Fairies of Earth are shades of black to smoky gray.

Earth Skills

Earth Skills

Animal knowledge	Parry Attack
Attack Surge	Resin Armor
Blade Dance	Resist Poison
Detect Eldritch	Sprite Shield
Detect Secret Passages	Spot Egress
Dodge	Strategy
Fearless	Tracking
Grow Weapon	Tremor Detection
Herbalist	Two handed Style
Impact Resistance	Weapon Mastery

Earth Magic

Enhance Armor
Enhance Weapon
Fade
Flora Speak
Lift
Peer Through
Sunder Structure
Weightless

Animal Knowledge

Upon encountering an animal, the fairy makes a 1d10 skill check to know the behaviors of the animal. The fairy can know one behavior precisely each time this skill is retaken. The precise behavior will be one of the following: carnivore or herbivore, identify tracks, hunting habits, trainability, edibility, lair, and seasons active. The skill must be retaken to gain knowledge of a new behavior or to select a new animal.

Attack Surge

The fairy can reserve this skill with as many sprites as desired. Each time the skill is used it expands one of these sprites, which

can be healed back by a Water Fairy or returned normally. The surge adds +20 to the fairy's speed for one round and a +5 on the fairy's attack roll. At the 5th level of mastery the fairy gains an additional attack that same round, accumulative with other skills if they are used simultaneously.

At the 10th level of mastery the fairy can travel 10' per mastery level thereafter in an instant. This speed grants the fairy a surprise attack action upon a foe in the first combat round, even if the enemy has a faster speed or ferocity.

Blade Dance

The Blade Dance allows the fairy to make a single attack upon any opponents within 5' of the fairy's current position. The second row of opponents must make a save roll or become mesmerized for 1d10 seconds. Attacks on the mesmerized will break the hypnotic trance, but the fairy gains a +1 to attacks against them per mastery level of this skill (max +5). Even animals can be spell bound by this performance.

Eldritch creatures snap out of the trance faster and might even gain a retaliation bonus if the fairy only sustains a partial hit against them. The fairy might consider fleeing an Eldritch beast in trance instead of attacking.

Detect Eldritch

The fairy has honed their senses to feel the imminent effects of Eldritch magic. This can be used to warn his fellow fairies of the danger they are in. In some cases, he can feel this involuntarily; in this case the Storyteller may make this roll. It should be noted that some Eldritch magic can be disguised and is not always detectable without magic. The range increment is 10', gaining +5' per sprite expanded. At the 5th level of mastery the fairy gains a reactive detection that grants him +1 to his saves against Eldritch magic attacks. This bonus increases by +1 every 5 levels of mastery.

Detect Secret Passage

The fairy is trained to see the architecture that indicates that a secret passage is nearby. Roll a 1d10; partial detection will reveal the passage's approximate location, but not identify the entrance itself. Rolling a 10 will reveal the precise location of the passage, but a second roll is required to determine the location of the entry. An active search is required to find the mechanism that will open the secret entrance. This skill will not reveal potential dangers that might lay hidden near the catch or trigger, though often there are none. At the 5th level of mastery the fairy has 1d10 chance at determining the directions that the passage is likely to take, this can be a handy skill if one is traversing said passage.

Impeccable Dodge

When a fairy uses the Dodge skill, they may instead do an Impeccable Dodge. This means that the fairy is able to gain an attack of opportunity immediately after dodging an attack. Due to their

new position, they must take -2 to their attack roll on this attack of opportunity.

At 5 mastery levels, the fairy no longer needs to take a negative bonus to their attack of opportunity when dodging. Every five levels of mastery beyond this, they gain an additional attack of opportunity.

Fearless

Making this skill roll renders the fairy fearless when facing a variety of dangerous situations. Thus, he does not suffer fear induced situational penalties that most humanoids suffer. When facing magical or Eldritch situations he gains a +1 save per each two mastery levels. Every 5 mastery levels he can select one situation where he is always fearless and does not require even using this skill. This skill has no effect against fear magic.

Grow Weapon

The Earth fairy possesses the skill and knowledge to grow his weapons from earthly flora. These weapons are exceptionally sharp and can inflict an extra 1d4 harm added on to their currently equipped weapon's harm roll (i.e. 1d8 for a leaf blade + 1d4). He needs 24 hours to grow a weapon 1" in size. Each mastery level reduces this time by one hour, to a minimum of 4 hours.

Every 5 levels of mastery increase harm by +1, to a maximum of +10. A grown weapon has a use time of 1d4 days + 1d4 per sprite expanded into the skill during the growing time. Weapons grown can be swords, axes, spears or throwing weapons and bows. Complex multi-piece weapons can be grown but require a day per piece to grow. Assembly time will be an hour per piece. -10 minutes per mastery level, to a minimum of one hour per inch in size.

Herbalist

Healing	Result
Heal major	Heals d10 wounds in 1-minute
Heal Minor	Heals d4 wounds and stops bleeding in 1-second
Cure Poison	Cures poison in 1-min, -1 second/level (min 1-sec.)
Cure Sickness	Cures Sickness in one day, -1 hour per mastery level (min. of one hour)

Herbalist

When he uses this skill, the fairy can find a variety of herbs to make healing teas and remedies. These are listed in the following chart. He needs an hour to gather the right materials from his chosen terrain. Outside his terrain, it will take him two hours plus one hour per dose.

Each new mastery level allows him to gather +1 extra dose in a single gathering. It will only take him 10 minutes at an existing fire to brew his teas and remedies. Every 5 mastery levels his gath-



ering time is reduced by 10 minutes to a maximum of 40 minutes. His brew time is also reduced by -1 minute per mastery level.

Due to this skill he is also an apt fire builder. He can gather dry wood in one minute and another minute to create a tiny fire big enough for his teas. Every 5 levels of mastery his tea increases in potency by the next increment. Tea can be bottled for future use for a number of days equal to his mastery level.

Impact Resistance

The fairy is practiced in handling high impacts, such as being

struck by a blunt weapon, or from falls. When the fairy suffers from one of these impacts, the fairy suffers 1d10 harm reduction. The fairy cannot expand sprites in this case, as it is the loss of these sprites from harm he is trying to avoid. Every 5 mastery levels an additional 1d10 is rolled to reduce harm to a maximum of 5d10.

Parry Attack

A savvy fighter is the Earth Fairy, quick in his maneuvers. The fairy's fast strafing-like attacks do not incur the typical opportunistic attacks from her opponents when he "flies" by because of his tiny nature. This does not, however, include creatures that are his equal in size. When he uses this skill, he gains a burst of speed which allows him to parry away a single attack made in melee or by ranged weapon. He cannot avoid area attacks in the same manner. Every 5 levels of mastery grant him the skill to avoid an additional attack. At the 10th level he can fly through a hail of arrows with ease.

Resin Armor

The fairy learns how to grow resin armor, just like the kind that can be purchased in the fairy market. Growing armor takes time. Armor can be grown faster depending on the fairy's mastery level of this skill. At each level of mastery, the time to grow armor is one hour less, to a minimum of one hour. The growing must be continually attended, or the armor may twist and become useless.

Armor grown may be precisely fitted to specific people, or can be made as one size fits all, though these are less effective and more uncomfortable than fitted armor. At the 5th level of mastery the fairy can craft the next higher type of armor. At each armor level, the grow time begins at the level and reduces thereafter. This is the only armor that can be worn by flying fairies, and it must be grown specifically for them. The elite armor has metal scales grown into the armor; this is the one kind that is too heavy for fliers.

Resin Armor

Armor Type	Harm Reduction	Mastery Level	Grow Time
Light	1d4	1	24 hours
Medium	1d6	5	"
Heavy	1d8	10	"
Medium elite	1d10	15	"
Heavy elite	1d12	20	"

Resist Poison

The fairy must choose one of 3 kinds of poison to gain a resistance to: ingested, injected, or contact. He can select another every 5 levels of mastery. He then gains 1d10 fewer harm from the poison each hour until the poison leaves his system. He suffers from delirium during these hours, which lessens until he becomes immune at one hour. At the eleventh level of mastery this drops to one hour. He gains +1 to saves every two levels of mastery (maximum +5).

Sprite Shield

The fairy can use his own sprites to defend himself from directional attacks so long as he does not move. He can interpose himself with one sprite per mastery level and suffers one less point of harm.

At the 5th level of mastery he can defend himself from another directional attack. By this time, he suffers +5 harm reduction. The fairy cannot augment this skill with sprites, since sprites are already being used to power the shield. Every 5 levels of mastery let him defend himself against another directional attack.

At the 10th level of mastery, he can now move with his active shield. At the 15th level of mastery he can now use his sprites to defend others with the same subtraction from harm. He can do this at a range of 10' per mastery level after the 15th.

Spot Egress

The fairy using this skill has an uncanny ability to find ways of egress through barriers, which are not easily found. Egress, however, is not always an obvious entryway--the skill directly relates to what he needs, and it may be as subtle as a narrow crack big enough to allow him through. If he needs something larger, then that is what he finds.

The fairy must spend one minute looking at everything in sight to achieve this skill. Every level of mastery drops this time by two seconds, to a minimum of two seconds. At the 5th level of mastery, he can determine whether a passageway is safe or not. If he deems that the passage is not safe, it does not mean that he knows why it's unsafe.

Strategy

A partial or complete success means that the fairy is able to assess a situation that is planned or about to occur. This grants all the fairies in the party a +1 to their attack rolls in a combat situation. At 5th level of mastery the fairies receive a +2 attack bonus.

At the 10th level of mastery, he can shout orders out to his enemies within 10' of him to cause them confusion. They gain a resistance save to ignore him, but they must make this resistance save every round of combat that the fairy uses this skill. His range to affect goes further than 10' increases every 5 levels. Enemies affected by his shouts suffer a minus penalty in the same way that his allies gain bonuses.

Tracking

The fairy uses this skill to track earthbound creatures. The fairy is familiar with all earthbound creatures of natural origin. If they encounter a new natural creature they have not encountered before, the player rolls against this skill to learn 1d10 of its characteristics and habits while tracking it. The fairy must study the new creature for one day to add it to their knowledge

base. The fairy gains a 1d10 to both their reaction time and their attacks when dealing with these creatures. At 5th level of mastery, the fairy has a 1d10 chance of learning about unnatural or Eldritch creatures in the same way. They can add an additional creature every 5 levels thereafter. While using the Tracking skill, the player rolls 1d10 every 50' to maintain the trail. This range increases by 10' every mastery level. Bad weather can shorten this distance by 20' per hour that the weather lasts.

Tremor Detection

When the fairy is in contact with the earth he can detect tremors of movement up to a range of 50' +10' per level of mastery. He cannot determine the direction of the tremors until he reaches the 5th level of mastery at which point a 1d10 is rolled, with partial grant an approximate direction. At 10th level of mastery, the fairy can know what kind of creature is making the tremor; a rolled 1d10 can also determine how many are moving. Silent movement cannot be detected.

Two Handed Style

The fairy is trained in two weapon combat; he can attack with two handheld weapons. Rolling any success on this skill check means that the fairy suffers no penalties with the second weapon. Any partial failure results in a minus 1-5 to their attack roll with their second weapon. Magical weapons can reduce this penalty. Using Two handed style allows the fairy to make an extra attack per turn.

2-Handed Style

1d10	Bonus
10-6	0
5	-1
4	-2
3	-3
2	-4
1	-5

Each level of mastery the fairy gains a 1d10 bonus to his initiative speed. At 5th level of mastery he can use one of his weapons as a throwing weapon up to 10', adding a sprite can increase this range at 10 per sprite added to this skill.

Earth Magic

Enhance Armor

The fairy can magically enhance armor at a touch. Using only a single sprite to activate this magic, he can touch a single individual or himself and enhance his armor/speed by 1d10. Each level of mastery allows him to enhance another person's armor.

Every 5 levels of mastery, the defense increases by 1d10, maxing out at 10d10. After the 10th level of mastery, the fairy can enhance the armor of another fairy at a range of 10' per mastery level thereafter. For example, at the eleventh mastery level, he can enhance a fellow fairy's armor by 2d10 at a range of 20', and so

on. At the 15th level of mastery the fairy can create this enhancement for those who are not wearing such protection as armor.

Enhance Weapon

The fairy can enhance a selected weapon by temporarily making it magical. In many situations a weapon needs to be magical in nature to allow it to cause harm against unnatural or Eldritch creatures. At the second level of mastery the fairy gains a +1d10 bonus to his attacks (max. 5d10). Additionally, the fairy may opt to expand a number of sprites to increase wounding with a like number.

At the 5th level of mastery, the fairy can select an additional weapon. When a fairy enhances the weapon, it will remain enhanced for one day per mastery level, but when used for an attack, the enhancement dissipates. The fairy may enhance any type of weapon. Every 5 levels after the 5th, the weapon inflicts another die of its normal harm (see Fairy Market for weapon details).

Fade

The fairy has the skill to mingle with the natural world and fade from sight; this is accomplished by remaining very still. This stillness limits his vision, so it is best to plan ahead for what his vision avenue is going to be. Presume that he can see in a fan shape from a beginning of 5' wide that includes his peripheral vision to an 80' wide terminus a 100' away.

He can breathe shallowly, though he cannot make any other movements. He can maintain this perfect stillness for 10 minutes, +1 minute per sprite expanded. A mastery level allows him to dart to a new position up to 5' away. Thus, each new mastery level allows him to dart to a new position. Note, however, that darting to a new position allows viewers a chance to notice that something is amiss. Every 5 levels of mastery are a -1 chance that the views won't notice.

Flora Speak

The fairy uses this magic to communicate with adjacent plant life in his terrain. To fairies, plants are considered sentient creatures and where others cannot see, they can. Many plants in the various terrains are sentient, a fact that humanoids would find surprising, though some still wouldn't care if they found out. These sentient plants are known to the fairies in his terrain. This magic will allow the fairy to have a conversation with the plant. Sentient plants use a highly tuned sense of touch to feel things in their areas of influence. They can "see" as far as their root network can extend, which can be very far, as plants can form connections with adjacent plants of similar species. Perennial plants tend to be sentient, whereas annuals are not. All trees are sentient. Sentient plants know the tread of any creatures that frequent their terrain. However, if the creature passing through is alien to their terrain, they can still provide other details such as direction, time of passing, where they camped, how many of them there are, and so on.

They cannot determine what a creature is carrying or wearing.

The Faerie can communicate with the flora for 10 minutes per mastery level. Creatures attempting to hide their trail in a water source utterly fail, as plant life exists underwater. Poisoned water can cause confusion; this is perhaps the only way to block this sort of magic, and of course the likelihood of someone figuring this out is very remote.

Every 5 levels of mastery, the fairy may select a new terrain of plants that he can communicate with. At the 10th level of mastery the fairy can anchor this magic to one plant per mastery level after the 10th (max. 10), creating a guardian of sorts. Anchored magic remains for one day, plus an additional day per sprite expanded. Anchored plants gain a heightened sensitivity, and can retain identifiable information about specific targets, which may be relayed to the fairy.

At the 15th level of mastery the fairy can animate one plant, granting it magical mobility. Such a plant has a speed of 1d10, increasing speed every two levels of mastery after 15th. Plants that already possess mobility stack this additional speed with their own. Plants can make attacks for 1d4 harm

Lift

The magic creates a circular flat glowing surface 5' in diameter, +5' per mastery level. The fairy can cause the surface to rise and lower at 1 speed, or 1' every ten seconds, per mastery level. The lift can carry a weight of ten pounds per mastery level. The lift moves silently.

Lift will last for one minute per mastery level after the fairy removes his sprite from this magic. While her sprite remains active on this magic, the lift will remain, as long as the fairy is never away from it further than the lift can rise or lower. The lift travels at his will.

At 5th level of mastery, the fairy can designate this command and connection to another user, at which point he could move away from it. At the 10th level of mastery the fairy can create simultaneous lifts, side by side or at another location up to 10' away per sprite expanded. A lift can be used against unsuspecting creatures as a weapon when he can move the lift at an instant speed of 25, causing the victim to be hurled a distance equal to the lifts range to catastrophic effect. The exact nature of this disaster will be calculated by the Storyteller.

Peer Through

The fairy uses this magic on herself to allow her to see through barriers. The barrier can only be 1" thick per level of mastery, however, he is still limited to his own vision should the space beyond be difficult to see in. At the 5th level of mastery he can use this ability to see through foes to enemies that may be be-

hind them, or he can use this to lead his foes toward dangerous footing.

At the 10th level of mastery the fairy gains the ability to see through any darkness at a 10' range per mastery level after, with perfect clarity. This magic thwarts all illusions.

Sunder Structure

This magic is aimed at a single targeted structure no larger than 1' per mastery level. The structural target in question either explodes or implodes. Victims standing within 1' per sprite she incorporates into this magic are struck for 1d4 points of harm. Every foot in size of the explosion increases improves the harm delivered by 1d4. An explosion of a 1' diameter structure can be heard 100' away. This increment increases for every foot in diameter. The disadvantage is that creatures become alerted, the advantage that the magic creates is the source cannot be immediately defined.

Weightless

The fairy picks her target and, whether a creature or an object, it becomes weightless. Creatures in such a state have no traction; in this case their speed/ferocity becomes useless. Animals get very frightened and fight like mad until they are exhausted. Aerial creatures are still affected by this magic and become disoriented for 1d10 seconds per mastery level of the fairy; after this disorientation they can fly normally.

When the magic has gone, they become disoriented again, but only for 1d10 seconds. Landbound intelligent creatures learn that they can travel by pushing off unmoving things, to acquire a speed of +1d10. If they keep this momentum, they can gain an uncontrolled directional speed of 5d10. The fairy's target is limited to a size 20 pounds per mastery level. Items may be easily be transported this way.

At the 5th level of mastery, the fairy can increase the weight of a target gradually back to its original weight. This gives the fairy better control of setting targets down more carefully. This magic has a touch range at the first through fourth mastery level, then 1' distant range per level of mastery thereafter.

Fire Fairy

Speed: 25

Fire fairies are considered to be the most magical of the four prime fairies. The Fire fairy's colorations tend towards reds, yellows, and oranges. They are often very quiet and quite aloof. They spend a good deal of time researching and contemplating ancient writings. They possess the bonus skill Comprehend Magic (see Fire Magic).

Unlike the other fairies, Fire is also granted one more magic. Fire fairies suffer -1d10 penalties in water terrains; they cannot ever

choose such terrains as an origin.

Fire Skills

Animal Understanding*	Fire Stoke
Ash Foot	Fire Light
Comprehend Magic**	Ignite
Craft Cold Fire	Know Eldritch
Craft New	Resist Fire
Craft Sprite Reservoir	Set Fuse
Craft Scroll	Spy Weak Point
Craft Wand	Travel Tools
Detect Dryness	Updraft
Fire Cloak	Write (Fae)
Fire Cracker	

*The fairy must retake this skill for each animal. **Bonus skill.

Fire Magic

Control Fire	Imbue Magic
Dark Fire	See Magic
Eldritch Diversion	Sprite Sigil
Fire Fly	Summon Fire Pixie
Fire Fox	

Fire Skills

Animal Understanding

The fairy can understand the motives and language of an animal. The following animals are naturally comprehensible to the fairy: bears, birds, dogs, cats, and fish. The remainder must each be taken individually. When this skill is combined with the Animal Knowledge skill it grants a +2 synergy bonus to skill rolls for either. This bonus cannot be deducted due to unexpected events.

In addition, if the same animal is chosen for each of these skills, the fairy can train said animal to be a guardian or companion. If this skill is retaken, the animal companion obtains non-verbal communication requiring only visual gestures.

Ash Foot

The fairy can sprinkle a 5' square area with a combination of earth loams and wood ash. When a target moves over the ash, it adheres to their feet, causing them to leave visual tracks over the ground. It takes the fairy an hour to craft the ash. Ash Foot will leave cause a target to leave tracks for up to one mile each time this skill is retaken. Ash tracks don't wash away easily in the rain, but can be covered by snow.

A victim of Ash Foot can wash their feet, or walk through water, but damp surfaces are not effective enough to wash it off. Retaking this skill causes the ash to wash off after one day +1 additional day mastery.

Comprehend Magic

This skill grants the fairy the ability to identify magic. Specific magic may be locked onto a particular item or location. The fairy can determine one of these specific types of magic and its origin source, whether it is another fairy, a Fraelyn, humanoid, or an Eldritch being. The magic can be comprehended at a 10' incremental range, which may be increased by mastery level or by expanding additional sprites.

This skill does not grant the fairy with the ability to read magical texts or symbols. Magical traps can be identified with this skill, this does not mean it reveals how to remove said trap.

Craft Cold Fire

The fairy can manipulate the forces of the fire to build a Cold Fire. This fire burns cold and appears to be smoky white, and is virtually invisible in winter settings. Cold Fire burns in the same way as normal fire, and causes flammable items to become explosive when lit by it (see chart below for effects).

A burn from Cold Fire inflicts 1d10 harm per second, unless an initial save against fire is made (9), larger fires may require a higher number save, or repeat saves. Most fairies cannot be warmed by this fire, however Water fairies are not only warmed, but also gain a partial link like a water link.

Craft New Item

The fairy can craft new items using tools in a shop setting that can be made to house fairy magic. Such items might be a ring, a cloak, a hat, and so on. Crafting the items may require special metals, gemstones, or special essences. Gathering some of these ingredients may require a quest to obtain. This skill is very useful when combined the fairy magic Imbue Magic (See Magic Defined).

Crafting these new items will certainly take hours at least, but in some cases can takes days or even weeks. These items are in most cases only usable by fairies, but in rare cases may be crafted for other humanoids. The fairy can craft as many small jewelry items like rings, earrings, nose studs as 1d4 a day. Larger items, such as cloaks and clothing will require a tailor to provide to the exact specifications of the fairy. The cost of some example items is listed in the Fairy Market.

At the end of each day that an item is crafted, a 1d10 is rolled to determine the quality of the work. The fairy can imbue 3 sprites into the work to gain a +1 bonus to this roll. Partial successes can happen; in this case magic will be limited to 1d4 uses. Rolling a 10 grants 10 uses and any number made higher by use of sprites will be added to the number of total uses. Only a 10 will grant the item the ability to restore magic; partials will be burnt out after use.

Craft Sprite Reservoir

The fairy has the skill to craft a Sprite Reservoir. This item will

always require special metals, woods, and gemstones, and the item must also be of the finest quality that the fairy can produce. The number of sprites that can be stored in a reservoir depends on the mastery level of this skill. Once the reservoir is ready, the fairy can input all but one of their sprite counts into the reservoir, requiring healing back expanded sprites. The reservoir cannot store more sprites than the number they currently possess.

Reservoirs

Mastery levels	Size
2	1d10
4	2d10
6	3d10
8	4d10
10	5d10
12	6d10

Craft Scroll

This skill gives the fairy the expertise needed to create scrolls, such as for maps, and drawings. It is also required for magic scrolls (which also requires Imbue Magic). It takes the fairy a day to produce 2d10 rolls of parchment. However, when imbuing magic, it can take up to a day to create a single magic scroll. Retaking this skill can reduce time crafting by -1, but it cannot go down by less than half. Every four levels of mastery grants the fairy with the skills to craft an additional magic scroll per day, please note however that this mastery, must match the same level of mastery under Imbue Magic.

Craft Wand

The fairy can craft a magical wand. The wand takes about 1d6 days to craft and is composed of wood. In the hands of a fairy the wand is normal size, a sliver or tooth pick in the hands of a humanoid and completely useless. A wand can hold a single magic and one or more sprites, which indicates how many times it can be used before emptying out.

Each level of mastery allows the wand to contain an additional magic, but each use of the magic consumes a like number of sprites, including maintenance sprites. The magic of the wand has all the attributes of the magic instilled in the wand.

Detect Dryness

A very handy skill for a Fire fairy is the ability to detect dry, flammable items. It can also reveal locations and objects that likely don't leak, places that are warm and dry, and firewood. Detecting dry objects has a range of 10' increment, increased by 10 per sprite invested in it.

At the 5th level of mastery the fairy can determine how long something has been dry, or how recent it had been dry. At the 10th level of mastery the fairy can reveal dried areas made by the presence of fire or other unexpected sources.

Fire Cloak

The fairy concocts a solution from earth loam that, when spread over articles of clothing, can grant a +1 per mastery level of resistance to fire. The solution should be spread over all body areas not covered by clothing as well. The solution does not cause eye irritation. The cloak will not stop smoke inhalation, so one must still hold one's' breath.

The cloak can handle the fiery atmosphere for 10 minutes. Every 5 levels of mastery will increase this time by +1 minute by using a few improved techniques, which they only learn about through practicing the skill. At the 10th level the fairy



Flammables

Type

Result

Cloth	Small explosion up to 5' inflicts 1d4 harm, unless save 6 is rolled
Oil	Large explosion up to 10' per pint, inflicts 1d10 harm, save 15
Peat	Slow burn, no explosion will burn for 1d10 hours per 1/4 pound
Wood	Fast burn, no explosion, 1d4 hours per 1' chunk
Tar	Explosive ignition, 2d10 harm, sheets of flame for 1d10 minutes/5'

*skill level 5; grants bonus burn material, as judged by the game master.

can develop a perfect immunity to particular creatures' fiery breaths, but the fairy must have already encountered this type of fire to be able to concoct a solution to fight against it.

Firecracker

The Fire fairy can manufacture a small papery tube which has a fuse at one end, which causes an explosion when lit. The cracker takes time to manufacture; the size of the cracker also determines the size of the explosion. See Cracker Types below.

Fire Types

Type	Size	Area	Result
Tiny	1"	X5 = 5"	Torch or bon fire, harm: d4
Small	1'	X5 = 5'	Bon fire, d6
Medium	5'	X5 = 25'	Bon fire made by humans, d8
Big	10'	X5 = 50'	Roast made by humans, d10
Large	20'	X5 = 100'	War Fire by humanoids, 2d10
Huge	50'	X5 = 250'	Wild fires, in forests, or structures

Fire Stoke

The fairy can stoke a fire from a simple flame up to a blaze. This includes increasing burn rates. She knows what it takes to increase how fast or strong flammables burn by the addition of new flammables into an existing fire, or how to arrange a new fire. Many forges call upon the Fire fairy to use this skill when they are forging metal items.

Stoking a fire takes 5 minutes, minus one minute per mastery level to a minimum of one minute. At each mastery level after this she can reduce the time by 10 seconds, down to a minimum of 10 seconds.

At 10th level mastery she can set up a fast blaze. A fast blaze is explosive and will cause the target fire to explode in all direc-

tions 5 times its original size. She can time this explosive action by 10 seconds per mastery level after the 10th. The following chart details the size of the target fire and the harm it inflicts. Only after level twenty can the fairy affect the nature of magical fires.

Fire Light

By gathering flora, the fairy puts together a small, tightly wound bundle and places it in a small fairy lamp. When lit this fire will light up a 5' diameter area. One of these tiny bundles will burn for 10 minutes per mastery level. Every 5 mastery levels, the range of the light projected will reach out an additional foot, providing the fairy wants it to. Gathering the right types of flora will take 1d10 hours, but she will usually find an amount for 1d10 applications as well. She can carry 5 of these bundles in her fairy knapsack.

Ignite

The fairy can ignite a fire in dry weather with ease. In a light rain, fairies must have 2 masteries to light a fire. In a downpour, she must have 5 masteries. In a light rain the fire will burn for one minute until it extinguishes; each level of mastery increases this time by 5 minutes. In a downpour, the fire will burn for 10 seconds; each level of mastery increases this time by 10 seconds. Maintaining the fire costs her one sprite per 10 minutes, or by 5 minutes in a blizzard.

At 10th level of mastery she can create an ignition stick from 1-10" in length to use for an ignition source to gain a range.

Know Eldritch

The fairy can use this skill to identify Eldritch magic, she cannot identify the type of it, but she can identify its location and its potential danger. Each mastery level grants her a +1 chance to identify the levels of danger. When using her base senses in conjunction with this skill she can feel or see the Eldritch mag-

Crackers

Size	Type	Action	Result	Duration
1"	Pit (seed)	Smoke 5' dia./ten seconds +5/mastery level	Blind viewers	1-hour/mastery level
2"	Black Bat	Explosive, 1' dia. +1' per mastery level	Harm d4/5 mastery levels	5-hours/mastery level
4"	Cherry	Explosive, 5' dia. +5' per mastery level	Harm d10/10 mastery levels	10-hrs/mastery level
8"	Black Cherry	Timing device, attached to one of the above	d4, d6, d8, d10 timing	+1 hour to build time

ic in the form of an icy tingling, or malevolent aura. Though the aura can only be seen when she is within 1' of the source, this range increases by 1' per level of mastery she attains.

Resist Fire

The fairy becomes highly resistance to the effects of fire (this does not include her items). She suffers 1d10 less harm from fiery environments and fire based attacks. Every two levels she gains an additional 1d10 resistance (max. 5d10). Every 5 levels of mastery she gains +1 to saves versus magical fire. At the eleventh level of mastery she becomes immune to natural wood burning fires. However, she is not immune to the smoke and breathing it could lead to suffocation. After this skill is rolled against a fire-based attack she then can take a 1d10 dodge save and try to dive out of its path.

Set Fuse

This skill is useful for setting any kind of fuse. This can be accomplished even in the rain, or cold. She can use this skill to set a fuse at range by hurling a burning punk at a range of 1' per mastery level, or by 1' per sprite expanded. She can use this skill to hurtle other tiny objects accurately. The player must roll a 1d10 when hurling things, including the punk. She needs to gather material from her terrain for one hour, minus 5-minutes per mastery level (minimum 5 minutes). In foreign terrain, the time to gather is minus one minute per mastery level. She can craft 1d10 punks in 10 minutes. At the 5th level of mastery she can craft water-resistant fuses up to 1' in length per mastery level thereafter. At 10th level of mastery she can craft waterproof fuses and even light them underwater.

Spy Weak Point

The fairy's awareness increases when he uses this skill while witnessing combat, or while he himself is in combat. He can spot the weak points of friends and foes alike. It takes 1 round to spy a weak point on one enemy per mastery level. He then has the insight to inflict 1d6 extra harm on his next attack roll. At +5 masteries, he may tell his friends these weaknesses as a free action giving the party +1d4 to their attack rolls.

Travel Tools

The Fire fairy can take the opportunity to craft their travel tools. Crafting these tools requires the help of a fairy metalsmith, leatherworker, and woodcrafter. A fairy forge must also be available. Each of their seven tools must designed quite specifically and with great care, as they are used with the fairy's other skills and magic. The fairy, while using their tools, gains 1d10 chance of crafting an item of excellence. Items of excellence gain +1 bonus for each mastery level in their tools.

At 5th level of mastery when the fairy uses their tools, gain a synergy bonus with Craft Item. Crafting times become shorter at 10th level mastery and she can craft additional magic slots in the item. See Crafting for specific length of crafting time.

Updraft

The fairy can create an updraft with her wings which helps her allies as long as they are adjacent to her. The benefit her allies gain is to be lifted up into the air with a 5' boost per level of mastery. Every 5 levels of mastery grants her allies a +1d10 bonus to their speed in the first seconds of combat. At the 10th level of mastery, by using this skill she can serve as an anchor in a variety of situations. She can hold herself to that location for one minute per mastery level after the 10th. Locking herself to a location is useful in strong winds, the deck of a ship tossing in a storm, and so on.

Write (Fairie)

The learned fairy that possesses this skill can write exceptional well, and these fairies are often the keepers for fairy lore. They understand many aspects of the fae, than most fairies'. This skill lets them write about any subject. At 5th level of mastery she can use this skill to help decipher languages of other cultures.

At 10th level of mastery the writer can work with her or other fairies magic to craft magical scrolls, which may be ready by other fairies to gain the benefit of it magic. Such scrolls are highly magical in nature, and maintain their existence whilst in the presents of fairies, but will dissolve in the hands of other creatures in 1d10 minutes. The fairy can increase this dissolving time at 1d10 per level of mastery when she is crafting the scroll.

Fire Magic

Control Fire

The fairy controls fire as though it were an animate creature. The fire controlled at this first level of mastery can be no larger than the size of a torch. The fairy must still create a fire by mundane means or draw from an existing fire. The fire flies around at the direction of the fairy up to a range of 10' per mastery level. If used in combat the fire will inflict 1d10 harm against the target struck. She gains a 1d4 bonus to her attack roll with Control Fire at 5th mastery level She can also double the sizes of the controlled fire per mastery level after 5 (max. at 20th mastery levels. Each size increment increases the harm by +1d10.)

At 10th mastery the attack roll bonus becomes 1d6 and harm increases to 2d10. At 20th level of mastery the fairy can manifest fire the size of a torch, but can use it to start larger fires from flammable materials in which to control. A fire cannot be manifested under water, but can in moisture heavy environments. Controlled fire is not dependent on a material source while under the power of the fairy's magic.

Dark Fire

The fairy summons a dark fire into existence. It has all the properties of a normal fire, except that it is very difficult to see at night. The benefit of this fire is that fairies and other creatures can gain all the boons of its warmth and cooking capability if they are trying not to be seen at night. Dark fires during the day stand out,

but mostly because they just look creepy. Dark fires don't emit smoke. They have levels of intensity that are controlled by the fairy; a level one fire can be seen, but provides minimal warming and cannot burn at all. Each level of mastery she can increase the level of heat by one, the second level increases to 1d6 burning harm, this is a good level for cooking, the fairy can vary intensity at this level from 1-6 for the purposes of cooking. At the third level burns increase to 2d6, increasing incrementally per level by 1d6, maximizing at 10d6. The sprite may alternatively increase burning levels by expanding sprites each sprite intensifies the burning by 1d4 increments.

Dry flammable materials catch fire in the same way as normal fire, however at 5th level mastery the fairy can force the fire to ignite, even if the material is wet. Once the fire reaches 5d6 burn level the fire can burn on its own.

Dark fire can be extinguished with water and still needs oxygen to burn. In wintertime with a backdrop of snow, dark fire stands out starkly, but still looks very strange. At the 10th level of mastery the fairy can decide who is immune to a dark fire, meaning they suffer no harm from it. If the fairy is being pursued by a threat, she can run through the fire unharmed, the threat might presume that it can too and end up getting burned. The fairy can select herself or another at 10th, she can select an additional fairy or creature per mastery level after the 10th.

Eldritch Diversion

The fairy can create the illusion of Eldritch magic, which can create misdirection for creatures that can sense Eldritch magic. An Eldritch diversion may be visible or felt. Eldritch magic often emits cold; the fairy can stretch this cold out along a direct path or outward from an expanding center at 5' per mastery level, or by 1' per sprite expanded into it. The largest difference between this magic and actual Eldritch magic is that Eldritch Diversion has no detrimental effects. Human wizards have a chance at detecting this magic but will not be able to tell whether it is the real thing or not, insisting on caution when encountering it and slowing the humans down until the wizard can find a way to deal with it safely. Eldritch creatures are not affected by it.

At the 10th level of mastery the fairy can create a false Eldritch beast. Most such beasts are said to appear like a natural creature but have something about them that are strange or twisted. The fairy can create a travelling effect with her magic to make her beast run along a path, climb, jump from tree to tree. Many Eldritch beasts are said to emit a blue-white phosphorus glow. At the 15th level of mastery, her Eldritch beast can inflict 1d4 points of harm with a claw or bite attack per level of mastery after the 15th.

Fire Fly

The fairy creates a magical orb of blazing fire large enough to carry her within it with duration of 10 minutes per mastery level.

Every 5 levels she can create additional Fire Flies to carry her and her allies. Allies are not in control of their orbs of fire; they follow the fairy that created the magic.

When using Fire Fly magic they are at ease and refreshed for their normal means of travel when the magic ends. Earth fairies appreciate this mode of travel as they are wingless, and some places cannot be reached on foot. The travel speed of the Fire Fly is set at the speed of the fairy that created the effect.

At the 5th level of mastery, the Fire Fly can set fire to certain flammable materials. At the 10th level of mastery the fairy may select an ally that gains control of their own Fire Fly; however, that Fire Fly now moves at that fairy's own speed. She may select additional allies each level after the 10th.

At the 15th level of mastery she can take her own Fire Fly underwater for a number of seconds equal to her mastery level, plus an additional second per sprite she expands.

Fire Fox

The fairy can transform herself into a fox wreathed in an aura of fire (See Fire Fox in the Bestiary). In this form she gains all the benefits the fire fox, with the bonus that she retains her identity mentally while able to move about as the fire fox. Fire Foxes have a quick travel mode that allows them to make fast darting movements up and across the sky. During the quick travel the fire fox gains a +1d10 ferocity (translated as speed for fairies) bonus per level of mastery of the fairy.

Once every thirty seconds the Fire Fox can cause a burst of fire that can burn creatures within 5' of her for 1d10 harm per mastery level 5 and after (max. 5d10). Normal Fire Foxes uses this ability to help extract themselves from potentially dangerous situations; the fairy, however, might use it as an attack. This magic is often used to entertain other fairies.

Imbue Magic

This powerful magic lets the fairy imbue his own magic into objects that may be used by him or by others. The magical items take one hour per mastery level imbued into the item to craft. During the imbuing process the fairy must also expand one sprite per use as well, so the fairy could become severely weakened in the process. In this case the fairy should choose a place of safety or protection.

Items chosen for the imbue may be rings, necklaces, bracelets, weapons or wands of high value. At the 5th level of mastery she can help other fairies imbue their own magic items at a cost of both their sprites being expanded.

At the 10th level of mastery the fairy can imbue the item with a magical burn if touched by others not previously allowed during

the magical imbue. The burn will inflict 1d10 points of harm when touched, or if held, per minute.

At the 15th level of mastery the fairy can imbue magic into items an inch square per mastery level. In any case all items imbued can carry these charges until the magic is used.

At the 20th level of mastery the fairy can imbue magic with incremental time or event activations. In a timed situation the magic released could cause any kind of situation depending on what magic was used. In an event situation, it could activate to heal a wound or protection from a specific attack or trap. This magic is often used as magical protections for vaults, warnings, and so on.

See Magic

This magic grants the fairy with the ability to see magic. She can see magic at a range of 10' per mastery level. Magic used by fairies is very distinctive with close ties to the nature of the universe. Fraelyn magic has a sickly algae green look to it, whilst Eldritch burns with a fierce blue light, with highlights of bright white. Humanoid magic varies in color, but tends towards reds and bright green colors. Baneful magic is ringed with darkness and chaos magic always radiates like black fire.

At the 5th level of mastery the fairy can dodge the reach of magical attacks. She gains two automatic reaction saves. At the 10th level of mastery she can slip between the lines of magic; to do this, the player must make 1d10 roll. Success is based on how powerful the magic is--in some cases the fairy may need to expand a sprite to save successfully. She gains a +1 to save per mastery level.

At the 20th level of mastery the fairy can make the same attempt to free another from magic with the same chance for success.

Sprite Sigil

The fairy can create one Sprite Sigil; the sigil will endure for one hour per mastery level. The sigil may appear as anything the fairy desires. Sigils may be hung in the air, or labeled on a surface. Sigils may remain invisible, becoming visible only when approached. At the 5th level of mastery the fairy can write a sentence, but it will cost her the expansion of one sprite per word.

