

Brownie

Alright, you found me. I'm a Buttons Smith Goodfellow. Brownies are little folk who help about the house, but only at night, mind you, and only in secret. I might look small, but I'd wager I can get more done in an hour than you could toiling all day.

Oh yes, *magic* is real, but it's not a thing for humans. It's barely a thing for fae, really. No, if you want to get things done, nothing beats honest work.

I've been around a *long time*. I remember when it was all farms, before you had electricity and automobiles. I remember when your great-grandmother was a little girl. Remember where you came from and think about where you're going.

The *mortal world* is a busy place, always things need fixing and always work to be done.

Humans are funny creatures. So many different kinds! There are hard workers and shiftless fools, little children and big brutes and old grannies. Some appreciate good hard work, and others don't. Well, I won't stay where I'm not wanted.

Most *other kinds of fae* are idle layabouts. Pixies and pucas cause trouble, and elves and nymphs sit there being pretty. They're not *bad*, just not dependable like the gnomes and we brownies.



We do expect some *compensation* for what we do. Not money, mind you—I've no use for human coin—but a cup of milk or some honey cakes will do nicely.

A word of advice: never, ever give a brownie *clothes*. We make our own clothes, and we don't need any from the big folk. It's an insult, I tell you!

A *boggart* is just a brownie who's in a bad mood, or up to some mischief. You can't expect us to be nice and just to work *all* the time. Don't you need to let off some steam once in a while?

Your *home* is a special place, more than you know. Not every house is a home. But when a house is a home, when you have a warm hearth and people who love one another, there's a kind of magic in the air, a good kind of magic. Maybe that's why we brownies like to live in human homes.

Brownies are hard-working fairies who will tackle people's leftover chores so long as there is some delicious food waiting for them later. Though they have a kindly nature, brownies can be a bit unforgiving when it comes to mistreatment, and easily get angry at people who mistreat them or take them for granted.

The typical brownie is quite small, around 6 to 8 inches high. They have pointed ears, bulbous noses, and bright eyes. Most brownies favor simple, well-made clothes in drab colors, and they are fond of caps.

Brownie Powers

HELPING HAND (1+)

You can back up your friends when they try to do something. When you use this power, you add the amount of Wonder you spend to their attribute for a check. You can only use this power with someone you have a connection with a strength of 2 or higher to, and you can't use it for Impression Checks.

HANDY MAGIC (2)

You can use your magic to perform even very simple everyday tasks. When you use this power, you can substitute your Henge attribute for any check.

COMFORT (6)

You have a way of making others feel better. This lets you cheer them up after they've been Surprised, lost a quarrel, or otherwise had something get them down.

HIDE (6)

You can completely hide yourself as long as there's a tiny bit of cover. Others need to make a Henge check greater than your Henge attribute plus 3 in order to see you. However, local gods can easily find you in their territory.

FIX IT (8)

This power lets you use your exceptional talents as a craftsman to fix something that's broken. It will take a little time, but you can use this power to repair one object that has been broken (but not destroyed) in a short amount of time.

SECRET LABOR (8)

If there is time-consuming work to do, a brownie can use magic to get it done in a flash. This lets you finish a task in one tenth the time, but it will not work if anyone sees you doing it.

Weakness

HUNGRY

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even you have other things to do.

MEDDLING

You can't help but stick your nose in. You're a little too sympathetic towards people's problems, and you tend to adopt another person's way of thinking. When in a scene with someone who also has a connection to the person to whom you have your strongest connection, the contents of your connection will change to become the same as that other person's. If multiple people tie for the strongest connection, pick one.

SHY

You're shy to the point where you have a hard time saying what you're thinking. You have to spend 2 points of Feelings in order to speak to a certain someone. However, once you do you'll be able to keep talking to them as much as you want for the rest of the scene.

GULLIBLE

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your fae will have to believe it.

CLEANUP

You can't help but stop to clean up messes when you come across them. Any time you see a mess, you have to drop everything you're doing and start cleaning.

RHYMING

Some fae compulsion makes you constantly speak in rhymes, usually rhymed couplets. It's okay if you forget once in a while or have trouble coming up with a rhyme (slant rhymes are okay too), but do your best to keep it up whenever your brownie talks.

Additional Power

HEALING HERBS (8)

You can mix up special magical herbs with healing properties. If you can persuade someone to eat/drink the result (it doesn't taste very nice), it will heal any minor injuries or illnesses such as scrapes, sprains, the common cold, etc.