At the 10th level of mastery the fairy can make the magic appear only by selected fairies or creatures. She need only have seen the creature to leave the message for them.

At the 15th level of mastery she can leave the message for one day per level of mastery thereafter.

Summon Fire Pixie

A tiny pixie appears before the fairy wreathed in fire, her eyes burning like tiny coals. She hovers in the air only an inch tall awaiting her orders. Pixies tend to be 1/4 to 1" tall and elemental

pixies tend to be an inch in height. The Fire Pixie may be commanded to light things on fire. The pixie will remain for 1-minute per mastery level, but also at a maintenance cost of 1-sprite per minute.

The pixie can complete 10 tasks in one minute. She can start a fire, at which point the fire continues to burn consuming flammable materials, growing as a normal fire does, or can extinguish it. She can use extra tasks to grow the fire larger by 1' radius per task. A small fire could become a raging fire in moments.

When the Fire Pixie flies around she looks like a firefly or an ember. Unsuspecting creature will dismiss her in the first encounter, but may become alerted if she keeps flying around.

At 5th level of mastery the fairy can command the pixie to make sting attacks upon another creature, the Fire Pixie's speed is 10' per mastery level thereafter, but the fairy can increase her speed by expanding one sprite per 10' of speed. The pixie inflicts 1d10 points of harm on impact.

At 10th level of mastery the pixie can hit multiple targets so long as they are within 5' of the pixie's current position. Every 5 levels, 10 and after the pixie inflicts an extra 1d10 harm.

Shaper Fairy

Speed: 20

Fairies of this kind appear as copper, gold, pearlescent, silver, steel, or variant of these metallic shades. Shapers are sometimes known as the protectors, using skills and magic to hide their kind. Because of these fairies, humanoids think they are watching fireflies. Shaper fairies are experts at infiltration and make the best spies. Shapers move at speed 20. However, if they take on the aspect of any of the other fairies, they act at the speed of that fairy. Shapers often work with other fairies when crafting items for their own skills and magic. Shapers have an intrinsic magic, which is not listed amongst those in the list below.

Intrinsic Magic

Many Shape

The fairy can assume non-mobile shapes in an instant, no larger than twice her normal size, but this increases by one inch per mastery level. She can change into animals her size in one round and remain in these forms for one minute per mastery level. She must switch back to her fairy form for 10 minutes between changes, -10 seconds per mastery level after 5th level of mastery. At the 5th level of mastery she can change into animate objects or creatures 1' in size per 5 mastery levels, to a maximum of 10'. 1' has a 10 minute duration, -1 minute per foot larger in size. The fairy returns to her original form for 10 minutes between forms, -1 minute per level after 10th in mastery.

Shaper Skills

Bend Magic

This skill affects how the fairy's magic appears. In most cases the magic can be bent in a direction that seems contrary to the way it normally might act. The fairy can bend the magic to follow unusual paths, or to form unexpected shapes, like bending the magic to create a shield, to block a doorway creating a possible trap, and so on. Each level of mastery grants the fairy a split form. This means the fairy can split the magic and bend each separate magic.

Remember that each time the magic is split, the strength of the magic is also split. Every 10 levels of mastery the fairy can select another split-away magic that contains the same power level as the original magic before it was split. This means that the first and the next maintain the high level potency as though the magic were created separately.

Shaper Skills

Bend Magic	Extend Magic
Carver	Falsify
Clockwork*	Forge
Craft Secret**	Forgery
Device Lore	Mimic Writing
Expand Magic	Portable Tools
Provoke	Spot Illusion
Rapport	Tailor
Resist Sprite Loss	Twister Attack
Shaper Lore	Weave

Shaper Magic

Altered States	Regenerate Sprites
Blind Spot	Shift Fauna
Buffer Illusion	Shape Shift Other
Illusion	Size

Carver

The fairy is skilled at carving, using a simple knife. This skill pertains to carving wood specifically; the fairy can carve small statuettes, or relief carvings. The carvings can be no larger than herself. The carvings increase in size again each time the level of mastery goes up one.

At the 5th level of mastery the fairy can carve shapes within the carving, or movable parts. This includes locks and keys or puzzle boxes. At the 10th level of mastery the fairy can recreate effigies of real-life figures that appear indistinguishable at first glance or from afar that they are replicas. Spending an additional sprite can allow the effigy to appear as though it is moving. Creating these kinds of carvings requires one day per incremental size (increments are based on her own size).

Clockwork

Designing clockworks is a very complicated skill and requires the fairy to have access to a clockwork forge. There are a number of these forges found within the fairy kingdom, and sometimes partial forges or full ones in a fairy village. Clockworks can be very tiny, or as large as 10 times the size of the tallest fairy, which means about 30" square. A clockwork can be as complicated as a time-piece. However, each item can take time. Time is not really an issue since most fairies have extremely long lives. It should be noted that loss of fairy life (sprites) is hardly a consideration among the fairy. They consider their time in the diverse to be circumstantial. When one fairy winks out, almost immediately another one winks in.

The chart below details several types of clockworks that might be constructed, but it should be noted that this is only a guideline, and not exact list. The size in relation to time of construction should be referred to. Clockworks are all mechanisms, typically activated with a turnkey and winder.

Every level of mastery lessens the time of manufacture by one increment, to a minimum of one increment. Every 5 levels of mastery the fairy can use one sprite to power the clockwork for one day.

At the 20th mastery level the fairy extends this time to one spite per month. Verify with the Storyteller for clockwork ideas. They could be vetoed. Possible clockworks include: steeds, door openers, and familiars (a familiar requires forging a magic into the design). Other unexpected ingredients may be required by the Storyteller.

Clockwork scale

Tiny	1" square	6 hours
Average	2-6" square	1-2 days
Medium	1' square	3-6 days
Large	2' square	1-week
Huge	3' square	1-month

Craft Secret

This skill gives the fairy the knowledge to craft secret doors or compartments, though in some cases another fairy may be required for their skills at crafting or tailoring. The secret access is very difficult to notice and is revealed on a dice rolling a 10, or by magic. Opening a secret by a hidden catch or another device. Every mastery level increases the difficulty of opening it by +1. At the 5th level of mastery the sprite can expand a sprite to add a secret word of command to open. Some compartments can be forced. At the 10th level of mastery the fairy can add a magical trap; the magic is still limited to its prescribed time.

Device Lore

The fairy gains the knowledge of how devices are constructed. This not only identifies how they function, but also any flaws that they might have. This skill will identify hidden enclosures

as well as traps that could be incorporated into the design.. At each mastery level the fairy has a chance to discover where a particular device is most likely to reside. She gains a +1 per mastery level at discovering possible locations for a device. Every 5 levels of mastery in this skill grants the fairy a +1 chance to identify a trigger mechanism and disable or activate it safely.

Expand Magic

Expand Magic allows the fairy to improve her magic without expending extra sprites. When you use Expand Magic, choose one magic that you'd like to expand. When attempting to use the magic you've chosen, add +1 per mastery level in Expand Magic to the chosen magic. After the next magic is performed, the effect is gone. At 5th level mastery, you may choose to use Expand Magic on a magic of your choice in the beginning of a combat encounter. Throughout the combat encounter, that magic will be granted +1 per mastery level in Expand Magic.

Extend Magic

The fairy can manipulate her magic by adding a sprite to extend time increments to double the original time indicated for that magic. At the 5th level of mastery she can extend one other fairy's magic in the same fashion. At the 10th level of mastery she can set timed magic to activate within 10 seconds per level of mastery hereafter. The magic, when created in a particular location, will activate within the allotted time.

Falsify

The fairy is skilled at falsifying documents; however, she must witness a creature writing first. Rolling a 9-10 is considered a success at falsification. 6-7 creates a possible skepticism in the viewer but is still acceptable to underlings and servants of the document presenter. At each new mastery level of this skill the fairy can understand the written language of the document she is falsifying. At the 10th level of mastery she can falsify so well that she can increase her success threshold to 6-10 for all viewers. Magic can still reveal the truth of a document.

Forge

The fairy is accomplished at forging items. She must choose one of the following mediums she is skilled with; for instance, jewelry, tools, or weapons. The fairy requires access to a fairy forge; any other humanoid forges are way too large. Jewelry requires only a 30-60 minutes to complete a piece. Tools require 1-2 hours per piece. Weapons require 8-12 hours to complete per piece.

Forgery

This skill requires a prerequisite of Falsify to gain. The fairy can craft replicas of items. The size, of course, determines the length of time. This skill is rolled after the forging is completed. The fairy can increase success by expanding sprites for a perfect forgery. However items of a personal nature are more difficult to fool a particular recipient. The fairy suffers a -1 to -10 penalties depend-

ing on this nature. Each level of mastery lessens this penalty by 1, to a minimum of -1.

At the 10th level of mastery the fairy can create forgeries of magical items and devices. These kinds of magical forgeries emit an aura of magic, but otherwise have no magical benefits, unlike the original.

Mimic Writing

The fairy is able to accurately falsify magical writings, though false magical writings will work half as well. At the early stages of this skill the fairy need not understand the words she is mimicking. At each mastery level in this skill she gains a +1 limited understanding of the language she is writing. The player rolls a 1d10 to gain partial or full understanding; however, depending on the shape of the document, this means she might suffer roll penalties.

Every 5 levels in this skill grants her a 1d10 chance that the mimicked magic scroll may contain some of the original properties, and rolling a 1 could have detrimental effects.

Portable Tools

The fairy can manufacture a portable toolkit which she can carry in her fairy pack. The toolkit can be essential to the fairy's crafting. Every mastery level she gains a +1 synergy bonus to the success of her forging. At the 5th mastery level she can assist other fairies with their skills.

At the 10th level she can forge any of her magic into 1d4 use magical items. Every level after the 10th she gains 1d4 more uses. She can assist other fairies in magic forging.

Provoke

The fairy can use this skill to provoke an adversary in to acting before they are ready. Adversaries suffer a -1 penalty per mastery level of the fairy. These penalties can affect their attacks, saves and decision making. Every 5 levels of mastery she gains a +1 to her reaction time.

Rapport

The fairy can help two parties trying to communicate with each other; she is quick to arrive at the end of conversations. Should she be eavesdropping on two parties she has a 1d10 chance after 10 seconds at deducing what the conversation is about. This skill comes in very handy when gathering information about a particular subject, or new knowledge. Should she be in a bartering situation between herself and a vendor she gains a +1 per mastery level of achieving the advantage. She can help two people for every 5 levels of mastery. Every 10 levels she can achieve an instant calm that can stun her audience for one minute per 10 levels hereafter. This stun effect can help her in a variety of ways.

Resist Sprite Loss

The fairy using this skill gains a temporary regeneration ability for



lost sprites. Activating this skill grants her a healing factor lessons sprite loss by one per mastery level. Every 5 levels this healing factor becomes a 1d10 healing. The healing factor activates only when she concentrates on this skill--should she become harmed or knocked unconscious she does not gain this benefit.

Shaper Lore

The fairy learns tidbits of her fairy ancestry. This serves her with past forms her predecessors used. Shaper fairies cannot shape-shift into random creatures and objects; they must also possess the knowledge of the shapes they change into. For each creature she encounters, the Shaper fairy can make a 1d10 roll against this

skill to see if the shape is in her lore. Partial successes allow her to try again on the same creature, with failures she cannot.

At the 5th level of mastery the fairy can apply her lore to objects equal to her approximate size. Shaper Lore grants her a bonus that increases her time in the new shape by 1-minute per mastery level. This lore allows her to maintain the shape of objects for 10 seconds per mastery level.

Spot Illusion

The fairy using this skill can spot illusory effects, as well as illusions that may directly affect her. She can spot when these effects are happening to her allies, as well as her enemies. She can spot these illusions within 10' per level of mastery. Illusions can take many forms. Most are unnatural, but some are natural--such as mirages.

At the 5th level of mastery she can act as though she is affected by the illusion, gaining a possible advantage against the individual creating the illusion. This can grant her a 1d10 reaction time against them should a following action take place. Every 5 levels she gains an additional 1d10.

Tailor

The fairy uses this skill to design and repair clothing. The player rolls a 1d10 to both repair and craft a stylish design. Partial successes can have a detrimental effect on the wearer regarding social situations. Every point below 10 suffers an accumulative chance of -1 penalty to social situations. A 10 is a successful design or repair.

Each level of mastery grants the fairy a +1 bonus to this roll, up to a maximum of +5. At the 5th level of mastery the fairy can craft designs that appear normal, but in fact grants a +1d10 to the wearer's speed. They gain an additional 1d10 every 5 levels of mastery (max. 5d10). The fairy requires 1d10 minutes to make a successful repair and an hour to craft something new. The armor tailored takes an additional hour per 1d10.

Armor tailored must first be forged by a metalsmith. Clothing made for Shapers themselves is specific, as there are fasteners in strange locations, which allows the Shaper to modify their clothing to fit their new shape. Normal fairies wearing this clothing cannot don or remove the clothing without help.

Twister Attack

The shaper fairy can, using this skill successfully during a combative situation, make spinning attacks against all foes within a 5' reach of her in a single attack. She gains a +1d10 to her attack roll. Each level of mastery devoted to this skill adds +1 to this roll.

At the 5th level of mastery she can attempt a spin jump, allowing her a chance to leap 5' and attack in the same combat sec-

ond. She may alternatively take the opportunity to flee without a penalty that allows others to attack her if she has an opening.

Weave
The Fairy is accomplished at weaving baskets and other items for a variety of uses. She must possess or borrow tools and gather reeds to perform this crafting. If she is close to her material resource time is reduced. She needs 10 minutes per one inch square of the item she makes. She can weave threads, strings, cords and ropes in 10 seconds per foot. At the 5th level of mastery she can weave spider-silk into incredibly strong climbing or hoisting cords. A Fairy can carry spool of 50' of this spider-silk on her hip, or 100' over her shoulder with ease. The cord is strong enough to hold 10 pounds per level of mastery after the 5th. Spider-silk is considered essentially weightless; its bulk is 1-ounce per 50' in length. The silk is too diminutive for creatures larger than fairies to use. However, large creatures such as humans value the silk as near-magical thread, and the fairies have been known to sell it to them for the right price. A shirt crafted from this silk after the fairy reaches 10th level grants a +d10 bonus to speed verses attacks. Fairy tailors often partner with the fairy weaver.

Shaper Magic

Altered States

The fairy can alter herself to gain any bonus of the terrain she is entering, which could otherwise cause her penalties. She can maintain her altered state for 10 minutes per level of mastery. At the 5th level of mastery, within the terrain, she can alter one aspect of her physical state per 5 levels of mastery. She can change here facial appearance, lengthen her arms or legs, and change her hair color. Shaper fairy's use this skill to create disguises for themselves.

At the 10th level of mastery she can alter herself to resemble any natural creature in a terrain. She has a 1d10 per level of mastery in bluffing other creatures of the type she is mimicking; this magic could be thwarted by other magic, or specific creature skills or sense.

Blind Spot

When the fairy activates this magic, she can hide as if she were invisible to the creature. The hiding spot is to the left or right of a targeted creature and 5' back. So long as the fairy maintains this position while the magic remains active she will remain invisible to the target. The fairy may choose to attack the creature, and in this case she gains one free attack gaining a +1d10 per mastery level of the fairy (max. 10d10). Once she makes this attack the magic ends.

To regain the Blind Spot requires that she use her next action, and the victim misses her on its attack. She must activate this spell by expanding 10 of her sprites, and the effect is instant. Victims gain no reaction save.

At the 10th level of mastery she can reduce this sprite reactivation cost by one, and by one more level after the 10th, but will ultimately still cost her one sprite. The Blind Spot magic has no effect against more than one creature. This magic has no effect against creatures that don't require vision to see.

Note that some creature cultures may have skills that grant them special saves or combat skills that can grant them bonuses. At the 15th level of mastery the fairy, whilst she resides within the Blind Spot, can jump into the Blind Spot of another creature that is moving in an opposing direction. She can keep jumping from Blind Spot to Blind Spot as the situation arises. This can be a handy evasive maneuver.

Buffer Illusion

This magic creates a powerful still illusion that can be fixed to a location. The illusion will maintain its presence for one hour per level of mastery. The illusion can be 1' square per level of mastery. The illusion is so finely constructed that creatures encountering it will step over or go around it.

Creatures that are normally immune to illusions must make reaction saves at -1d10 per level of mastery of the fairy after the 5th or they will also be completely convinced. At the 5th level of mastery the fairy can incorporate mobility to the illusion--this means that it can be taken and carried by a target.

When creating a barrier that the target believes is real, they can attempt to break it down, the wall can alter as if it is being scored, but it will not fall. Most victims will give up and find another way around.

Note that there are forms of magic that can cancel this illusion, even if the fairy is trying to maintain it by expanding additional sprites, which will extend its time by 10 minutes per sprite.

Illusion

The fairy can manifest any kind of moving illusion in a 5' square per level of mastery. When the illusion manifests it appears in all respects as the real thing. It has no physical presence, but things passing through it may give it away if the watcher is paying attention. Most creatures will go around the illusion without thinking about it, although creatures familiar with the terrain may investigate its sudden appearance.

At the 5th level of mastery the fairy can add one type of motion to the illusion that causes the viewer to suffer a -1 penalty to reaction save against its nature per level of mastery to a max of -4.

At the 10th level of mastery she can create an illusory creature, which may be used as a distraction. This can lead to a variety of penalties on the viewer.

At the 15th level of mastery she can cap one illusion over another. Illusionary weapons may be produced. Victims cannot be harmed by them, but they can fail a save and become shocked for one second per mastery level; in any case, they will lose any attacks they might have made that round.

Regenerate Sprites

The fairy can use this magic to regenerate her lost sprites and is the only magic that **does not use sprites to activate**. It does however slow her speed by 5 points every 10 minutes each time it is used. This slowing effect is reduced by 1 minute per level of mastery, up to a maximum of -9 minutes. When this magic is activated she regenerates her sprites at 1d10 per mastery level per 10 seconds. This can be handy when she is busy healing others with her sprites.

Shift Flora

The fairy is able to shift the flora of her terrain, moving growing things from one place to another without harming them. She can move one plant occupying a 5' square up to 5' away per mastery level. At higher levels she is often employed to arrange fairy gardens or naturally obscure or hide things. At the 5th level of mastery the fairy's size and range increases to 10' thereafter. She could, for example, move trees to line up and create a blockade or a fence. At the 10th level of mastery the fairy can manipulate stone, which seems to flow like water. She can move 1" of stone per mastery level like this. Because of this stone manipulation magic she can reveal secret magical doorways easily. At the 20th level of mastery she can alter the terrain to shift the course of a stream. The beauty of this magic is that after she's done, the fauna will behave as though it has always been that way.

Shape Shift Other

When the fairy uses this magic she can change the physical shape of a recipient or a foe. A foe would gain a reaction save to resist it, but suffers a -1 penalty to save per sprite the fairy chooses to expand into the magic. The recipient of this magic accepts the change but may be uneasy the first time. The shape shifted to may only be a creature of the animal kingdom or a similar creature to their own. At levels 1 through 5 the fairy can only cause a shape change to other fairy or similarly sized creatures. After the 5th level she can shape change others 1' larger per mastery level hereafter. Changed friends are prepared and can maneuver fairly quickly; foes are discombobulated for 1d10 minutes, -1 minute per 10-points of speed/ferocity, to a minimum of one minute. Size shifting may only be half their normal size; either larger or smaller. Each level after 10th level of mastery the fairy can shift sizes by 1".

Size

This powerful magic allows the fairy to change her size in a puff of cloud and sparkles by 1' size increments per mastery level. Due to the power of this magic, the size change costs 1-sprite per 10

seconds to maintain. After the time runs out she will instantly return to her normal size. At the 5th level of mastery this time limit increases to 1-minute per mastery level. While her size increases, so will her speed. Each foot increases speed by 1d10. There is a high probability that she will bypass a target she is aiming for, as she is not prepared for the additional speed. There is a 10% chance per each foot increase of this happening. At the 10th level of mastery she may select one size terminus that she can master her new travel speed and not overshoot her goal. Every 10 levels thereafter she may select a new terminus size to master.

Spirit Fairy

Speed: 25

Spirit fairies have a strong connection to the ethereal world. They appear as hazy pink in color, and their outline seems to smudge into the background. Spirit fairies are the fairies' historians, because they can speak with those fairies that have winked out and now live in the Summer Country.

The Summer Country is the world beyond--where all Fairy will eventually journey. Spirit fairies always seems to be in high spirits (so to speak). They smile at nearly everything beautiful. They love the color pink and bright things.

Spirit Skills

Art	Flying Circus
Barter	Fortitude
Dance	Gaining Ground
Determine Lies	Gestalt Spirit
Escape Bindings	Hearing Voices
Fade	Passed Event
Repair	Speedier
Resist Psion	Spirit Lore
Search	Truth Seeing
Sing	Wild Lands Lore

Spirit Magic

Ectoplasmic Weapon	Spirit Form
Extra Sensory	Spirit Sense
Fortunate Paths	Sprite Shield
Speak with dead	Sun Dance

Spirit Skills

Art

Each time this skill is retaken a new art form may be selected, or the fairy may instead choose to gain a higher level of mastery in one of the chosen art forms. For example, these art forms may include drawing, painting, sculpting (clay or stone), or stained glass. At the 5th level of mastery in any one of these skills the fairy can appraise the value of a piece of art by rolling 1d10. At the 10th level of mastery the artist can make their art appear to move

to the viewer. This movement can be disconcerting to the viewer if they are not expecting it, and it may be sometimes frightening.

Barter

A skill at bartering can come in very handy in places beyond the fae lands. Each party can gain a variety of bonuses based on who they are, their reputation, and other similar factors (This will be based on the story being told). However, the fairy has been trained to barter, and thus gains a +1 bonus per mastery level. Of course, having this skill allows the fairy to add their sprites to increase their chances as well. At the 5th level of mastery the fairy gains Silver Tongue, which allows the fairy to barter for essentially anything of approximately equivalent value—allowing them to exchange one item for another without payment.

Dance

Fairies love to dance. The fairy with this skill can perform aerial ballet. Fairies love watching this spectacle. Should a fairy lead other fairies in choreographed aerial dance, it can cause a watcher to become entranced at what they are watching. The entranced never feel any sense of danger while in this state. The dance can entrance one humanoid per level of mastery. After the dance has ended, which is usually in two minutes, the entranced remain so for two more minutes, which can allow all fairies to take a variety of actions. At the 10th level of mastery the fairy can cause this entrancement by herself. Enemies must make a save or they are entranced by the dance.

Determine Lies

The fairy can perceive when someone is lying. The fairy can hear the lies up to 10' away per sprite expanded. Only one liar per mastery level may be the focus of this scrutiny. At the 5th level of mastery she is capable of seeing through bluffs. She has a chance at noticing a con in action; for instance, a bluff in a card game, a dishonest shopkeeper, or a falsified story. At the 10th level, she gains the chance of noticing a long con and see who may be behind it. What the fairy will do with this information is up to her.

Escape Bindings

The fairy can attempt to escape rope bindings by making a skill check. At the first level of mastery she only gets one attempt to escape her bindings, unless she spends a sprite each additional time she tries. At the 5th level of mastery she can escape manacles in the same way. A 10th level of mastery allow her to escape magical bindings. She must still make the skill roll.

Fade

When this magic is used by the fairy it allows her to fade into the backdrop. She cannot travel while she is using the Fade magic, but neither can she be seen. Creatures with high senses of smell can still detect her easily. At the 5th level of mastery she can select one creature within 10' per mastery level that cannot find her at all, even if they are leaning against her. While in this Fade state,

she may still use magic or make attacks. She can take one action against someone per level of mastery per 10 seconds. Some forms of magic can cancel out the Fade. At the 10th level of mastery she can Fade allies (one per mastery level after the 10th). Fading is excellent for ambushes.

Flying Circus

The fairy increases her acrobatic skills at flying, and can perform the trickiest maneuvers. This skill will even give her the ability to move forward through gale-force winds. She has an uncanny ability to perceive the wind dynamics swirling around her and it is this that allows her to slip through the wind currents. She can only maintain this skill for a minute, but each mastery level increases this time by +1 minute.

At 10th level of mastery she can now maneuver through magical winds, gain a +1 to wind saves per mastery level after the 10th.

Fortitude

The fairy can use this skill to increase their robust nature. This serves to double their movement range in combat. Each level of mastery grants them a +1 bonus to saves from breathing harmful atmospheres. Every 5 levels of mastery grant them 10-minutes within these dangerous atmospheres, however every 10 minutes they spend within these dangerous atmospheres they must rest in their normal atmosphere for one hour.

Gaining Ground

The fairy can increase her travel speed by expanding one of her sprites to create small bursts of speed, zipping forward 5' per mastery level in straight lines. These bursts may be stacked with the fairy's original speed. This skill is not compatible with combat until she reaches the 10th level of mastery, after which she gains +1 to her attack in the first round, increasing by +1 per level of mastery thereafter up to a maximum of +4.

Gestalt Spirit

The successful use of this skill strengthens herself against spiritual attacks. She gains a +1 harm reduction from Awakened or undead attacks. Each level of mastery grants her an additional +1 harm reduction, up to a maximum of +10.

Hearing Voices

The Spirit fairy is attuned to the afterlife in such a way that, through concentration and skill, she can hear the voices of those who have passed. Through the voices of the past she can learn valuable information about a location and what the people who lived there were like. At the first level of mastery she only has a 5% chance of gleaning any useful information, but gains an additional 5% per level of mastery, up to a maximum 85% chance. There are no language barriers in the spirit realm, all who reside there understand each other.

Past Event

This skill gains a +1 synergy bonus with the skill Hearing Voices. The fairy can use this skill to see visions of past events in a 10' square area per mastery level. She can witness events one day old per mastery levels, so at 10th level of mastery she could look back 10 days.

Repairs

Repair Roll 1d10	Result
1	Wreaked it beyond repair
2-5	No effect
6	1d10 days temporary fix / mastery level
7-9	1d10 week repair / mastery level
10	1d10 month repair / mastery level

Material Repair

Cloth (clothing)
Metal (protection)
Cloth (boots and gloves)
Wood (weapons)
Leather (cloths)
Wood (construction)
Metal (tools)
Metal (weapons)

Repair

The fairy is skilled at making repairs to items. The item in question (listed below) must be chosen for this skill. Every 5 levels of mastery, she may select another item that she becomes skilled at repairing. She cannot make repairs without the appropriate repair kit (found in Fairy Equipment). To repair an item she must make a 1d10 roll. Repair time for humanoid clockworks is one month, -1 day per mastery level, -1d4 days per sprite expanded. Time to repair has a minimum of one night.

Resist Poison

The fairy must choose one of 3 kinds of poison to gain a resistance to; she can select another every 5 levels of mastery. The poison can be either ingested, injected, or contact. She then gains 1d10 less harm from the poison, each hour until the poison leaves her system. She suffers from delirium during these hours, but -10 minutes per mastery level, until she becomes immune at -1 hour. At the eleventh level of mastery this drops to -1 hour.

Search

The fairy is exceptionally skilled at searching an area. This skill alone often makes having Spirit fairy of great value to an adventuring party. The fairy searches a 5' area per level of mastery and miss nothing. She has total recall of the area for the next 5 minutes. Beyond this time she must make this skill roll to recall things in the area. She can recall her way out of catacombs and mazes.



Sing

The fairy can sing, but singing well requires additional mastery levels. She gains +1 to this roll per two mastery levels. Rolling 10 can awe an audience, who may show their appreciation in a variety of ways. A song might grant her access where normally coin is used. A song may be offered as a bargaining tool or may be used to distract viewers. Songs may contain words or may simply be creating beautiful sounds. Every 5 levels of mastery she can select a single song that she holds mastery over. The song selected may relate to a specific event or attributed to the actions of one or more individuals. In this case the listener gains a +1 bonus per mastery level after 5th of the fairy, to their specific action.

She can sing these songs at a range of 10' per mastery level to grant these bonuses to the listener. Songs invoking fear can cause detrimental effects on listeners in range. Causing a -1 penalty to actions taken by the listeners. Victims of fear songs gain saves to resist. Each success grants a +1 bonus to the following saves. Partial fails and fails suffer -1 penalties if the song continues in the following reaction times. The fairy can be interrupted by receiving harm or some other distraction.

Speedier

Using this skill she can maintain the velocity of her speed so well that she can navigate in 60 km/hr winds without difficulty. She suffers a -5 speed reduction each category of wind above this. She can maintain this navigation for 10 minutes per mastery level before becoming overwhelmed by the high winds. This skill can be rolled against a number of times per mastery level to evade exhaustion.

Spirit Lore

When the fairy uses this skill she gains insight on the spirits of the dead she may encounter in the world. Her lore allows her to hear and communicate with them. Each level of mastery that she devotes to this skill gives her a 1d10 chance to detect the presence of an active spirit within 10' per mastery level of her position.

At the 5th level of mastery she gains the ability to use her sprites to fend off magical attacks or effects caused by creatures of the spirit world. She can expand one sprite per effect. Her insights can also determine what types of things a particular spirit is capable of, as well as its typical habits.

At the 10th level of mastery she can guide the spirit and help them leave the place they have been anchored to. Spirits can detect her power when she is 5th level or higher and is drawn to her at a range of 10', plus 10 every 5 levels. Most times the spirit seeks her out for communication, but sometimes they are angry at her for disturbing them.

True Seeing

The fairy has a 1d10 chance of seeing right through illusions of natural, unnatural, or magical means. They can see at a range of 10' this way, but the range may be increased by 10' per sprite added to this skill. The fairy gains a 10' incremental increase per mastery level.

At the 5th level of mastery the fairy has a 1d10 chance seeing Eldritch forces and invisible creatures. At the 10th level of mastery she can spot malevolent creatures, objects, or areas affected by Eldritch magic. In combative situations against invisible creatures she gains a 1d10 per level after the 10th added to her reaction speed.

Wild Lands Lore

Some regions of the diverse are wilder than others; these are known as the Wild Lands. The Wild Lands are rich with ancient

lore. Some fairies believe that the deeper places in the Wild Lands may be the origins of fairy magic. The fairy makes this skill roll to recall what she has learned about these lands. She can use this lore to find her way through safer paths, find safe food, or places of shelter.

One may encounter Eldritch beasts of such fearsome variety that even a fairy can be caught unaware. The Wild Lands house long forgotten cultures and overgrown cities. This skill can come in handy if one is pursuing a lost treasure, for instance. Rolling 1d10 against this skill will grant one precise fact about a subject of the Wild Lands, and every two levels of mastery she can learn another precise fact. This skill does not grant her skills like tracking, hunting, or animal lore apart from what animals could be encountered there. She certainly will not know what Eldritch beasts are roaming in an area, but the fairy knows that they could be encountered in general. At the 10th level of mastery the fairy gains the ability to find shelters that hide her or her friends as if they were invisible so long as they remain in the shelter. The fairy may also assist others with her knowledge.

Spirit Magic

Ectoplasmic Weapon

The fairy summons a smoky white semi-translucent weapon to her hand with a time limit of 1d10 minutes per mastery level. This weapon causes 1d4 harm. However, the ghostly weapon causes an involuntary nervous reaction to an enemy causing them to suffer -1d4 penalty to their actions when fighting against the fairy. This penalty increases with each mastery level she gains. The weapons may be of any kind that can be found in the Fairy Market.

At the 5th level of mastery the Ectoplasmic Weapon can pass through non-magical protection (such as armor). In addition to that, the weapons can also pass through a 1" barrier per level of mastery after the 5th. Launched or thrown Ectoplasmic Weapons disappear 1d10 seconds after impact.

At the 10th level of mastery the fairy can also craft Ectoplasmic Explosives, which may be attached to projectiles or thrown weapons. They may be set to explode on impact or they activate at the command of the fairy, as long as she does so before 10 minutes is up, at which point it explodes automatically. The blast diameter starts at 5', but increases by 5' per level of mastery after the 10th. Harm and harm inflicted begins at 1d10 increasing incrementally per level after the 10th.

Victims that spot the explosive see a strange ghostly cube swirling in the place the fairy placed it. The cube is 5" square per 1d10 of its explosive level. Should the cube be touched voluntarily it will explode automatically. Victims caught at ground zero don't receive a reaction save. Victims caught partially in the range suffer

only partial harm. Predatory or hunting animals can sense the danger at 20' and stop abruptly, refusing to move forward.

Extra Sensory

This skill activates the fairies sightless eye. Through the sightless eye she can see things out of phase with reality, she see into people dreams, as well as their surface thoughts, she must be able to speak the language of a creature to read its thoughts. The fairies range with this ability is severely limited to 1' per level of mastery. Vision beyond this range appear hazy or hidden by a fog.

At 5 levels of mastery she can lend one other fairy a view of what she is witnessing and then another every five levels hereafter. At 10 levels of mastery the fairy can witness past activities of creatures long past, but it is limited to a strong events within very particular locales (as predetermined by the Storyteller). A reviewing in most cases only shows a repeat of things already witnessed, but may reveal new particulars. Reveal new particulars of an event equal to 1 per 5 levels of mastery hereafter.

Fortunate Paths

The fairy uses this magic to clearly define the most fortunate path to take when presented with multiple paths. This does not necessarily mean the path is safe-- this magic identifies the most likely path to take that will lead to treasure. Treasure also has different meanings; a treasure could be anything from a wanderer's loose pocket change to the hoard of a hungry beast to valuable treasure hidden beyond a hall of many traps.

At the 5th level of mastery the fairy can change the inference of the magic from treasure to harm; thus, the path chosen will involve the least amount of harm. Danger may still exist, but it's something the fairy might better survive.

At the 10th level of mastery she can extend this magic to one ally per mastery level. Fortune to one may not be fortune to another.

At the 15th level of mastery the fairy can force this magic upon a victim, making them take the fairy's choice of path. Victims make a reaction save to resist. Some Eldritch creatures have aura immunities to fairy-specific magic.

Speak with Dead

The fairy can understand and speak to the dead from the natural world. Should she encounter such a ghost, she is not able to communicate until she can find a remnant of the ghost's dead body. When the fairy uses this magic, a dead creature of the natural world must be adjacent to her current position, no more than 5' distant per level of mastery.

At the 5th level of mastery she can detect the location of a dead body in a 5' wide path 5' distant per level of mastery hereafter. She can only learn information relating to the last 1d10 minutes

of the creature's life. The creature can also describe the last moments of its own death, though not always what caused it. She can even question those she may have killed herself. Time is not a factor; the magic only needs access to the dead to function.

At the 10th level of mastery the fairy can speak with Eldritch dead, though this can be very dangerous, as these dead can be misleading, but the fairy can force them to relinquish partial truths. It will be up to the fairy which parts she wants to believe.

Spirit Form

The fairy can assume a Spirit Form in which she appears translucent and exists in the spiritual world. In Spirit Form she is able to pass through barriers no thicker than 1" per mastery level. She can travel through multiple structures, such as in the case of a network of roof supports. In piled objects like sticks, haystacks, and similar debris she can pass or hide as though they were not there. The fairy must concentrate for 10 seconds and add one sprite every minute to use this skill, after which she must expand one sprite per minute she remains in this form.

Spirit Form is not without its dangers; there are evil spirits that can attack and successfully harm her. There are also Eldritch beasts that live in the spiritual realms, so the fairy should be aware of this danger. She can fight back against these creatures or escape back to the tangible world by dropping this magic, though some spiritual Eldritch beasts can still attack in the real world.

At the 10th level of mastery she can attack creatures in spirit form while she herself is not. She gains a +1 to her attacks per mastery level thereafter, to a maximum of +4. She cannot be harmed by physical, non magical attacks from the real world whilst she is in spirit form.

At the 15th level of mastery her time in this form increases from one minute to 10 minutes per sprite expanded.

At the 20th level of mastery this time expands from 10 minutes to one hour per sprite expanded.

Spirit Sense

When the fairy activates this magic she can detect the presence of a spirit within 10' of her current position per mastery level. She will instantly know precisely in what direction this spirit is located; she will also know whether it is hostile to her or her allies.

At the 5th level of mastery she can track a spirit that travels a path by seeing a residual trail that looks like fog hanging in the air. Her mastery allows her to follow the correct path even if other paths cross over it. The intensity of the path measure the length of time that has passed, and she can make a fairly accurate determination of when that was, even if years have passed.

At the beginning, she can only sense the spirits of the dead, but

at the 10th level of mastery she can detect spirits of the living and determine their precise location in the same way. This includes tracking them as well. However, living spirit trails can only be detected one day passed per level of mastery thereafter.

Spirit Shield

The fairy can summon a translucent buckler on her arm which she can use to block an incoming magical attack. The moment that the magical attack strikes her shield causes the sprite used on this magic to expand. Each mastery level thereafter, the fairy can add an additional sprite to stop incoming magic.

At the 5th level of mastery she gains a medium sized round shield that will block two magical attacks for one sprite each mastery level thereafter.

At the 10th level of mastery she can block one physical attack, then an additional physical attack every 5 levels thereafter to a maximum of 5.

At the 15th level she can give an ally the buckler, which is then powered by that fairy's own sprites. The recipient fairy chooses when to stop the magic by ceasing the expansion of her sprites into the magic.

Sun Dance

Fairies love to play and dance, but when the fairy incorporates this magic while dancing in the sun, she can force watchers to participate in the dance. Creatures gain a reaction save to resist this magic; failing this they will lose themselves in the dance. Dancing creatures become so lost in the dance they ignore anything else going on around them. Creatures must be within 10' of the fairy per her mastery level to be affected by this magic.

At the 5th level of mastery the dance will cause the victims to drop handheld items. Airborne creatures perform aerial dances; swimmers do water dances.

At the 10th level of mastery the fairy can lead a dance group wherein they will follow her. Fraelyn have been known to lead human children away with this magic. As long as the fairy keeps dancing within sight of the affected creatures, they will continue to dance. When she leaves their sight or she drops the magic the dance will continue for 10 seconds per her mastery level before it stops. At the 10th level of mastery affected creatures will dance one minute per mastery level thereafter.

Water Fairy

Speed: 15 air/30 water

Water fairies are not confined to an aquatic environment; but they do hold a closer affinity to water than any other element. This is their terrain. Water fairies appear in shades of blue. When these fairies are flying through their watery environment they are 50%

invisible. These fairies have a healing nature, and they also possess their own healing factor. They can regenerate lost or used sprites at a rate of one per hour, or two per hour if they are immersed in water. Water fairies suffer -1d10 penalties in hot or fiery terrains. Water Fairies can breathe underwater.

Water Skills

Aquatic Speech

The fairy, while submerged in water gains a limited communication with natural aquatic creatures. This communication is non-verbal, but the fairy can convey an understand directions telepathically; for instance, "which way did the boars go? How many were there? How long ago did they pass by? Can you lead me to them?" and other similar questions.

Should this skill be retaken, the fairy can select one specific aquatic animal and gain telepathic communication at an increment range of 10'. This skill may be retaken again and again to gain this communication with other animals. Remember that each time a skill is retaken the mastery level increases.

Brew

The fairy can brew beverages, remedies and magical elixirs. The fairy must however purchase or gather ingredientesto brew them. The following lists details of Brews and their manufacture and ingredient gathering times. The fairy can only create concoctions in a brewing house or with specialized tools for brewing on quests. She may hire builders to assemble a brewing house for her. The house is typically located in the fairy town, but may be found in remote locations as well.