GOOD WITH ANIMALS (0)

You have a particular talent for dealing with animals. You do not cause Surprise to animals unless you deliberately try to frighten them, and your attribute increases by 1 for all checks relating to animals, including Impression Checks.

BOGEY (8)

You can change into a monstrous form to scare humans. People and fae who see you like this will be Surprised. When you use this power, you get a special +1 bonus to Henge for causing Surprise. You can decide what kind of monster you turn into.

HOME (0)

You have found a human household to live in, where you can happily do chores and receive some food and such in return. You start with a connection to "Home" (but no connection back) with a strength of 2.

CRAFTSMAN (10)

Your exceptional talents with making things let you create a simple object or tool out of raw materials in a short time. You can't make anything with electronics or complex gears though.

SQUIRM (8)

Brownies are notoriously difficult to catch and hold. This power lets you slip away even from someone who is gripping you tightly in their hands, momentarily turning into a snake or other slippery creature if need be.

My name is Ellisandra MacGowan, and I am an *Elf*. Though I may appear a young woman, we have the gift of eternal youth. I was here long before the town, when men in robes built monuments of great stones, when blue-painted warriors prowled the land.

Our *magic* is the magic of beauty and light. Magic is an expression of who you are; it is something that rises up from your very soul. I have heard of mortals who can use magic, but I do not know that they can rightly be called “mortals” anymore. But, there is a kind of magic in you, as there is in all things, and you should treasure it.

We elves are *immortal*. For us seasons and years come and go like raindrops. But... a longer life is not necessarily a better one. Humans do so much with their lives. Sometimes I am awestruck.

The mortal world is the most amazing place. The lands of Faerie have brighter colors and stranger delights, but this world has its own charms. It changes and grows in ways that my homeland does not. Still, I would like to show you where I come from some day, when you are ready.

Humans are the most fascinating creatures, so full of ideas and dreams. Humans and elves sometimes fall in love. It is a beautiful and sad thing, but it does happen.

To *the other fae*, we are nobility, the lords and ladies of the realm. Some respect us, and others... do not. They are not always as kind to humans as perhaps they should be, but please forgive them their foibles. If the pixies cause you any trouble, do inquire of me; I may be able to help.



Why would I use a *bow*? I once wielded a sword, a gleaming blade forged of sea glass and sadness, but those days are long behind us. The fae will fight no more wars, and we are all better for it.

Toys? Why would I make toys? I'm afraid we elves are not so mechanically inclined. That is more the province of the brownies and gnomes. What's that? Oh, you must be thinking of Sinterklaas. I've met him in fact, though he will not be coming again until the deep winter.

You think I am *beautiful*? Thank you. Beauty is the birthright of the elves.

You humans have such *strange ideas* about we elves. The very word seems to have changed for you. If it helps, you may think of us as the aes sídhe,¹ or the Tuatha Dé Danann. Those are the old words though, and you must use them with care.

¹ Pronounced like “ays sheeth-uh.”

Elves are the nobility of the fae, tall, proud, and beautiful beings, but at times haughty and lonely. They typically wear fine but whimsical clothes, and crowns of flowers or butterflies or crystals. They have pointed ears, but that's a small thing compared to their bright eyes and powerful, unnatural beauty. Elves are immortal, and while there are a few young elves, many have lived for centuries.

Though some may resent the elves, they are nonetheless natural leaders and emissaries between worlds.

Elf Powers

ELVISH BEAUTY (0)

You leave a very strong impression on people you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

FICKLE HEART (4)

By coldly scolding one person in one scene, you can create a stronger connection to another. You can reduce the strength of one person's connection to you by 1 in exchange for strengthening your connection to someone else. This can raise a connection from 0 to 1.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

GLAMOUR (8)

You possess the ability to imbue a person with a little bit of faerie magic. Their eyes take on a faint sparkle, they are not Surprised by the sight of the fae, and their Henge attribute increases to 2 (or stays the same if it's already 2 or higher). This lasts until the end of the story or until you deliberately remove the glamour.

ROAD TO FAERIE (12)

The lands of the Faerie lie on the other side of the invisible wall between worlds, and this power lets you pay a visit. You can bring someone else along, so long as you have a connection to them. You don't need to use this power again to exit Faerie. Humans who go into Faerie should have a fae escort, lest they become lost.