Water Skills

Aquatic Speech	Heighten Sense
Brew	Identify Liquids
Control Sprites	Moon Pool
Dim See	Read Reflections
Find Water	Resist Cold
Echo Magic	Sonar
Feel Motion	Water Breath*
Fire Water	Water Craft
Fog See	Water Mine
Glide	Water Sense

Water Magic

Control Water	Icicle
Freeze Water	Raise Fog
Hard Water	Reveal Trap
Heal Life Sprites	Summon Water

Control Sprites

This skill grants the fairy control over their sprite pool. It's true

that all fairies have some control over their sprites, allowing them to distribute their sprites amongst their senses, skills and magic, but the Water fairy can create a chain of their sprites that can reach out at 5' increments that can touch distant fairies to help to heal them or loop over a fairy and draw them back from a dangerous situation. This control makes the fairy's sprites tangible enough to use like a bridge, to climb like a rope, or to haul up objects.

So long as the fairy maintains at least one sprite in their vine circle, this magic can endure. The fairy's sprites can be attacked when they are used this way, but the attack must still hit the fairy and cause harm. If the sprites do get hit, the harm must exceed half the number of sprites being used. If it does the chain is sundered. This is very painful and the fairy cry out in agony. Because of this traumatic event, sprites heal back more slowly, at a rate of only 1d4 per day, during which time the fairy feels like a wound that won't heal.

Dim See

The fairy, through intense concentration, can perceive her situation and surroundings even in the dimmest light. She gains +1 modifier to her skills and saves in this condition. The range of her Dim See is limited to 10', but each mastery level increases this range by 5'.

At the 10th level of mastery she gains reactive perception that grants her a one chance save to perceive an ambush, surprise attack, or trap triggered. Each mastery thereafter grants her a +1 to this save.

Find Water

The fairy can find water, even where none can be seen. She can identify the location of a spring within 10' if it exists there. She can expand a sprite to extend this range by 10' increments. Some springs found may be below ground, with each mastery level the fairy can determine how far below the ground the spring is at 1' per mastery. She can also determine whether the water is potable or not. This skill is handy when water is essential.

At the 5th level of mastery she can purify water. At the 10th level she is capable of contaminating water, but she will only do this if circumstances demand it, and just as quickly as she can she will purify it. It takes her twenty minutes to purify or contaminate water, -1 minute per mastery level.

Echo Magic

This skill gives the fairy the ability to cast her magic with the effect occurring sixty seconds later. After a minute, the magic returns from a direction she chooses from as far away as 10' per sprite expanded into it. Each level of mastery increases this range by 10'. Every 10 levels of mastery will cause an additional echo back, which is a free magical effect, gaining additional magical effects for one magic use. *Note that the magic is centered on the fairy and will move as she moves. When the magic echoes, she can direct its termination point.*

Feel Motion

While the fairy is immersed in water, which also includes wading, she can feel the motion and direction of other critters in the water at a range equal to 10' per mastery level. She has a 1d10 chance of identifying the type of creature making the currents.

Every 5 mastery levels she can identify one preselected creature of her choosing that moves into or through the water. She can tell instantly whether it is a living creature and not a watercraft.

At the 10th level of mastery she can detect the location and direction of creatures larger than herself by air movements. She cannot identify the creatures specifically, but she might be able to make an educated guess based on the circumstances she finds herself in.

Fire Water

The fairy can introduce a variety of herbs to a small puddle or pool of water that can inflict burning harm to a creature that steps into or swims in the water. The herbs introduced into the water will last one minute per mastery level. The fire water inflicts 1d10 harm per 5 seconds, in which case the creature usually vacates the water as quickly as possible to the nearest dry land. A small puddle of 1-6' in rough radius, or pool 1-4' radius and no more than 1' deep. These herbs won't function in moving water, such as rivers and streams, unless some form of magic is employed to keep the water still. The fairy can increase the size of the water she can contaminate by 1d4' per mastery level.

Every 5 levels of mastery can increase the harm by 1d10. Most natural animals can smell the danger within 5' of the fire water. However only winged or feline creatures can change directions from a dead run toward it when they sense the danger.

Fog See

The fairy can see through even the thickest fog that can blind even creatures that see in dim light. She can see up to 30', +10' per mastery level. The fairy can be employed by sea captains to find their way through fogs.

Sea captains can see fairies due to a deal made in the far distant past. Not all sea captains are trustworthy, but some are. Those that are are usually paying some kind of fairy price; but may also befriend fairies.

At the 10th level of mastery the fairy can sense where and when a fog may rise or may be encountered. In some cases a fog can come in handy if it's being used to hide from view. This skill does not work against magical fog.

Glide

This skill is valuable in maintain her flight time for extended periods. She can glide for an hour without the need to flap her wings. Each sprite expanded adds 10 minutes to the glide time.

At 5th level she knows how to glide directly into the wind. At the 10th level of mastery she can navigate through storms, and can glide for an hour per mastery level after ten.

Heighten Sense

The fairy can heighten any one of her base senses, such as sight, listen, feel, and smell. She can increase her base skills by increments of ten. In some cases, the fairy may wish to maintain these heightened skills indefinitely. In this case she can leave 5 of her sprites on this skill.

Identify Liquids

The fairy is able to identify the nature of liquids they smell within 1". This range increases by an additional inch per sprite expanded into it. Each mastery level increases these increments to 1' per sprite. She can also determine whether the liquid is harmful.

At the 5th level of mastery she can look at liquids to identify them and her range increases to 5' per increment of sprites expanded thereafter. At the 10th level of mastery she can identify 1d10 magical liquids.

Moon Pool

The fairy holds a close affinity with her territory, including pools of water. The Moon Pool is considered to be nature magic. When the fairy gazes into small still puddles in the earth, she gains a bird's eye view over her territory. Viewing must take place during nightfall during any phase of the moon. The point of view is directly above her current position. She must select a direction to gaze; each mastery level allows her to view in an additional direction.

Every 5 levels of mastery grants her the ability to zoom in her directional view on her territory for a clearer viewing. The distance of the zoom is 10' per sprite expanded. This is a handy skill for reconnaissance and if the fairy chooses not to reveal her position.

Read Reflections

When the fairy uses this skill she has a complete understanding of what she is seeing in a reflection. Reflections that others might find blurry she sees with clarity.

Each level of mastery allows her to pick out a single item that she may be looking for, up to a reflected range of 10' per mastery lev-

el. She can see this way through any reflective surface. Her range from the reflective surface is 5' per 5 mastery levels. She may optionally use a mirror she is carrying, pour water on a sustainable plain, use a puddle, etc. She might, for example, pour water on one side of a door that leaks under the door, allowing her to see what's on the other side of the door via its reflection. Should she be trying to use a window this way, it is much more difficult as things beyond the window can create images superimposed from the reflections. She must roll 1d10 to succeed with partial or successful viewings.

If there are reflective surfaces in the environment she is fighting an opponent in, she gains a +1 per mastery level to her harm reduction versus attacks made against her. In this reflective environment she gains a dodge save against surprise attacks.

Resist Cold

When the fairy encounters cold climates or cold-based attacks, she first concentrates on her skill at resisting cold. She gains a 1d10 less harm from the cold by using this skill. Every two levels of mastery she gains an additional 1d10 resistance (max. 5d10). Every 5 levels of mastery she gains +1 to her saves against magical cold.

At the 10th level of mastery she becomes immune to natural cold at 32 degrees, each level hereafter this temperature resistance drops -1 degree, to a maximum of -30 below zero. After she rolls this skill against a cold attack she can try to make her dodge save.

Sonar

The fairy knows how to produce a sound that reflects back to her and reveals the exact nature of a 10' diameter space per mastery level around her. She can spot creatures moving out of sight, and so cannot be surprised by them. Sonar when she uses it before entering a space can grant her a 1d10 bonus to her reaction time per 5 mastery levels. She can use this skill to identify only the front of objects in a directly line away from her current location.

Water Breath

The fairy can teach others to siphon tiny amounts of air from moving water, allowing them the ability to stay underwater for 10 seconds per mastery level. Most creatures can hold their breath for 10 seconds, and though fairies can expand a sprite to gain 10 more seconds, Water Breath allows them to breathe without the expenditure. At the 5th level of mastery, time under water extends to 30 seconds per mastery level. At the 10th level of mas-

Fermenting Process

Brews	Manufacture Time	Gathering and Quantity	Lasts (min.)
Amber Wine	1d10 hours	Local fauna, Heals d10 sprites per dose	Instant
Emerald Wine	2d10 hours	Local fauna, puts humans to sleep per dose	1/dose
Sense Elixir	1d10 hours	Local fauna and +1 increment per sprite per dose	1d4
Skill Elixir	1d10+5 hours	1 sprite per dose, +1 sprite per mastery level	1d6
Sprite Elixir	1d10+5 days	2 sprites per dose	Instant

tery time increases to one minute per level. At the 15th level of mastery she can draw air from other atmospheres. Fairies cannot draw air where none exists. There is no air in distilled water or artificial pools, unless a waterfall exists. Though this is useful helping others. In water where there is no air she suffers the same way.

At the 5th level of mastery, time under water extends to 30 seconds per mastery level. At the 10th level of mastery time increases to one minute per level.

At the 15th level of mastery she can draw air from other atmospheres. She cannot draw air where none exists. There is no air in still water or artificial pools, unless a waterfall exists.

Water Craft

The fairy is skilled at crafting boats and other devices designed to float on water or similar surfaces. Her carpentry skills are specifically aimed at water craft, as well as the tools she needs. This skill is subject to time and materials. However, due to a fairy's size, crafts can be made from leaves, sticks, bark, and reeds.

Self Propelled Speed

5' / 2-seconds

10'

20'

30'

Many watercraft are controlled with paddles, wind sails, or water currents. She can craft a single water craft in hour, costing an additional hour for each passenger. Water Craft is subject to the speed of the currents, which can be one of six rapid speeds:

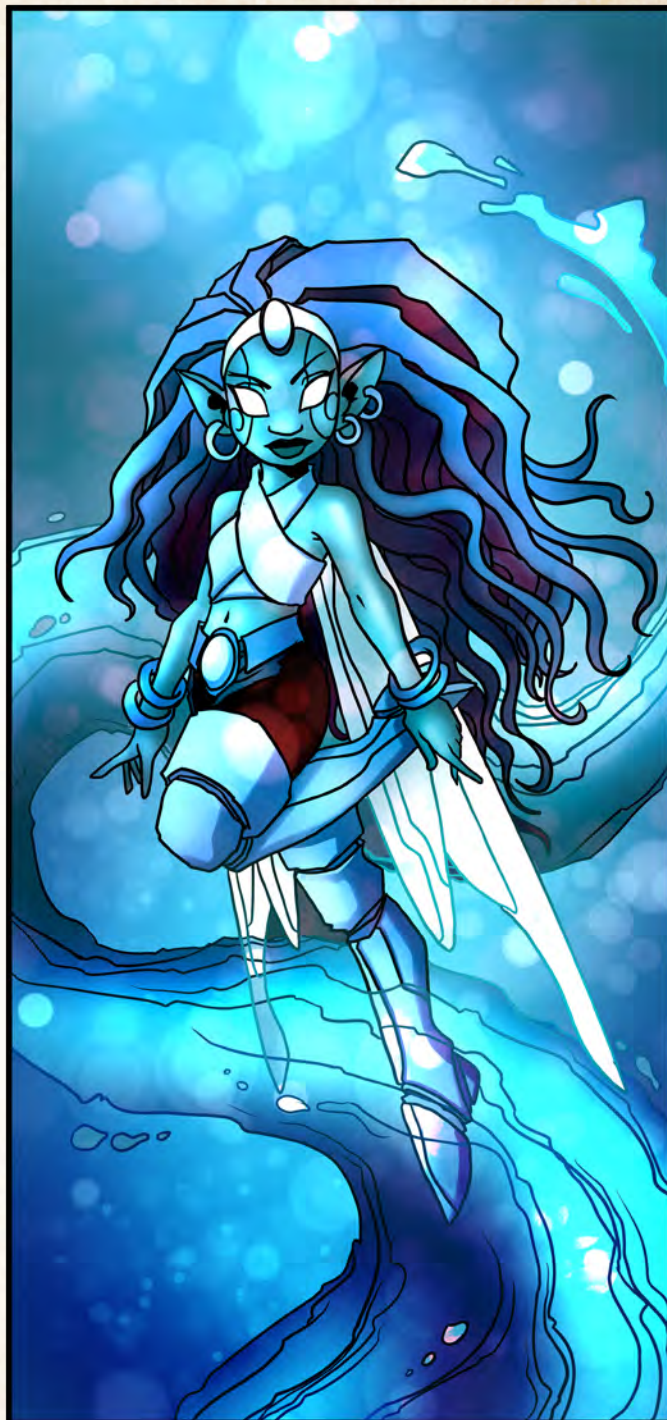
Rapids

Category	Speed (hexes/2-seconds)
1	10-19
2	20-39
3	40-59
4	60-79
5	80-99
6	100-250

The sixth category of rapids is so extreme it can kill unskilled sailors, so the fairy must make 1d10 rolls of success every 5 minutes on this water or capsizes. She cannot use her sprites to help, but it is suggested that she try to avoid this situation altogether. At the 5th level of mastery she can select one of the following types of new craft. Her mastery over these begins in the same way as her Water Craft.

Land/Air Craft

The Water fairy can use her wings to help guide all four types of craft. This grants them a +1 success on their 1d10 rolls every 5



levels of mastery.

Balloon travel is subject to the winds and directions of the winds, though the fairy can use her skill to guide the aircraft at currents within the wind by rising and lowering the height of the craft. She gains a 1d10 roll to succeed at this movement.

Land craft are amongst the slowest modes of travel, but do offer +1 on harm reduction per level of mastery. Land craft speed is divided between open terrain and roads. On roads speeds all increase by +5. When pulled by a steed, the speed is +5 from the steed's own speed. However, frightened steeds can add bursts of

speeds upto 3d10, but they are out of control. Spooked steeds will run till they are beyond tired, face an impassable barrier, or if the fairy can calm the steed. Self-propelled land craft can carry one passenger per level mastery after the 5th. When traveling with the wind at her back speed can increase at a quarter of the wind speed. Sixth category winds can hurl the craft, causing a dangerous outcome. The craft's speed becomes the passenger's speed. Land craft need one day to craft per passenger capacity, assuming tools and materials are accessible.

Craft Type

Wheeled, sled

Air Self-Propelled

Glider

Ballooning

Water Mine

The fairy can craft water traps that are hard to distinguish from water life. Each level of mastery creates a -1 penalty against the potential victim from seeing the trap. The trap can slow, lock down, or harm the victim, or a combination of these three. Victims only get a save if they succeed a normal vision check. Slowed victims suffer -1d10 per two levels of mastery to their speed.

Locking a victim freezes them to the spot. Locked victims can break free in 1d10 seconds per level of mastery of the fairy. Victims moving when locked gain a reaction speed check to avoid falling. Victims locked lose all actions at the moment of getting locked. Those that fall are stunned for 10 seconds.. Victims caught in a harmful trap suffer 1d10 harm per 5 levels of the fairy to a maximum of 5d10.

The fairy needs twenty minutes to set one trap. Every 5 levels the trap she sets can affect an additional victim. A trap occupies a single space on the grid map per victim trapped. At the 15th level she can attach one of her magics to the trap. Magic attached is still limited to its parameters of time.

Water Sense

While the fairy is immersed in water and uses this skill, she attunes herself to a body of water equal to a volume that amounts five feet per mastery (5' square). She becomes acutely aware of all creatures and things within this boundary. The fairy gains a +1d10 to her speed per mastery level up to a maximum of 10d10. She can detect hidden or lost items and passages that might otherwise be overlooked by using this skill.

At the 10th level of mastery, this skill increases to a point where she need only immerse her hand or foot to gain this special perception. When in contact with water, she can heal herself 1d10 sprites per level of mastery in an instant. She can heal others in contact with water at 1d10 per 10 seconds per level of mastery.

Water Magic

Control Water

The fairy can use Control Water in much the same manner as Control Fire. A portion of the controlled water can leave the confines of its watery location. The water must be drawn from an existing source. The water drawn is a quart in size. It sloshes along a plain, and it is not subject to substance loss from cracks of other such terrain as it is under the control of the fairy. The water can flow over and up any surface. It can extinguish fires of half its size. The amount of water controlled is doubled each mastery level the fairy gains.

The water can absorb and carry small objects no heavier than one ounce per mastery level, but the fairy can expand a sprite to increase the weight of items carried by a bonus ounce per sprite. The water can be controlled to choke a prone creature (sleeping or unconscious). The victim gains a speed reaction save to escape the range of the magic by running in fear. The fairy can control water at a range of 10' per mastery level. The choking effect inflicts 1d10 harm per two seconds per mastery level after the 5th (maximum 5d10).

At the 5th level of mastery the fairy can draw from other moisture-rich environments to create enough water to control.

At the 10th level of mastery the fairy can cause the water to spike outward from its location, strong enough to puncture through substances no thicker than a 1/4" and create holes no larger than a pin, but this is large enough for a fairy to breathe or see through. Such force could be used as a puncture ring, which could be opened to form a small place of access. If the puncture effect is used against a creature, one needle of water per level of mastery after 10 can inflict 1d4 harm per needle (5 needle attacks per 10 second rounds).

At the 20th level of mastery the fairy can control the water in a lake or river to stop a ship or propel it without wind. Her power to control the water this way is subject to the strength of the winds or current categories. Due to the complicated nature of this magic, the Storyteller may have to make a call in some cases. Controlled water is subject to freezing temperatures.

Freeze Water

The fairy can use this magic to freeze water. The ice forms out from the indicated point, spreading downward and outward at 5' per level of mastery. The fairy, when she first obtains this magic, must be touching the water to freeze it, though the origin point for the ice can still begin where she desires it within a range of 10', and its range may be increased at 10' increments per sprite she expands in the magic.

At the 5th level of mastery she need only be within 10' per mas-

tery level thereafter of a water source to freeze it. This magic is often used to freeze water as a coolant in hot weather, or for keeping food fresh. Once the water is frozen in an area where there is more water than ice, the ice will start to melt when the fairy removes her sprites from the magic. It will melt slowly, taking 30 minutes per 5'.

At the 10th level of mastery the fairy can fabricate an iceberg. Icebergs are hard as steel and melt at 5' per two hours after the magic is dropped. This extreme hardness can cause significant damage to watercraft should they collide with one at speed. The greatest difference between regular ice and icebergs, is that the largest part of the iceberg forms below the water's surface, and thus they are extremely difficult to see from on top of the water. It is possible to freeze a waterfall, but the ice tends to form in a cylinder shape with the water still falling within its thickening walls. It would be far simpler to freeze the water in a fashion that diverts the flow.

At the 15th level of mastery, the fairy can freeze and thaw water. She can also sculpt the ice as she freezes it, forming icy cages and other structures so long as its confined to her range and volume. She could, for example, freeze water in a bucket in a way that causes the water to form dozens of icy marbles. At the bottom of a shallow water source she can form spikes that could harm creatures walking through the water, or she could cover an area of water with ice strong enough to walk on while leaving some areas thin to create hidden traps.

Hard Water

When this magic takes effect on a still watery area indicated by the fairy, the water does not appear to have changed at all. The water, however, has hardened like stone for a number of minutes equal to the fairy's mastery level. Creatures living in the water are locked where they are, unharmed but unable to do anything for the length of the magic, or until the fairy chooses to end it. The water can easily be walked over and is strong enough that a wagon could be pulled by horses over it. The water under the surface is inaccessible while this condition exists and licking the surface does not appease thirst. The fairy can harden a 5' square volume of water per mastery level. She may choose to spread the hardened water thin instead. Hardened water can break or capsize if thinner than 3' thick, unless it is attached to bedrock on two sides of the hard water. Hard Water created in crystal-clear water makes the area appear empty. The magic may be used to trap creatures beneath it. Trapped creatures can try to break through. This can be done by slamming the Hard Water with enough force to cause the fairy to make a save to maintain her magic. Roll 1d10; partial fails mean she falters in her control of the magic and the magic will continue for only one second per level of mastery, or for every sprite expanded into the magic per second.

Heal Life Sprites

Water fairies use this magic to heal other fairies at a touch who have expanded or suffered loss of their sprites. The amount she can heal is based on the number of sprites that are allocated to this magic from her own vine circle. One sprite from her own sprite pool can grant one sprite to another fairy. When she finishes healing, her allocated sprites may be returned at no cost to her own vine circle. At the 5th level of mastery she can heal fairies at a range equal to 5' mastery level. At the 10th level she can detect the life of a fairy hidden behind barriers or other obstructions and still heal them. At the 15th level of mastery she can now heal at a touch the ferocity points of creatures at 1d10 per mastery level after the 15th.

Icicle

This magic may be used one of three ways: as a water source, a projectile weapon, or as a spring trap. The magic summons an icicle that grows from the indicated edge up to 1" in length per mastery level, or an additional inch per sprite expanded into it per second. She can use this icicle to help her power some of her magic and help with skills, or as a water source for sustenance. When she applies her magic activation sprite she can create one icicle every 10 seconds.

When she uses the icicle as a projectile weapon, an icy spike launches in the direction her finger is pointing, forming from water molecules in the air. The player must make a speed attack roll to use this against a target. A single spike can strike a target delivering 1d10 points of harm per mastery level up to a maximum of 5d10.

At the 5th level of mastery the fairy can project a second icy spike with her other hand at the same or a different target in that same round.

At the 10th level of mastery she can send a volley of ice missiles in an arc that requires a 60' ceiling, -5' per mastery level after the 10th to a minimum 5' arc. Arc range is 10' per mastery level. Volleys affect a 10' radius per mastery level after the 10th. Victims caught in a volley attack gain reaction speed/ferocity saves to dive to safety.

Finally, the fairy may set ice traps; victims touching the area of the effect activate the trap, and sharp ice spikes snap out inflicting 1d6 harm per spike on the trap. The trap may be 5' square and occupy any surface save liquid. The fairy must touch the surface to activate it. She gets one spike per level of mastery 5 and above, and up to 5 spikes can occupy a single 5' space. Prior to the trap activating the only thing discernible is a coolness rising from the surface. Some skills and magic will reveal this trap. Animals have 1d10 chance of stopping before the trap and can go around it.

Raise Fog

When this magic is employed a fog raises up in the indicated area.

The fog occupies a 10' area per mastery level, with visual range in fog beginning at 60', -5' per mastery level. Sight density may be reduced by -5 per sprite expanded into the magic. The fog can reach a sight density of zero. Zero sight density works no matter how high the fog height is set to. The fairy may cause the fog to glow with the fairy's illumination.

At the 10th level the fairy can increase the density of the fog to cause creatures moving through it to suffer a -10 penalty per mastery level 10 and after to their speed/ferocity. This will not only hinder their traveling but will also hinder them in combat and reaction saves. This situation becomes dire for a victim if the density becomes so high they are locked into place. Should the fog reach levels higher than speed/ferocity, creatures and fairy alike can walk over the surface of the fog or climb up the edge. Should the fog rise above the water, a high density surface does not roll with the waves happening underneath, but remains steady.

Reveal Trap

This magic affects the fairy's sight, she can cast her gaze over a 10' room before her per mastery level, and anywhere a physical trap exists, she will see it glowing with white phosphorescence.

At the 5th level of mastery she can discern how a particular trap is triggered.

At the 10th level of mastery this magic becomes refined enough to be used to identify tiny lock traps and how they are triggered.

At the 15th level of mastery she can accurately tell another how to pick a trapped lock without activating the trap.

Summon Water

The fairy can summon a one-gallon volume of water per mastery level. The water summoned is pure and may be drunk or used for magic. She can summon this water to a specific location within 5' per mastery level. Should she decide to drop the water on a target or creature, one to 10 gallons will slam tiny objects to a surface below it.

Gallons above 10 will inflict 1d6 harm every 5 gallons. One gallon of water will extinguish small 1' size fires incrementally. One gallon of water serves 10 fairies per day. Medium and larger creatures may require more.

At the 5th level of mastery the fairy is able to accurately identify places that will support a water source without seeping away; the water will otherwise evaporate in the usual way.

At the 10th level of mastery the fairy can summon other forms of water, such as brackish, salty, or poisoned water. Should she choose to summon poison, this water takes 1d10 minutes to take effect, at which point it will cause vomiting and severe stomach

pain, incapacitating creatures for 1-minute per mastery level thereafter. Incapacitated creatures double over, dropping what they are carrying and hugging their aching stomachs.

At the 15th level of mastery the fairy can divide the summoned water into smaller volumes, distributing it as she sees fit. Summoned water can appear in containers or be dropped. It cannot be hurled when summoned. Animals can identify poisoned water when they approach it.

Gumdrop Fairies

Speed: 15

There are three types of Gumdrop fairies: Blueberry, Plum and Lemon. Gumdrop fairies have only one skill-- Jack of all Trades; she is master of none. She still has her basic senses of feel, hear, view and touch. Gumdrop fairies have their own magic as listed below. Of all the fairies they hold the closest connection to the Diverse. They have a natural sensitivity to things that are out of place in the natural world and may roll 1d10 to detect this wrongness. In some cases, the Storyteller may be required to make this roll. Gumdrop fairy magic manifests in the fairy's color.

Jack of all Trades

This skill allows the fairy to try any skill, and it will cost her a sprite each time it is tried with 1d10 chance of success. Because of this, she can try any skill with a chance of success; she does not gain mastery levels. Magical items could grant her bonuses, or magic used on her could enhance her.

Blueberry Magic

Ball Lightning

The fairy creates a ball of lightning that originates from a center point and radiates outward in all directions. The ball is 1' in diameter but may be increased by 1' per sprite expanded. The 1' ball can inflict 1d4 harm on victims within double its diameter in range. Harm inflicted increases by 1d4 per mastery level.

At the 10th level of mastery, harm increase to 1d6, every 10 levels of mastery the die increases, 1d8, 1d10, 1d12, and lastly at 1d20. Partial saves reduce harm by half (rounded down). It should be noted that the larger the ball of lightning is, the louder the crackling sounds it makes are. The ball lightning appears the same color as the fairy.

Bearing

This magic produces a small mote of light that maintains a precise direction imprinted into the magic when it is created. The magical mote of light can be placed in front of a recipient land or water craft. The light mote will maintain its distance. The light mote will remain for one minute + 1/sprite expanded.

At the 5th level of mastery the time increases by 5 minutes per mastery level. The light mote is only bright enough to see at 10'. It is not bright enough to be used as a light source, except for those who have dim light skills or magic.

Blueberry Magic

Ball Lightning
Bearing
Camper
Oasis
Orb
Quake
Railing
Reverse Magic
Shoring
Trek Mapping

Plum Magic

Altered Vision
Barrier
Drop Weapon
Eerie Light
Float Object
Ground Pounder
Health Nut
Jagged Path
Manifest
Obelisk

Lemon Magic

Altered Site
Bench Stock
Eye Dropper
Exclamation
Fell Swoop
Garden Gate
Image
Jet Stream
Knothole
Slip Through

Camper

This magic must be directed at an area equal to 5' square per mastery level. Within the space targeted sprouts a flurry of vines that forms into a fairy home in moments, complete with tiny twinkling lights. The Camper comes complete with tasty food and fresh water that only runs out when this magic stops. The Camper remains in effect for one hour per level of mastery and keeps out inclement weather, creating a comfortable haven for 1d10 fairies per sprite added to the magic.

At the 5th level of mastery she can provide a comfortable place for small creatures.

At the 10th level of mastery she can provide a place for large creatures, and at the 15th level of mastery one huge creature. At the 10th level of mastery she can divide the camper into two separate Campers; dividing the next two every 5 levels thereafter.

Oasis

When this magic forms, it creates an oasis. The oasis is 5' cubed



per mastery level and always consists of edible plants and a pool of water, which never seems to run dry. The oasis will endure for one day per mastery level, after which it simply vanishes. When the oasis takes up 40' cubed or greater, indigenous trees 10' high also manifest, with two trees every 40', growing 10' higher every 10' increment, but top out at 30'. The pool also doubles in size and depth every 20', deepening 1' per 10' area. If the oasis reaches 100', a rocky hill manifests with a small waterfall. Animals and local beasts will be drawn in by the smell, so these long-term oases can be dangerous as well as helpful.

Orb

The fairy causes a glowing orb of her illumination to form. At a touch the orb feels like blown glass. The orb can be made to form around objects to keep them dry. The fairy can create a 1" orb per level of mastery. Items within rest on the bottom of the orb rather than floating within in. The orb can withstand 1d10 points of harm per sprite expanded into this magic and will remain for one minute per mastery level of the fairy after the magic has been dropped.

When the fairy reaches mastery level 10, they can form an orb around a willing fairy or creature. Orbs retain one minute of breathable air per level of mastery. Unwilling creatures gain a reaction save to avoid this; they may pound on the inside of the orb, inflicting harm to escape. Orbs will float on liquid.

At the 5th level of mastery the fairy can create an additional orb every level thereafter (max. 10 orbs).

At the 10th level of mastery the fairy can cause one orb to float and follow her. The orb can be moved at half the fairies own speed. Every 5 levels after the 10th the fairy can float and direct an additional orb.

At the 20th level of mastery the fairy can direct the orbs to submerge in water, even while she herself is floating in an orb.

Quake

The fairy can initiate a quake upon any 5' surface within 10' per mastery level of her current position. The quake shakes the ground and anything within the space violently, knocking creatures off their feet and making it impossible to stand back up, forcing them to crawl out of the affected area. Creatures that crawl already are not affected. The quake topples unstable objects over, which may cause them to shatter on impact.

At the 5th level of mastery the fairy can cause cracks to appear on the surface. The cracks could serve to weaken structures that may result in a collapse.

At the 10th level of mastery the fairy can create a rippling quake. The quake begins at an epicenter and ripples outward across a surface 10' per mastery level after 10 in expanding rings that heave the surface 5' above its normal position, destroying structures in its path. Victims caught are thrown skyward a number of feet equal to the amount of sprites the fairy is willing to expand into the magic. Victims gain reaction saves to avoid falling harm from 10' or less, anything higher they will necessarily suffer harm. Falling harm inflicts 1d10 each ring closer to the epicenter. Most fairies of good natures will avoid using the ripple quake, but sometimes situations may call for it.

Railing

This magic creates a railing at the edge of a surface. The railing

is 1" high per mastery level of the fairy, or 1" high per sprite expanded into this magic. The railing is strong and can take 10 points of harm per a 5' section before breaking. The length of the railing is 10' long per mastery level. Creatures weighing 10 pounds per mastery level cannot uproot it, so it could be used as a climbing point. The railing may be of any appearance, and could be used as a fence. The railing could be ringed to form a corral or a cage. The railing does not have a roof, but another source could be fitted over it.

At the 5th level of mastery the railing could be used on unstable surfaces and shore them up while the magic is maintained. A railing could be placed in an opening to seal it. All railings remain while the fairy stays within 10' of it. Even if the magic is ended, after she goes beyond 10', the railing will remain for a number of days equal to her mastery level 10 and above.

Reverse Magic

This potent magic can momentarily reverse the effects of magic used as an attack against the fairy. Reverse Magic lasts only 10 seconds per mastery level. When this is used on an attack, the caster's magic backfires at them. The caster must make the same reaction save that the fairy would have needed to make.

At the 5th level of mastery the fairy can temporarily reverse sources of Eldritch magic that would normally inflict harm. These sources are temporarily shut down rather than reversed. The shutdown will last 10 seconds per mastery level.

At the 10th level of mastery the fairy can form a reversing aura around herself that will last for as long as she maintains this magic, but it requires a maintenance cost of one sprite per 10 minutes of mastery thereafter.

At the 20th level of mastery the fairy can create this aura around another ally every 5 levels thereafter; this will require her to make cumulative sprite maintenances. The fairy may optionally reverse any of her own magic if it suits her purpose.

Shoring

This unusual magic allows the fairy to round up her other magic or skills to the next higher mastery level, so it may be considered an augmentation magic. Shored up magic and skills remain this way for 10 seconds per mastery level.

At the 5th level of mastery the fairy increases this time to one minute per level.

At the 10th level of mastery the fairy can unshore attacking or pre-set magic an increment lower in power per mastery level thereafter to a maximum of nine increments. This can serve to end a magical effect, but minimally it will remain in the lowered state for a number of hours per level thereafter. Magic created from power levels 50 and above reduce the fairy's shoring to 1d10



minutes every 10 points from 50. A time that exceeds the fairy's Shoring causes the fairy's magic to end abruptly.

Trek Mapping

This magic requires a source material, such as a roll of parchment or a scroll of bark. When the magic is used on himself, lines appear sketching an inside outline of his environment within 5' per mastery level of his current position. The lines all are black.

At the 5th level of mastery the fairy can use this magic on another creature. When this is done the other creature must stay within 10' per mastery level of the fairy thereafter. Should he use this

magic on an unwilling creature, the creature gains a save to resist, but otherwise feels nothing and will be unaware of anything happening.

At the 10th level of mastery he can target up to 5 creatures in range, tracking each.

Plum Magic

Altered Vision

When the fairy uses this magic, she can see in several different views. The player must select one of the following visions and add another every 5 levels of mastery.

Once the type of vision is selected, she gains the following benefits: she can see at a 10' range per level of mastery after the selected vision. When dealing with other creatures that suffer penalties from the situation, she gains 1d10 per level to her attack speeds. This magic may be placed on other fairies or creatures of her choice.

Blind Sight

The fairy can close her eyes and fight solely based on sounds and feeling air changes. This magic is especially useful for combating creatures and magic that affects the vision. The acute nature of Blind Sight can grant a +1 bonus to reactive saves per level of mastery. This magic is not effective under water. When using Blind Sight, illusions have no effect on her.

Dark Clarity

In dark locations the fairy can see with absolute clarity to a 10' diameter area per mastery level. The maximum is based on the fairy's sprite count. She does not suffer the penalties others might suffer from darkness, so long as the penalty situation is within her range of vision.

Eldritch Sight

This magic grants her the ability to see Eldritch auras. Eldritch magic typically has detrimental effects on creatures that are not Eldritch-born. This vision grants the fairy a 1d10 bonus to reaction speed versus effects of Eldritch origin. Eldritch magic appears as a black wildfire aura that rings creatures and objects affected by it. This black fire is otherwise unseen but may also be exposed by other types of magic; or in some cases, Eldritch magic may visually erupt, which can cause fear in creatures not expecting it.

Plain Sight

When this magic is used, the diverse opens up to her. No panoramic view holds a candle to the experience of seeing it all. Of all the visions this is perhaps the most powerful. Because of the overload of the fairy's visual senses in seeing it all, she must make a reaction save against a speed of 60 to take control of herself and focus on what she is witnessing.

Each mastery level she gains a +d10 added to her saves (max.

+5d10). She can of course expand two sprites to gain additional 1d10s. Should she fail at this save, the magic deactivates and she falls unconscious for 1d10 minutes. Should she succeed, she gains a +d10 per level of all her actions while she maintains this magic, expanding one sprite per minute to maintain it.

At the 5th level of mastery she can narrow her view of the diverse to one plain. If she spends 120 hours studying a particular plain she will gain an insightful synergy bonus when encountering creatures and effects from that particular plain. The player will make a 1d10 roll to gain specific knowledge of that plain.

Necro-Vision

The fairy can see Death Walkers (see Death Walkers under the Creature Chapter). She can see where they are going or where they died. The fairy gains a +d10 to reaction saves when dealing with Death Walkers who can affect the living. In some rare cases the fairy can help lost Death Walkers and free them from a fateful situation. When combating Death Walkers of a malignant nature she gains +d10 to her attacks starting at the 5th level of mastery per level thereafter. Necro-vision can even reveal artifacts.

Water Clarity

This magic grants the fairy with the ability to see clearly in even the murkiest water as though it were crystal clear. Creatures that use murky water for sneak attacks do not gain bonuses when facing the fairy using this magical vision. Vision is clear at a range of 10' per mastery level. Vision is still limited by terrain and other obstacles.

Barrier

The fairy can create a flat barrier of any shape in a 5' square screen per level of mastery. The barrier will block one airborne object from harming the shielded individual or thing, after which the barrier vanishes unless the fairy immediately expands an additional sprite. Every two levels of mastery the fairy can block an additional airborne object. The airborne objects hurtling toward the barrier can be no heavier than one pound per level of mastery. In the case of arrows or bolts, a quantity of 10 is one pound.

At the 5th level of mastery the barrier will block one attack by magic, then additional magical attacks every two levels thereafter.

At the 10th level of mastery the fairy creates a barrier with two sides; the next side must maintain contact with the first barrier but may be set at any angle.

At the 15th level of mastery the fairy can now cause the barrier to move as the fairy moves. The barrier can block winds speeds from categories 1-4.

Drop Weapon

The fairy aims this magic at someone who is holding a weapon; the magic wraps itself around the appendages of the target and

forces them to drop any held weapon. The victim of this magical attack gains a speed reaction save to resist the magic; the save roll target is 5 on 1d10, but each level of mastery increases this save by one.

The fairy may alternatively increase the magic's intensity increasing the save by one for every two sprites he expands. The range that the fairy can use this magic is 10' per mastery level, but he may also expand a sprite to increase the range by 5' increments. This magic can be used simultaneously with an attack made by the fairy's foe. This can serve to have the weapon go flying off in a direction of the path of the weapon 1d10' distant. Random victims in the path of the flying weapon may get hit if they are unaware and will suffer 1d4 harm from it, as well as losing their next action. Maximum bonus +5.

At the 5th level of mastery the fairy can cause a 5' adjacent foe to drop their weapon, causing additional victims every level hereafter to drop theirs too.

At the 10th level of mastery the fairy can cause other items held to be dropped in the same manner. There are many situations other than fighting where this magic can be useful, causing pursuing archers to drop their bows, for example.

At the 15th level of mastery the fairy can create an expansion orb of this magic that reaches out in all directions and passes through all barriers causing even unseen foes to drop held items. This can cause archers or other similarly armed creatures to fire their weapons involuntarily, which may spoil an ambush. This can cause individuals affected by this magic to become discom-bobulated, granting the fairy new possibilities.

Eerie Light

The fairy can summon a mysterious, eerie light into existence in a zone of her choice. The eerie light appears in a 5' zone per mastery level of the fairy. Someone encountering the light must make a reaction save of 15 to avoid feeling ill just looking at it. The light allows the viewer to see, but the waves that ripple through it cause nausea, inflicting -1d10 penalties to physical actions whilst within it per level of the fairy (maximum at 5d10).

At the 5th level of mastery the light now affects creatures with special vision, disrupting it entirely and forcing the creatures to rely on other senses. Fairies are immune to these effects, natural and unnatural creatures are not. Some Eldritch beasts may have defenses against it.

Float Object

The fairy can use this magic to float objects of 1" in diameter per mastery level. She can increase the size of the object by 1" per sprite she expands as well. The weight of an object is not an obstacle, only the size. The object floats freely, but still needs to be prodded to move. Objects that are 5 times the fairy's size can

build up a forward momentum that can prove to be difficult for the fairy to slow down. It requires magic strength, ending the magic, enough fairies to match the size increments, or the object slowing down after it drifts for a while. Objects can be blown by strong winds.