BRILLIANT STARLIGHT (16)

By calling upon your birthright as one of the elves, you can turn day into night and call out the most brilliant of stars. For the rest of the scene, the time changes to night even if it was day before, and achingly beautiful stars shine down on everyone. Everyone present gains Wonder and Feelings as per the start of a scene, plus 3 Dreams.

Weakness

DAZZLING

Your full fae form is exceptionally stunning to behold, even for an elf. When you cause Surprise, it is based on your Henge attribute plus 1, or plus 2 if you are using any of your powers.

SECRETIVE

You are secretive about your fae powers and reluctant to reveal too much about yourself. When people are around, you have to spend 2 Feelings each time you use one of your powers.

COLD IRON

You can't stand the touch of iron. Other metals (including steel) are fine, but iron makes your head spin. If you get too close to something made of iron, all of your attributes are halved (round down), and if you are touching iron, you cannot transform or use any powers.

AGELESS

You have lived for a very long time. Because you've lived a little too long, your Child attribute has to be zero (and in turn, your Adult attribute has to be at least 1). Also, you have to spend an extra 2 points of Feelings in order to make a Child check.

STRANGE

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much, you can't really hide, and if you try to walk around town in human form, you'll draw everyone's attention.

MELANCHOLY

There is a sadness about you that some find makes you difficult to approach. Others must spend 2 additional Dreams to increase the strength of a connection to you.

Additional Power

WILL O' THE WISP (6)

This makes it appear as though there's a ball of fire floating in the air near you. However, you can only use this power in the evening or at night, and only while in your full elf form. For the rest of the scene, you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, the choice is yours.

CHANGELING (0)

You were raised by humans, and while you've since come to realize your fae heritage, you feel a deeper connection to human society than most. The strength of your connection to the town is increased by 1.

GLARE (10)

Your glare can paralyze someone. If your Henge attribute exceeds their Child or Adult, you can stop them from saying or doing whatever they were intending. However, if you use this power on someone, the strength of their connection to you goes down by 1, regardless of whether it has its intended effect.

OLD FRIEND (6)

In your long life, you've accumulated much knowledge and come to know many people. When you first meet another fae, you can have them be someone you've known a long time, and when you meet a person, you can have them be someone you met when they were a child. (This also works for local gods.) This only works when meeting someone for the "first" time. Also, you must tell the narrator how you met.

BEAUTIFUL AND TERRIBLE (12)

When you need to, you can reveal the terrible beauty of the elves. You seem to tower over everyone else and take on an otherworldly glow. The sight of you causes Surprise of 6 (not affected by the Dazzling weakness), and the cost for you to use your powers is halved until the end of the scene.

COMPOSURE (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

I'm a **Gnome**. Name's Dorin. We gnomes are creatures of the earth, of stone and metal. We dig for the treasures of the earth, the gemstones and the iron, and we make things out of 'em.

There's lots of kinds of **magic**. Some magic is just knowing how to talk to the world. Some magic is just knowing the right thing to say, or being who you really are. Dig deep enough, and you'll find it.

The mountains are not **forever**, but seem so to men as men are to ants. But even ants can get things done. Whatever time you've got, try to leave something behind that people can remember, something people can use. My great-great-grandfather Orin made this pickaxe here, and with every swing, I remember him, remember the stories.

This world is nice enough. Beneath the fields and trees and houses is the soil, and beneath that the rock, and beneath that, the earth's iron bones. We gnomes come from Faerie, but the mortal world also feels like home to us.

What do I think of **humans**? Depends on the human. Some are hard workers with clever hands, almost gnomish they are. Some cause trouble though. Got to keep an eye on 'em so they don't hurt themselves.

Gnomes can't help but stand a little apart from **other fae**. We belong to the earth, to solid rock, and not to starlight or dandelions in the wind. They're alright though. Maybe keep some iron on hand in case they get out of hand though.



Not many things as dependable as **stone**. Stone stays, it listens, listens to the world around it. The layers of rock remember weather and life and time. They speak to those who know how to listen, and they listen to the few who know their language.

Loyalty is vital to a gnome. When you work underground, in the deep dark, you face hidden dangers, and you must be true to your friends more than ever. I cannot abide by those who would abandon a friend. That is something you must not do, not ever.

Why do humans expect us to wear **pointy hats**? If you want something to put on your head, nothing beats a solid iron helmet.

Gold is nice, good for decorating things, but it doesn't compare to iron. Gold bends and warps, kind of like the brains of men who stare at it too long, but iron bends the world around itself. Some fae shun iron, because it's too solid for them to handle.

Alchemy? I don't know much about that. Some human wrote some book about how us gnomes are "earth elementals" or some such rubbish. Well, we are of the earth, but it's not, you know, mythic or anything. I'm just Dorin. That's all.

Gnomes are shorter than men, but at two to three feet high, they're bigger than many other fairies. Male gnomes usually have big beards, and they dress in simple, practical clothes suited for going underground. There are many kinds of gnomes, including dwarves, leprechauns, and knockers. What they all share is a connection to the earth and a serious work ethic.

In stories, gnomes are very pragmatic creatures, and good at shoving their way through obstacles that might block others.

Gnome Powers

DRILL (1+)

You can create a hole in the ground in the blink of an eye. The depth of the hole you create is equal to the number of points of Wonder you spend in yards.

PERSEVERANCE (2)

You have the ability to persevere through pretty much anything. If you use this, you can ignore Surprise. (You must declare that you are persevering.) Also, you can use this power to persevere through your own Weaknesses.

GIFT (8)

You can give a human an object with a special power in it. Pick any one power of yours or from one of your friends to put into the object. If they use it properly, they can use that power (using their Wonder and/or Feelings). You can decide what form the present takes and how it's used, but it shouldn't be too big or be useful for anything else.

HARD WORK (8)

You're particularly strong, and good at manual labor. Using this power lets you complete a manual labor task in half the usual amount of time.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

EARTH WAYS (10)

Your talent through moving through the earth lets you appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

Weakness

GREEDY

You're a bit greedy, such that you have a hard time letting go when you've got your hands on something valuable. Any time you're holding something of value, you have to spend 3 Feelings to willingly let it go.

IN THE DARK

You can't do what you want when it's bright out. During the day, the costs of transforming and using powers increase by 4 points of Wonder.

SECRETIVE

You are secretive about your fae powers and reluctant to reveal too much about yourself. When people are around, you have to spend 2 Feelings each time you use one of your powers.

CONTRARY

You unconsciously take up an attitude that's the opposite of what you're actually thinking. Unless you have a connection of Strength 3 or higher to someone, your connection doesn't provide them with any Feelings between scenes. They'll get Feelings from all of their other connections like usual, but not from yours.

GREMLIN

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

RHYMING

You have something of a dry, humorless demeanor. When you make an Impression Check, the strength of the connection that the other party formed is always lowered by 1.

Additional Power

TREASURE (6)

You know the location of some long-forgotten treasure. One time per story you can use this power to find a valuable item worth £3000 (roughly \$4500), such as an ancient gold coin or other antique. However, this is in the form of an object rather than actual money, and you'll have to find a clever way to use it.

FAIRY GOLD (2)

You can make leaves, acorns, and so on appear to be money. It only works in the evening or at night, and the "money" will turn back into leaves and such at dawn.

MYSTERY BAG (6)

You possess a magical bag that's bigger on the inside than the outside, and full of random objects that might be of some use eventually. Use this power to pull a small (though possibly bigger than your bag), ordinary object out of the bag.

CALL THE STONES (12)

Your unique bond with the very rocks lets you call on them to move about and help you if need be. When you use this power, you let out a loud, conspicuous call. Large or small rocks can roll to your aid, but this power has no effect on rocks that are part of buildings or other structures.

SIZE CHANGE (8)

Your magic lets you change your size, anywhere from one inch to about ten feet tall. When very small, you can slip into smaller places and add 1 to your attribute for checks relating to hiding or evading. When very large, add 1 to your attribute for Surprise and for checks relating to physical strength. This effect lasts until the end of the scene or until you cancel the transformation.

DARKNESS (0)

You become more powerful in the dark. When it's night or you're underground where there's no sunlight, transforming does not cost you any points regardless of the time.

Oh, hello there. I am Eleri, a *Nymph*. We nymphs are creatures of the natural world, of the wind, the trees, the water. Not every gust of wind or green tree or clear pond has a nymph, not anymore, but we are here, dancing, singing, living.

I never know what humans mean by *magic*. You make it sound like something separate from the rest of the world. Magic is the songs of the world. It is in the turning of sun and moon, the blowing of the wind, the blooming of flowers.

I have noticed that we do not see *time* the way humans do. The world is made of cycles, of turning and changing. You yourself are a kind of cycle, as am I. Is it not enough to be a part of something vast and beautiful?