At the 5th level of mastery the fairy can control its movement and direction at a speed of 1, increasing by 1 per mastery level. Under this control, the fairy can stop the object in an instant.

At the 10th level of mastery the fairy can float an additional object per level thereafter. An object can be floated as a weapon, but needs to be moving at a collision speed of 60. Items inflict one point of harm in the collision per 1" in size. At 10" the harm becomes 1d10, at 11" 1d10+1, etc. When the harm reaches +10 the harm converts to 2d10, at 21 it goes to 2d10+1 and so on, (max. 10d10).

Objects

Inch Size	Harm or Structural damage
11	1d10
12	+1
13	+2
14	+3
15	+4
16	+5
17	+6
18	+7
19	+8
20	+9
21	+10
22	2d10
Etc.	+1 etc.

Ground Pounder

This magic is used as an attack. Victims of the attack gain a reaction save of 9. Failing the save causes the victim to start making loud slamming sounds with each step they take. The sound of the steps can be easily heard up to 20' away per mastery level of the fairy. The magic can be maintained for one hour per sprite held on the magic by the player until the fairy drops the magic and the sprites go back to his vine circle.

At the 5th level of mastery the fairy can tag an additional victim, incrementally increasing every 5 levels. Victims can be any creature. Animals will get scared and run or fly and hide for an hour per mastery level of the fairy before it tries walking again.

Health Nut

Using this magic, the fairy can imbue her healing magic into acorns or other similar nuts. Health Nut can heal 1d10 sprites per mastery level (max of 10d10). The magic nut has a one day per mastery level shelf life. Nuts are typically carried by others, who when in need must eat the nut. The nut not only provides healing, but also provides nourishment for one day.

At the 5th level of mastery the nut can cure poisons for both the fairy and other creatures.

At the 10th level of mastery the nut, when eaten, will allow a fairy to exist in any environment for one hour per mastery level after the 10th, to a maximum of nine hours.

Jagged Path

This magic can be used to slow a pursuer who is following by making the path more difficult than it normally is. A victim's speed is slowed by 1d10 per mastery level of the fairy. Victims will become increasingly frustrated and may stop pursuing altogether. Should they choose a new path, then this magic can be evaded until the fairy uses this magic on the new path.

At the 5th level of mastery the fairy can use this magic on the forward path of someone the fairy is pursuing. Because this magic is used on the path there is no reaction save against it. The only save is to stop using the path altogether. A particular path effected may only be 10' long per mastery level of the fairy (no cap). Paths must be clearly defined; the magic does not affect areas where there are not clear paths. This magic has no effect against airborne.

Manifest

The fairy can manifest tiny fairy-held items out of thin air. Items may be tools or weapons. These manifested items remain in existence for one minute per mastery level.

At the 5th level of mastery a manifested item may be 1" in size per mastery level after 5. The fairy cannot create component for other things that get used up, as that component will cease its existence at the end of its time limit.

At the 10th level of mastery the duration increases to 10 minutes per mastery level after 10th. At the 15th level of mastery the fairy can manifest items with moving components, such as a bow, an instrument, etc.

At the 20th level of mastery duration increases to one day per mastery level thereafter. The fairy can manifest things that are consumed, such as water that may be drunk, but when the magic is terminated or ends, the water is removed from the victim. This can be quite immediately painful and is a terrible thing to do to a creature. Only the Fraelyn would consider using it for this purpose.

Obelisk

The fairy can grow rock up from the ground in an obelisk. The obelisk is incredibly strong and may be large enough to anchor an elephant. The obelisk can be 5' high from a 5' square per mastery level. It will endure for 10 minutes per mastery level. The obelisk may be decorated any way the fairy sees fit; it can be completely sculpted by the fairy. The fairy would need another fairy with

carving or art skills to assist him to create specific shapes beyond basic polyhedral shapes.

At the 5th level of mastery he can create an additional obelisk, then another every 5 levels of mastery.

At the 10th level of mastery the fairy can create hollow obelisks with a secret doors and windows. The interior spaces are designed to be large enough for one or more fairies depending on the exterior size. The interior automatically equips itself with air shafts, and a chimney for a fire. Outside weather cannot get in unless a door or window is left open. Multiple levels may be created.

Lemon Magic

Altered Site

This magic creates an illusion of a target site, which may be an area of land, a room, or water. The illusion can make the target site appear empty or filled with objects of the fairy's choice. Creatures encountering the illusion will believe what their vision tells them. However, attempts to move through the site may reveal its true nature.

Should the floor be missing, the creature leading will learn this quickly. Discovering the illusion will not cause the illusion to stop. Altered Site will last for 10 minutes per mastery level of the fairy. Altered Site by itself has no motion elements to it, however, at the 5th level of mastery, the site may possess a single element of motion, such as a breeze, lapping water, or creaking sounds.

Every level of mastery after the 5th, another element may be introduced into the altered site. A target site is limited to a 5' space on a grid map per two levels of mastery.

At the 10th level of mastery the fairy can alter a site in such a fashion as to allow the fairy and her allies to pass behind the site unseen by watcher. Creatures encountering this magic must exceed the fairy's speed (plus any extra sprites she adds to her speed) to find the way behind it, but only if the creature succeeds in identifying the magic.

Creatures that use senses other than vision are not affected by this magic, unless the magic was created at 5th level of mastery where other elements are introduced. Altered sites may introduce situational penalties.

Bench Stock

This magic identifies every object in a particular room of no more than 10' square per level of mastery. The magic does not reveal what is inside the objects, only their outward appearance. Should the fairy have a specific item she is looking for in a junk room, she can find the item instantly with this magic, unless the item resides within another object.

At the 5th level of mastery she can identify the precise location of one trap per level after the 5th; the magic however is not able to identify the trigger mechanism.

At the 10th level of mastery this magic can identify the precise location of a quested-for item, even if it resides within something else at a range equal to 10' per sprite she chooses to expand into it. This magic will not reveal dangers from creatures hiding in the space, although it can identify items worn or carried by said creatures, which would likely indicate a creature laying in wait.

Eye Dropper

This magic grants the fairy with the ability to see from a disembodied point of view. This can allow her to deal with creatures that are not safe to look at, such as creatures with petrifying gazes. The fairy can see from a fixed point up to 5' from any direction per level of mastery. This magical vision cannot be affected by physical attacks but can cause harm to the fairy from magical attacks (save for petrifying attacks).

The fairy's normal vision is unusable while this magic is active, but at the 5th level of mastery she has become so used to this magic that she has learned to keep tabs on herself and react normally. Until she reaches 5th level she can suffer a number of reaction penalties incurred by the Storyteller.

Exclamation

Creating this magical effect serves to allow her to speak out an amplified sentence of surprise or excitement from a point of her choosing within 10' per mastery level. The exclamation may be loud enough to affect only select or all creatures in range. This magic can be used to possibly lure creatures in a particular direction, and comes in very handy when setting up an ambush, or drawing victims into a trap.

At the 5th level of mastery she can mimic the voice of other creatures.

At the 10th level of mastery she can force another creature to make the exclamation. Creatures affected by this magic gain a reaction save to resist it; for each level of mastery over the 10th victims of this magic suffer a -1 penalty to this save, to a maximum of -4.

Fell Swoop

The fairy sprouts razor-sharp talons that she can attack with upon a foe and swoop down upon a foe. Her speed increases by 1d10 per mastery level (max. 10d10). Upon a successful strike she can inflict 1d4 harm. Every 5 levels of mastery she can inflict an additional 1d4 harm (max. 5d4).

At the 5th level of mastery she can cause an open wound with this magic that will cause the wounded creature to bleed 1d4 harm, every 10 seconds per mastery level over the 5th, until healed or

bandaged.

At the 10th level of mastery her talons are so sharp that she can cut glass, and can carve through an inch of wood in 10 seconds. Leather protection is useless against this magic. Even creatures with exoskeletons have reason to fear fairies using this magic.

Garden Gate

The fairy creates a magical garden gate of any design she desires. The door is only an inch bigger than herself. The gate, when opened goes nowhere until a second gate is created in a different location to connect to it. The first gate teleports the fairy to the second gate. The gate need not be grafted to an existing surface. When created standing alone, it is framed and may be entered only from the side designated by the fairy. Passing through the opposite side only lets you step to the other side of that same gate and place. The one restraint the gate does have is that it can only be created adjacent to or within a garden. The distance between the two gates is 1000' per mastery level.

At the 5th level of mastery the gates may now be created to and from meadows, or from meadow to meadow, but now the range increment increases to one mile per mastery level after the 5th.

At the 10th level of mastery the gates may be created to and from any terrain and the gates' size can be increased by 1" per sprite expanded into the magic.

Image

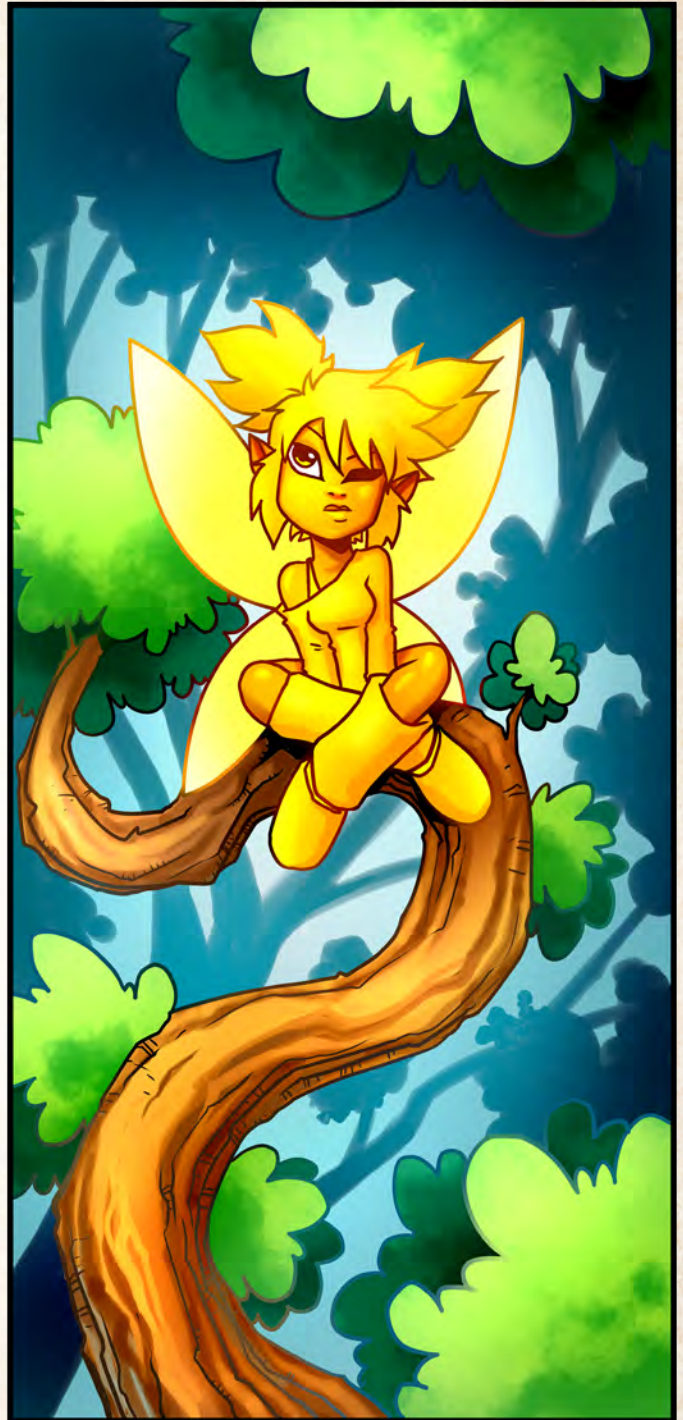
This is a magic placed on the fairy by herself which can either change her appearance or improve the way she looks. The magic will clean and mend her clothes, as well as improve or stylize clothing to resemble local trends. The magic, once used, will last 10 minutes per level.

At the 5th level, the magic will last one hour per level. In addition the wearer has a magical resistance to shabbiness for the same length of time.

At the 10th level of mastery she can use her magic on another, gaining another possible target every 5 levels. When she is using this magic to resemble someone else, it will only change her outward appearance. She will resemble the one she is impersonating, but cannot speak like or have any knowledge of the target. Otherwise, she can pass people the subject knows with them none the wiser. She can also resemble small animals after the 15th level of mastery.

Jet Stream

When this magic is used, a fast-moving jet stream forms, flowing in a direction the fairy indicates along a 10' long path per level of mastery. The fairy may opt to expand sprites, with one for every 10'. When the fairy or another creature enters this invisible jet, a willing subject expects it and gets carried away in an instant at



10' per mastery level. The fairy's current speed is not included in this movement; surprised or unwilling victims gain a reaction save, and gain a save every 10' they are swept away, but suffer a -1 penalty to it every 10' to a max. -5. Normal travel resumes after the subject is half the stream's length away from it.

At the 5th level of mastery the fairy can introduce this stream in water and propel water craft in the same fashion.

At the 10th level of mastery the fairy can create 5-degree incremental turns per mastery level after ten. Items thrown into the stream will also be jetted away. In any case, the weight of things carried is one pound per mastery level. Some creatures may only

be inconvenienced by the stream, and it may simply blow out candles and torches, knock objects away, et cetera. The fairy may alternatively use the stream to carry things to others. Flying creatures can become confused and frightened. Should the fairy create the jet stream ending in a barrier, victims and things slam into the barrier with a 1d10 harm force per 10' of travel.

Knothole

The fairy can create a knothole in the surface of wood, which can become a secret stash or a point of egress. The size of the knothole is 1" per mastery level. A knothole can never be larger than 10". Knotholes may be placed next to each other.

At the 5th level of mastery the fairy can create hidden knothole compartments with secret latches to open them.

At the 10th level of mastery the fairy can create knothole secret doors. Creatures cannot tell the difference between the wood and the knothole unless they see an open one. A knothole placed that spans the width of the wood creates a weak point where the wood might be cracked in half. In this case it might be used on a human floorboard to create a trap.

Slip Through

This magic allows the fairy to slip through even the narrowest of openings. The opening she is slipping through cannot be deeper than 1" per mastery level.

At the 5th level of mastery the fairy can use this magic to slip through a volley of projectile weapons. This magic would also allow her to slip through a spinning fan.

At the 10th level of mastery she would be able to slip through clockwork or other machine, and she can slip through a keyhole or through the bars of gilded cage.



Chapter Three: Fairy Market

Every town in *Fairies: A Roleplaying Game* have a local market. Fairies love to shop around for new decorations, accessories, and things that make them full of joy. Fairies like to change their wardrobes after adventures to replace worn or out of date clothing. The fairy market is filled with items that are only available to fairies. **Fairies use pixie dust for currency.**

In the following descriptions, each item will have a number next to it that represents the cost in number of pinches of pixie dust. Information on pixie dust is detailed at the beginning of this book. Fairies accumulate their currency when they deliver particular artifacts that belong to other cultures to the Queen's court, or by marketing goods and services.

The courts don't collect just any sort of rubbish; most are pieces of art, jewelry and magical items that the Fairy Queen deems too valuable to be left in the hands of humans, even if they are the artisans of these items. Fairies may, of course, keep these items should they choose to.

All of the items in the following lists are usable only by fairies or similarly sized creatures, though the fairy takes great offense if they see non-fairies using them, believing the items to be stolen.

Common Terminology

Gulp

A single sip from a beverage, often referring to uses of a potion or drink.

Pinch

A pinch of pixie dust is a single unit of currency, much like 1 dollar, 1 euro, or 1 yen.

Thimble

A thimble is a flask of fairy beverage worth 10 gulps.

Vik

A vik is a unit of measurement of liquid worth 5 gulps.

Ci or Cubed

Cubic Inches, this refers to volume size, sometimes referred to as cubed

Details of the following items will be listed below the following charts. Animals and Weapons will include how they are used and the harm they inflict.

The following descriptions detail the items listed above, what they look like, and how they are used. The player places these items under the Stuff category on the character sheet. Only specific details like a weapon's harm need to be listed on the

character sheet, but this is entirely up to the player. In the following descriptions some animals or creatures may come up, when they do they use Ferocity rather than speed, as they are using a combination of natural instincts, agility and other special features, well that's the way the fairies believe.

Mounts and pets

10-20	Clockworks
2/hour	Companions
15	Guard Beetle
25	Fae Steed (fairy bred)
50	Osprey Mount
100	Pixie Dragons (see details)

Mounts and Pets

Clockwork

Although clockworks are mechanical, they best fit the animal category as the magic involved makes them appear lifelike. The fairies craft beautiful clockworks, unlike the primitive clockworks built by wizards; the fairy crafters create sleek works of art. These clockworks are powered by pixie dust. A pinch of dust will power the clockwork for a day. A tiny secret door on the body of the clockwork contains the name of the fairy that it belongs to.

The clockwork will obey the owner's directives. Some clockworks require a driver in a similar way driving a wagon does. Clockworks that suffer harm suffer loss of speed. All clockworks have a metallic appearance, though they are different colors. A close view reveals their mechanical nature. Clockworks suffering 3/4 loss of speed come to a stop and are still repairable and a cost of 10 pinches of pixie dust. Those that reach zero are junked. Clockworks use speed rather than ferocity. Clockworks have 10 Structure Points per rider size, this means that should the vehicle sustain 3/4 harm of its structure points it is disabled, but may be repaired, harm beyond this is headed for the scrap heap. Non-rider clockworks have 1d6 structure points per mastery level of the fairy who crafted it.

Small Clockwork Submersible, Single Rider

This clockwork is fashioned to resemble a fish; this is a single-rider vehicle and is sized according to the fairy's height. In addition to the driver, there are 6" cubed of storage. The Aquatic's speed depends on one of two swim actions; one a surface skim, which gives access to breathable air, and in this case the Aquatic's speed 20.

When diving and swimming below the surface, the Aquatic's speed increases to 30, however there is only one minute of air. The Aquatic may be upgraded to grant additional minutes per two pinches of pixie dust at the Fairy Harbor Market. Viewing range from the submersible is 20'. The aquatic can make 1'-arc turns. Aquatics need training to use; training takes 5 days. Aquatic

clockworks that suffer 3/4 loss of speed from harm will sink.

Medium Clockwork submersible, three riders

This aquatic submersible is similar to the small submersible except it has one driver and two passengers, and is a much bigger fish design. They may load Cargo up to 24" cubed, with convenient exterior/interior cargo access. Surface speed is 20, submerged is 30. This Aquatic is equipped with a bite attack, which can inflict 1d4 points of harm. Turn arc: 5'. Submerged air: 5 minutes, +5 per 3 pinch upgrades.

Large Clockwork submersible, 10 riders)

This large submersible is as the others, except it has room for two pilots and eight passengers. The largest of the Aquatics, this clockwork is often used by the Fairy Queen as a means of traveling great distances in safety. Cargo: 60" cubed, exterior/interior cargo access. Speed: 30. Large Aquatics are not designed for skimming, but they can jump up to 5' out of the water in a smooth arc. Swimming using arcs adds a +5 cumulative speed bonus every 10 seconds, up to a max of +25. Bite attack: 1d6 points of harm. Turn arc: 5.5'. Submerged air: one hour, and must arc up or park on the surface to replenish air.

Clockwork Song Bird

This is a tiny clockwork no more than the size of a small songbird, though some fairies are around the same size. The songbird produces lovely melodies. The bird's flight speed is 40. They can swoop in low arcs, allowing them to pick up items no larger than 1" cubed. One pinch of pixie dust will power the songbird for three days.

Clockwork Predator Bird

A beautiful work of art stylized to resemble a hawk or similar bird of prey. The bird is at the full command of the fairy whose name resides within it. Due to its nature only fairies of 4 or fewer inches in height can ride them. Flight speed: 60. The bird can pull back into a glide speed of 20 allowing it to glide for a number of hours equal to the amount of pixie dust powering it. Hop speed: 2. The bird of prey does dive strafing attacks, raking with its claws and inflicting 2d6 points of harm. The bird may alternatively catch targets weighing as much as two pounds.

Clockwork Bird of Watching

This clockwork bird is similar in size to a kingfisher, with no more than a 6" wingspan, and a 2.5" long wingspan. The bird can recall what it has seen in a one-hour period, after which any future images record over the previous. The bird answers to a sharp whistling, which the buyer receives training in at the time of sale. The bird may alternatively be commanded to fly in a direction then circle once and fly back. The bird lands before the fairy and bends down to eye level. The fairy then looks in the bird's eyes and asks for a replay. Flight speed: 40. Hop speed: 1. These birds can only glide for 10' between flapping their wings.

Clockwork Mount

This small ride may resemble any normal mounted riding creature. Commonly animals of the appropriate size are chosen instead, as they can easily hide in plain sight of other creatures or be programmed to react appropriately in dire situations as commanded by the owner. Base speed: 15, burst of speed 50 but for a 20' range every other round. Animals that move through the trees maintain this same speed.

Clockwork cargo Animal

These clockworks are designed as cargo carriers and are not meant to be ridden. Those that try will wish they had walked or flown. There are 5 sizes; accommodating cargo increases at 2" cubed increments. The Storyteller may need to make judgments about some ideas the players try. The clockwork's speed matches the creature it was designed after. The clockwork obeys the owner.

Companion

These are hiring fairies. Fairies can hire fairies to be their companions for nearly any situation. Typical pay is 3 pinches of pixie dust, +1 per day for expenses. The fairy will sometimes accept other gifts in lieu of pixie dust. Often, fairies are hired based on the skills and magic that the hiring fairies themselves don't possess.

Companion fairies gain the same completed adventure advantages, gaining new skills, magic, or masteries. The strength of any available fairy companion is completely random. A fairy may be hired, for example, as a bodyguard. There are typically always fairies available as companions.

The Companion Guild is often housed in woven trees adorned with honey bulbs that glow with amber light.

Guard Beetle

Ferocity: 5,15 (30 combat)

Special: harm reduction

Life: The guard beetle is equipped with a purple black chitinous carapace, which although it can be easily hit, has a harm reduction of 2d10. The beetle has crawl ferocity of 5 per round and a flight ferocity of 15. The loss of all speed represents death. Guard beetles are trained to stay with 5' of their charges, but have difficulty staying caught up to them if they fly too fast. The beetle will move to a position between the fairy and a possible threat, but may be commanded to stay put. In travel it maintains a parallel position. The beetle will attack at a vicious unexpected ferocity of 30 in its 5' range and slice out a 1d10 points of harm with its nasty, sharp mandibles. Non-combat ferocity 15, combat ferocity 30. Guard beetles may be placed to protect locations; in this usage they will try to hide to gain a free attack against trespassers, unless the trespasser has awareness.

Fae Steed

Ferocity: 35

Special: Shifting ability, 1d6 self-healing/ten minutes, Fearless

Fae Steeds range in size from 1' high to 6' high. The foot-high steeds are used primarily by Earth fairies, and the larger ones by other fae races. The fairy Fae Steeds have a full ferocity of 35. They may be of any color typical to common horses, except their mane shimmers with a glossy hue. Their manes are often a color that is opposite their main body color. Unlike typical horses, they fear nothing, and they all have the uncanny magical ability to shift their physical locations up to 10'. They can perform this shift while walking or fully running. While running they can use it to traverse through the trickiest terrain with ease.

In combat, Fae Steeds use the terrain to great effect, gaining a +20 to ferocity, which brings their ferocity in total up to 55. Harm in combat affects this increased ferocity. Fae Steeds can see clearly in any level of light or darkness up to a range equal to twice their speed. Finally, Fae Steeds regenerate from harm at 1d6 every 10 minutes. Non-fae creatures are decidedly uncomfortable in their presence, suffering -1d10 in prolonged periods.

Osprey Mount

Ferocity: 10/50 (+20 for wheeled attack)

Special: vision range 300

There is a magical treaty with the osprey, made long ago by the Fairy queen. Osprey spend a part of their lives as mounts for the fairy. They are not treated like a domesticated animal, but more like an ally. They perform the task of being a mount and will choose themselves whether they will assist in combat situations or not. Their hop/leap ferocity 10, flight ferocity 50 and sight distance 300'. They will chirp to bring their rider's attention to distant situations, or squawk should danger be imminent.

Osprey mounts can glide for a number of hours equal to their current flight speed, even with a rider. They must be between 100'-300' up to do this long glide. They can swoop glide as low as 1' above the ground but only for 50' and must either land or fly up to high altitude again. They have a wheeling attack; exceptional flyers are able to make a sharp 5' wheel-about attack against creatures up to 10' behind them in flight. Even if a pursuer knows that they are capable of this maneuver, it is still a surprise when it happens, granting the osprey with a +20 bonus to attack ferocity. The wheeling attack does not add to defense or harm values.

Pixie Dragon

Special: Breathe, Improved Sight, Long Flight, Mastery Levels, Veiled Flight.

There are three kinds of pixie dragons available in the fairy market. Pixie dragons look very similar to a normal dragon, except

they are no larger than a common housecat. In fact, pixie dragons look a lot like a scaled and winged version of a housecat. They are extremely lithe and agile in all terrains. All Pixie dragons possess the innate ability to veil themselves and their riders from landbound creatures, this however costs the dragons a 1-point ferocity loss per 10-minutes of flight, they will try to fly under cover of trees when possible. This is why humans never see them. Dragons appreciate Shifter Fairies for their illusion magic.

Unlike pixies, whose natures hold close relationships to the elements, pixie dragons hold a close affinity to precious gems, and their scales sparkle in the light. Pixie dragons have no problems carrying up to three fairies, but they don't tolerate much luggage. They have exceptional eyesight during the daylight hours; its range is 5 times their speed. In darkness their eyes can emit beams of light with the same range; creatures using magic to hide themselves will be revealed by the eye-light of the pixie dragon.

Pixie dragons are carnivorous and must eat squirrel-sized meals every day. Though they seem to fly relatively slow, they can do so for a number of days equal to their current speed. When attacking targets from the air they can perform a plunging attack from a height of 20', slamming into the target with tremendous force and inflicting 1d10 points of harm for every 10 ferocity points. Pixie dragons are highly intelligent creatures--once they are shown once how to do something, they always remember. Their foreclaws are equipped with opposable thumbs which allow them to manipulate objects; however, in combat they will only use them to grip a target to hold them while using their bite attack.

Pixie dragons can understand when something as important as an adventure has been completed and they too can increase mastery levels as detailed under each of the following types. Due to their natures all pixie dragons are resistant to natural harm from hostile environments. However, elemental magic can still harm them.

Pixie Dragon, Amethyst

Ferocity: 30 (+2'/mastery level)

Breathe: stream of caustic air, 10' , +1'/mastery level (may be used underwater)

Harm: 4d8

Life: 4d10 (20 average)

This dragon has scales of amethyst, darkening down to a darker purple towards its extremities. They make their lair-like nests high up in the trees or lofty cliffs. They can exhale with a breath that jets out and forms a 5' diameter cloud (per mastery level). The cloud will dissipate in 1d10 seconds/mastery level; creatures moving through this cloud will suffer burns on their skin with a harm of 1d6/mastery level. The only way to avoid these burns is to avoid the cloud.

Pixie Dragon, Emerald

Ferocity: 40

Breathe: Fire, 10', +1/mastery level

Life: 4d10 (30 average)

Harm: 8d8

Breathe: Stream of fire, 10' (+1/mastery level, ignites flammables in fiery explosions)

These dragons' scales seem to soak up light and sparkle enchantingly. Its emerald-colored scales are tiny and closely-packed, making them very flexible. This flexibility lets them squeeze through openings as narrow as 2" wide. The Emerald's piercing gaze impels creatures to speak the truth. These pixie dragons are handy during arbiter situations.

The Emerald dragon can exhale with a breath of fire. In combat it will often spin a wreath of fire around itself, and attackers suffer harm when they attempt melee attacks against them. The fire inflicts 1d6 points of harm/mastery level. Flammables explode when struck by this dragon's fire, exploding in a 1' diameter/mastery level. This explosion inflicts double points of harm.

Pixie Dragon, Ruby

Ferocity: 50 (wingless)

Breathe: cloud of darkness, 10' (+1/mastery level)

Life: 5d10 (25 average)

The Ruby is the slyest of the three pixie dragons. Wingless, but extremely agile and fast, they have the potential to travel unhindered through any terrain. In tricky terrains there are penalties involved, but the pixie suffers -5 fewer penalties/mastery level. The Ruby prefers nightfall and areas of darkness. While in dark places, the dragon gains +20 to its ferocity.

The dragon can exhale a breath of inky darkness that fills a 1' diameter area/mastery level. They can see through this darkness as though it were translucent. Other creatures are blind within it, unless they have special skills related to darkness. Having victims enveloped by the darkness grants the dragon a +5/mastery level to their ferocity attacks against others. The darkness is immune to wind effects but will dissipate in 10 seconds/mastery level.

Containers

Backpack

A 6" cubed backpack is the largest of the fairy backpack line. Smaller backpacks are also available. Backs are designed with two compartments which are strapped shut. The backpack also has three smaller exterior flaps and tied pockets for quick access to tiny items, or for storage. Backpacks are designed around the fairy's wings and cause only a slight limitation to their motion, with a penalty of -5 to speed. Several loops are attached on the outside for tying items to the outside.

Chest

A variety of chest sizes from 2"-10" cubed capacity may be purchased. Fairy-crafted chests are all stylized with a variety of landscape scenes. More embellishments may be added for more pinches of pixie dust. All chests have latches. For 2 pinches more, a padlock is added, for 3 pinches an inset lock, for 4 pinches a hidden lock. 10 pinches, and a trap may be added.

Coffer

These are tiny containers, with 2" cubed capacity. Coffers have tiny clasps. They are often used for precious items because they come lined with silk. Clasps are designed with a magic word key; at the time of purchase, a password is assigned to it by the buyer.

Crate, large

Capacity: 40" cubed. These crates require ropes and pulleys to lift them up, though they may also just be used for storage. They are made of wooden planks. A few are hinged, but most are nailed shut.

Crate, small

Capacity: 20" cubed. These crates may be lifted and carried by two fairies; all other aspects are like the large crate.

Dew Bud

A dew bud is a carefully harvested plant bud that contains 5-viks of water. The bud is incredibly resistant to impact and will typically bounce, even from a drop as high as 50' in the air. They are also very buoyant and can keep one fairy afloat. A fairy can drink from the bud through a natural baffle, which keeps the water sealed in, using specific pressure to open the baffle to drink. Dew buds, however, last only a week in dry environments, and two weeks in wet. Most bud merchants have fast access to the trees they are harvested from. Only fresh buds are sold.

Growler

Capacity: 20 viks.

This is a small wood-crafted barrel that can contain fairy beverages for a number of years equal to the brewers' mastery levels. Many growlers are sold with the particular beverage already contained within. A wax-sealed cork shows where it was added. There is also a spigot from which the beverage is poured.

Containers

5	Backpack (6 cubic inches(ci))
10	Chest (with lock, 10-ci)
2	Coffer (2-ci)
1	Crate, large (40-ci)
3	Crate, small (20-ci)
5	Dew Bud (5-viks)
2	Growler (20-viks, barrel)
4	Knapsack (5-ci)
1	Pouch Fairy Dust (50 pinch cap.)
2	Pouch, Pixie Dust (200 pinch cap.)
3	Satchel (2-ci)
1	Vial (1-vik)

Pouch, Fairy Dust

Many fairies carry these so they have a place to put their accumulated dust, but many fairies don't, preferring to leave their dust where ever they go. Fairy dust is made of bigger motes than pixie dust so it takes up more room. Crafted from silk, fairies buy a pouch that best fits their fashion. Capacity: 50 pinches.

Pouch, Pixie Dust

These pouches are also crafted of silk, and colors are chosen to fit their fashion. This pouch has a pixie dust capacity of 200 pinches.

Satchel

This is a shoulder bag; it is woven of milkweed husk, making it very durable. Not too fashionable, but great for carrying things during adventures. They are carried over the shoulder and may be doffed easily if the situation calls for it. Capacity: 2" cubed.

Vial

Fairy vials are exquisitely blown glass, artfully crafted to resemble fauna. They are used to carry very specific solutions with the added bonus of keeping them fresh for years. Capacity: of 1 vik.

Goods

Anvil, heavy

This anvil will be delivered to a location selected by the buyer for an extra fee. It is very heavy and requires special handlers to move it. The anvil is used for armor and tool and weapon crafting. Weight: 30 pounds.

Anvil, light

This tiny anvil can easily be carried by a single fairy, however it is not so light it can be carried in flight alone. Four fairies, using rope, could fly it somewhere. This anvil is used for crafting jewelry and other finely made items.

Artwork

This is a category of all the arts, so prices will vary. These artworks are made available to homeowners. Specifically, paintings both new and forgotten, and statuary of all sizes. This includes embellishments and accoutrements for the home. Artists may also be hired to craft murals, frescoes, and wall art.

Bell

Bells of every description often purchased to adorn fancy dresses. Wind chimes and gongs may also be purchased.

Boots, knee

Knee high boots are often very stylish and are commonly worn by all fairies. They are typically crafted from silk but may be crafted from plant fibers.

Boots, hiking

These boots are very durable but are reserved for adventuring.

They are almost never seen in the daily life of the fairies.

Boots, moccasins

These are low, soft shoes crafted from plant fibers. They are common and very comfortable. They have marginal design but are tougher than slippers.

Goods

100	Anvil (armor, tools, shoeing, weapons)
50	Anvil (jewelry, other fine crafting)
10	Artwork (paintings, statuary, woodcraft)
1/2	Biscuit, Fae (1-meal)
2	Bell
5	Boots, knee
6	Boots, hiking
4	Boots, moccasins
8	Cape, rain
7	Cloak, hooded
5	Cloak, Fancy dress
4	Construction Tools
1	Embroidery/sewing
3	Flask (clay)
7	Flask (metal)
25	Flower Tent (collapsible, sleeps 6)
30	Flower Wine
1/5	Food (Sunflower, Pumpkin Seeds (pick)
6	Hammock, Gossamer (sleeps 1 or 2)
10	Harvest Tools (specify)
7	Honey Pot (ten uses)
4	Honey-nut milk (sap-resin jar)
10	Item (tiny baubles)
3	Gardening Tools
6	Landscaping Tools
8	Lamp, Landens' (2-hours/day)
4	Lamp burn (Sun flower seed oil)
2	Leggings
8	Outfit, Dance
4	Outfit, Fairy skirts
10	Outfit, traveling leathers
1	Parasol
1	Pottery (all forms)
3	Precious mineral paint (ask for specific)
2	Resin Jar (2-vik, corked, incremental sizes)
10/25'	Rope, silk (25')
2	Shoes, dance
10	Skill-based Tools (relating to specific skills)
1	Slippers
5	Tutu

Cape, rain

The cape hangs down the back and is decorated to represent their terrains or fairy hometowns. They will keep the fairy warm and dry in the rain, providing they don't step into any puddles

Cloak, hooded

A hooded cloak can disguise the features of the fairy when the hood is up. The cloak is good protection against cold weather. They are often reserved for adventures.

Cloak, fancy dress

These are reserved for fancy dress parties and other fairy gatherings, and are highly fashionable. They are often designed to particular fairy's wishes, so are often of unique design.

Construction Tools

The tools are specific to particular construction types, such as houses and towns.

Embroidery/sewing

These are embellishments such as embroidery that may be added to new or existing clothing, or repairs to cloth and clothing.

Fae Biscuit

These biscuits are a trade item from the elves. Fae biscuits have incredible shelf life, and a single biscuit provides nourishment for an entire day. Fae biscuits are often referred to as twinkles.

Flask, clay

Clay flasks, as with other fairy things, have many designs carved over their surfaces. They could crack or break on any impact.

Flask, metal

Metals flasks are made of brass, copper and silver. They dent if dropped, but are otherwise durable. Capacity: 1 vik.

Flower tent, collapsible

The flower tent, when collapsed, looks a lot like an umbrella. When opened, it in one second provides shelter from the rain or snow for four fairies. The tent may be secured to the ground to provide stability in the wind. Category 3 winds will tear them away.

Flower wine

A delicious beverage as far as fairies are concerned. Often this beverage is served in the high court of the Queen.

Food

Apple, pumpkin, sesame seeds, and small fruits and nuts. In town these items are often served roasted. They are dried for travel and adventuring. When ordering in an inn, one pinch is a meal. One pinch is otherwise equal to three meals a day.

Hammock

Made from gossamer or silk, these are easy to carry, but require two anchor points to suspend them. They are all designed to support two fairies.

Harvest tools

These tools help the fairy harvest plants. They weigh 6 ounces and use up 2" cubed of space.

Honey pot

As the name implies, this is a small wax-sealed pot of honey.

Fairies love this tasty substance. However, they can get a little tippy eating it--this tends to make them dance, laugh and sing.

Honey-nut milk

This a delightful beverage often used as a morning drink.

Item

Small baubles; these are jewelry, wands, gloves, bracelets, etc. These have variable prices, depending on the quality and artful design.

Gardening tools, sunflower

These are specific to these plants. Sunflower seeds are highly prized for their food content and well as their medicinal purposes. A sunflower seed can heal a fairy one sprite. These tools allow them to be gathered without harming the plant. Water fairies often carry these to aid them.

Landscaping tools

Excellent tools used to develop fairy communities.

Lamp, laden

A small stylized lamp with a fire pixie inside. A simple magic word will cause the fire pixie to happily light the lamp. A fire lights up and fills a 10' space with even, non-flickering light, for fire pixies delight in the attempt to create non-flickering light. The light diminished out to 20'.

Lamp, burn

This lamp is designed with utility in mind and is used for adventures; otherwise very few are sold. They are just too plain for most fairies. This lamp requires 1 vik of oil. Sunflower seed oil is free, but still needs a container to carry it. Creates a small flickering flame that lights up things in 10' radius diminishing to 20'.

Leggings

Stretchy silk leggings worn partway up the thigh. They are purchased for fashion. Leggings come in a variety of colors or color combinations.

Outfit, dance

Fashions will come in a variety of styles, but these are specifically designed for dancing. Many are flowing and billowy, while some are tight and stretchy.

Outfit, fairy skirts

These are a variety of colored skirts. Markets will carry the latest fashions.

Outfit, traveling leathers

These leathers are made from the reptiles that shed their skins. They are quite durable and provide +1/crafting mastery to reaction speed against attacks. The level of mastery that they were crafted will increase the price. This is a close fitting garment, but

highly stylized in a variety of dyed colors. They are perfect for adventuring.

Parasol

A light, airy umbrella used during sunny days. They are very stylish or colorful and the fairies often use them to enhance their dance, or promenade with them.

Pottery

This includes all manner of clay crafts, mugs, steins, vases, bowls, plates, and so on.

Precious mineral paint

A large variety of paints made from crushed semi-precious to precious gems. These paints are garnered from trade with mining creatures.

Resin jar

Resin jars come in three sizes, 1-3 viks. They are resealable jars which can serve a variety of purposes.

Rope, silk

Silk rope used by the fairies comes in 10' lengths. A weaver may be employed to weave them together to make them longer. They are sold coiled up with a silk ribbon.