The mortal world is so achingly beautiful. It is strange to me that humans so easily lose sight of that. Look at the trees, the flowers, the clouds. There is beauty all around us.

Humans have many faces. Some are quite kind, others are cruel. Some respect the air and water, while others would sully it. It's so strange. I heard that humans are more than half water though. That means that you're more than half naiad, doesn't it?

Our fellow fae are such wonderful creatures. They bring their own light into the world. They may be troublesome to you sometimes, but you should rejoice in the ripples they make in the world.



The wind is all around us, gusts of air that caress the trees and wander the world, carrying the scents and songs of distant places.

Trees are special things, the place where earth and sky are one. Show them their proper respect, and they will return in kind. Oh, and some trees belong to dryads; you'd best not make them mad.

Water is the source of all life. The first living things came from the water, and the seas yet have depths beyond your reach. Even those creatures that have left the water yet must drink.

Art is when humans are at their most incredible. Everyone has something inside them trying to come out, a talent, a story only they can tell. Some call us "muses," for how we can help people find their stories. Come, let us see what stories you have to tell.

Nymphs are fae with a deep connection to the natural world. They are creatures of the wind, water, or trees. A typical nymph looks like a particularly slender, graceful person with long, flowing hair, clad in garments made from the stuff of the part of nature they're tied to. There are many kinds of nymphs, including dryads, naiads, satyrs, undines, green men, gruagach, and flower fairies.

In stories, nymphs have a double role. They are beautiful and inspirational to people, and they have a deep connection to the natural world. They can thus both inspire people to do better, and act as go-betweens between people and the natural world, even the very stones.

Nymphs have twice as many Weaknesses and Additional Powers as other fae; this is so that you have options for each of the three major types (wind, tree, and water nymphs), though you can mix them together if you like.

Nymph Powers

LOVELY (0)

You have a certain charm that makes others like you. The cost in Dreams for others to strengthen a connection to a nymph is reduced by 1.

SERENITY (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

MUSE (1+)

Something about your very presence can inspire others to do better. By making some kind of show of affection or giving words of inspiration you can give someone Feelings equal to the number of Wonder points you spend on this power.

TALK TO THINGS (4)

Being connected to the natural world lets you speak to inanimate objects and get an answer back. When you use this power, you can briefly converse with one object. It can tell you about whatever has gone on in the immediate vicinity recently, though inanimate objects tend to have an odd perspective on things.

LOVELY DANCE (10)

You have an exceptional, unearthly talent for dancing. When you do so, anyone who sees you must pass an Adult check against your Henge score plus 2 or become entranced by your dance, unable to do anything but watch or try to get closer to you until you stop dancing.

GENTLE RAIN (12)

You can cause a light rain to fall in the immediate area. This rain will come down regardless of whether there are any clouds, and it can come day or night. While in this rain, fae can take human form at no cost and they can use Wonder and Feelings interchangeably (i.e. they can use Feelings for powers and Wonder for checks). This lasts until the end of the scene.

Weakness

AIRHEAD

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your nymph will forget.

DISTANT

You are distant from the mundane world, and you think differently from humans. The required result for Impression Checks goes up by 2 for both you and people making connections with you.

DELICATE

You are of a delicate build and you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

GALE

When you're upset you tend to summon up bursts of powerful winds. If you are Surprised by 3 or more, you create a flurry of wind that picks up and hurls small objects (and fae!) in the immediate area, causing Surprise of 8 for everyone present.

TREE HOME

You are tied to a particular tree in the area. If you venture more than a mile or so from it, you will have to spend 2 points of Feelings to increase an attribute by 1.

CARRIED AWAY

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Additional Power

FLOAT (4)

You can float through the sky at a leisurely pace. You can move through the air at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

WIND SONG (4)

You can call on the wind to blow how you wish. If you use this power, you can make the wind blow in an unnatural direction, such as making a piece of paper in the air move how you want. You can cause sudden, powerful gusts too, but not so strongly as to damage things like a typhoon.

WIND FORM (8)

Being a creature of the air, you can temporarily transform yourself into pure wind. In this form others can't see or touch you, and you can fly around at will. However, you can't pick up or manipulate objects, except for things you can sweep up as a gust of wind would. This transformation lasts until the end of the scene or until you cancel it.

FINGERS OF WIND (2)

By carefully using tiny bursts of air, you can pick up and manipulate objects from a distance. You use your Henge attribute for any checks made this way, and you can do so from a distance with an unseen force.