Shoes, dance

A favored shoe for this purpose, although many fairies dance in the air.

Skill-based tools

These are specific to the skills of some fairies; they will serve to enhance the fairy's skill use by one increment. Used tools need to be cleaned and sharpened after every adventure by the appropriate smith.

Slippers

These are the most common footwear of the fairies. They are typically the colors of the fairy's illumination.

Tutu

Fashion accessory; bouncy, frilly skirts. These are popular among ballerinas.

Services

Brewer

This is the brew master. The best place to find the brewer is at a distillery, which are more than often located behind an inn or tavern. If they are successful they may be found singly. A brewer may make brews under contract for specific places or patrons. The brewer guards their recipes carefully. These same brewers usually brew their own lines as well. The brewer may be hired to create something new for a customer.

Brewery/Inn/Tavern

An established brewery has an inn or tavern attached, usually in the front, inviting customers in to try their new blends or enjoy their current ones. Inns and taverns also provide lodging and food. The variable price indicated may be for their brew or night stay.

Services

5	Brewer (specific, hireling)
2	Brewery/Inn/Tavern (named brews)
8	Builder (fairy construction worker)
3	Carver/Crafter, wood
10	Chief (baker or cook)
3	Companion
5	Designer (fairy architect)
5	Delver (fairy historian)
5	Guard
2	Guide, local

Services

2	Lodging/Inns
6	Painter
4	Ranger/Tracker
10	Smith, metals
5	Tailor/Embroidery
5	Tanner/Leather worker
10	Trainer, Animal
1	Weaver

Builder

A builder may be hired or contracted. Builders may be independent contractors or part of a guild. Guilds are good because they usually show up with a construction crew. Independent builders are competent at directing construction crews already on site. Independents are normally cheaper and they are happy to assist the owner in smaller contracts.

Carver/Crafter (wood)

Hired to craft very specific types of items; often hired to craft wands, staffs, and statuary or fairy home embellishments. Since fairies love crafting fairy homes, the carvers and crafters are in near-constant demand. Sweetening the pot in some way may insure a direct hire situation.

Chef

The chef may be hired for a café or for other establishments. In many cases the chef is independent, for catering contracts, or as a baker.

Companion

Many fairies join the companion guilds to become the companion of others for a variety of reasons; for instance, adventures, dance parties, or just the need for someone to hang around with. Many times companions choose to leave the guild and join those that had hired them in the first place.

Designer (architect)

Like the builder, the architect assists the hiring fairy in planning their housing layouts or will come up with something new (which they prefer). Designers may be hired to be terrain-specific.

Delver (bard/historian)

Delvers are so named because they research a particular area down to its roots. They are often traveling to ferret out bits of knowledge. Delvers are the keepers of knowledge and many stick with a particular area of expertise. A delver may be hired to keep track of someone's adventures. They can be a great source of information on the world outside the fairy's terrain. They are the very few that call outside creatures by their names rather than always referring to them as creatures. Delvers may be found in the Queen's library, at home surrounded by scrolls, in the local inn or tavern collecting information from travelers, or at the market looking for someone to hire as a guide, or for adventurers that might be willing to gather information.

Guard

Earth fairies may be hired as guards to protect locations or patrons. The cost is varied as one or more guards may be hired. In addition, the cost increases each level of mastery of the guards hired. Hired guards have their own equipment, but are more than happy to take a share of treasures to supplement their pay. Guards welcome the chance of adventure like all fairy kind. Fairy guards may be selectively hired based on their skills.

Guide (local)

Newcomers in an area may hire a local guide for both in and around town. Guides have a great deal of local knowledge, including the latest fashions, rumors, and goings-on.

Lodging/Inns

The cost of a night's lodgings includes a room that sleeps four, baths, and clothes cleaning. Fairies never break into bar-room brawls, but they are prone to dancing, and there is usually a dance floor available. Lodging is not required and many patrons come mainly for the dancing and socializing.

Painter

Painters are hired to render portraits, murals, or to paint a fairy's home. One cannot find even a single shabby home in a fairy town. The painters are always refreshing their works and keeping them vibrant. Most places are painted using a variety of stains made from plants, but if a fairy is able the paints used are made from crushed semi-precious gemstones. Expensive paints may be protected by a finely crushed crystal that makes it both waterproof and sparkly. This serves to increase the paint's longevity.

Ranger/Tracker

Similar to the guard, the rangers/trackers are more often than not Earth fairies, though Air fairies make great trackers. Price increases based on the fairy's mastery level.

Metalsmith

These smiths craft wands and an assortment of jewelry. They are often hired to craft specific items for Fire fairies. The cost in pinches may vary depending on the quality and quantity.

Tailor

The tailor is typically busy repairing and embroidering fashions, but the fairy may hire a tailor to add pockets, including secret ones. Costs vary according to volume and specificity. A tailor may be hired to design new fashions. Tailors are often shopkeepers as well, selling the latest designs.

Tanner (leather)

The tanner is typically an Earth fairy and is well-versed in the disgusting art of tanning the hides of beasts. Tanned hides are then worked into traveling leathers, which are highly stylized and, in some cases, far more beautiful than many normal clothes. Since the material is made from beasts, the leatherworker's leathers are of high mastery. Leathers add to the wearer's reaction speed equal to $+1d4$ /mastery level of the tanner.

Trainer (animal)

Trained animals may be purchased from the trainer, or animals already possessed by the customer may be trained. Trainers with exceptional mastery levels may look for a challenge in a difficult-to-tame animal. Trained animals will obey the patron and become the faithful animal companions they were hoping for. Each level of mastery of the trainer gives the animal $1d4$ tricks that the animal can perform.

Weaver

Master of things that bind, the weaver is hired to weave ropes, silks, clothing, husk fibers, bamboo and other fibrous plants. Woven items are stronger than most sewn things but cost much more. Weavers often gain a synergy bonus to their magic, granting them a one level incremental advantage when using magic, above other fairies. To become a fairy weaver a candidate must spend one year in the weaver's guild learning intricate knowledge. Players who wish to pursue this can enter their character into a guild, but then must roll up a backup character, and run the back-up until a game year's passing. Then get rid of their backup and resume with their new fairy weaver.

Weapons

Fairy's weapons are forged from a variety of materials, amber being one of the main crafting components. Weapons listed here may be trained for mastery levels; mastery levels are taken in lieu of a fairy skill. You may refer to Weapon Masteries in Chapter One.

Axe (melee)

Harm: $1d8 + 1$ /mastery level (max. 5)

This axe is deadly in melee combat, and can be thrown at higher

mastery levels, but is unwieldy to hurl and suffers a -1d10 penalty to your attack roll. In combat, the swinging axe becomes a dance as beautiful as it is deadly; under the sunlight the blade may be turned in a manner that can reflect the light into the eyes of the enemy, causing the enemy to suffer a -3 attack penalty against the fairy + 1 per level of mastery (max. -8). Rolling an attack of 1 will never cause detrimental effects from their axe. The axe is swung in a high overhand arc, or arcs in from the side.

Weapons*

8	Axe, melee
6	Bow (short range high impact)
10	Bow (long range low impact)
2	Dirk
5	Leaf Blade, short
10	Leaf Blade, long
4	Hatchet (hurling, pair)
7	Rapier (fast)
3	Spear (throwing/thrust)
20	Stinger (throwing/thrust, poison)
8	Trap (toss)
4	Trap (set)

Bow, **short** (short range, high impact)

Range: 50'

Harm: 1d6 + 1d6/mastery level (max. 4d6)

This small bow is carved from a single tree root. It is very strong and flexible. The pull of the bow is based on its mastery levels. All fairies can use mastery level one pulls; higher levels require bowmasteries.

Bow, **long** (long range, low impact)

Range: 120'

Harm: 1d4/mastery level (max. 4d4)

Though these bows are fast, have low impact, and they are extremely accurate. At first mastery level, when using the bow, the user gains a +5 to speed, then +5 each level of mastery up to a maximum of +50. This speed is added to initiative when the fairy has the longbow in hand. This bow is composed of a variety of flexible woods and steel.

Dirk

Throw Range: 20'

Harm: 1d6 + 1/mastery level (max +6)

The dirk is primarily a melee weapon, but can be thrown out to an accuracy range of 20' every foot beyond this adds a -5 penalty harm reduction. The dirk flickers in with thrusts and slashes.

Leaf Blade (short)

Harm: 1d8 + 1/mastery level (max. 5)

Speed bonus: +1d8/mastery level (max. 5d8)

Beautiful as it is deadly, the short leaf blade is exceptionally light and acts like an extension of the fairy's own arm, granting the

fairy a +1d8 attack speed bonus per mastery level (to a maximum of 5d8). This attack speed stacks with the normal speed for initiative when the weapon is drawn.

Each level of mastery the fairy can perform one of the following tricks; At 1st level of mastery she may switch hands once every other round; this will disconcert a melee opponent once during combat and grant her one additional attack in the same round. At 8th level mastery she may Reverse Blade direction to gain an attack on any creature in range behind her. With 15 mastery, the fairy gains Expedient Thrust; when performing a thrust attack, the weapon is faster and inflicts +1 extra points of harm per mastery level. Though the leaf blade is quite exceptional the structure breaks down and crumbles after twenty successful strikes per mastery level of the crafter, each mastery level of the blade doubles the pixie dust in cost. Use the weapon sparingly. Carrying more than one blade causes an over encumbrance which gives the fairy a -2 on physical actions.

Leaf Blade (long)

Harm: 1d10 + 1/mastery level (max. 5)

Special: Spin Slash, Travel Slash

This stylized blade is only slightly slower than the short leaf blade, though it inflicts great harm with a successful hit. At 5th level of mastery this weapon gains a +1 to attack roll (max. +5). This attack bonus stacks with the normal harm inflicted by all weapons.

At certain levels of mastery, the fairy may choose one of the following weapon tricks. The Spin Slash is gained at 5th mastery and grants the fairy a twirling attack upon any adjacent enemies. The fairy can try this once in a melee against the same opponents. At 10th she is able to Travel Slash and may be used after the full extent of her normal travel distance is reached in one round and does not count as a combat maneuver. A successful hit performing this trick inflicts double harm.

Hatchet (hurling pair)

Range: 50'

Harm: 1d4/mastery level (max. 6d4)

Twin stylized hatchets that may be worn on either hip or crossed on the fairy's back. These weapons can be used simultaneously in melee without penalty, granting the fairy two attacks. The hatchets may be hurled singly or in pairs.

At the 1st level of mastery they may be used against only one opponent. At the 2nd level of mastery, the fairy uses the second hatchet against another adjacent target. At the 3rd level of mastery the hatchets may be thrown at two different targets, one hatchet for each. At the 10th level of mastery the fairy has an attack with a 1 in 10 chance of tearing an opponent's handheld weapon from their hand.

Rapier (fast)

Harm: 1d8 : +2/mastery level (max. +6)

Attack roll: +2 at 5th mastery

This weapon may only be used by Earth fairies. The rapier is superb when used against opponents wearing armor, thrusting through shoulder gaps and other joints with ease. At 5th level mastery The fairy gains +2 to attack roll against armored opponents .

Spear (throwing/thrusting)

Harm: 1d4/mastery level (max. 4d4)*

A throwing and thrusting weapon, a spear is a foot in length. The spear is equipped with a small blunt point at the other end which is used to anchor it to the ground against a charge. When this happens the harm roll is doubled. Small evenly spaced loops are set behind the spearhead for use in attaching flags. The Queen's guard carries spears adorned with her colors.

Stinger (throwing/thrusting, poison)

Harm: 1d3/mastery level (max. 4d3)

Special: Poison (sleep)

This weapon looks very much like a wasp's stinger, and is long, slender, and tough. The stinger is worn sheathed. The sheath itself contains a four-use imbuing reservoir filled with sleeping poison. The stinger can contain one use of this poison at once and is refilled when sheathed. Victims struck with the poisoned stinger will not feel the effects until a full round after the hit, than suffer a -1d10 to their ferocity each round thereafter. The victim must make a save or they fall asleep, folding over and crashing to the ground. The sleep will last for 10 minutes, -1 minute per ferocity level, to a minimum of 1 minute. Extra vials of a poison cost 2 pinches per dose. Repeated hits with the stinger adds additional 10-minute increments against the same victim.

Trap (toss)

Range: 10' (may be tossed from 20' above)

Harm: 1d4/mastery level (max. 5d4)

The toss trap is of a clockwork design. The fairy, when purchasing the trap, is trained in how the trap is put together. Each level of mastery devoted to this weapon, the fairy learns how to upgrade the trap, increasing the weapon's harm by 1d4, up to a maximum of 5d4. The trap is a small puck that shoots spikes out in six directions on impact with a victim or target. The spikes stay out until the weapon is retrieved by the thrower and reset. A fairy can carry six of these weapons. When the trap hits a floor, it acts like a caltrop, inflicting a base 1d4 when trod upon.

Trap (set)

Harm: 1d6/mastery level (6d6)

Traps of this kind are designed to be hidden within specific ter-



rains, each to its terrain type. This trap occupies a 5' square area per mastery level and requires 5 minutes per 5' square area to set up and tear down. Walking into one section only sets off that part of the trap, while the rest of the area is still active. Each mastery level size of the trap requires 1" cubed space to carry it. This trap is useful for protection or for ambushes, or just for hunting purposes.

Protection

All fairies have the ability to purchase and wear armor. Different armor types protect the fairies by granting them Harm Reduction.

Armor and shields can sometimes vary in effectiveness, sometimes large opponents get a hit where your armor has little effect other times it may absorb a direct blow from a hammer. There are strong points and weak points in armor, and shields are only as good as the fairy's reaction. In this way the harm reduction with protection can be variable.

Bark (medium armor)

Harm Reduction: 1d4 + 1/mastery level (max. +8)

When wearing this armor, the first thing the fairy will notice is how stiff it is. The +4 benefit increases by 1 each mastery level thereafter with a +8 max. The bark, as stiff as it is, also grants the wearer with a +10/mastery level swimming bonus because of its buoyancy. The bark has the colors of the tree it was harvested from. Due to the stiffness of the bark armor all travel is slowed by -2/protective increment level.

Leaf (light armor)

Harm Reduction: +1/mastery level

Lightest of all the armors yet will increase in protection per mastery level. In terrains with plant life the armor grants a camouflaging effect to the wearer, which serves to add +10 to terrain-based skills of hiding per mastery level.

Pinches	Protection*
15	Bark (medium armor)
10	Leaf (light armor)
20	Mineral (heavy armor)
8	Resin (light)
16	Resin (medium)
24	Resin (heavy)
8	Shield (small)

Mineral (heavy armor)

Harm Reduction: +10

Wearing this armor slows the fairy's travel speed by 20, minus one per mastery level. The armor is forged from a variety of minerals that blend in well with rocky terrains, granting invisibility when the fairy remains motionless, and allowing the fairy to gain a free attack upon unsuspecting opponents. Animals, though they cannot see the wearer of this armor, have other keen senses that lets them know the fairy is there. They cannot be surprised, but suffer -10 to their ferocity if attacked.

Resin (light armor)

Harm Reduction: 1d2

Made from tree resin, this yellowish translucent armor is light and comfortable for flying fairies, and they suffer no penalties from wearing it.

Resin (medium armor)

Harm Reduction: 1d4

Like the light resin armor, with this one being less translucent but heavier, granting better defensive protection, but also slows the fairy's travel speed by -10. Each level of mastery with this armor will lower this penalty by +1, down to a minimum of -1 to speed.

Resin (heavy armor)

Harm Reduction: 1d5

Heavy armor is not translucent at all but is colored in rich amber, gold, and deep red. As with medium resin armor this armor is designed for flyers, but it also slows the flyer by -15. Mastery over this armor will reduce this penalty by +1 to a minimum of -1.

Shield (small)

Harm Reduction: 1d2

The shield is carried in the free hand; it is small and used to deflect attacks. Enemies suffer a -1 penalty to their attack roll when attacking a shield-user.

Shield (large)

Harm Reduction: 1d3

This large shield grants protection against attacks, both from the opponent the fairy is facing as well as those made by flanking enemies. The shield is worn on the fairy's arm and hand; it is half the fairy's size, yet large enough that the shield lower edge can be planted into the ground and hidden behind. When the shield is planted in this manor the defense increases granting by -1/mastery level, up to a max. -8 to the attack roll of the attacker.

Magical Items

The following magical items are fairy-sized items, but some can be used by other creatures. These items are dusts, fashion accessories, glyph scrolls, potions, protection, wands, and weapons. Items found in these lists cause incremental enhancements to the fairies mastery levels; some are adaptable to all skills and magic, while others are specific to a particular skill or magic.

Many such items carry reservoirs of accumulated sprites, so that after the sprites are used, the reservoir needs to be replenished. Fire fairies are skilled at replenishing these. Often the Fairy Queen will learn that human creatures possess an item of power, and since it is the fairies' belief that such items should not be used by humans, she will send one or more fairies to retrieve these items.

Item Design

Design items that bests fit your story. The only thing to consider is the characters' sprites/ferocity and speed. Are the items found usable only by the fairy or creatures or are they usable by any? The following steps may be followed, or the Storyteller may already have ideas to fit within their campaign setting. The Storyteller can reference the premade lists here to see how to craft these items. Fire fairies may attain higher mastery levels granting them the ability to craft these as well. A few of the items encountered may

be of Eldritch origin, which may cause detrimental effects to the wielder. These items may only need proximity to cause these effects. When glyph scrolls are used the writings disappear, leaving the scroll blank.

Pick a number or roll 1d10 and consult the following chart to determine to which race the item comes from. The Storyteller should come up with their own ideas to fit their campaign. There are many times where these items may be in possession by others other than the race they came from.

Where the Item Came From

1-3	Fairy
4-5	Fae (brownies, elves, leprechauns, etc.)
6-7	Human
8	Eldritch
9	Outsider
10	Extraterrestrial

Select one of the following items for the creature to possess.

Magic Types

Dusts	Pouches of fairy or pixie dust enhanced by magic
Fashion Accessories	Body-ring, bracelet, clothing, gloves, necklace, tattoo and tiara.
Glyph Scrolls	Scrolls that contain a magic, single use, usually very powerful.
Potions	containers will contain 1d4 doses/uses
Protections	Armor, bracers, belts, cloaks, gauntlets, helms and shields.
Wands	Rods, staffs or wands
Weapons	Any weapon type made by fairies or other creatures

Determine if the magic enhances the fairy's magic, contains a particular magic, enhances skills, or contains a skill. The Storyteller will decide whether an item is useable by anyone or by a selected race only. The Storyteller will pick or roll against the following chart. A combination may also be considered. Often one of the following categories is combined with the sprite reservoir.

Enhancement

1	Magic of one of the nine fairies*	1d10 mastery levels
2	1d3 Magic	1-2 same fairy, 3-4 random fairy
3	Enhance fairies magic	1d10 mastery levels
4	Enhance fairies skill	1d10 mastery levels
5	One skill	One of the 9-fairies, 1d10 mastery levels*
6	Sprite Reservoir	Store 4d10 sprites, 3 in 10 existing**
7	Travel Speed Bonus	+1d10 to speed, use 1d4 times per day
8	Attack or Defense Speed Bonus	While using gain +d10's to Speed

*This does not stack with the fairy's current skill or magic if they match.

**Items found with 4d10 existing sprites. Items with reservoirs function from stored sprites only. Using magic or skills from a magical item has 1 of 3 kinds of activations, 1: uses the fairies own sprites to activate, 2: uses a reservoir, 3: one or more times per day.

Items

Some magical items may be of legendary status; these items may contain multiples of magic or skills. A few items out there may also have been specifically made for beasts.

Dusts

Dust of Broken Hearts

The Dust of Broken Hearts is a sparkly dust contained in a fairy-sized pouch which amounts to the size of a thimble. Despite this it packs a powerful punch. The pouch holds 10 pinches (uses). Victims who breathe this dust or drink it when mixed in a beverage will fall in love with the first creature they see. The effects will last 1d4 hours.

Dust of Sneezing

The dust is thrown in the face of a victim. The victim gains a speed reaction save to avoid it; a speed higher than 45 automatically avoids it. No save is possible during a surprise attack. Victims failing to avoid this situation suffer a fit of rapid sneezing for the next 2d6 rounds. The victim suffers a -2d10 penalty to speed/ferocity.

Dust of Printing

This jar contains 10 uses. Turning the lid halfway opens the slotted lid enough to allow the wielder to sprinkle a surface. Once a 5' square area is covered, it will cease sprinkling for 10 seconds. Any creature treading over the sprinkled surface will leave a softly glowing footprint. The print will stay on any surface, and it even holds up on the bottom of a river. The dust will wear off in 10-minutes.

Fashion Accessories

Finger Ring of the Aerial Flyer

When this ring is worn the wielder gains +1d10 mastery levels in air magic.

Gloves of the Master Rogue

The magic in these gloves adjusts to fit any humanoid hands. The wearer gains +1 bonus to their chance rolls when using physical skills. The gloves also grant this bonus with lockpicking. Each hour that that passes before before they are used increases the bonus by +1. When one of these skills is eventually used the accumulated bonuses are granted on that first skill, while the other two only gain a +1. The gloves then must power up per hour to gain the cumulative bonus. The gloves cannot accumulate more than +5 bonus.

Necklace of Fire

When this necklace is worn by anyone, it grants the user the fairy magic mastery level 1d4 Control Fire. The power of this necklace may only be used once per day, parameters of the magic is based on the mastery level of the necklace.

Shoes of Lake Walking

Wearing this footwear, the user finds that they can travel across still lakes at normal speed as though they were solid ground. When traveling over turbulent water category 3 or less, they are slowed by -10, when traveling over category 4 or less rushing wa-

ter travel speed reduces at -20. Falling in these waters deactivates the magic. It reactivates when the user steps from a solid surface onto the water.

Gloves of the Water Nymph

When the gloves are worn the fairy gains +10 to travel speed in water. In addition to this the user can breathe underwater for 10 minutes and see with the same clarity as a Water fairy.

Glyph Scrolls

These scrolls may appear as simple rolls of parchment, while others are rolled around two stylized wood spools often adorned with tassels.

Glyph: Air of the Tornado

This is a blue parchment scroll. When read it summons a small tornado 1000' from the reader's location and 20' wide. It moves in the direction the reader had faced when the scroll glyph was read. Things not nailed down and weighing less than 100 pounds are lifted up and hurled up to 1d10x100' in a random direction. Victims caught in the path of this small tornado must make a reaction speed save to avoid flying debris. Victims struck suffer 1d10 points of harm each round they remain within it. Should the tornado encounter a structure it will slowly begin to shred the structure apart. The tornado moves at 20' per round, but will dissipate in 1 hour.

Glyph: Fire Ring

When this scroll is read the user selects an area up to 100' away. When the glyph is activated a ring of fire flames up in a 10' radius. Crossing the flames will inflict 10d10 points of harm on the victim. Structural items laid across the flames will be damaged at 5d10 per round. The flames are magical and will burn over any surface, and at any elevation, even in water. Craft or creatures traveling at speeds exceeding 40 will suffer half this amount of harm.

Glyph: Deluge

The user indicates where the deluge will occur. This can happen anywhere the user can easily see. The waterfall covers a 100' diameter area. The deluge begins with a light drizzle of rain in the first round, in the second a rain shower, in the third a downpour that drenches everything and in the fourth round the full deluge, so that any creature traveling through must make a reaction speed save to maintain their feet or be swept off them. Items weighing less than 30 pounds are knocked over. In the 5th round a flash flood occurs, increasing in depth by 1" per round. The deluge will continue for 10 minutes. The water summoned is real and will drain away or evaporate normally. All speeds are reduced by 10d10 through a deluge. Small or tiny watercraft are capsized. Medium watercraft will begin to sink as they are filled with water, unless bailing is kept up. Large watercraft are only affected in that the crew upon them may be swept overboard.

Potions

Whether its healing sprites, Fairies can make and ingest a variety of potions for varying effects.

Sprite Restoration

Victims imbibing this softly glowing white solution will heal back 1d10 points of harm per dose. There will be 1d10 doses per vial should the vial be found, but if purchased there will be 10 doses.

Greater Sprite Restoration

The container holds 10d10 sprites. Any fairy imbibing this will have a random number of sprites restored instantaneously.

Potion of Mastery

When this potion is imbibed the individual gains +1d10 points to their masteries in either magic or skills.

Increase ye' Speed

Contains 10d10 points of speed, which the creatures gain back when imbibed.

Magical Protection

Magical fairy armors are highly stylized works of art, often carved to resemble nature.

After the Storm Armor

Harm Reduction: 2

The armor is a stylized breastplate, often depicting forest scenes or animals. The plate appears to be wet. The wearer can swim in water unhindered by the armor and, in fact, gains +10 to travel speed in water. The wearer gains +20 to reaction speed saves versus fire.

Helm of the Night

The helm is forged of a black metal with slits for the eyes and mouth. The wearer's eyes glow red when worn. The wearer gains night vision up to a 100' range, suffering no penalties that might otherwise be incurred. The wearer gains +10 to their harm reduction and is immune to sound-based attacks and penalties. Finally, the wearer gains +3d10 points to any stealth skills they possess, or +10 to hide in shadows, gaining any bonuses based on circumstance.

Gauntlets of Reaction

When worn while wielding a weapon, the wearer gains an immediate attack after being attacked the first time. This is considered a bonus attack, so when the user's turn for combat comes up they still get their normal attacks.

Shield of Deflection

The size of the shield will depend on the fairy or creature determined. The shield was crafted from dragon scales; it may be of

any color but is commonly a variation of greens. The shield grants +2d10 points to the users' harm reduction; in addition to that it can deflect arrows from the right/left side of the user (depending which arm the shield is worn on).

Wands and Staves

Handheld wands, batons, walking sticks, and similar devices containing magic. Each contains 1d10 to 10d10 uses. A rare few of these wands also contain reservoirs for sprite storage. Some of these items have limited uses; but these items can in many cases become re-infused with its magic with the help of a Fire fairy of high mastery.

Baton of Intensity

When this wand is used to funnel magic, magic intensifies by 5 increments. Creatures that don't possess magic have no use for this wand.

Wand, Magic In Flux

When wielding this wand while using their own magic, the user gains +1d10 mastery levels in the magic used. This means that every time a different magic is used 1d10 is rolled to determine the benefits gained. Should the same magic be used again, another 1d10 determines the mastery level.

Wand of Blasting

There are three types of these wands; the Wand of Blasting projects this magic up to 120'. Fairies can increase this range by expanding one sprite per 10' extra. The width of this magic is a 5'.

Fire Wand

Victims are slammed with fire. Creatures within 20' of the user don't get a speed dodge save, and they are thrown by the blast back and down 20'. Creatures weighing less than 50 pounds in the path of this fire are hurled back 20'. Creatures beyond 20' gain make speed dodges to dive out of the path. The fire inflicts burning harm of 2d10. Flammables are set alight but will go out in two rounds unless stoked.

Ice Wand

Creatures in the first 20' are slammed by a blizzard of snow and ice, which inflicts 1d10 minutes of temporary blindness. Creatures wearing protective clothing and gear gain a save to resist the effects of the intense cold; failing results in 1d10 points of freezing harm and slows travel speed by -10. In the following round the entire distance of the magic lays a frozen ice and slippery surface, slowing travel speeds on it by half.

Wind Wand

Creatures in the path of these strong winds cannot stand, unless they weigh more than 300 pounds, and then they can only stand or move sideways through it rather than towards the caster. Crea-

tures weighing 300-500 pounds can move only 5' per round. The magic of the wand does not require the wielder to be anchored; its magic creates the anchoring effect. The wand may be used to power sailboats and other wind driven craft up to top speeds. The Wand of Wind can be used against other winds and stall them up to category 3. Should the wand be used against creatures between the wielder and a partition in range, victims are slammed against the partition for 4d10 points of harm, unless they have the appropriate weight.

Scepter of Quaking

Uses: 20

When the wand is aimed at a surface within 100' a quake radiates outward in all directions up to 50'. In the first round it feels like a minor trembling, causing items lighter than 1 pound to dance over a surface traveling 1 speed in random directions. In the second round all things in the effect range begin shaking; chairs, coat racks, and similar objects fall over, shelved items dance off their surfaces and may smash on impact. Creatures must make a balance save to keep their feet. In the third round the area quakes with fury--anything weighing less than 300 pounds is knocked to the ground and creatures will find they can only crawl through the area. Flying creatures are unaffected by this magic. Placing this quake on wood decking/planking will sunder the wood, severely damaging it to a status that requires repairing to use. In the fourth round this magic ends abruptly. The power of this magic does not stack, but one can always select a new epicenter. Creatures that have two actions in the same round can create simultaneous quakes to cover a larger area.

Magical Weapons

Bow of Arrows

This magical bow does not require arrows. When the string is pulled back an iridescent arrow sparks into existence. The bow comes in three range sizes and it is these sizes that determine the harm it can inflict.

50' range +10/mastery level with a bow. The bow inflicts 3d10 points of harm; this bow can penetrate heavy armor, chitin or scales.

100' range +10/level of mastery. Inflicts 2d10 points of harm; it cannot penetrate heavy armor, chitin or scales.

150' range +10/mastery level. Inflicts 1d10 points of harm. It cannot penetrate any armor, chitin, thick leather or scales.

Dagger of Excellence

Harm Inflicted: 1d4

There are many such weapons; each has their own bonuses to your attack roll and combat speed. Roll 1d10 to determine the attack roll bonus and 1d20 to determine your combat speed bonus. The daggers' magic adjusts its size scale to whoever touches it, but

it still inflicts 1d4 points of harm. These daggers are typically double-bladed, used for slashing or stabbing, and are highly stylized. Their sheaths are equally stylish.

Elven Leaf Blade

Harm Inflicted: 1d8

Forged by elves, this wondrous weapon is only usable by elves, humans and similar creatures. The blade soaks up the light of the sun during the day, and its light may be summoned during night hours to light up a 100' area, though it is not possible to tell that this light is emanating from the blade. The light will continue as long as twelve hours' constant use. If the blade is kept out of the light of the sun and saved to soak up the light of the moon. The moonlight energy used during the day will turn the day into night in a 100' area. Moonlight grants +10 to attack speed, while sunlight inflicts double harm on undead. Fairies can store 10 sprites per sword mastery level as a bonus reservoir to their magic.

War Axe of the Troll

Harm Inflicted: 1d10, +1d4 bloodletting harm for three rounds after.

This nasty-looking axe was forged for a troll king, it looks bent and twisted and drips with blood. The axe absorbs the blood of victims struck and causes the victim to bleed and suffer harm for three rounds after being hit. This bloodletting is cumulative.

****Note on Treasure***

Treasure often contains numerous coins forged from a variety

Optional Equipment

Dinner Fork

Harm: 1d4

The standard kitchen fork, made from the purest high-quality stainless steel. Forks are often found around human dwellings. Some forks are made from silver, which fairies have been known to melt down, but often it's not worth their time. Spoons, knives, and other cutlery may be used as well to defend against smaller beasts.

Toothpick

Harm: 1d3

The toothpick can be wielded as a piercing weapon in a similar fashion as a rapier. The toothpick may alternatively be thrown as a javelin, but no further than 5'

Matchstick Torch

Fairies can use human matchsticks as torces is a variety of ways. The torch has a burn time of 1-minute per mastery level. Igniting the match requires it to be dragged over a dry gritty surface. The match will flare into brilliant light and can be used to startle animals and sometime scare them away. The initial acrid smell that smokes off of the match can be used to cover the scent of the a fairy and throw off predators tracking them for 1d4 rounds.

Rolled up Newspaper

Harm: 2d6

Angered by insects, humans often reach for a rolled up newspaper. Although it may be entertaining to watch humans swatting around flies, it's not fun when they're aimed at a Fairy. Creatures equipped with a rolled up newspaper are more likely to be informed on world events, gaining a +2 in their career skill.

Board with Nail

Harm 1d8

The board with nail is a common choice of weapons for creatures with low intelligence. Made from oak, pine, maple, willow, elm, burch, aspen, fir, or cedar with an iron or steel nail hammered through. The pointed nail, cracked through the wood, pokes out the other side of the wood.



Chapter Four: Combat

Combat Basics

In *Fairies: A Roleplaying Game*, it is often more advantageous to manipulate your way around an encounter than confront it head on. However, fairies know that sometimes there is no other choice.

Fairies are tiny creatures, very rarely will they encounter anything the same size as themselves. However their size is also their advantage. They are able to deftly move around their opponent with a high chance of landing a blow and positioning themselves to gain advantage on their next attack.

Combat, as with other aspects of the game, deal with actions and consequence. How well the fairy is positioned after its action will affect its next action. Immediate action modifiers and speed reaction will affect the fairy. Lower results often mean the fairy's actions have put her in harm's way. Higher roll results mean the fairies have gained the upper hand.

Fairies attack creatures by rolling 1d10. This is referred to as the *attack roll*. This roll determines if the attack is a clear success, partial success, partial miss, or clear miss.

Positioning in combat

When a fairy is in battle, their positioning during battle is very important. If you roll poorly on your attack rolls, your fairy may

Combat

1d10 Roll	Immediate Action Modifier	Speed Reaction	Harm Reduction
1	Failure	-10	
2	-1	-8	-5
3	-2	-6	-4
4	-3	-4	-4
5	-4	-2	-3
6	+1	+2	-3
7	+2	+4	-2
8	+3	+6	-2
9	+4	+8	-1
10	Success	+10	

be in a bad position for the next round of combat. Think as if you were the fairy, and you tripped over yourself during your last maneuver, you now are in a worse position than where you started.

Based on the fairies attack, they may find themselves in an advantageous or detrimental position. **Attack rolls grant the fairy an Immediate Action Modifier to their next attack and a Speed Reaction Modifier.** An immediate action modifier that grants a bonus to their attack roll means the fairy has gained the upper hand resulting in positive position. Any attack roll that results in a penalty to their attack means the fairy is in a negative position.

Immediate Action Modifiers in Combat

Immediate action modifiers for Attacks are applied to the next round of combat. This represents how well the fairy was able to position herself after her attack.

An immediate action modifier in combat is applied the same way as actions out of combat. The immediate action modifier is added during combat on any attack the fairy makes after its initial attack. As you can see in the table, attack rolls from 6-9 grant a +1 to +4 modifier, rolls 2-5 gives a -4 to -1 modifier.

Speed Reaction Modifiers in Combat

A player that rolls an attack for their combat maneuver will also incur a speed reaction. **The speed reaction affects the speed of the fairy on the next round.** This means that the fairy's initiative changes during the course of combat. The speed reaction is applied at the top of the round.

Example:

If a player rolls a 6, they receive a +2 to their speed for the next round. If they rolled a 7, they get a +4, 8 is a +6, etc. This continues up to 10 where the player earns +10. The same goes for 5 and down, receiving -2 through -10.

Hitting your opponent

Solid Hit

Rolling a 10 results in a solid hit. Full harm is inflicted to the opponent and their opponent is stunned for 1 round if this was a natural 10. Any attack bonuses that add to a roll that result in 10 or more count as a solid hit but the opponent is not stunned. A stunned opponent means that the fairy is able to do full harm with any attack roll that hits. The bonuses are applied as usual

Example:

Matt rolls a solid hit by rolling a natural 10. His opponent is now stunned for 1 round. Any roll that hits his opponent next round will result in full harm regardless of modifiers or harm reduction.

Partial hits (rolls from 6-9)

Partial hits represent the fairy's attack that doesn't result in full harm. This could represent hits on the enemies armor or non vital areas. Even though partial hits reduce harm, the attack allows the fairy to position themselves in a way so their next attack is more likely to hit. The fairy gains a positive *immediate attack modifier* to their next attack. The fairy also receives their *speed reaction modifier*.

Example:

Matt was able to hit his opponent by rolling a 7. Matt's fairy is using a leaf blade but will have -2 harm reduction when rolling for harm with his blade. Matt's next turn he will have +4 to his speed and +2 Immediate attack modifier. Matt's next turn begins and he rolls an 8. With his +2 immediate attack modifier, he earned himself a 10! His opponent takes full harm but is not stunned.

Partial Misses (2-5)

Partial misses are applied in the same way as partial hits; granting negative positioning and thus a minus on their next attack roll. The fairy still hits enemies on a partial miss, but significant harm reduction is applied. Any negative modifiers applied to the roll that result in a 1 or less is considered a clear miss and no harm is done. Speed is also reduced on a partial miss.

Example:

Matt rolled a 2 for his attack against a Melon Head. His leaf blade still hits but he has a -4 harm reduction which could result in no harm at all. Next turn, Matt's fairy will have -8 speed, and Matt will get -3 on his attack roll from the speed reaction modifier and immediate action modifier, respectfully.

Clear Miss

Rolling a 1 results in a clear miss. If a player rolls a natural 1, the fairy has made an attack in a way that leaves them vulnerable to their enemy giving them an attack of opportunity. If modifiers affect the player's score to 1 or less, it is just a clear miss and the creature does not receive an attack of opportunity.

Causing Harm

Harm represents the physical harm the fairies take or inflict. Harm inflicted on a fairy is subtracted from the fairy's sprites. Harm the fairies inflict on creatures is subtracted from that creature's life points, inflicted immediately.

As long as the attack roll's result is not 1, the fairy will roll for the harm inflicted, adding or subtracting bonuses, modifiers and harm reduction.

Fairy's can cause harm in many ways, most common is using weapons such as a blade or bow, and rolling the dice indicated in the weapons description.

Harm Reduction

Certain armors and skills in *Fairies: A Roleplaying Game* will add

Harm Reduction

-5
-4
-4
-3
-3
-2
-2
-1

to a fairy's harm reduction. This means that whenever an enemy deals harm to your fairy, you subtract the harm reduction away and only take the remaining harm. If you have +5 harm reduction because of your Resin armor, and an Eldritch Wolf bites your fairy for 4 points of harm, you'd simply take no harm that turn.

Harm reduction is important for fairies that may be in more dangerous situations where they cannot avoid combat.

Reaction/Initiative

Fairies rely on their speed and can react when entering a combat encounter. Their reaction determines who goes first in a combat situation. The fairies reaction is based on her speed, skill, and magic ability. The highest speed determines who goes first.

Players may spend sprites to increase their fairy's speed and can improve their initiative during the combat encounter at the beginning of their turn. Any increase in speed will be applied at the top of the next combat round. After the first attacker goes the other players take their turns in order of diminishing speeds.

Notes for Storyteller:

The creatures ferocity is used to determine its reaction and initiative order.

At the start of a combat encounter, the players will inform the Storyteller of their fairy's speed including any bonuses and modifiers. The Storyteller will determine initiative order based on the highest to lowest speed or ferocity.

The player or creature at the top of the initiative goes first. The player will describe their fairy's actions and inform the Storyteller what combat maneuvers they would like to perform. Fairies are creative when overcoming a combat encounter, so the player is encouraged to use their imagination.

Actions and Combat Maneuvers

Fairies may choose to perform combat maneuvers during a round of combat. They may choose to attack, move, dodge, prepare magic, cast magic, perform a skill or any other maneuvers the

player may imagine. Fairies may also perform free actions that do not require a maneuver such as talking and taking out a weapon. Some skills or spells may allow the fairy to attack as a free action and does not cost the fairy a maneuver.

Each fairy can perform 2 combat maneuvers per round. Fairies may choose to spend 2 sprites to gain one additional maneuver.

It is up to the Storyteller to decide what constitutes a maneuver and if it can be performed during a round of combat.

Attacking

The player rolls 1d10 to attack, adding any relevant bonuses.

Defending/Dodging

The player may choose to use one of their maneuvers to defend themselves. The creature attacking the fairy suffers -2 on their next attack roll.

Using Magic

During combat the fairy can perform magic. If there is no sprite already allocated to the chosen magic, the fairy will have to use its turn to channel a sprite into that magic. No other action may be performed when the fairy is transferring their sprites.

Enhancing Magic

If the fairy already has a sprite in the chosen magic, they may wish to enhance that magic with additional sprites. Since the fairy has already created a link to that magic, **they do not need to use their turn to transfer those sprites.**

Using Skills

The fairy may wish to perform a number of skills for their maneuver. Sprites may be transferred to enhance skills instantaneously.

Movement

Fairies may move during combat 5 feet per speed. A speed of 25 means the fairy may move up to 5 grid spaces. A speed of 30 means the fairy may move up to 6 spaces. Don't forget that you may choose to fly upward and around enemies!

Combat is resolved when the creature is destroyed, the fairy has run away, the creature runs away, or any number of scenarios where the fairy is no longer subject to immediate threats.

Attacks of Opportunity:

Attacks may be made out of turn when the fairy or creature moves about the battlefield. In any scenario where a combatant lets down their guard the opponent takes the opportunity to attack.

Notes for Storyteller:

It is up to the Storyteller to decide what action constitutes an Attack of Opportunity.

Creatures in Combat

Creatures attacking the fairy are often significantly larger in size. Since fairies are very tiny they are also extremely hard to hit. When making an attack roll the Storyteller rolls 1d10. Creatures may only hit the fairy when the attack roll equals or exceeds 10. Creatures can gain bonuses similar to fairies. Any bonuses the creatures receive that result in a roll of 10 or more is considered a solid hit.

Ferocity

Creatures have a hard time hitting the fairies but they are astoundingly good at getting angry. Ferocity is a term referring to the creature's reaction time, speed, emotional savagery, determination, and violence. It is the creature's way to gain advantage on the battlefield, being ferocious comes in handy when swatting away fairies.

Similar to a fairy's speed reaction modifiers, creatures build-up positive ferocity by rolling a 6-9 on 1d10. The creature both improves its initiative (which is applied next round) as well as travel speed.

Rolling 1-5 results in negative ferocity. This could mean the creature tripped over a root or gets tangled up in some way that hinders its initiative and travel speed.

Creature Combat

1	-30 ferocity	6	+5 ferocity level
2	-20 ferocity	7	+10 ferocity level
3	-15 ferocity	8	+15 ferocity level
4	-10 ferocity	9	+20 ferocity level
5	-5 ferocity	10	Solid hit a full harm roll

*creatures may possess some form of magic that may affect the outcome of this 1d10 roll. [Storyteller use.](#)

Notes for Storyteller:

Ferocity bonuses stack each round of combat

Fairies vs. Magical Attacks

Unfortunately in this world, not all fairies are good. One type of fairy in particular are called the Fraelyn. At some unknown time in the distant past they were infected with Eldritch magic, and may use Eldritch magic against other fairies. When fighting against magical attacks, fairies make resistance saves by rolling 1d10.

Notes for Storyteller:

To overcome Eldritch magic, a fairy needs to roll higher than the creature's attack roll, bonuses considered. A player may expend a sprite to push their roll into a success.

Sprites can help the outcome of these saves in the same way as attacks, but rolling a 1 is always a failure.

Ambush

Ambushing a target or being ambushed grants the attacker 2d10 to their speed. Following a successful ambush, the attackers gain an additional attack. The bonus ends after these initial surprise attacks.

Example of a Combat Encounter

Set the Scene:

Trill, an Earth Fairy played by Erik, has wandered into the dark forest alone. Suddenly, an Eldritch Wolf leaps out of the woods at Trill

Erik: I want to attack the wolf using my two-handed leaf blade.

Storyteller: Ok, roll 1d10 to see if it hits

Erik: Cool. I rolled a 7.

Storyteller: Sweet that's a *partial hit*. Roll 2d8 for harm, then subtract 2 since it's a partial.

Erik: My roll of 14 harm.. minus 2. It comes to 12 harm.

Storyteller: Oof, the wolf didn't like that!

Erik: I bet he didn't! It's not knocked out though?

Storyteller: Nope, not yet! Now the Wolf's turn. He's going to bite Trill with his sharp fangs.

I rolled an 8, but since the wolf has Unnatural Resilience, which grants +2 to his attack roll, he gets a total score of 10! Unfortunately for Trill, his bite lands. The Wolf rolls 1d10 for harm. Dealing a whopping 7 points of harm to Trill!

Erik: *OUCH!* That was a sturdy hit!! Now he only has 8 sprites remaining.

Storyteller: Still clamping down on the fairy, the wolf throws its head to one side, flinging Trill into the trees. Trill is hurled against the tree with tremendous force and suffers 3 more points of harm from the impact.

Erik: Trill is going to try and escape into the forest.

Storyteller: Sounds good. Let's start the next round and see. Did your speed change?

Erik: Since I rolled a 7 last turn, my speed reaction is +4 to my base speed for a total of 34.

Storyteller: Unfortunately that is not enough to beat the wolf. Since it rolled a 8 last turn, it gained +15 ferocity for a total of 39!

Storyteller: As the Eldritch Wolf nears Trill, the Fairy sees him coming and prepares his sword. Since the Wolf is moving in toward Trill for an attack, Trill gets an attack of opportunity!

Erik: Trill grips his sword and prepares for impact.

Storyteller: Roll an Attack Roll!

Erik: I got a 9! Since I rolled a 7 last time I get a +2 on this roll so I got a total of 11 to hit!

Storyteller: Sweet, that's a solid hit! Roll 2d8 to see how much harm you inflict, but remember an attack roll of 9 is -1 to harm.

Erik: Even with the -1 I got 16 points of harm on the Eldritch Wolf!

Storyteller: That does it! You slayed the Eldritch beast and escape into the forest!

Example of using Skills and Magic

Set the Scene:

Matt and Sean's Shaper & Spirit fairies have just entered a cellar room while exploring an Eldritch Wizard's keep.

Storyteller: You enter the dimly lit room. It appears to have a foul stench emanating from the northern wall. You notice broken crates and barrels littering the room.

Matt: I'm feeling brave.. I'll go inspect the wall on the north side of the room.

Sean: I'm going to set watch behind him

Storyteller: As you enter closer, you start to feel the presence of Eldritch magic. The smell has gotten much worse. You look down and see that a sticky liquid has wrapped around your legs and you are stuck. Roll a save to try and break free.

Matt: Oh no.. what have I done. Do I get any bonuses to my save?

Storyteller: Not for this one, roll 1d10.

Matt rolls 1d10 and gets a 6.

Matt: I got a 6! That has to get me out of this right?

Storyteller, *thinking for a moment*: Unfortunately you sink a little deeper into the strange smelly liquid.

Sean: I'll try to pull him out

Sean rolls a 1d10 and gets a 7.

Sean: I got a 7. But since I have a mastery in hold, I get an extra +1, correct?

Storyteller: This is true, you have a total score of 8. Lucky for you that is just enough to break out of the liquid. It starts to recede back into the wall. As soon as you pull Matts fairy out you feel your foot press down on a pressure plate.

Sean: Aww, crap!

Storyteller: I'm gonna need you to roll a 1d10 saving throw but you get a +3 immediate action modifier to your roll since you maintained your footing while pulling.

Sean: I got a 5 plus the 3 for a total of 8! Is that enough?

Storyteller: Just enough to dodge a firebolt emerging from the pressure plate. Good job!

Chapter Five: Creatures

There are a wide variety of creatures in *Fairies: A Roleplaying Game*. From the evil Fraelyn, to the everyday human being, creatures can be found everywhere.

The following chapter provides the Storyteller with details in creating their own creatures to fit within their campaign. The creatures detailed below ought to be enough to get your game going. From a fairies' perspective, any other type of living thing is considered a creature. Fairies do have an affinity to animals, as they are as connected to nature in a similar fashion as the fairy, though perhaps less so.

Animals and creatures use two stats in the same way as fairies, except instead of speed, they have **ferocity**. Instead of sprites, they have **life**.

Some creatures can perform magic, though this is very uncommon. Of course, Eldritch creatures are driven by eldritch magic, and they should never be underestimated. Animals in combat will flee when they suffer half life loss, but will keep fighting if they sense their opponent is worse off. Creatures in general will try to escape when things are not running in their favor. Many creatures surrender with faced with overwhelming peril. Animals and Eldritch beasts will go wild with rage when backed into a corner.

Creature Design

The Storyteller can use these tables to craft their own animals or creatures depending on the kind of campaign setting they are considering. All you need is an animal or creature idea. Then consult the following.

Generating Creatures

Roll randomly, pick the one that best fits your campaign, or design your own. The numbers listed here also indicate the frequency of encountering them. Some of these creatures may not be adaptable to the game the Storyteller has in mind. There may be mention to the

Notes for Storyteller:

All animals possess two enhanced senses; a few humans possess deep knowledge and have access to books/scrolls of magic. Eldritch creatures typically possess 1d3-enhanced senses, 1d4 random skills, and one 1-5 inherent magic ability, or 6-10 of 1d4 magic spells. Humans are typically clothed.

Determining Ferocity

Roll against the following charts for a random outcome or pick the stats that best fit. The chart goes from low to high in ferocity levels, low for tiny creatures and high for huge creatures.

Determining Harm

Every 10 points in ferocity grants a creature an additional attack roll on the combat chart. In most cases no more than three attacks may be made in a single round. Every 20

points grants a 1 harm reduction against physical attacks. Low numbers may indicate the age of the creatures as well.

Creatures

3d20	Type
3-20	Animal
21	Awakened (undead)
21	Death Walkers (Eldritch Origin)*
22	Dragon
23	Dwarves
24	Dwayyo
25-26	Elves
27	Fraelyn
28	Giant
29	Gnome
30	Hobgoblins
31-40	Human (f/m)
41	Jackalope
42	Melon Heads
43	Ningen
44	Of Eldritch Origin
45	Pixie
46-53	Sasquatch
54	Snallygaster
55	Sidhe
56	Strix
57	Troll, bridge
58	Visiri
59	Were-creature
60	Wendigo

*These creatures show up not long after a number of the Awakened dead show up.

Ferocity

Ferocities*	Roll	Typical
1	1d10	Tiny animals; cats, small dogs
2	2d10	Medium dogs, fox
3	3d10	Large Hounds, Coyote
4	4d10	Horse, Bob Cat, Boar
5	5d10	Eldritch enhanced**, Wolf
6	6d10	Small Shark, Tiger, Troll
7	7d10	Lion, Large Shark
8	8d10	Elephant, Rhinoceros
9	9d10	Arcane Created
10+	10d10	Forgotten or Transistors***

* Any of these stats may be increased or decreased as desired.

** Eldritch creatures may be of any ferocity size, but frequently encountered at 5d10

***These are creatures from other dimensions or worlds

Determining Life

Roll against the following charts for a random outcome or pick the stats that best fit. Roll 1d10; any harm suffered upon animals

or creatures is deducted from this stat score. This stat may increase or decrease as required.

Notes for Storyteller:

Many creatures will run away or surrender when they near 0 life. Sometimes try having creatures get away from the players... Maybe they will face them again one day?

Life

1	2d4
2	4d4
3	2d6
4	4d6
5	2d8
6	4d8
7	2d10
8	4d10
9	2d12
10	4d12

Choose Creature Skills and Abilities

All creatures have the ability to use basic skills. Examples of these skills include Hearing, Dodge, and Swim. The Storyteller may use the various basic skills to get an idea of what a creature's behavior may be.

Notes for Storyteller:

Use your best interpretation of a situation to decide what skills to use and when.

Special Skills

Most creatures in *Fairies: A Roleplaying Game* have special abilities and skills. When reading through the creatures below, you'll notice special skills like *Echo Sight Location*, and *Burning Touch*. You may see a section under creature indicating their special skills.

Using Creatures

When the Storyteller has the creature attempt to use a creature ability, success will be dependent two factors:

1. What type of situation does the creature finds itself in? Ask yourself if there are any hindrances or advantages that may apply.

Example: After finding a few of his buddies face down in the mud, the guard attempts to be fearless in the face of danger. A sense of fear grows within the guard as darkness surrounds him. The Storyteller rolls 1d10 -1 for a total score of 2. Fear grips the guard's mind. He lets out a loud scream and runs away, frightened.

2. Is the creature attempting to use a skill against a fairy. In this case, what the fairy is doing must be taken into account. Consider if there are any bonuses, defenses, and additions that may affect the outcome.

Example: The guard senses that something is skulking outside of the city walls. He attempts to make a hearing skill check. If the fairies are sneaking have each player roll 1d10. What they roll is the number the guard must reach in order to hear each fairy.

Creature Magic, Arcane

Arcane magic is a supernatural elemental forces. This largely means no one knows exactly what it is, just that it can be used in certain ways. What has been passed down are the methods in which to use it.

Many humans choose to pursue arcane magic. Though they may



know magic, humans know not the reason for magic, like fairies do. Humans are not known to use magic for joy and beauty, they usually seek power and to be worshiped. Arcane mages seek to subjugate fairy kind with their arcane abilities as they once did long ago. Therefore, fairies believe their duty is to keep magic out of their hands. Fairies try their best to keep humans from arcane magic as humans often find ways to exploit magic for personal gain, this usually results in disaster. Arcane magic persists in remote locations, however accidental use by humans is more common than the fairies would like.

The Storyteller can utilize arcane magic with NPCs. The types of arcane magic is limitless. Lightning Bolts, Transformation, Future Sight, Arcane Traps and more. Any magic is possible, the Storyteller can be creative when using Arcane Magic but should be careful with NPCs that use it. Non-Player Characters can be very powerful with arcane magic and make for a great arch nemesis, but an NPC that doesn't know what they are doing with arcane magic is a danger to themselves and others.

Some types of creatures are able to use elemental magic. For example, Dwarves are known to cast Earth Magic. This means that they share the same magic as an Earth Fairy.

Creature Magic, Eldritch

The Fraelyn use Eldritch Magic. It was brought to the universe originally by the visiri, a powerful enemy of the Fairies long ago; formless creatures that tried to subjugate them and others of the sidhe. The visiri wield a chaos magic that consumes life. It is corrupt and vile. The fairies called this Eldritch magic. The Fraelyn were once fairy, but were twisted in their body, mind, and soul by Eldritch magic. The magic corrupts the users, poisoning their thoughts and actions. No known creatures are resistant to this magic, some can resist but only for a time.

The fairies and sidhe alliance were able to drive away the visiri. The Visiri fled into the dark corners of the world, and there they wait, preparing for their return.

Eldritch magic is fueled by otherworldly energy. To harness its power blood must often be sacrificed. Any that delve into Eldritch magic far enough to find out anything more about it always lose their minds to its corruption.

Eldritch magic, when it can be seen, appears to be brilliant blue rimmed in white fire. Some forms of Eldritch magic are insidious rather than overt and only a few can sense through the façade.

Creature Types

Arcane

Creatures that are intrinsically linked to the arcane magic. They hold arcane ability within themselves and can use it to their ad-

vantage. Some creatures of the arcane came to be through experiments by wizards. These creatures are not necessarily evil, and can even be reasoned with.

Animals:

Non-magical, Non-sentient

Awakened (Undead)

The Awakened are creatures that have been dead but have been awakened and fueled by arcane or eldritch energies. Arcane awakened dead are supernatural and can be exorcised, while eldritch awakened cannot be, they are solely driven and animated by eldritch magic. Eldritch awakened can be defeated through normal combat. Arcane awakened cannot be easily defeated there are always extra steps that need to be taken after defeating them. Arcane awakened blood drinkers must have their mouths filled with salt or their heads may cut off to prevent them from reanimating after a few days in darkness. Arcane awakened that seemed to be driven by a single purpose must be burned. The Storyteller is encouraged to invent other methods.

Eldritch Origin

There are a great many varieties of Eldritch creatures. They are not the originators of this magic; rather they are the creations of the Visiri. These creatures are all fueled by the power of Eldritch magic, and using their vile magic consumes them. Forcing them to use their magic is a good way to weaken them; however their magic can be quite lethal. They are the mortal enemies of the fairies. The variables indicated above, indicates that they advance in the same way as normal fairies, but all things are twisted by the fury of Eldritch magic. The following creatures are of Eldritch origin.

Nature

There are many creatures that have a powerful link to nature. This link can provide them with powerful magic similar to that of the fairies. Most creatures who wield it understand the essence holding the world together and often show restraint in their use.

Sidhe (Fae)

The Sidhe are made up of a number of different races. They are also referenced as 'Fae'. Some of them have intrinsic magic, while others use magical items, protections and weapons.

Preparation magic is a type of magic that requires a great deal of concentration and a number of hours to craft, primarily reserved for raising protections and crafting magical items.

The following are stats found after the title of each creature in this list. The Storyteller may create or alter animals if they would like based on what you want in the story.

Bat

Type: Nature

Ferocity: 1d10 (5 average)
Inflict Harm: 1
Life: 1d2/1d4
Special: Echo Sight Location

Bats differ based on the environment; brown bats are found in northern climes for example, and in dry arid lands the Fox Bat, a large bat, is common. Bats are primarily nocturnal, flying out after sunset and returning at daybreak. Northern bats tend to gather in small 1d10 clutches or travel solitarily, while in dryer lands they have clutches in the hundreds.

Bird of Prey

Type: Nature
Ferocity: 2d10 (10 average)
Inflict Harm: Beak 1d4/talon rack 1d2
Life: 1d6, 2d6, 3d6
Special: Improved Sight (+2 Sight)

Birds weigh 1d10 pounds and are equipped with sharp beak and talons. Birds of prey vary in size, but avoid creatures larger too large, which prefer to glide in the skies high overhead. Most birds of prey hunt animals half their size. Humans train hawks for hunting and attacking.

Some large birds are carrion eaters, preferring to search for leftovers of predatory animals. Crows and vultures fall into this niche. When birds of prey perform a dive attack they gain a +1 to attack for every 10' above their prey to a max of +4.

Camel

Type: Nature
Ferocity: 4d10 Camel
Inflict Harm: Hove 2d6, Bite 1d4
Life: 2d10
Special: Camel Spit

Camels are common in deserts, and other extremely dry lands, as they can run fast over uneven terrain. They are able to store water for over 5 days at a time without needing to drink any.

Horse

Type: Nature
Ferocity: 3d10
Inflict Harm: Hove 2d6, Bite 1d4
Life: 2d8

Horses are far smarter than camels and can be trained to perform 3d10 tricks; they can also be trained to be fearless and are excellent when used in mounted combat by human creatures.

Mule

Type: Nature
Ferocity: 2d10

Inflict Harm: Hove 1d6, Bite 1d3
Life: 2d4

Mules are tough as nails, not bred for combat as much as they are for hardships; they are great for travel in the mountains and over rocky terrains. Their tough, coarse hair makes them immune to biting flies.

Predatory Cats

Type: Nature
Ferocity: 1d10 to 6d10
Inflict Harm: 1d4 to 2d10
Life: 1d10/10 ferocity
Special: Improved Hearing, Night Vision, Silent Travel

There are six categories of predatory wild cats. These are not domesticated cats. The smallest might be akin to an ocelot, and the largest might be something like a tiger. Most cats will slink through shadows when they spot potential prey and circle the target several times without being seen.

They are infinitely patient and will crouch in stillness for a lengthy time. They prefer to hunt creatures of their size or smaller when hunting solo. Cats, however, have been known to form pods of 2-5 to bring down larger prey, such as elephants. Animals suffering half of their life in harm will choose to flee and lick their wounds in defeat.

Banshee

Type: Awakened
Ferocity: 4d10 (20 average)
Inflict Harm: Touch 2d8
Eldritch Life: 1d12/10 pts ferocity
Special: Scream

Banshees are ghostly apparitions that dwell where they died. They are called back into existence by the power of Eldritch magic, and although it gives them an undead existence, the magic burns them terribly which forces them to scream in agony frequently. They are typically awakened humans, but other races may suffer the same fate.

Fraelyn are the main creators of these awakened creatures. Banshees are anchored to the place by their bodies, and even attacking them does not destroy them completely, unless their actual body is found and burned to ash. Banshees can manage to control their pain when they are completely alone, but should they see a living humanoid they lose this control. Victims within hearing range of the Banshee's scream must make a saving roll or run in fear from when they came.

Banshees will continue running until the location is far behind and out of sight. Those who dare to refuse to run will be pursued by the Banshee. The Banshee's scream issues from the location

and not the Banshee, so the Banshee can hide within a wall, and wait for a chance to do a melee attack on the interloper who dares. Victims touch must make a saving through to either avoid the contact or resist the effects. Because of its ghostly nature it gains a +1 to its attack roll.

Banshees are not hindered by armor protection. Any harm reduction from armor is not applied to a Banshees attack. Banshees can travel in any direction by floating. Banshees themselves are not harmed by non-magical items; weapons must be magic, or magic may be used directly at them. During the day they are completely invisible and attackers suffer a -1d4 to their attacks against them at this time. They lose this benefit after sunset.

Ghoul

Type: Awakened

Ferocity: 5d10 (25 average)

Inflict Harm: Claw 1d6, Bite 1d6

Arcane Life: 1d8/10 pts Ferocity

Special: Improved Climb, Numbing

These creatures are awakened by arcane energies, and when they raise the arcane power warps and twist their bodies in a way that makes them seem demon like. Their prey is dead flesh, so they tend to make their lairs in graveyards, where food is easily at hand. Ghouls are in most cases awakened as servants of a summoner, but should the summoner meet an unplanned end, the creature will continue to thrive.

Ghouls will venture out and hunt for fresh corpses, biding their time in the shadows and watching for an opportunity. They have the uncanny ability to climb any surface without hindrance to their travel speed, even across ceilings. Witness's viewing this are unsettled by by it. Ghouls' claws are equipped with sharp talons that can deliver a nasty scratch, which is often aimed at the throat of its victim or opponent.

A Ghoul's bite can cause a numbing effect on living creatures' limbs, which forces victims to make a save to resist the effects. Failing this causes that limb to go limp. If the leg is numbed the creature is disabled for 1d4 rounds, in which case the ghoul gains +1 cumulative bonus to attacks each round the victim is disabled. Ghouls abhor fire and will stay beyond the brightest areas of its light; they suffer burning harm of 1d4 per round within 10' of a fire source. They are not afraid of magic light, as they can smell the difference. If they are touched by fire they will burn for 1d10 harm for the next 1d4 rounds, which could possibly kill them. Ghouls favorite place to live is deep within a crypt.

Death Walkers

Type: Unknown

Ferocity: 6d10 (average 30)

Inflict Harm: Bite 1d10, Breath 1d4 (range 40')

Eldritch Life: 1d12/10 ferocity

Special: Scream

Death Walkers, appear as tall skinny humans dressed in black. Their heads are bald and bone white, with fangs for teeth. Their eyes are utterly black They are drawn to the presence of active multitude of awakened undead. They don't prey on the Awakened, rather they hunt suffering humans. They gain nourishment by breathing in the life of humans. Death Walkers are considered one of the Transistors and would never have gained a foothold in this world except that the Visiri's activities drew them here from their extra-dimensional realm. They cannot abide laughter and this can cause them sever pain. Fairies laughter is the most painful of all and causing them great distress. They will retreat from this world, but are never far off. The combined might of three fire fairies crafting a magical seal can keep them from entering the same place twice.

Nakrazeem

Type: Awakened

Ferocity: 8d10 (40 average)

Inflict Harm: Equipped Weapon

Arcane/Eldritch Life: 1d8/10 pts ferocity

Special: Magic Resistance, Blood Aura

Awakened warriors from a field of battle, the Nakrazeem are well equipped for battle. Nakrazeem are as intelligent as they were in life; however, they are evil, driven by the magic that awoke them. Nakrazeem can withstand punishment, suffering 1d4 points less harm from all physical attacks. Nakrazeem show all the battle wounds they suffer and these bleed with arcane or Eldritch light, which hits the ground and sizzles. When they enter a battle this "blood" flies from their bodies in a cloud of droplets, that burn opponents within 5' of them like acid for 1d3 points per round.

Arcane Driven are often the servants of the wizard who summoned them. They are often used as guardians. Unlike many undead they are not hindered by sunlight. Arcane Awakened have a 20% resistance to magical attacks. Their blood drips like green fire.

Eldritch Driven are creatures that were awakened by Eldritch magic. They are not so easily made to serve and must be enticed by giving them a reason, such as vengeance. Eldritch Nakrazeem possess 1d4 Eldritch magic. They are very sneaky and will try to kill their opponents through subterfuge rather than direct confrontation like the Arcane Nakrazeem. They are fastidious about their clothing, trying to appear intimidating and aloof.

Vampyre

Type: Awakened

Ferocity: 7d10 (50 average)

Inflict Harm: Burning

Arcane/Eldritch Life: 1d8/10 ferocity

Special: Burning Touch, Invisibility, Life Drain

Vampyres are awakened who died in a fire. When they are awakened by Eldritch magic, they carry the rage of their fiery doom with them. Vampyres are typically originally humans, but may be born of nearly any race, some of which may be animals or other creatures that died in a fire.

Visiri, the ancient enemy of the Sidhe, intentionally infused the bodies of their enemies into Vampyres as soldiers to fight for them, but also to dishearten and instill fear in them.

Vampyres are able to render themselves invisible at a cost of their own life force by spending 1 life point per minute. They use this power to sneak up upon solitary prey. They need only touch the flesh of their victims to harm them; their touch burns like fire, burning and turning their skin to ash. Victim's skin and hair burns like a brand was pushed against their body and is extremely painful.

The Vampyre might take an opportunity to cover the victim's mouth to minimize this screaming, but sometimes the screams of terror can be of benefit to the Vampyre. This burning attack draws the victim's life or sprites from them and in turn heals the Vampyre as it gives them sustenance. Vampyres cannot abide sunlight, for the heat of the sun recalls the heat of the fire that burned them in life. They also suffer an additional die in harm from fire based attacks. They will never cross fire nor enter a burning building.

Vampyres thrive in deep dark places, as their Eldritch driven natures grants them the ability to see well in darkness. Should someone be traveling using firelight, the Vampyre become enraged, and will try to find a way to extinguish it.

Dragon

Type: Arcane

Ferocity: 20d10 to 40d10 (200 average)

Inflict Harm: claw, bite

Life: 3d10/10 ferocity points

Special: Fire Breath

Dragons, like giants, dwell in lands in a parallel dimension, which is difficult but not impossible to reach--though it is much more difficult to depart. Magical gateways are typically at the bottoms of deep waters or caves. Dragons in ancient times used to be more prevalent in the world, but after they were nearly hunted to extinction the remaining Dragonkind retreated to their hidden lands, and there they have thrived.

Dragons come in many varieties as well as sizes. The most ancient of the dragons have scales of deep amber and emerald hues. All adult dragons breathe fire. In combat they will first attack by the expulsion of fire, breathing a cone out to

2.5 times their size. Fire inflicts 1d10 points of harm for every 10-points of ferocity. Dragons will be 10-100' in length, and many fly. Fairy Dragons hold a close kinship with the fairies.

Dwayyo

Type: Arcane

Ferocity: 4d10 (30 average)

Inflict Harm: Equipped Weapon, Bite 2d8

Life: 4d10

Special: Fast Travel, Improved Healing, Night Vision and Improved Smell.

Similar to a wolf, with dark fur over its entire body, a long bushy tail, and a dog-like nose, the Dwayyo stands like a human and utilizes its forelegs like arms. As tall as a human, the creature travels with an eerie loping gait. The Dwayyo is the mortal enemy of the Snallygaster. The Dwayyo prefers lurking in forest and mountain regions near human settlements, making their lairs beneath fallen tree piles.

Dwayyo prey upon lone travelers. They often wield club-like weapons. However, after using the handheld weapon they will make every opportunity to make a bite attack, as their sickle-like teeth slice through flesh with ease. They have no fear of humans, but prefer to attack in a strafing manor, dodging back into the shadows after each attack.

Dwarves

Type: Nature

Ferocity: 1d10 to 10d10 (50 average)

Inflict Harm: Warhammer 1d10

Life: 1d10/10 ferocity

Special: Earth Magic, Thick Skin

These humanoids live near or within mountain ranges, more commonly in the regions around Germany and Norway. They were more visible in the world in ages past, building vast fortresses beneath the earth. Dwarves are short, stocky humanoids whose shoulders are nearly as broad as they are tall. Their beards are nearly long enough to tuck into their boots.

Dwarves are masters at forging metals of near-magical quality and every piece they turn out is fine art. Years of exposure to their fiery forges has turned their skin to dark brassy appearance that is nearly as hard as the metals they forge. In times past they used to require wearing armor for protection, but now their skin is like armor and very hard to cut. Due to their Thick Skin ability, they gain harm reduction of 1d4.

Notes for Storyteller:

Dwarves have the same magic available to them as Earth Fairies. To see what spells a Dwarf can use, refer to the section in the book about Earth Fairy Magic.

Most creatures endeavor to avoid combat with them. However, should they need to enter combat they come adorned in pleated kilts, large buckled belts, shirtless, and wielding ornate war hammers in both hands. They possess a deep awareness of their surroundings below ground and can sense caves and passages up to 50 feet in every direction, as well as the passage of creatures and water. They are aware of the fairy people, and will tolerate them, but don't trust them. They feel the same way about elves.

Elves

Type: Nature

Ferocity: 1d10 to 10d10 (50 average)

Inflict Harm: Leaf Blade 1d8

Life: 1d10/10 ferocity

Special: Illusion, Wilderness Magic, Wilderness Invisibility, Silence

Elves, like fairies, consider themselves children of the wilderness. They wield Wilderness Magic; they can use this a number of times per day equal to their ferocity level. Elves are slender, strong humanoids that stand approximately 5 feet tall; they are lithe, with natural skin tones that seem to blend well with their environment. They wear layers of woven living plants from the wilderness they belong to. Their almond-shaped eyes are sharp during both day and night hours, with limited sight underground.

Elves' communities are located above ground but are hidden by magical illusions that cause outsiders to divert around them without their knowing why. The few outsiders that stumble through these illusions are rarely heard from again, and those that do get out have no memory of their time there. These elves are much friendlier than the Sidhe elves, and are open to trade with other wilderness kind, and many do trade with the fairies.

In battle, Elves will first use their illusion magic to appear as monstrous creatures. They wield leaf blades that inflict 1d8 points of harm. Elf leaders will wield magical blades that either burn with cold or fire and cause an additional 1d4 points of harm. Elves mostly keep to their wilderness regions, rarely venturing out beyond their borders, though they will protect their lands. Elves share their lands with fairies, feeling a strong kinship with them, though the fairies are not always in agreement with this. Their towns are woven into the fabric of the wilderness, so even without their magic protection they are very difficult to see, even when walking through them. They don't like Dwarves.

Fraelyn

Type: Eldritch

Sprites: 1d10 to 10d10

Inflict Harm: Eldritch Magic or Equipped Weapon

Speed: 1d10 every 10 sprites

Special: Eldritch Magic

The Fraelyn were once fairy, but far in the past had thought that they could control Eldritch magic--they were wrong. They were twisted and warped by the Eldritch power; body, mind and soul. Standing between 1" to 6" tall, their twisted bodies resemble gnarled vines, and their skin a dark mottling of mossy slime. Their eyes are bright yellow. These fairies all have wings, and all appear genderless. In combat they wield thorn-like weapons, which have a reservoir of 5 injections of a poison. The thorn weapon inflicts 1d4 points of stabbing harm and forces the victim to save to resist the poison or suffer 1d6 points of harm for 6 rounds thereafter unless cured by magic. They may draw from the magic found in the Gumdrop fairies. Fraelyn dwell in subterranean areas near sources of water. Their cities glow with a sickly, phosphorescent blue Eldritch light.

Fraelyn could be used as a player character to fit certain campaign settings crafted by the Storyteller. Fraelyn use the same combat charts as normal fairies and can draw from the Gumdrop fairies' section. They can call upon their sprites to power themselves in the same manner as normal fairies. They all have a blue aura rimmed in white.

Giant

Type: Arcane

Ferocity: 3d10 to 20d10 (30-60 average)

Inflict Harm: Stomp 3d10, Fist 2d8, Bite 4d10 or Equipped Weapon

Life: 2d10/10 ferocity

Special: Large Size

Giants vary in size depending on the region they thrive in. Giants are magical creatures, though not in the same way as fairies. They abhor the presence of humans--indeed any other humanoids, though they will trade with some. Many giants dwell in cloud pocket dimensions that may sometimes be reached by magical beans and other similar devices. These cloud-lands cannot be reached by mundane means. These lands are larger than the earthly realm and even the Under-realms, and many strange creatures that are no longer seen upon the earth have migrated here.

Giants stand between 20' and 40' tall. They are heavily muscled. They speak in the Under-realm language. Their skin varies in color from burnished brass to ruddy bronze. They build huge castles, in which no more than two live. Dwarves often form alliances with them. They consider humans as tasty sweetmeat, but rarely get the chance to eat them.

In combat a giant will stomp their foot upon an enemy, inflicting 3d10 points of harm. They may also try to grab an attacker, pick them up, and take a bite for 4d10 points of harm. The second bite, they will try to eat the victim providing they are a human-sized target. When fighting creatures of half or equal their size the giant will wield great clubs the size of trees. Their massive size grants them a harm reduction of 2d10 points.

Gnome

Type: Sidhe

Sprites: 1d10 to 4d10 (20 average)

Inflict Harm: Equipped Weapon

Speed: 1d10/5 ferocity

Special: Earth Skills and Earth Magic

Gnomes appear very much like ceramic garden gnomes and stand between 4" to 8" tall. They are primarily cheerful in demeanor, but some are grumpy despite this. The number seven is sacred to them and whatever work that requires groups they will do in numbers of seven. Their mortal enemies are said to be house cats, though this is mostly an act--in reality they adore them. Gnomes greatly enjoy the taste of beer. They brew their own beer, and this is their primary area of commerce.

Notes for Storyteller:

Gnomes make great bartenders, crafters, and entertainers. Throw some fun gnomes into a campaign. The players won't gnome what bit them.

Gnomes are fine metalsmiths, crafting jewelry and other tiny crafts. Practicing metalcraft using sources that provide steam power is their greatest desire. They are master crafters in steam-powered devices. Many of them wear or carry steam-driven devices that help them perform a number of tasks. Their underground towns use steam trains as their main transport. The safety of their towns is well protected and all entrances into them are hidden by complex steam powered doors.

Gnomes dress Victorian era style clothing. In combat they will wear armor that is steam powered and enhances their strength, equipped with lights and digging tools. They are experts in tunnel craft. They wield steam powered blunderbuss guns or cannons. Mostly they try to avoid combat.

Hobgoblins

Type: Eldritch

Ferocity: 7d10 (35 average)

Inflict Harm: Equipped Weapon or Claw 1d4

Life: 2d6/10 ferocity

Special: Senses, Dark Vision

These creatures stand about 3' tall, and dress in the rags of humanity, though they look anything but human. Their bulbous bodies are bloated and are greenish with yellowish mottling. Their two wide mouths are lined with two rows of tiny, crooked sharks' teeth. They have four beady black eyes on either side of their hooked noses. Their second eye set is further back and above their forward eyes. This gives them a large area of vision.

Their Dark Vision grants them the ability to see through all forms of darkness. They have large pointy ears that can pivot in much

the same manner as a horse. This grants them an enhanced level of hearing, which makes it very difficult for enemies to creep up on them. They often are employed as watchmen or guardians. They prefer spiked clubs in combat for 1d6 points of harm, while they can still inflict 1d4 points of harm from their wicked-looking talons. Many of them carry small sack-like pouches where they carry items they deem valuable.

Human

Type: Nature

Ferocity: 1d10 to 6d10 (30 average)

Inflict Harm: Equipped Weapon

Life: 1d6/10 ferocity

Special: There always seem to be more of them...

Humans seem to always be sticking their noses into things they shouldn't. The fairies find they are always policing them for one thing or another. There are many varieties of humans, yet they all seem to think and act the same way no matter what their cultural background happens to be. The biggest difference seems to be their languages, which can vary greatly. Of course, fairies understand these languages. Humans seem to have an insatiable curiosity that gets them into constant trouble.

Jackalope

Type: Nature

Ferocity: 5d10, 7d10 (45 average)

Inflict Harm: Paw/Paw 2d6 each

Life: 1d8 per 10 ferocity

Special: Mesmerize

Jackalopes are large rabbit-like creatures of a good demeanor. Their heads are crowned with antlers reminiscent of a deer's. They are very magical creatures and possess the ability to hide in any terrain, so long as they are not moving. When sitting on their haunches their height is 5'. They have the uncanny ability to understand any spoken language, though they do not speak themselves--at least no one has ever discovered them doing so.

Jackalopes are very rare, but upon sighting one the viewer instantly heals from all harm. They like to be helpful and will allow themselves to be seen to cause the healing. In dangerous situations they can emit a humming sound that causes all those within 100' to become mesmerized by the sound. All combat stops and all anger evaporates in this musical wake. A save to resist the effect suffers a -3 penalty. Victims of this magical effect are dazed for 2d6 rounds after the humming ceases, and the Jackalope uses that time to get away. Those who resist can attack the Jackalope, but the creatures are fast and will fight with its clawed paws with two attacks each round. Fairies will avoid harming them if possible, and they will rescue them if they are in danger. Jackalopes make their lairs in burrows beneath rocky outcroppings. They may be solitary, or in groups of three.

Melon Heads

Type: Eldritch

Ferocity: 4d10 (20 average)

Inflict Harm: Talon Swipe; 2d10

Eldritch Life: 4d8

Special: Cunning Intellect

These are creatures it is said were once human, but through the Eldritch magic of the visiri were altered. No longer human, these creatures came to be named the Melon Heads, or Wobble Heads in some areas. The power of the Eldritch magic enhanced their intelligence, but drove them insane. They typically roam in packs through deep forests, but they hunt alone.

They use their great intelligence when they hunt for prey. They appear as stooped humanoids, hairless, with bodies that are hard and leathery. They have disproportionately large heads, hence the name. Their skin is always dirty. They often wear loincloths or towelike wraps. They have long skinny strong arms that end with elongated hands equipped with fingers ending in razor sharp talons. They relish the taste of fairy flesh, however getting one is very hard, and mostly it's just a story they tell their offspring.