HEALTHY PLANTS (8)

Your touch can make plants around you become healthier. This power can make a single plant go from dying to vibrant health, or give a small leg up to an entire farm.

ENTANGLING VINES (8)

By bringing vines and roots and such to life, you can entangle someone, ensuring that they can't get away. They must beat your Henge attribute with their Animal attribute, or they can't do anything that requires the use of the Animal attribute. However, fae, local gods, and such can still use powers that let them escape.

Weakness

PLANT MATTER

Where you walk, you naturally leave dirt and leaves and such. This isn't too noticeable in the forest, but most anywhere else, it certainly stands out.

TIMID

You're very timid, and easily Surprised when those around you do or say unexpected things. When such things happen, you are Surprised with their Child attribute, plus 2. Your Serenity power does not help you when you are Surprised by these sorts of things.

ISOLATION

You are from a different world, and your connections to this world are weaker. Your connection to the town starts at a strength of 1.

LOVESICK

You are particularly prone to falling in love. When you make an Impression Check with someone of your preferred sex, you have "Love" as the contents of the connection formed, regardless of its strength. From then on, unless your partner strongly tells you otherwise, or you find another partner with a stronger connection, you cannot separate yourself from them.

BABBLING BROOK

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course)

MOIST

You need your body to be moist in order to function. If a scene takes place in an area without water, you have to spend twice as many points of Feelings to boost your attributes for checks. However, if it's cloudy, or if there's a water supply or an active irrigation canal, you don't suffer this penalty.

Additional Power

ONE WITH THE FOREST (4)

While there is any sort of greenery around, you can make yourself practically invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

SECRET GROVE (0)

You have a particular grove of trees where you are particularly powerful. While in this place, your powers cost half the usual amount of Wonder.

GILLS (0)

You can breathe and survive underwater without difficulty. The water must be pure, natural, and clean, though it can be fresh or salt water. ing Surprise. You can decide what kind of monster you turn into.

SEA SKIN (6)

You can take on the form of a fish. You can become any kind of ordinary fish that's common to the area around you. While in fish form, you cannot leave the water, but your Animal attribute increases by 2 for the purposes of swimming. You will remain in this form until the end of the scene or you decide to cancel it.

WALK ON WATER (0)

You have the ability to walk on water. Whenever you wish, you can walk across the surface of water as though it were dry land. You can take someone else along if you can carry them with you.

WATER WAYS (16)

You move from one place with water to another. You can instantly move between any two places where there's enough water for you to fully submerge yourself. You can also bring along other people who have connections with you (as long as they're willing to come with you).



I'm Strawberry, and I'm a *Pixie!* Pixies are the cutest, most awesome fairies of all! We can fly, and use magic, and we're just the right size! Why are you so huge anyway?

Magic is really neat! I can do all kinds of cool tricks with magic! Like I bet you're wondering where that big, shiny coin you had is, right? Ta-da! (Huh? I'm keeping it!) I have a friend named Lala who can even make wishes come true!

How old am I? I dunno. Who cares?

This world has all kinds of neat stuff! Like this pinecone! Just look at it! And there are rainbows, and rivers, and squirrels, and hedgehogs, and humans make all kinds of neat things too.

Humans are fun to play tricks on! Some humans are nice and some are mean, but they're all just huge!

Other fae are weird. Brownies and gnomes always want to do work, and elves want to stand around reciting poetry or something. Nymphs are okay, and pucas can be a lot of fun to hang out with.



Wings are very important for a pixie you know. They're how we get around, because walking is sort of awful. How do you put up with it all the time anyway? Here, have some pixie dust! Now you can fly for a little while. Try it!

Pixies love *playing tricks*. It doesn't matter who it is, whether it's a snooty elf or an ordinary human, or another pixie. If you take yourself too seriously, we'll remind you that you're actually as silly as everyone else. Tricks aren't supposed to get mean though!

I love *shinies!* Like the other day I found a marble with the neatest little swirls inside of it! Sometimes shinies turn out to be really important to someone else, so I guess I'll give them back if you ask nicely. And give me something sweet.

One time a human with all these books said I should be called a *sprite* instead of a pixie. And another time an elf said I was an "Ellyllon." What's with all these different names? I'm just me!

Pixies are tiny fae that look like little people with gossamer wings, or sometimes butterfly wings or similar. They typically stand no more than six inches high, and have pointed ears and big, bright eyes. Most pixies wear clothes they make themselves from leaves and flower petals.

Things are never boring when there are pixies about. They can get most anywhere and cause all kinds of trouble. A pixie's role in stories is to stir things up and to cut through the arrogance and hesitation of others.

Pixie Powers

CUTE (0)

You have a certain charm that makes everyone find you cute and loveable. The cost in Dreams for others to strengthen a connection to a pixie is reduced by 1.

FLUTTER (4)

Your wings let you flutter through the air, letting you move through the air at about the speed a person can run, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

PIXIE DUST (8)

You can make it so that a human or another fae can fly by sprinkling them with some pixie dust. You can only use this on those with whom you have a connection. Whoever you use this on can effectively use a pixie's "Flutter" basic power by spending 4 Wonder or Feelings until the end of the scene.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

ROAD TO FAERIE (12)

The lands of the Faerie lie on the other side of the invisible wall between worlds, and this power lets you pay a visit. You can bring someone else along, so long as you have a connection to them. You don't need to use this power again to exit Faerie. Humans who go into Faerie should have a fae escort.

SWARM (14)

You can call the other pixies in the town to help you out. This will bring out a number of pixies equal to the sum of your Henge and Animal attributes, times two, until the end of the scene. However, with so many pixies in one place, you cannot use any powers that would let you hide yourself. If you and your friends don't do a good job of hiding, you'll probably Surprise people you meet.

Weakness

SKITTISH

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

TEASING

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

SHINIES

You have a particular attraction to interesting, shiny objects, especially ones that are small enough for you to carry off. Whenever you see a shiny pebble, crystal, coin, etc., you drop whatever you're doing to try to get it.

SUPERSTITIONS

Humans have many superstitions about how to ward off mischievous fairies, and you believe a lot of them yourself. You're scared of things like horseshoes and other iron objects, St. John's Wort, inside-out coats, and mistletoe. You won't go near these things, and you suffer Surprise of 6 when someone threatens you with them.

DELICATE

Your small size means you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

GIGGLE

Even if you're hiding, when you see a mistake or mischief nearby, you can't help but reveal yourself by laughing. You can't hide when you succeed at Surprising someone or manage to play a prank on someone.

Additional Power

BLINK (10)

You can use your fae magic to appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

TICKLE (8)

You make someone feel as though they're being tickled by an invisible force. They have to make an Adult check greater than your Henge attribute, or they'll burst out laughing. You can use this power on anyone you can see.

THIEVERY (8)

You can take something from someone without them realizing it. You can steal any one item that someone in your field of vision is carrying or wearing. You can even steal articles of clothing, but you can't steal vehicles or other things that are too big for you to carry.

DREAM VISION (16)

You can surround someone with illusions and enchant their senses. One person is completely ensnared by these illusions, and they'll believe they're in a completely different place. Other people can, of course, see reality, but the subject has to beat your Henge attribute with their Henge or Adult attributes to break through the illusion. This power lasts until you cancel it or the scene ends.

LITTLE MIRACLE (SPECIAL)

This power lets you call upon the very purest form of true faerie magic. You can only use this power once per story, and you must use it during the third scene of the story or later. It consumes all Wonder and Feelings of all the characters present, but if they earnestly want the same wish granted, the narrator must make it come true. After using this power, you cannot use any Wonder or Feelings during the next scene.

FULL BLOOM (14)

This magic spell lets you make flowers in the area bloom, and call up flower petals even if there aren't any to bloom. The pleasant scent is soothing, and it makes the air a little magical. For the rest of the scene humans can see all fae's true forms (without Surprise), and fae can use Wonder and Feelings interchangeably.

The name's Henry, and I'm a *Puca!* Don't you know what a puca is? We're fae who can turn into animals! Wanna see? *Poof!* I'm a bunny! *Poof!* Now I'm a horse! Wanna go for a ride?

Magic can do all kinds of things! It can show you what's in your heart or change the world! And the secret is, it's all around you.

I don't really bother to think much about *time* I guess. Crops grow and get harvested, people come and go. It doesn't change all that much.

The mortal world is so much fun, though! There are animals, and trees, and children, all running around trying things out.

You *humans* are hilarious! Like that man with the glasses, I never get tired of seeing his face when I scare him! Okay, sometimes I like to be helpful too, especially if someone's been nice to me. This one farmer always lets me have a share of his crops, so I, you know, go and tidy up a little sometimes.

Other fae? Pixies are fun! They like to play tricks too. The rest are okay, but those elves really need to loosen up.