Ningen

Type: Arcane

Ferocity: 5d10 (x2) to 10d10 (x2)

Inflict Harm: Strangulation; 2d10 per round

Arcane Life: 10 points per 10 ferocity

Special: Dark Vision

The Ningen are supernatural creatures whose original origins are unknown, but more than likely were summoned into existence through arcane means. Not much is known about them except that they are very secretive creatures. They are huge, measuring between 30' and 60' in length. They have huge, black, unblinking eyes and large slit for a mouth. Their arms are like tentacles, which they can use to strangle prey as well as manipulate objects. Their blubbery white skin grants them a harm reduction of 1d10 against every attack. They are immune to most forms of cold, however heat related attacks inflicts an extra die of harm on them. Their habits are mostly unknown. They can see in all forms of dark, including those of arcane origin, and bright light can blind them and they will retreat in the face of it.

Blood Wolf

Type: Eldritch

Ferocity: 6d10

Inflict Harm: Bite 1d6 and Bleed 1d4 per round

Eldritch Life: 1d10 per 10 ferocity

Special: Blood Trail

The Blood Wolf has the general outline of a wolf, but its eyes glow with sickly blue light rimmed in white fire, which is clear evidence of their origin. The wolves crave blood and will track their prey,

pin it down, and feed from it as it still lives with the use of its prehensile tongue, which it will wrap around a victim's throat and pierce the skin to feed.

The wolf has above normal intelligence and coughs up some of its blood upon a victim. In this way, even if the victim gets away, the blood will remain for months and magically mark them to the wolf's sense. The wolf can even track them through a rainstorm. Items of clothing soaked with this blood must be burned or discarded to rid them of the wolf hunting them. It costs the wolf 1d10 points of its life to use this blood magic.

Dread Cat

Type: Eldritch

Ferocity: 2d10 small, 5d10 medium, 10d10 large

Inflict Harm: Bite 1d6/Blood-drain 1d4 per round per size level, thus 2d6-1d8, 3d6-2d6

Eldritch Life: 1d10/10 points of ferocity

Special: Drink Blood

Dread cats are vampiric in nature. Their hearts consume blood like an energy which grants them increased strength but serves to give them a hunger that never ends. They prey on almost any creature, but they can develop particular desires for higher forms of life. Dread Cats were twisted by Eldritch magic ages ago by the Visiri and used as scouts; but their constant desire for blood makes them useless as guardians. Dread Cats abhor holy ground, as it will burn them 1d4 points of harm per round. Note, however, that they will choose to suffer harm from holy ground if it means cornering prey. Dread Cats walk above the ground, powered by their own Eldritch life. The cats can leap in an arc as far as 1' per point of ferocity in any direction. Small and medium sized cats can climb trees, and small cats can climb vines or brick walls with ease. The eyes of Dread Cats are ablaze with blue-white fire.

Fire Fox

Type: Arcane

Ferocity: 6d10 (30 average)

Inflict Harm: Bite, Burn

Life: 1d6/ 10 ferocity points

Special: Harm Reduction/Suffer from water based attacks. Quick Travel, Fire Burst

The Fire Fox in most cases appear as normal foxes, except in winter, where most foxes gain a white change to their fur, theirs becomes a fiery red. These foxes act in all ways like their namesakes, but if they feel threatened a halo of fire ripples in a near invisible aura around them, scorching the ground, the fire is so intense that flammables crisp, but don't actually light it on fire. Attacks from the fox with an aura can cause 1d8 harm, and burn harm of 1d10/10 points of ferocity. Fire Fox's are able to travel quickly. They have a quick travel ability that allows them to make fast darting movements through the air, they look as though they

are climbing an invisible hill, then running down the other side. During the quick travel the fire fox gains a +1d10/10-points of ferocity. Once every three rounds the Fire Fox can cause a burst of fire that can burn creatures within 5' for 6d4 points of harm; the Fire Fox uses this ability to help extract themselves from potentially dangerous situations.

Fire Foxes have a supreme endurance that grants them a wound reduction during non-winter months of -1d10/10-points of ferocity from harm, in winter months they lose this ability. Don't be misled, they are still a very dangerous foe when cornered even without this protection. Water based attacks will douse their fire halos and they suffer a kind of pain from the effect though no actual harm, they will try to flee or hide from such attacks. They prefer to find a way around a water source, such as a river or a lake, but given no choice they will swim through it as fast as they can.

Fire Foxes have soul mates, once they find their mate they are mates for life. They bear no more the one or two young during their time. If there are two they will always be male and female young. They otherwise possess all the normal habits of a typical fox.

Gizzard Lizard

Type: Nature

Ferocity: 4d10

Inflict Harm: Chomp 2d6

Eldritch Life: 1d10/10 ferocity

Special: Silent Movement, Ferocious Burst

This large aquatic lizard roams shorelines near inhabited areas, though it lives well outside of them. They make their lairs in woven reed bundles among lily pads floating in the water but tethered to the surrounding plant life. Their dark purple skin appears black in bright light. They have a thick body, so they travel very poorly on land, though they can do this in complete silence.

They can optionally expend 1d10 points of life to gain a burst of speed, rushing an extra 4d10 feet in one round. They use this speed to cover the distance between them and resting victims, going for the throat. When they attack at speed they strike a victim with a viscous chomp attack that can inflict 2d6 of harm.

Grape Ape

Type: Eldritch

Ferocity: 8d10

Inflict Harm: Double Hammer Fists; 3d10

Eldritch Life: 2d10/10 ferocity

Special: Great Strength, Ferocious Burst, Thick Skin

These huge purple apes have glowing blue eyes, which is a giveaway of their Eldritch nature. Used for guerilla warfare by the Visiri, these apes seem to be in a constant state of pure fury. At

a distance they very much appear as gorillas, but up close, they are hairless and covered in scaly plates that can withstand a great amount of harm. Should they win an encounter they let out a roar that echoes for miles around. In combat they attack with both fists simultaneously, delivering punishing blows.

Pixies

Type: Nature

Ferocity: 10d10

Inflict Harm: Elemental Magic; 1d6/10 ferocity

Life: 1d10/10 ferocity

Special: Elemental Magic

Pixies are from the elemental realms. Pixies find their way into the wider world through a variety of methods and are very magical little beings. They are significantly smaller than fairies. They seem to be mostly wings. Pixies are genderless, tiny, and beautiful creatures that automatically produce pixie dust, which is harvested by fairies for both magic as well as commerce. Fairies use pinches of pixie dust to pay for goods and services.

Despite their tiny size they are exceptionally powerful--they willingly attack those that mean them harm. Specific pixies are explained in further detail below. Pixies produce pixie dust equal to 1d10 pinches every 10 minutes and every time they fly a burst of this dust flies in their wake. Not properly harvested, the pixie dust will settle and be absorbed by the environment after a few rounds. A beeswax-lined jar can contain the dust.

Air Pixie

These pixies are invisible. This is a natural state and the only way they can be detected is by the soft breeze they exude. Despite the fact that they are unseen, they still have a solid form. In combat they use a magic that draws air from the victim with a suffocating affect.

Chemical Pixie

There are 118 different chemical pixies, but only one is explained here. The Mercury Pixie appears as silvery, extremely smooth-skinned little pixie, equipped with silvery wings, and extremely fast and nimble. In combat this pixie can inflict poison by touch. Mercury pixies cannot be harmed by non-magical means.

Earth Pixie

These little pixies have a nut-brown skin tone and appear to be wearing stone-like armor. They have the ability to fly through the earth in much the same way as air pixies do through air. In combat, the Earth pixie throws magical quills that can cause one of three effects: harm by poison, paralysis, or sleep.

Fire Pixie

These little flame-like creatures seem to always be happily dancing and flickering, which will involuntarily put a smile on your face. Attacks made by them are made using fire by either touch-

ing the foe or by throwing pointed pins of fire that hurt like the dickens.

Water Pixie

Water pixies appear as semi-translucent little fairies composed of water. In combat they will use drowning magic to force water into the breathing areas of their foe, who must make a save to resist the attempt.

Salamander

Type: Arcane/Eldritch (These were crafted from the fiery cauldrons of the Visiri. They are elementals of fire and stone.)

Ferocity: 10d10 to 20d10

Inflict Harm: Touch 3d10

Life: 1d10/10 ferocity

Special: Burning Touch, Stoneswim

These creatures look somewhat like huge salamanders; they have dark red skin with black mottling. They have their own language but can speak Under-realm. They are mortal enemies of the Gnomes and are always trying to find a means of destroying them. They often use Hobgoblins to forward their evil intentions. Salamanders can swim through natural stone, and create their lairs below bedrock slabs. In combat they will touch their victims and cause burning harm; otherwise they will use magical charms.

Sasquatch

Type: Nature

Ferocity: 6d10 to 20d10

Inflict Harm: Great Club 2d10, Fist 1d8

Life: 1d10/10 ferocity

Special: Earth Gate, Illusory Terrain, Blend Charm

There is has been constant debate between those who believe Sasquatches exist and those who don't, but the fairies know they do. What isn't widely known is that they also use magic. They are not as primitive as humans think they are. Occasionally, their magic slips and humans get a glimpse, but most now wear charms that help keep them hidden from view. Sasquatch are large ape-like humanoids that thrive in the mountainous regions of the world.

Through their earth magic they have created numerous magical gates that they can use to travel vast distances, moving from mountain range to mountain range around the world. Their communities are primarily underground in large caverns and tunnel systems. Oftentimes there are openings that allow them to have access to plants and animals. In combat they will use a branch-like large club, or pummel a foe with their hard fists.

Snallygaster

Type: Arcane

Ferocity: 1d12 to 20d12

Inflict Harm: Claws 1d6, Beak 1d6

Life: 1d10/10 ferocity

Special: Improved Flying, Improved Hiding, Improved Sneak, Dark Vision, Detect Tremors

The Snallygaster's upper body is half bird, with wings of green and yellow feathers, and waist down is a scaled reptile with iridescent emerald scales. Its eyes burn with a fierce yellow light, and its beak is dark red. Snallygasters can be as large as a horse. Primarily nocturnal, they have been seen by humans, but only on very rare occasions. They are most active at dusk with rising fog. Their tails are sensitive to earth tremors and they can feel movement through the ground up to 10' per 10 points of ferocity. They can feel their mortal enemy--the Dwayyo--at double this range. Their fierce yellow eyes can penetrate darkness up to 200'. In combat they will attack with their foreclaws and beak. Quite wily, they can sneak and hide from humanoids. Simple nets and traps cannot contain them.

Brownie

Type: Sidhe

Ferocity: 2d10

Inflict Harm: Knife 1d4, Spear 1d6

Life: 2d10

Special: Tree Gate, Multilingual

These tiny humanoids are 6" tall. There will always be two or more Brownies encountered at any time. They wear animal skins, such as chipmunk or squirrel. These small Sidhe often carry Brownie knives and spears. They also perform security in the form of transporting magical dusts for the Fairy Queen. This is a longstanding contract of which they are very proud.

Brownies have the magical ability to use trees as magical gates from one tree to another up to 100 feet away. They love the taste of beer and are always up for a swim in a tankard of it. Brownies are among the trusted few that are allowed into the cities of the fairies. Brownies have small communities set in the treetops and are sometimes mistaken for animals scurrying above. Brownies speak all languages.

Fae Elves

Type: Sidhe

Ferocity: 21d10

Inflict Harm: Equipped Weapon, 1d20

Life: 21d10

Special: Phase Dimension, Cold Gaze

These elves are evil and reside in a dimensional world outside of Earth, crossing over through magical portals created long ago. A crack snaps into being on a rocky facing, then widens to a doorway at a magic command word. Fae Elves are a bit taller than a human, and they are fair skinned and beautiful. However, their gaze carries no beauty, only evil intention. They are known to

appear and steal humans, livestock and other goods as it pleases them. They have no allies, so they never sided with the Visiri. They may be sometimes encountered riding Fae Steeds, which have the general shape of a normal horse, but they are carnivorous. They have an ethereal beauty about them. In combat, the Fae Elves fight with magical weapons forged from moonlight. They can travel on moonbeams, which gives them the aspect of flying. They are also accomplished musicians and can use their instruments to charm others and animals to do their bidding. Fae Elves will stop at nothing if something they possess is stolen.

Leprechaun

Type: Sidhe

Ferocity: 3d10

Inflict Harm: Equipped Weapon, 1d4

Life: 3d10

Special: Riches

These beings appear to be small humanoids, standing between 2' to 3' tall. They are commonly dressed in medieval garb. They possess the uncanny ability to travel with gaps of 30' between footsteps, so they seem to disappear and reappear. This is a handy ability which they exploit as often as possible. They possess a pot of treasure which can only be found at the anchor point of a rainbow.

Leprechauns will also carry a coin purse that, though very small, holds a hundred gold coins. They keep a second, smaller coin stack under their hat. Leprechauns know many secrets of the world's places and lost treasures. They are willing to give up these locations for a hefty price.

Dealing with Leprechauns is never easy as they will exploit any loophole. Leprechauns will avoid all combat and instead try to make a deal, failing that they will travel away. Only a gilded cage can imprison them. They may be encountered anywhere, and never more than one is ever encountered.

Unicorn

Type: Sidhe

Ferocity: 5d12

Inflict Harm: Hove 1d8

Life: 3d10

Special: Silent Travel

These majestic creatures travel without sound. They can cover vast distances when running through fogs or clouds and can travel through the skies as long as fog or clouds persist. If they are traveling as a herd they can create their own fog which can precede them in their travels. They will allow human maidens to ride them and they adore the presence of fairies.

Unicorns, like Fae Steeds, are not any kind of horse species--they



are a species all their own. Their coats may be of many colors. Most have shimmering white coats, and their horns are iridescent. Unicorns can fight if the situation warrants it. When they do they kick with their front hooves for 1d8 each. Their language is their own, but the fairies can talk with them.

Strix

Type: Arcane

Ferocity: 2d10 to 8d10

Inflict Harm: drink blood; 1d6/round

Life: 1d8/10 points of ferocity

Special: Improved Flying, Transform

The Strix is a nocturnal owl-like creature that feeds off humanoids but will feed off animals if humans are scarce. When hunting men, the creature transforms itself into a beautiful woman to seduce him and drink his blood. Strix are not vampires who have risen from the grave, but instead are those who have evolved into an owl-like creature. They can fly wherever they want without barriers to keep them out. However, a branch of hawthorn in a window or drugged water sprinkled on a doorway would ward off the Strix from entering a home. To destroy the Strix, the head must be cut off and put between the corpse's legs, or a stake can be driven through the corpse's heart.

Trolls

Type: Sidhe

Ferocity: 3d10 to 8d10

Inflict Harm: crush; 2d10/round

Life: 1d10/10 points of ferocity

Special: Improved Hide

Trolls are sometimes mistaken for Sasquatch, but they are far more malicious. There are many kinds of trolls, but there are only two listed here. Both kinds of trolls listed here can conceal themselves places that seem impossible to hide in. Their hiding places are only revealed by magic. Humans, for example, could chase one down a dark alley that ends in a cul-de-sac. They could follow him, come to an abrupt stop, and see that the troll is gone from their view. Impossible! They leave and the troll steps out of the shadows and sneaks away.

Trolls, Bridge

The bridge troll spends much of its time beneath bridges. They are large creatures with tree-trunk sized arms. Standing between 7'-8' tall, they are broad-chested and wear animal furs. They carry crude spears, but only use them to hunt for food. They use bridges for shelter, but on rare occasions will use bridges to extort payment for using their bridge. Bridge trolls look very much like tall humans with shaggy hair and beards. Skipping payment and crossing the bridge will anger them and they will try to attack. They can will through trees at their foes. There are small, pocket-sized communities full of Bridge Trolls

in deep caves in the foothills of mountain ranges.

Trolls, Water

These trolls reside in swamplands or marshes. They possess a symbiosis with water plants, which allows the plant to grow from their skin. This symbiosis serves them as superb camouflage, and humans can walk right by them without noticing. They have communities in the Florida mangrove swamp and Everglades as well as the bayous of New Orleans. Water trolls prey on lone humans, but also thrive on alligators. They have adapted and do not require more sustenance than feeding once a week. They harvest plants for food with meat for supplements. They are careful about preserving their environment. There are larger communities in South America and Madagascar.

Visiri

Type: Eldritch

Sprites: 5d10-8d10

Inflict Harm: Eldritch Magic

Speed: 50

Special: Eldritch Blast, Eldritch Submissive Attack

The Visiri are the ancient enemy of the fairies. They are responsible for bringing corrupt magic into the universe.

The fairies named this magic Eldritch and its aura appears as a burning blue fire rimmed in white light. Creatures that have been corrupted by it often radiate this light from their eyes.

Visiri are strange, ever twisting creatures who thrive on the energies of Eldritch magic and it is they who brought this corrupt magic to the universe.

No one knows where they came from, but some think that they arrived through a portal from another universe. They appear to have bodies that are in constant flux, twisting, folding and rolling. Eldritch radiates around them and when they travel they seem to fly over surfaces, unhindered by gravity, going up vertical surfaces with equal alacrity. They can squeeze through opening as small as a keyhole.

Visiri seem to be no larger than 1' in diameter but can stretch themselves out to 6'. In combat they can throw pure balls of Eldritch energy with burning or explosive results. They are extremely intelligent and wielding their magic can warp and twist natural life to their own ends. Creatures that they corrupt can be controlled to carry out their evil purpose. Since the war eons ago they have not been seen, having presumably been driven from the universe. However, the fairies don't believe they are truly gone, just driven deep into the underbelly of the universe to dark places. In their wake they have left behind Eldritch artifacts and corrupted creatures that on occasion fall into the wrong hands.

Wendigo

Type: Arcane/Eldritch

Ferocity: 10d10

Type: Arcane/Eldritch

Inflict Harm: touch harm; 1d10/round

Supernatural Life: 1d10/10 points of ferocity

Special: untraceable during daylight

The Wendigo are created from humans who have gone beyond the edges of evil. They may be brought about through arcane means or created through the evil power of Eldritch magic. Wendigo appear as desiccated, deer-headed humans. They carry an odor of decay with them. They can be detected by this encroaching odor. In addition to this odor, the air within 20' of them grows colder, dropping as much as twenty degrees.

Wendigos can only clearly be seen at dusk, while they are completely untraceable during the daylight. They will typically haunt an area of land, usually a ruin or similarly remote locations. They attack campers who intrude in their haunts. The touch of the wendigo inflicts decaying harm that is quite painful; sustained touch will grant them healing or increase their ferocity by 1d10 per round they hold a victim. Victims held may seem to age; their hair might turn white and they may suffer temporary blindness.

Creature Abilities

In *Fairies: A Roleplaying Game*, there are many abilities that creatures can do. The world is full of strange magic and abilities that can be harnessed by sentient creatures.

Creature Languages

Creatures speak a variety of languages. Most common Creatures capable of speech know the local human language. Some creatures speak languages unknown to most others, however a fairy may spend time learning these languages.

Creature Skills

The following is a list of possible skills possessed by the creatures. It will be up to the Storyteller which of these skills best fits the creatures they design. Most of the creatures detailed in the following pages have the following base skills, some of which may be more advanced than others.

Roll 1d10 against the following skill success chart. Specific kinds of creatures will have a variant of these skills, like a bat having echolocation. See situational modifiers below. The difficulty number is a base of what the creature needs.

Balance

The creature only uses this skill when navigating exceptionally narrow places, or along a line.

Burrow

Creatures have the ability to burrow into the earth. The difficulty increases if more than a hole is dug.

Career

Humanoid creatures, like Elves, Fraelyn, Humans, Hobgoblins, and the Sidhe will possess career-oriented skills, like cobbling, carpentry, metalsmithing, hunting, or mercenary skills like fighting, shield use, and using weaponry. The Storyteller can use these or make up the ones that best fit the situation.

Climb

This skill is used to climb or descend vertical surfaces, and in some cases to traverse ceilings.

Dash

The creature can attempt to move from one hiding place to another or dash across an area of tumbling stones, for example.

Deduce

The creature has a chance to deduce information, depending on how cunning or intelligent they are. This might help an animal figure out where their prey is hiding.

Dodge

The creature can try to dodge a specific attack, this should always be difficult. The number can be so high that dodging may be impossible.

Fearless

The creature may turn tail and run, but sometimes they can face their fear and overcome it.

Hearing

A natural ability available to most creatures. Concentrating on this skill may offer new options if there is anything specific to hear.

Hibernate

A creature can hibernate for a lengthy period, like a bear hibernating through the winter.

Hide

Creatures may use their hide skill to be out of sight of others.

Hold Breath

A creature can hold their breath in unfriendly environments for a few seconds or minutes.

Leap

The creature can attempt to leap over an open space.

Sight

Used only when trying to spot prey, or other difficult things.

Smell

The creature can roll against this skill to track other creatures, find hiding creatures, or follow old trails.

Sneak

Creatures may attempt to travel undetected.

Swim

This is used to swim through water, whether over the surface or under it, though difficulty should increase in totally underwater locations unless the creature is native to the environment. Big waves, rushing water, and waterfalls will have increased difficulties.

Taste

Used when identifying specific flavors, such as the evidence of poison and the like.

Chance of Skill Success

Balance	9
Burrow	5
Career	5
Climb	5
Dash	5
Deduce	5
Dodge	7
Fearless	9
Hearing	5
Hibernate	3
Hide	7
Hold Breath	7
Leap	8
Sight	5
Smell	5
Sneak	5
Swim	5

Special Creature Skills

Blood Trail

Any creature with Blood Trail may expend 1d10 points of life to cough up blood on their enemy. The blood will remain for months and magically mark them to the creature's sense, so the creature can track their target easily, even in a rainstorm. Items of clothing soaked with this blood must be burned or discarded to remove the magic.

Breath

A creature breathes an elemental jet from their mouth at a range of 10 feet per mastery level. Pixie Dragons use this ability for various

Camel Spit

A large loogie flies out of the mouth of this creature causing temporary blindness. The spittle has a range up to 10 feet away.

Dark Vision

Any creature with Dark Vision is able to see normally in dark rooms or at night.

Echo Sight Location

This creature is able to use their sound to detect distances of objects. Any creature with Echo Sight Location gains a +4 on Listen skill checks.

Equipped Weapon

This skill allows creatures to have the ability to equip a weapon. Refer to Weapons in the *Chapter Three: Fairy Market*.

Fast Travel

Fast Travel allows creatures to move at twice their normal rate for a period of time equal to 1 foot per ferocity.

Improved Skill

Any creature with an improved skill gains +2 to the specific skill check. For example, Improved Hiding gives a creature +2 to all Hiding skill checks.

Large Size

A creature with Large Size is tremendous in stature. Because of this, they are granted a 2d10 in harm reduction.

Magic Resistance

Any creature with Magic Resistance is able to protect themselves much more easily from magic. Any magical effect is reduced by 20%

Multilingual

A creature that is multilingual is able to understand and speak any language.

Night Vision

Any creature with the Night Vision ability is able to clearly during night time.

Riches

A creature with Riches will have a tremendous amount of value when conquered. Creatures with Riches will reward the adventurers with an amount of gold worth 5d20, or may have magical items. The rewards are up to the discretion of the Storyteller.

Silent Travel

Creatures with Silent Travel are able to move completely undetected. Any fairy trying to spot a creature travelling silently will need to earn a score of 12 or higher on their Hear, Smell, or other perceptive skill check.

Stoneswim

Stoneswim allows creatures the ability to swim through solid stone as if it was water.

Thick Skin

The skin is harder or more protective than normal skin. Any creature with Thick Skin gains +1d4 harm reduction.

Creature Magic - Arcane

Arcane Trap

The caster creates a magical trap upto 20 feet away from them. If another creature moves onto this trap, a large burst of magical energy explodes beneath them dealing 2d6 harm.

Blend Charm

Creatures create magic charms that grants them the ability to blend in with the natural fauna. When they stand still they are completely invisible even to the olfactory senses of a bloodhound.

Call Lightning

A creature may use Call Lightning to summon a bolt of lightning. The target must be within 40 feet of the caster and may roll a Save to avoid the bolt. If unsuccessful, the bolt deals 4d8 points of harm.

Earth Gate

The creature creates a gate that travels from one mountain range to another. The creature must expend 10 points of life to travel to the nearest range, and 10 points for each mountain range beyond that.

Ferocious Burst

A creature with this magic ability may expend 1d10 points of life to gain a burst of speed. This creature moves 4d10 feet in the blink of an eye.

Fire Breath

A cone of fire bursts forth out of the creatures mouth dealing 1d10 points of harm for every 10-points of ferocity.

Future Sight

The caster has Future Sight, granting them the ability to foresee their opponents next attack. As long as the creatures has prepared the spell ahead of time, they will completely avoid the attack. If the opposing creature rolls a natural 10, only half damage is dealt.

Illusion

A single elf creature craft an illusion that resembles the wilderness they are in. By increasing the density of the terrain they are in, they can force creatures to go around an area. One creature can cover a 50' square area; elves must band together to cover larger areas, though if their ferocity level is high enough an elf could create multiple illusions adjacent to each other.

Illusory Terrains

This magic takes the power of six creatures coming together. The magic alters the way terrain is perceived. Not only is the view



changed, but so are the sounds. Hikers traveling through the area would not see or hear anything other than natural sounds and sights.

Mesmerize

Creatures with Mesmerize are able to emit a humming sound that causes any victim within 100 feet to roll a save. Victims attempting to resist this effect take -3 to their save roll. If a victim is unable to save, they are dazed for 2d6 rounds.

Protect

A magical circle of protection forms around the creature, securing

it from any harm for 1d4 rounds. While in this protective circle, the creature may not deal harm.

Silence

They can move in absolute silence with this magic, or they can create a bubble of silence in a 10' radius.

Tree Gate

Creatures with Tree Gate magic are able to use trees as magical gates. They may hop from one tree to another upto 100 feet away.

Wilderness Invisibility

This magic renders them invisible within their own wilderness and translucent in others, though when attacking there is a 30% chance of seeing them perfectly for 1d4 rounds.

Wilderness Magic

1/day/ferocity level

The follow magic can be used by an elf, the magic will last for 10 minutes per ferocity level, and this time stacks with the presence of other elves.

Creature Magic - Eldritch

Here is a short list of Eldritch magic, which may be used by Visiri, Fraelyn, creatures of eldritch design, or those dabbling in wielding this magic. Since the Visiri seem to have withdrawn from the world, this is primarily referencing the Fraelyn in regard to Eldritch magic; however, there were some Visiri artifacts that got left behind that are driven by Eldritch magic.

Blood Aura

The creature's acidic blood flies from their bodies in clouds of droplets that burn opponents within 5 feet of them for 1d3 points of harm per round. This effect lasts 1d4 rounds.

Burning Touch

A hot flame emits from this creature's hand. If any fairy or creature is touched by this magical flame they take 1d6 points of harm.

Cold Gaze

The creature possesses the ability to stop an enemy in their tracks just by gazing at them. If the victim doesn't pass a save check, they are frozen in fear for 1d4 rounds.

Cunning Intellect

When a creature uses Cunning Intellect, they are extremely adept at hitting their target. Creatures using this magic receive +4 to their attack roll.

Dire Blast

Harm Inflicted: 1d10/5 Mastery Levels

When this magic is drawn into existence the blue light wreathed in white fire surrounds the casters appendage building up in one complete round. The caster may choose to withhold the blast and

even withdraw it, but can launch it at any moment. When the caster finally releases the blast it leaps forth toward targeted creatures and even go around a corner, but no further than 1' per mastery level. The straight-line range is 60' + 1'/mastery level. Armored creatures suffer 1d6 less points of harm from this blast. Repeated blasts against a partition will set wood on fire, or burn a hole through concrete. *The caster may alternatively perform a touch attack with the engulfed appendage inflicting 1d5/round contact remains. Touching living flora will poison the plant touched and slowly kill it.

Eldritch Blast

The Visiri can level this blast at a target up to 10 times its ferocity. Creatures struck by this Eldritch blast suffer for 1d10 points of harm per 20 points of ferocity. The energy can pass unhindered through screens or walls 4" or less thick. Creatures suffering from this harm heal half as well as they might from a normal attack. Creatures typically cannot heal without Water fairy magic helping them.

Eldritch Submissive Attack

Creatures or fairies struck by this immediately gain a saving throw against its corrupting influences. Creatures who fail to save gain diminishing chances to resist its magic for a number of chances for every 10 points of ferocity. Creatures will otherwise be able to understand the alien tongue of the Visiri and obey them. Repeated failing of saves enforces the power of the corrupting Eldritch Submissive Attack's effects, they will suffer the influence for years. Only Water fairies can rescue these deeply harmed creatures. Humans encountering the infected would likely hospitalize them, believing they are suffering from a psychotic break.

Glide

An aura of Eldritch light forms beneath the Fraelyn's feet, and the Fraelyn can propel itself at a speed of 30 over level ground. To fly over 1' high objects the Fraelyn must expand one sprite per foot. The Fraelyn can end the magic in a moment to come to an abrupt halt or may glide to a stop. This magic may alternatively be used to float objects up to one pound per mastery level or per sprite expanded. While this magic is active and more than a minute is spent in one location, animals will avoid the spot for one day per minute that around remained. Flora will twist and bloat and become bruised purple and blue. Each mastery level devoted to glide will allow the user to glide up to 10' per mastery level up vertical walls.

Invisibility

Any creature that has the ability of Invisibility is able to disguise in, completely, with their surroundings. A creature may maintain invisibility for as long as they can sustain it, but they must take away 1 life point per minute. A fairy may detect an invisible creature only by rolling a natural 10, or by scoring above 15 with their

added modifiers on a Sight skill check.

Numbing

Numbing can be caused by bites, scratches, or poisons that creatures may have applied to their weapons. Any victim must roll a save (1d10) to try to avoid this effect. If they fail the save, the location of the wound becomes immobilized for 1d4 rounds. For example, if the arm is bitten by a Ghoul, the Numbing effect could cause that fairy to be unable to use her arm for 1d4 rounds.

Phase Dimension

An extremely powerful Eldritch Magic that allows creatures to blink in and out of our dimension. When a creature has mastered this ability, there is little limitation on where they can transport to in both time and space.

Scream

Creatures with this magic ability scream so loudly it deafens and confuses anybody who hears it. Creatures within 20 feet must roll for a save. If they are unsuccessful, the scream temporarily confuses them for 1d4 rounds of combat. The afflicted lose -1 to all attack rolls and -4 to Listen skill checks.

Spawn Spy

Eldritch Life: 2

This magic creates a human-sized eyeball that swirls into existence in a location up to 10' away. A tendril or eyestalk extends from the back of the eye and anchors itself to an object. The eye can be used to observe and record what it sees for one hour per mastery level. The eye can move itself like a snake, but must remain anchored to do so. Severing the eyestalk will kill the magic, causing the spawned eye to disappear in a puff of foul-smelling smoke.

Thrall

Victims failing to resist this magic fall under its thrall. Since the Visiri departed, most times this magic is recreated by the Fraelyn, or encased in a magic scroll or other item the Visiri left behind. Creatures affected by this magic obey the one who caused it. Should the creature under this magic enter a dangerous situation that may lead to its harm, the creature gains a new save, but suffers a -1 bonus that is cumulative each time this situation arises. Repeating this magic on creatures already under the thrall magic reinforces their will on the enthralled.

The enthralled gain a new save at a -1 penalty cumulative each time the magic is reinforced. The enthralled remain so for a number of days equal to the mastery level of the magic. Should the enthralled victim suffer 5 consecutive attacks by this magic there is a 10% cumulative chance every 5 of becoming subjugated by its corruption. At this point the creature becomes wholly subservient to the magic caster, no longer making saves when in dangerous situations.

Subjugated creatures when abandoned by the magic caster will hang around the location of its master, largely staying out of sight and foraging for food only out of necessity. This will last 1d4 weeks, after which it will wander off in a random direction, find a remote location, and terrorize the local populace. The subjugated creature's physical nature warps and twists from the corruption of Eldritch magic.

Transform

The creature may transform into another entity of their choice for a short duration of time. Creatures use this to fool other unsuspecting creatures. The effect persists for 1d10 + 10 rounds

Vile Bile

When this magic is used the Fraelyn can spit acidic bile that can cause a corrosive effect on metals, which will cause a lock to be destroyed in 1d10 seconds. The bile will inflict 2d10 points of harm against flesh; clothing will diminish the harm by 1d6, and armor by 1d8, and magical protection by 1d12. The bile can be spit at a range of 5' per mastery level up to a max of 15'. The worst part of the Vile Bile is the smell; only time can remove its stench. Every point of harm adds a day to the putrid smell. In addition, the odor can be carried and up to a 100' per point of harm. Amber is immune to the effects of this magic. The Storyteller can warp and change fairy's magic, or add blood or blood drain to its effects.

Loot

When you finish a combat encounter, you may find a number of items of interest. What is interesting to a fairy is often different than that of a human.

Items

1	Clothing
2	Fire Starter
3	Lamp/flash light
4	Keys (1d6)
5	Jewelry (5% chance magic)
6	Magic item (DG decides) 2% chance
7	Object out of place
8	Time Piece/watch
9	Wallet of human money
10	Weapon (5% chance magic)

Fire starter

A small wrapped bundle contains ether matches or flint n steel with tinder.

Keys

Fairies may find random keys that might fit into a door lock, garage door, office door, mailbox, lockbox, etc. 10% chance of 2d4 of a ring of keys.

Jewelry

All body ornaments, like rings, studs, bracelets, necklaces, are considered jewelry. There is a very rare instance when one of these is real magic; in most cases the wearer is clueless.

Magic Item

There is only a 2% chance that a creature you run into will possess a magical item of power, but it's possible. It's even rarer that the creature is aware of this magic and knows how to use it. To determine what kind of magic it is, roll 1d10. Rolling a 1 means that the magic is only temporary. Rolling between 2-9 allows the Storyteller to select a random spell from one of the fairies. Temporary magic has 1d10 uses left, while permanent is limited to 1d4 times per day.

Notes for Storyteller:

Think about surprising the players with a unique magical item that plays to their strengths. Maybe the party needs this item to overcome a later obstacle.

Object Out of Place

These items may be anything that seems out of place, such as an iron tool sitting in a bedroom, a tea set in a combat arena, etc. Such things might be used in some form of investigation.

Timepiece/Watch

Depending on the setting, timepieces could be water clocks, pressure clocks or wrist watches.

Wallet

Wallets may be carried by humans, and typically are used to carry money and types of identification.

Weapon

There are a variety of weapons that are held by various creatures. There is a very low chance that the creature possesses a magical weapon. In many cases, the creature or human won't even realize that the item they carry is magic. Fairies that spot these items believe that only fairies are responsible when it comes to magic and will endeavor to obtain this item and deliver it to the fairy courts, where it will be properly taken care of.

Other Rewards

Boons

Rewards may be story driven. After defeating opponents and finishing quests the fairies may be granted *boons* from NPC's. Gifts from the fairy queen are common for fairies that go on quests. Boons could be anything from a new fairy forge or a clockwork mount to information that the fairies needed to complete an even larger quest.

Chapter Six: The Storyteller

Beginning the Tale

The story that you layout as the Storyteller is arguably the most important part of playing *Fairies: A Roleplaying Game*. This is the perfect opportunity to stretch your creative legs and delve deep into your very own imagination. Fairies exist, and have for many many years, so as a Storyteller you may pick any time for your wonderful adventure to take place.

Modern Tales

Stories that take place in modern times are considered a bit easier than other campaigns that you might run as a Storyteller. The people of modern times don't believe that fairies exist, therefore they are much less likely to actually spot you. Because of this, fairies often blend in with the environment and surroundings. However, if a human does spot a fairy, they will sure want to capture them for study.

Great themes to use in your modern adventures involve humans getting their hands on items of Eldritch power, often without the knowledge of what they possess.

Medieval Tales

Stories that take place in a renaissance or medieval setting are a little more challenging, as the people of that time knew of the existence of fairykind. People were afraid of fairies as they thought that fairies were the cause of famine and disease. Humans are much more likely to spot the players as they travel through the world, and often will try to swat at them, or even capture them to be used as little lanterns or use the fairy dust to clean their abodes. Fairies can fetch a high price or boon when presented to a lord.

Preparing for Adventure

Before the game begins you should have an idea of the kind of story you want to tell. It's best to talk with the players about this as you are all telling the story together. As Storyteller you must take the idea and make it playable. Some Storytellers will want to flesh out their entire world, while some are really good at improvising on the fly. Find what works best for you and go for it.

During the Game

You will inevitably have to make any number of judgement calls during the game. Some things the players may want to do are not in the rules, in this case use your best judgement to determine the outcome. If in doubt, let the dice decide. You will have to set the difficulty of saves and skills checks, again when setting this numerical difficulty you should use your best judgement to make the check fair.

Quests vs. Stories

In *Fairies: A Roleplaying Game*, there are both Stories and Quests.

The difference between these is quite simple! A Story refers to the overall adventure that the fairies will play through. This Story is made up of a series of Quests that the fairies resolve. A story might be mighty and have a beginning, middle, and end, like any fairy tale. However, along the journey, the fairies may need to find items, slay certain enemies, or maybe even just clean someone's bedroom. Any small, but achievable goal that has a clear mission is considered a Quest.

Stories and quests may vary in length. Quests are often short and can be completed in one session. Stories may also be completed in one game sessions but many stories need multiple sessions to complete a full arc.

Quests must be created by the Storyteller. Talking to an NPC, reading a note on a community board, or finding a mysterious item on the ground are just a few of the many ways that a Quest might begin. Quests themselves are made up of a series of challenges that might test the fairy's skills or the players own ability to solve problems or puzzles

Beginning a Story

A good story will have a beginning, middle, and an end. The beginning of the story sets the scene and gives the players an idea of what they can do. It should set the players up on quests or with some goal in mind. Multiple quest's may be given to the players.

There are many ways to lead the players through your story. One these ways is called **railroading**. This means that you set the players course (or rails) and the players have very little agency in what happens apart from rolling dice once in a while. This is commonly not a great way to tell a collaborative story. The best way to lead the players on a story is by providing them lots of chances to make choices, or at least the sense of choice. Give them the ability to approach the quest in their own way, let them approach a problem in a creative approach. Allow the players choices to have meaning. However, the players have no idea what you are going to throw at them, this makes it easy to change challenges to fit the their story even if you haven't prepared for the situation.

If the players find a way around a quest or challenge you didn't anticipate, let them get away with it! See where the story goes, it's often the most unanticipated stories that are the most remembered.

Middle

The middle of the story sees the fairy overcome some adversity yet their goal may be out of reach. It should focus on the rising action. Perhaps an enemy escapes with the artifact, or an NPC becomes a rival. The fairy's have overcome some challenges, and perhaps have even completed a few quests but the story has yet to finish.

End

The ending of a story should feel like a whirlwind. The action is happening, the fairy's are being challenged and their skills are being tested at every turn. The end of a story should wrap up the fairy's goals but don't be afraid to leave loose ends that could lead to a great future story.

Challenging the Fairies

As a Storyteller, it's imperative to keep in mind creative ways to engage the players and make the world feel as real and full as possible. You don't need to keep track of everything going on, but just enough action and description so the player's know that the decisions they make affect the world around them.

To make a game of *Fairies: A Roleplaying Game* as fun as possible, it's great to come up with creative and fun challenges for the fairies to encounter. Traps and surprises help keep players on their toes, whereas treasure and Quest Points make sure the players are rewarded for their efforts. To get you started, here is a list of challenges you can throw at your players.

A strong wind hits the party

A magical trap that prevents flying

Navigating through a labyrinth

Eldritch beasts luring the fairy

Three humans guard the prize

To get through the tunnel the fairies must swim through a flooded passage

Break into a safe deposit box to get the Eldritch Artifact

If you have played other roleplaying games in the past, reflect on some fun experiences you've had in those games. What made them fun? What made them engaging? How could you or the Storyteller create these same experiences here in this game.

Notes for Storyteller:

Fairies are very small, which means they can easily slip into pipes, or sometimes even fit through a keyhole. However picking up a human sized item is quite a challenge. Consider how the size of the fairies can be used for creative and exciting challenges!

Balancing the Game

As a Storyteller, make sure that you don't push the team too hard, but don't make it too easy. Balancing any roleplaying game certainly becomes easier and easier the more you play, so always be learning from how the players react from certain situations and see how you can improve.

Throwing high level enemies at a player early on in the game may seem plain unfair. Try letting the players become accustomed to the mechanics of the game with a simple and easy encounter before throwing harder terrain and more difficult enemies their

way.

Sometimes, it may be a good move as a Storyteller to purposefully throw a very difficult encounter at the team to encourage them to run away, or understand the power of an Eldritch enemy. This can give player's something to work toward and train to. Maybe they see a glimpse of their final opponent early on and it gives them a taste of what they will face later on.

Notes for Storyteller:

At the end of your game session, don't be afraid to ask your players what you did well and what you could do better. After all, the goal of the game is to have a great time, so making sure all of your players are having fun is important!

Another key factor to think about when balancing your game is a variety of different situations and skills. Some fairies may have chosen to be very good at climbing and jumping, whereas another fairy may have chosen to be sneaky and enjoy breaking into locked chests or rooms. Give your players a wide variety of encounters to ensure that each player has a time to shine, this will leave the players feeling accomplished and usefulness. If you notice a player starting to get upset or not feel as important, try tuning the next encounter the team faces to make them really stand out.

When to Award Quest Points

Quest Points are important for players to advance their characters and grow more powerful. Quest Points should be awarded when the fairy's overcome a challenge or critical point in the adventure. A good rule of thumb for awarding Quest Points is at the end of every game session. This way, players can go home and think about where they want to allocate their Quest Points. Do they want to add more in that *Pick Locks* skill, or do they need more *sprites* to really give them that advantage.

Awards & Treasure

There are many types of treasures and prizes that can be found throughout the world that you create. Fairies are always uncovering magical items, but they find a lot of everyday items as well. Make sure the environments that you cultivate as a Storyteller allow players to interact with everything around them. If a player sees a pile of hay and wants to jump into it, by all means they can!

Presenting the players with treasures should be done carefully, but not too infrequently as it keeps players feeling like they've earned something. If a player chooses to go off the beaten path because of a small clue, make sure to award them (or throw a trapped chest their way, maybe it was just a ploy all along). Either way, keep the story exciting and diverse. Sometimes the fairies need that special item to even make it across the magical bridge blocking their way to the castle, or maybe they need magical flippers to be able to swim under a rocky outcrop.

Treasures can be held onto, kept in their houses, or sold to merchants. Either way, consider the value of the items that you are presenting to the players and make sure they stay balanced with the current power of the team. If most enemies have around 30 health, granting an item that does 60 harm every hit would be way too powerful.

Keeping a Journal

As a Storyteller, it's very important to keep track of notes on the Story and different quests that the players have accomplished. How cool does it feel if a Quest you completed at a game session three weeks ago ended up being the reason you could advance to the next part of the story! Having a great journal of the most important events in the adventure helps refresh your memory of the Story and keeps everything moving on track.

Notes for Storyteller:

Consider delegating a noteworthy player to the task of taking notes. The player will not only feel important for being responsible for this task, but it can be helpful to get a different perspective.

Large Creatures or Boss Battles

It's always fun to win an incredible battle with your friends! A great way to end a Story is going out with a large boss fight that takes the fairies to the edge of what they thought possible. Imagine a castle falling apart as the player's battle a giant Amethyst Dragon, or the players have discovered the source of Eldritch

magic and it embodies itself as an enormous bear.

One fun way to take the party by surprise is by pretending the final boss is a very easy creature. The player's defeat it with ease, but all of a sudden the room starts shaking and the real boss creature comes out to challenge the players.

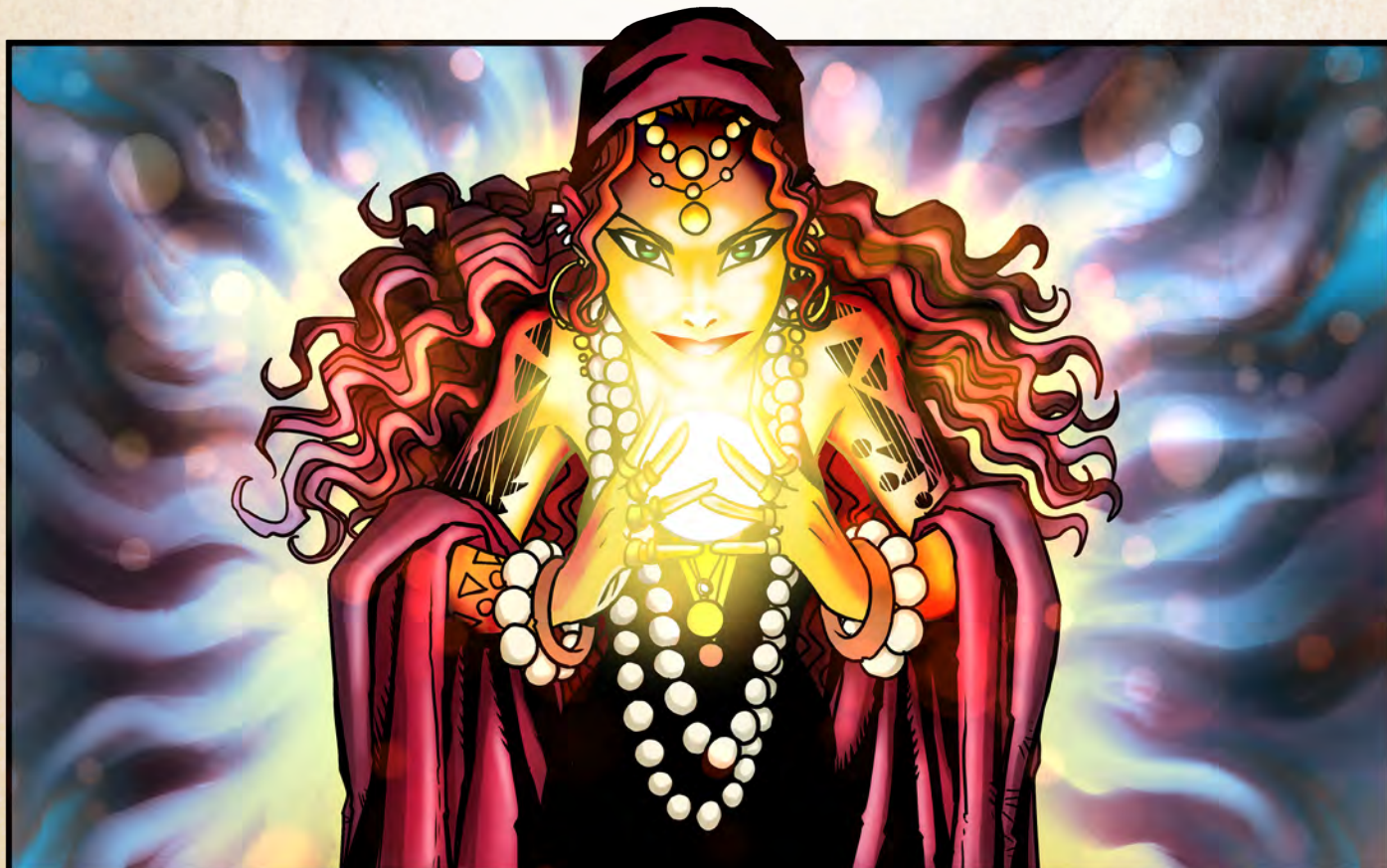
Notes for Storyteller:

The "Large Size" creature skill is a great way to boost the difficulty of any creature. Just make them giant!

A boss battle needs to walk the line of being challenging, engaging, and possible. How would you set up this encounter so that players mention the boss battle for years to come. As a Storyteller, it feels good to know your players thought they wouldn't make it, but by their own skill and cunning, they overcame the obstacle and completed the Story!

Climactic Moments

The climactic moment is when the players feel a sense of deep accomplishment and gratitude for the Story that the Storyteller has laid out for them. A boss battle is certainly not the only way to evoke the feeling of accomplishment. Players might be given an incredibly challenging puzzle or riddle to solve. They may have to access a location deep in the clouds and only within there do they find the magical weapon that free's the queen. Creating climactic moments is not only very important for the player's to be invest-



ed in the Storyteller's world, it helps the players know that all of the work they've put in has been worthwhile.

Notes for Storyteller:

Try playing out different circumstances in your head and imagine how the players may react. Or perhaps you have more than one ending in mind, choose what feels right and trust your gut. The player's will be happy with the choice you made if you use your intuition.

Finishing the story

You've done it! You finished your story, the fairies have won and received their prize. At this point you should award Quest Points to the players.

What happens next? Where do the fairy's go from here? The choice is up to you, many groups like to use the same characters each session growing them over time, some like to make fairy's for a single session and start a new one next time. Either way we would like to wish you fair travel on the quests ahead.

Showdown at Madam Rue's

This is a campaign setting for beginning players. The following premade fairy characters may be used or new ones can be generated for this campaign. The following fairies live in an overgrown garden on the outside edge of a small human town called North Branch. The garden has been a fairy home for many generations of fairies. The fairy leader here is named Rose and, though she is not the Fairy Queen, has high levels of masteries in numerous skills and magic. She is a Fire fairy and has been keeping close tabs on the humans of North Branch, especially those who seem to think they have extra-sensory perception as well as those who do.

The Storyteller should hand out copies of the character sheets, which should be filled out. Enter the following character information on the players' character sheets.

Asessa: A Fairy of Air

Although she is an Air fairy, Asessa loves wearing clothing in shades of green. She also likes accumulating her dust in her skirts, so that when she takes flight she does so in a burst of iridescent, sparkling fairy dust.

Sprite Count: 22

Speed: 30

Height: 4"

Miscellaneous: +5 to speed ring, Leaf Blade (short) 1d10.

Terrain: Garden, air

Skills: Conceal Another, Hide in Shaows, Language, Pick Locks, Spot Hidden

Magic: Haze

Stuff: Knapsack, 6 lockpicks, pouch of 15 pinches of pixie dust,

1 dew bud, traveling outfit, dance outfit, honey pot, 10' silk rope

Clay: A Fairy of Earth

Clay wears clothing that closely matches the local fauna. His hand is always resting on the pommel of one of his sheathed short Leaf Blades. He is of a typically happy nature like all fairies, but always seems to have a look of disappointment on his face. He was given a gift of Bark Armor, granting him +8 to his harm reduction. The fairy's normal travel speed is 20, but in combat his speed increases to 28.

Sprite Count: 26

Speed: 20/28

Height: 6"

Miscellaneous: +8 harm reduction

Terrain: Garden-adjacent glades

Skills: Attack Surge, Blade Dance, Heralist, Spot Egress, Two-handed Style

Magic: Fade

Stuff: Backpack, Bark Armor, twin short Leaf Blades, 1 dew bud, rain cape, 25' silk rope, bow (long), pouch with 6 pinches of pixie dust.

Blossom: A Fairy of Fire

Blossom takes almost every opportunity to start dancing and tries, with much success, to draw others into the dance. However, she will only dance when circumstances are not dire. She crafted her first wand a few days ago and is so pleased with the way it turned out that she is always carrying it around and making sure other fairies see it. The wand, in fact, did turn out very well, stylized with fiery symbols over its surface and colored in hues of red, yellow and blue tipped with rose red quartz. The wand contains twelve uses of Fire Fly magic, and she can refill its reservoir given time between adventures.

Sprite Count: 17

Speed: 25

Height: 5"

Miscellaneous: +1 to attacks using her wand

Terrain: Garden, swamp

Skills: Ash Foot, Craft Wand, Fire Cracker, Ignite, Travel Tools

Magic: Fire Fly

Stuff: Knapsack, pouch of 4 pinches pixie dust, travel tools, 1 dew bud, spare sack, thread, bell, wand of Fire Fly.

Lily: A Fairy Shaper

Lily, like others of her type, is welcomed by all fairies as they are the protectors of fairies. She typically is seen wearing silks of a variety of colors, and she likes twirling in the air to present them.

Sprite Count: 30

Speed: 20

Height: 3"

Miscellaneous: ____

Terrain: Garden, rocks

Skills: Bend Magic, Device Lore, Mimic Writing, Shaper Lore, Twister Attack

Magic: Shift Fauna

Stuff: Knapsack, 1 dew bud, traveler's outfit, pouch of 10 pinches pixie dust, hatchet (hurling pair), tinder

Petal: A Fairy of Spirit

Though she is always smiling, she always seems slightly distracted, as though her eyes are trying to find more interesting things to gaze at. She seems restless, and often gets impatient to be going; even flying 10' is a relief for her.

Sprite Count: 21

Speed: 25

Height: 2"

Miscellaneous: _____

Terrain: Garden, tundra

Skills: Dance, Fade, Pick Pockets, Search, Spirit Lore

Magic: Spirit Form

Stuff: Pouch of 20 pinches pixie dust, 2 dew buds, knapsack, 3 vials (empty), traveling outfit, silk dress, slippers, rapier (1d8)

Reef: A Fairy of Water

Reef spends most of her time in and around the fountain at the center of the garden. Her fairy dust keeps the waters of the fountain clean, which encourages local songbirds to visit. Other Water fairies also live in this big fountain, and their combined dust has created a magical effect that causes the fountain to function,

though at a low level, which keeps the tinkling water sounds to a minimum. Other tiny animals visit the fountain for the healing properties of the Water fairies. Her speed is 30 in the water and 15 in the air. She is a very tiny fairy, but powerful nonetheless.

Sprite Count: 18

Speed: 30/15 (25)

Height: 1"

Miscellaneous: +2 bow

Terrain: Garden, fountain

Skills: Aquatic Speed, Find Water, Heightened Sense, Moon Pool, Water Breath

Magic: Control Water

Stuff: +2 magic bow of speed--when using the bow in the air it grants +10 to speed, both in combat and travel, performing combat rolls with +2 modifiers. Backpack, 3 dew buds, honey pot, pouch of 3 pinches pixie dust

Dot: A Plum Gumdrops

Gumdrops are very tiny, even by fairy standards. From their point of view a 1" tall fairy is taller than they are--Dot herself is only $\frac{3}{4}$ " tall. Because of her size she is able to maneuver through tiny spaces that even fairies have trouble with, she also has difficulty using large objects, and turning a human key without magic is impossible. Dot seems to be typically happy, but she is a little bad-tempered sometimes because she thinks she was meant to be an Air fairy. She craves adventure. Using her magic helps her feel like she can do anything.



Sprite Count: 21
 Speed: 25
 Height: 2"
 Miscellaneous: Unnatural sense; 1d10
 Terrain: garden
 Skill: Jack of All Trades
 Magic: Float Object
 Stuff: Satchel, 1 dew bud, 25' silk rope, honey pot, traveling outfit

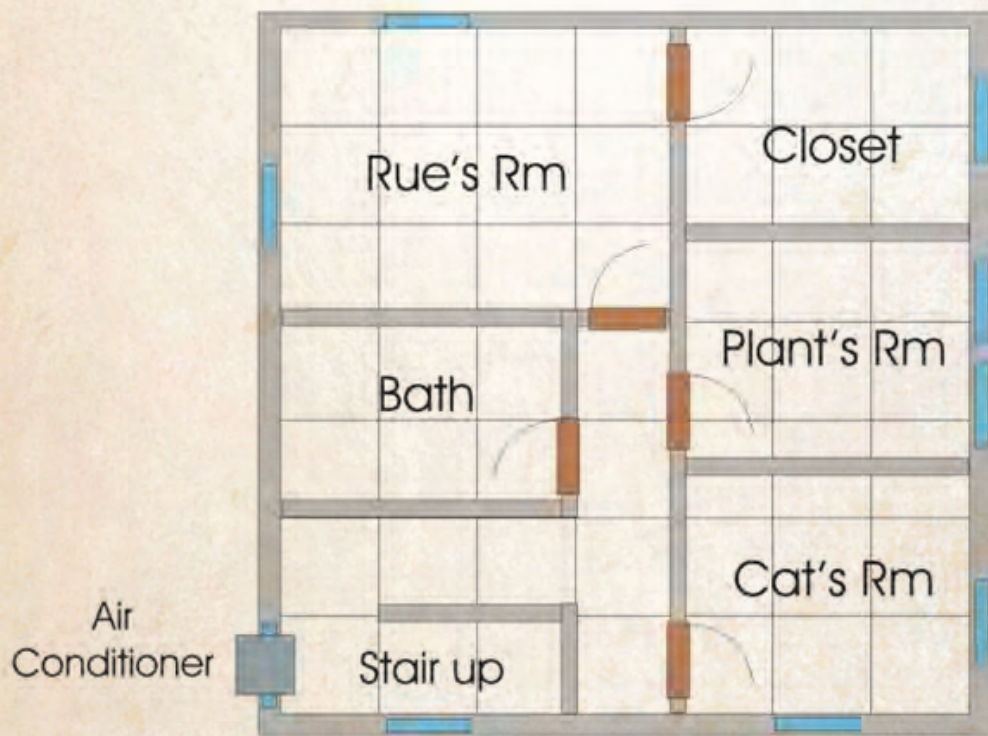
Set the Scene

In Rose's tiny courtyard you have gathered. In the old garden a wall of cobblestones was raised and cemented over, though much of the cement has fallen from the wall, leaving large parts uncovered, but this really just adds to the charm of the wall. There is a large tree in the crumbling courtyard where Rose and her fairy companions have made their home. Her Earth fairy guards keep it clean and ready for times she need to entertain or deliver messages to her people. Several cobbles in the wall were reworked and her house was built into it to face the court. A beautifully carved door was set in the wall's face, and her Earth guards stand to either side. Rose steps out into the court, and an Air fairy swoops down before her from the air, kneels, and bows her head in respect. The Air fairy's name is Tulip. Rose and Tulip make their way over to you and she tells why she has gathered you.

Rose has recently had Tulip make several recon runs into the

human town of North Branch to keep an eye on one particular human--a practitioner of the old ways, someone who calls herself Madame Rue. She offered her services as a soothsayer for other humans. Until now, her fortune-telling had only helped them find peace or love. However, she received something in the mail today. As Tulip was watching her, Rue opened the box and drew forth a small crystal ball and a small stand. Rue set the stand at the center of a round table set with an ornate green cloth with tassels at its edges. As Rue placed the crystal ball on the stand, Tulip saw the human smile, nod, walk back to pick up the remnants of the mail, and leave the room.

Tulip took the opportunity to fly down to the table and inspect the crystal ball. The ball, she guessed, was four inches in diameter and so clear that only the curved edges gave away the fact that it was even sitting there. After walking around the orb, she whistled, impressed that the human creatures could craft anything as beautiful as this. She looked down at the ornate stand, than she caught her breath. Tulip stared at what she read there in disbelief: her language skills revealed that before her was the Crystal Orb of Catchacal, an ancient artifact of power that allowed the viewer to peer through all walls and see all thoughts. This was one of those ancient magic items that definitely did not belong in the hands of any human! Tulip had to report this immediately, as it was far too large for her carry. Both the orb and the stand need to be removed. She heard the door creak, and flew with a



Second Floor of House



ELM ST.

MADAME
RUE'S
HOUSE

←
to
interstate
→

PARK

1st St.

MAIN ST.

Angry
Cat

CITY HALL

MAPLE ST.

LIBRARY

Water
Tower

FOREST BLVD.
OAK ST.

SCHOOL





2nd St.



3rd St.



FAIRY TOWN



burst of speed behind the screen of plants lining the windows to see Rue re-enter the room. Rue set about carefully cleaning and polishing the orb, carefully replacing it on its stand. The way the human seemed to handle it with care left Tulip with little doubt that Madame Rue knew exactly what she had. "Such power is not be tolerated in the hands of a human," she thought. She wasted no more time; she flew off and maneuvered her way through the house, found an open window, and through a cut in the screen squeezed out and returned to the garden.

Rose thanks you for gathering and asks that you retrieve the Orb of Catchacal before Madame Rue can wield its power. Go to house on the other side of town. Rose provides a map with helpful landmarks and indicating Rue's abode. Make your way to her house by whichever way you wish, but be careful of hazards along the way. When you return Rose will reward you with pixie dust. Now you must infiltrate Madame Rue's place of business and retrieve this ancient artifact before Rue can wield its immense power.

Storyteller

The fairies must retrieve this artifact, which possesses arcane magic, and was created by a wizard in ages past that called himself Catchacal.

Madame Rue's house/business is located next to the downtown library. The journey will be difficult that close to the center of town as it means many humans are active. Much of the journey can take place by crossing through the backyards. A fairy might suggest flying high, then maneuvering down to the house. This might be a good plan; however, Tulip has reported a large owl has roosting nearby that poses a great threat from the sky. Going through the yards can also be tricky because many have an assortment of pet animals.

Madame Rue

Ferocity: 18

Harm: 1d4

Life: 12

Special: cell phone, Sixth Sense, has a 10% chance to actually foresee the future

Madame Rue has no idea that she is the real deal; she thinks she is a simple con artists but in reality she can see futures of the subjects whose hands she holds, like snapshots in her mind. A friend of hers keeps tabs on old antiques for her, which she encounters on eBay. She made a bid for this orb as soon as she saw a picture of it in the auction window. Her mentor had long ago described it to her and the power it had in the hands of a true believer. Now she has it and wants to use it in the right circumstances for the best outcome at midnight. Her ability extends to premonitions and she might feel the imminent approach of the fairies without knowing that who they are--only that they mean to take her orb. She only has a 10% chance at perceiving this, but get three rolls

by the Storyteller every time a third of the distance between the garden and her house is traveled. Should she feel their approach she will do one of two things; she will with a roll of 1-5 use the orb to identify who is after it or on 6-10 lock it in her safe and wait 'til the feeling goes away before trying to use it again.

Should she discover that actual fairies are coming, she will welcome them with wonder in her heart, but she will not give up the orb without something in return. She has always loved the idea that fairies might exist. Madame Rue owns several cats that prowl her house, though typically not the room that the orb is housed in.

Setting

The map below is North Branch. The Storyteller should choose a location somewhere in the Southeast forested area behind an overgrown house along these outskirts for the fairy's garden. A library could be any house building along Main Street, or kitty-corner to Pizza Pub. After most of the humans have gone home and shops have closed up for the night, the town is patrolled by police, or by the Night Owl hunting prey. The Storyteller may use any hand-drawn map to fit the description of a small town skirting wild lands, including preserves and parks, if they please.

The Orb of Catchacal

The orb allows the user to read the thoughts of any person, anywhere who is concentrated on. It also grants the wielder the ability to jump from one target to another, reading their thoughts and seeing through their eyes. A good deal of hidden information can be revealed with this orb and may be used for ill purpose; the lure is too great for greedy humans. The Orb of Catchacal remains sitting at the center of the green table in the room within the house that Madame Rue has set aside for her business of palm reading and soothsaying. She intends to try using the orb at midnight the same night that the fairies will be making their way to her house.

Starting the game

A suggested start for the game is have the fairy's leaving from the tree to heading towards the town of North Branch. The players should be allowed to consult the map and determine their route.

Using the Creatures

The creatures presented here offer a way to challenge the players as they make their way to madame Rue's house. You can choose which creatures to use based on the decisions the players make and the situations they find themselves in. If they go through town they may have to deal with humans. Avoid the town, and the party may face fierce animals.

The Storyteller decides what the frequency of creatures are in the scenario. Some industrious cats might be able to escape their confines to continue the pursuit.

The following list contains non-player characters and creatures the storyteller may use during the course of this adventure. The states given to you offer a suggested range for you to choose from but may be anything, based on the storytellers discretion. They may be used to shape the story and act as a narrative device. Think about how you would react if you saw a fairy and use it to shape the actions of some of the human NPC's. Would they try to get a picture? Would they try catch the fairy and kill it? Or perhaps they wish befriend her?

Human, pedestrian

Ferocity: 12, 20, 30, 40

Inflict Harm: indirectly

Life: 4, 6, 13, 30

Special: cell phone; 8 in 10 chance of successful picture

There are 1d10 human pedestrians walking around. Most will have their cell phones in hand, so they will always have a chance to take pictures. Most will react with disbelief if they spot a fairy, but some will try to take a picture, which is worse than using a weapon. If Madame Rue learns there are fairies nearby, the power of the orb would reveal the truth. Secrecy must be maintained. Humans will react immediately, trying to prove to anyone nearby that what they have seen is real. Young humans will eagerly look for them, though mature humans will scoff at the idea.

Human, police

Ferocity: 30, 40

Inflict Harm: indirectly

Life: 13, 30

Special: cell phone; 8 in 10 chance

Moving singly or in pairs, these humans call themselves the police. They all have a strong desire to investigate the truth. They carry guns, but won't draw them unless they feel threatened. They also carry flashlights. They will depart an area of search if they find nothing. If they find something suspicious, one will investigate while the other calls for backup.

Night Owl or Day Hawk

Ferocity: 2d10, 3d10, 4d10

Inflict Harm: Beak 1d4, talons 1d2

Life: 2d6, 3d6

Special: Far Seeing: up to a mile away with pinpoint accuracy

Birds weighing 1d10 pounds, equipped with sharp beaks and talons. Birds of prey vary in size, but avoid creatures larger than they are, preferring to glide in the skies high overhead. Most birds of prey hunt animals half their size. Humans train hawks for hunting and attacking. When birds of prey perform a dive attack they gain a +1 to attack for every 10' above their prey to a max of +4.

Dog, domestic

Ferocity: 2d8

Inflict Harm: bite 1d4

Life: 1d4/4 ferocity

Special: +2 olfactory sense, +3 hearing

Many dogs in town will do nothing except bark at any fairies traveling upwind of the them; the dog will start straining at its leash to find the strange smells and will go near ballistic if they spot a fairy. Some hunting dogs will try to pursue and attack a fairy. Backyard dogs have freedom of movement in these fenced-in yards.

Cat, domesticated

Ferocity: 2d6

Inflict Harm: 1d2 claw, 1d4 bite

Life: 1d3x9

Special: strong predator instincts, dark vision

Cats prefer comfort, though at the same time their strong predatory instincts keep them on the prowl--they're in a constant state of sneakiness. Cats will slink around when they move and dodge into hiding at any moment to keep their skill honed. Their eyes are developed to let them see in most forms of darkness. They are always vigilant and their eyes and ears are always darting to every sound. When lying down they pretend to be very lazy, and sometimes they are, but they can change their minds from calm to aggressive in an instant. Cats will make it a singular hunt should they spot a fairy, and the hunt will only end if the cat is thoroughly thwarted, or if they catch their prey. The cat will not forget, but can bide its time by prowling and hiding.

Bat

Ferocity: 1d10 (5 average)

Inflict Harm: 1

Life: 1d2/1d4

Special: echolocation

Bats are primarily nocturnal, flying out after sunset and returning at daybreak. Northern bats tend to gather in small 1d10 clutches or solitary. They may hunt the fairy if mistaken for prey.

Glossary

Arcane Magic

In ancient times, humans long ago known as druids discovered how to delve into ley magic through sacrifice, though the druids also used other means. Later humans known as alchemists found that they could access this magic using incantation and alchemical components to wield this magic. Today most of this knowledge has been lost, mainly due to disbelief. There are still ancient scrolls and items adrift in the world, and often the fairies try to police them before humans can use them. Eldritch magic can sometimes be mistaken for arcane magic.

Ci (cubic inches)

This is a cargo size used by the fairies. Most items are calculated in Ci.

Clockwork

Shaper fairies are experts in crafting clockwork creatures. Clockwork automatons require a winding key in most cases, which have different winding times. They are powered by pixie dust, but may be powered by fairy dust if need be. Clockworks may be insects, small mammals and birds, small walking things, doors, windows, and other moving devices. Most of these clockworks require commands, and house the possessor's name beneath a panel of the clockwork. Very odd or elaborate designs must be approved by the Storyteller and may require longer time to complete.

Eldritch Magic

Eldritch magic came to this universe from the ancient formless enemies of the fairies named the Visiri. When they attacked the fairies long ago with the intention of subjugating them, they used their dark magical power to create numerous items and twist humanoids and animals to do their bidding. When the fairies allied with other earthly powers such as the fae and other creatures they managed to defeat the Visiri and drive into the darkest recesses of the universe. The Visiri seem to have gone, but they left in their wake the corruption of the Eldritch magic, which sometimes fall into the hands of other humanoids. Some creatures continue to thrive on this Eldritch magic. Eldritch magic is sometimes mistaken for arcane magic.

Fairy

Fairies are tiny, happy, and elusive magical humanoids that wink into existence. They thrive in remote garden-like areas. Many choose to live in tiny communities in forgotten human gardens or remote locations far from humans. They are between one and six inches tall. Most fairies are winged, but not all. There are nine types of these fairies: Air, Fire, Earth, Shaper, Spirit, Water, and the Gumdrop fairies. Fairies maintain a wariness around humans.

Fairy Dust

Fairies are very magical creatures, and because of this fairies exude fairy dust that accumulates in their skirts. The fairies can harvest this dust, but most don't like to, as they like to burst into flight with a swirl of their dust sparkling around them and trailing behind them in a pret-

ty burst. Over time a fairy's dust can influence their environment, enhancing shiny things, clearing away normal dust, making things sparkle, mending small rips and tears straightening rugs and pictures, cleaning the dishes, and more. Their dust keeps them clean. Even if they were to play in mud, moments pass and they are clean again. Human alchemists can use fairy dust to give them the power of flight for a few hours per pinch and can launch with a cheerful thought. Sprinkled in beverages, it can enhance flavors tremendously and boost one's immune system.

Fairy, Gumdrop

Gumdrop fairies are tinier yet, standing one quarter inch to one inch tall. They don't possess skills like their taller cousins, possessing only a Jack of All Trades skill and relying heavily on their magic. Their very tiny size lets them circumvent many situations. There are three kinds of Gumdrop fairy: Blueberry, Plum, and Lemon.

Fairy Magic

The nine fairies all have their own kinds of magic; there are no cross-overs. They must rely on each other's skills and magics when navigating environments. When a fairy is wielding their magic, it generates an aura of light that matches the color of the fairy. Fairies can increase the mastery of their magic when they complete quests for the Fairy Queen or other leaders, and sometimes through the explorations of significant locations. They may choose a new magic from their personal list. Their magic primarily relates to their origin environment.

Fairy Market

The Fairy Market is in a hidden location in a remote region, though most fairy towns have smaller versions of it. The Fairy Market itself is a fairly large place and many allies of the fairies have access to it. These allies are many Fae, and other strange creatures that are unknown to humans. Celestial, Centaurs, Dwarves, Elves, Gnomes, Leprechauns, Sidhe, and other creatures may be encountered here, trading in goods and services. The fairies founded the market and established ancient powerful magic into the place that helps keep the peace. There is one powerful Fairy Queen that rules the market; she holds many masteries of high degrees. Many of her elite guards are high mastery level Shapers.

Fairy Illumination

A fairy has an aura of light surrounding them, representative of their color. Fairies may optionally choose to enhance mastery over their illumination and they can choose to shut down their light, but are never happy when they do, even when it means using a skill more effectively, but they will if the situation calls for it.

Ferocity

All creatures other than fairies possess ferocity. Ferocity is a creature's speed and initiative scores. Their ferocity score is related to the creature's life score. In most cases every 10 points of ferocity equals a 1d10 roll to life.

Fraelyn

The Fraelyn were once like fairies but were corrupted by the evil magic of the Visiri known as Eldritch magic. The Fraelyn were twisted by this

magic in both mind and body. They have a close resemblance to a twisted thorn bush; their skin is bark-like with thorny protrusions and their bodies seem to be all unnatural angles. They wield all the skills and magic as normal fairies except that their power is corrupted by an Eldritch source.

Pixie Dust

Pixie dust is even more magical than fairy dust, though the harvesting of pixie dust can be tricky. This knowledge is safeguarded by Fairy Queens. Pixie dust is used for commerce in fairy society. Other magical beings are paid by fairies with pixie dust, giving them a chance to purchase items from the fairy market. Pixie dust comes from the elemental pixie creatures. Pixie dust can only be carried in specifically designed pixie dust pouches, with a fairy's first given to them by the Fairy Queen's court. Larger pouches can also be purchased. A pinch of pixie dust may be used in lieu of fairy sprites.

Senses

Both creatures and fairies possess basic senses. Creatures may possess heightened senses for special sensory perceptions, but they are fixed in most cases. A fairy's magical nature allows them to increase mastery levels in their senses or increase them using their sprites.

Skills

There are both fairy and creature skill lists. Skills in most cases may be retaken as mastery levels to gain improvement in them. All fairies and creatures possess basic sense skills; these may also increase in mastery levels.

Speed

Fairy speeds are preset under each of the fairy types. They are also located on the character sheets. A fairy's speed is used for distance traveled in a single round and for initiative in combat. Speed may be taken as mastery levels, granting special advantages to travel. Speed is subject to wind penalties.

Sprites

Sprites are the life-giving energy of a fairy. The magical nature of fairies allows them to manipulate their sprites to use skills and magic. They can also use them to enhance their speed, affect their flight, and enhance their senses. Fairies accumulate more sprites by completing tasks given them by the Fairy Queen, or by exploring significant locations.

Storyteller

The Storyteller is the player telling the story for the players. They are the ones who have created the world where their game takes place. They create where the fairies thrive and the adventures the players run their fairy characters through. They portray all the creatures and NPCs the fairies encounter and provide situational modifiers.

Thimble

A thimble is the unit of a ten-draught fairy beverage served in a fairy-sized stein.

Terrain

Terrains are areas or locations on a planet's surface. In the cases of fairies, terrains may be areas of land, air, or water. A fairy can only know a 1 square mile of their origin terrain per mastery level. To choose a new terrain rather than increasing in a current terrain's mastery level the fairy must spend at least a month exploring a square mile of a new terrain for a basic knowledge.

V (variable)

The 'v' is used to refer to a variable in cost, a number count, and a variety of other reasons.

Vik

A quantity of 5 draughts for fairies, typically served in a fairy sized tulip glass.

Visiri (pronounced vi-sir-ee)

The Visiri are an ancient enemy that came through from somewhere else to this universe. They are formless taffy-like creatures powered by Eldritch magic and wielding the same. They most resemble ever-twisting blobs of chewing gum and appear in many colors. They are surrounded by the aura of Eldritch magic and use it to travel and manipulate things. They do not seem to have any recognizable senses. When they travel they seem float over surfaces, though they can fly or hover for short distances. It is believed that they traveled from outer space via meteorites, arriving in the South Polar Region of the world, or came through a portal from another dimension, though their true origins are unknown.

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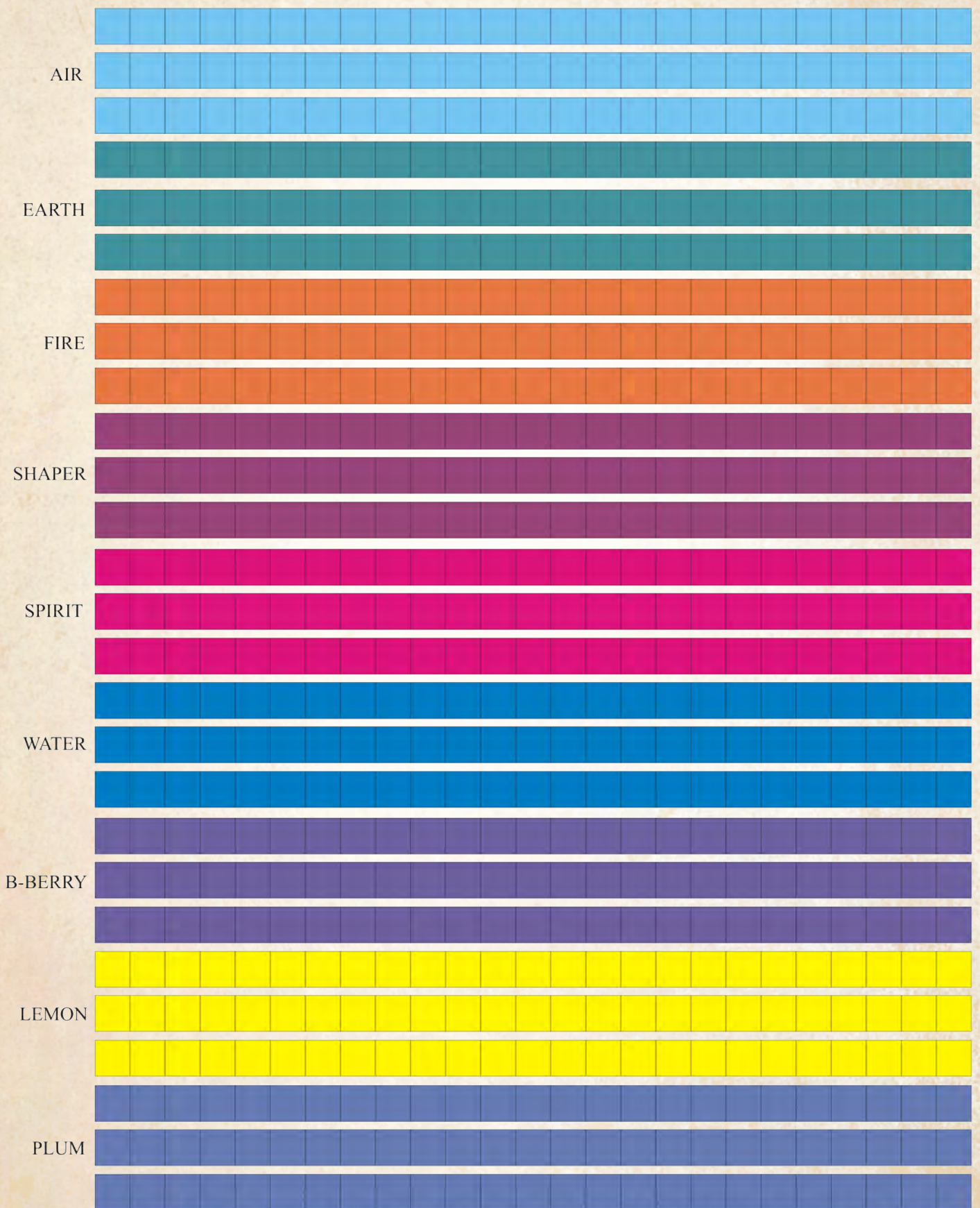
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The color sheets above may be copied for use as sprites, when distributing for skills and magic as well as sprite loss from harm.

Name

Portrait

Perceive		Smell/Taste	
Hearing		Illumination	
Touch		Flying	
Hide		Sneak	
Climb		Jump	
Hold		Balance	

Sprites

Base Speed: 30

Height:

Terrain

Skills

Magic

Pinches of Pixie Dust:

Stuff

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