Animals are different from people. They're always honest about what they feel, and they don't worry so much about the future. You could stand to learn a thing or two from them.

Even other fae don't really get to *change shape*, and they sure are missing out! I get to climb trees, and dig underground, and run like the wind, and fly up in the sky!

Drowning people?! I would never do such a thing! All right, I have done things like turn into a horse and get someone to ride on my back and jump into a pond, but it's just pranks. I don't want to actually hurt anyone!

People used to honor us, you know. They did rituals in sacred places, made offerings, came to us for wisdom. On the first of November there was a great festival, and they would bring me blackberries. Well... those times are long past. That's okay though, as long as I have friends. Maybe you could come to my party? Please?

Pucas, in their natural form, look like a person with some traits of one or more animals added higgledy-piggledy. A puca might have the ears of a rabbit, or the horns of a goat, or have the goat's legs like a satyr, or bird wings growing out of his head, or any number of other things. Some wear strange patchwork clothes or rags, while others prefer incongruously fancy dress.

In stories pucas are tricksters with the ability to get into and out of places where others cannot. They can interact with animals in ways that even other fae cannot, and can have a certain talent for connecting to others.

Puca Powers

ANIMAL FORM (SPECIAL)

Pucas have the ability to take on the form of an animal. They can turn into a horse, goat, rabbit, donkey, or eagle. This counts as a transformation, and thus the puca can pay the cost using Wonder and/or Feelings, with the animal form carrying a cost of +2. As with normal transformations, this lasts until the end of the scene or until you choose to cancel the transformation.

TALK TO ANIMALS (2)

This power lets you understand an animal. Until the end of the scene, you can converse with one animal. However, this only works with one particular animal, and you'll have to use this power again to speak with a different animal, even if it's of the same type.

SYMPATHETIC EAR (4)

When you want to, you can have a calming presence that makes people more open. While you stay close to someone during a scene, that person's Adult attribute drops to zero.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

DASH (8)

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or fae with you as you run away.

LUCK (10)

You possess a magical power that lets you briefly manipulate someone's fortunes. When someone in the same area is making a check, you can use this to ensure that they definitely succeed or fail (and you can decide how successful or how much of a failure it is). This ignores the number of Feelings points they might be spending. You can only use this Power once per story.

Weakness

LIAR

You have a penchant for telling lies; you really can't help it. As a result, people don't trust you as much. It costs an additional 2 Dreams for others to raise the strength of a connection to you.

SCARY

Your fae form is a bit scary. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a Connection at all.)

SECRET CHANGE

You cannot transform while people are watching you. You can still change if the only observers are fae, animals, or gods though.

BLUFF

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

SKITTISH

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

IMPATIENT

You're prone to being flustered and rushed, often engaging in wasted efforts. Any time you use a power, you have to spend 1 additional point of Wonder.

Additional Power

COPY (10)

You can change into a copy of a person you know. You can't change into someone you don't know. Also, once you've changed, if you talk to someone who knows the person you're copying, you have to beat their Adult attribute (or the strength of their connection to that person) with a Henge check, or they'll realize you're a fake.

CARRY AWAY (12)

In the blink of an eye, you dart off, interrupting any checks or powers to leave the scene and go to your territory. When you use this power, you can take someone with you as long as you have a connection with them. Even if they don't want to go, you can force them if you wish by making a check that beats their Animal attribute.

BOGEY (8)

You can change into a monstrous form to scare humans. People and fae who see you like this will be Surprised. When you use this power, you get a special +1 bonus to Henge for causing Surprise. You can decide what kind of monster you turn into.

SWIFT (6)

You're fast enough to get anywhere in town in a short amount of time. By using this power, you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

FLIGHT (4)

You have the ability to fly through the air, letting you move through the air at about the speed a person can run, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene. If you use this power in a form other than that of a bird, you will sprout wings, which will likely cause Surprise to any people around you.

MENACE (8)

This lets you take on a menacing look to drive someone away. Make a Henge check. If you beat their Adult or Henge, they'll flee the scene. However, you cannot use this on a friendly fae.

The Town of Westwick



The Thompson Farm

Lake Mary Belle

The Standing Stones

Westwick Castle

St. Giles' Church

The Old Forest

Railway Station

The Old Mound

Museum

Library

Town Centre

Marwood Towers Hotel

The Crowned Pig

School

Blaketon Hall

Northwestwick Park