

Hack & Master

THE ADVENTURER'S GUIDE to PIXIE FAIRIES



LEARNING TO HACK WHEN YOU'RE
KNEE HIGH TO A KOBOLD



SPECIAL REFERENCE WORK

THE ADVENTURER'S GUIDE TO PIXIE FAIRIES

Learning to Hack When You're Knee High to a Kobold

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Introduction

Welcome, you who appreciate the magic of the pixie fairy! You are a rare breed, unique among HackMaster players for exploring a race that many erroneously consider inferior in many ways. You have half the hit points of your fellows (even the magic-user), you can't reach the doorknob even standing on tiptoe, and your weapons do such insignificant damage that larger monsters actually use them as toothpicks. Do not despair, help has arrived! Within this carefully researched manual, you shall find details on the diminutive pixie-kind - the pixie fairy, pixie brownie, and various other creatures spawned by the lusty pixies of Garweeze Wurd.

Some inferior roleplayers consider playing a pixie fairy only a step up from suicide. Now, if this were an inferior game, this would be true - and thus inferior games do not include the pixie fairies as PC races. However, HackMaster (being the superior game) brings these devious and even quite dangerous creatures to your table. Certainly, most are not exactly fearsome in hand-to-hand combat, but only a fool would take a pixie fairy into melee combat with a giant in the first place. HackMaster is no game for fools, and those who commit such character suicide do not deserve to play a pixie fairy in the first place.

Pixie fairies are the ultimate scout, spy, ranged specialist, and assassin. Their innate abilities allow them to reach nearly any location undetected, and their innate powers and spellcasting make them dangerous beyond any other race. The half-ogre does great damage, for example, but against an opponent who flies out of his reach, shooting, dropping things, and casting spells, the half-ogre is going down. It is also hard to avoid the backstab of a creature who can turn invisible with a thought. Yet, pixie fairy characters are not for the wuss of heart. With half the hit points of a normal character, they cannot take the heat of battle for long, which is why the wise pixie fairy never gets hit. Flight, invisibility and tribal tattoos combine to make the pixie a very elusive target.

It is now time to leave behind your preconception of the weak, flower-flitting fairy suitable for nothing but an appetizer. Now is the time of the pixie fairy. Fast, nimble, magical, and stealthy, these fey creatures are often more than a match for other races.

Within this tome, you will learn about the various kin of the pixie fairy; the pixie brownie, pixie sprite, pixie nixie, and others. New skills, quirks, flaws, talents, and inheritance tables also beef up your pixie fairy. Expanded equipment tables ensure you will be prepared for anything, and new spells allow your magic-user pixie fairies to gain the upper wing in magical duels. Also, new packages, quirks and flaws await your eyes, as well as several new zealots and details on pixie fairy clans and cultures. All this and more lies in the following pages. So what are you waiting for?

Hack On!

Jo Jo Zeke

JoJo Zeke
Director of HackMaster Development
Hard Eight Enterprises

ABOUT THIS BOOK

This book is organized as follows:

Chapter One: Races presents a detailed listing of available character races. The pixie fairy, elvariel, fac-born, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite are all fully detailed here.

Chapter Two: Classes discusses classes preferred by pixie fairies, and provides the new animalist class and twelve new zealot classes.

Chapter Three: Priors and Particulars presents tables to beef up your character's background and personality with quirks and flaws, clan names, age, weight, appearance, circumstance of birth, and so on.

Chapter Four: Goods and Services details new weapons, armor and equipment appropriate for pixie fairies, and how both new and existing items vary thanks to the pixie fairy's size and culture. This chapter also includes new information about flying mounts and animal companions.

Chapter Five: Rules of the Road provides both new information and clarifications about aerial combat and travel, maneuverability, tribal tattoo magic, spells, magic items, and so on.

Chapter Six: Customs and Culture presents information about pixie fairy society, government, habitats, clothing, relations with other races, language, religion and so on. This chapter also includes some new information about the Realm of Faerie and Fernwickle Isle.

Chapter Seven: The Seelie Court provides statistics and background information about the fae pantheon of pixie fairy religion.

Chapter Eight: Monsters covers statistics for the GameMaster versions of the elvariels and pixie grels.

WHAT YOU NEED TO PLAY

This campaign resource assumes that you have access to one or more core rulebooks of the HackMaster game: the Player's Handbook (PHB), the GameMaster's Guide (GMG) and one or more of the Hacklopedias of Beasts (HoB), possibly also including the Field Manual. As this book supplements the Garweeze Wurd fantasy campaign setting, it is also useful to have the Garweeze Wurd Gazetteer and the Garweeze Wurd Atlas (both currently available in downloadable PDF format).

WHAT THIS BOOK IS AND IS NOT

The primary purpose of this book is to expand upon knowledge of the planet Aldrazar by examining the strange and often misunderstood race of pixie fairies in the known lands. In fact, because so much of the information presented relies on the Garweeze Wurd setting, a familiarity with it is recommended. GMs not using the Gaweetze Wurd fantasy campaign setting

can still find many uses in this book, from the various equipments, magicks, customs and so on. Furthermore, you could import any of the material in this book easily into other lands, perhaps functioning as a lost woodland race in Greyhack, or perhaps on a small planet in HackJammer, hidden for milennia by cosmic nebulae. In any event, the GM is the final arbiter as to what fits in his game and what does not. Players should always consult with their GM before incorporating material from this book into their games.

Readers of HackJournal may note that some pixie fairy items and information presented in those volumes do not appear in this book, or are significantly different. When items or background information differ, treat this book as the definitive word on pixie fairies. When HackJournal items are absent from this tome, it is because those items do not accurately reflect pixie fairies as a whole. This book also clarifies certain misconceptions about pixie fairies from other HackMaster tomes. One such is the extent of pixie fairy androgyny, which has confused many pixie fairy scholars. Finally, these matters can be put to rest.

It is important to note that this book is devoted primarily to the dominant pixie fairies, with a nod to their full- and half-breed kinfolk. Full breeds are the pixie, fairy, sprite, leprechaun, and so on. Other half-breeds include the elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite. The terms fairy-kin or fairy-kind generally refer to characters of a fairy bloodline, while pixie-kin or pixie-kind refers to those of pixie heritage. Faeries, faerie-kind, fae, and so on are acceptable terms for members of either group.

When determining whether a certain rule applies to other fae, use common sense. For example, a non-telepathic pixie brownie cannot take the telepathic impairment flaw, and should roll or choose again. Likewise, an elvariel cannot use a pixie fairy peashooter crossbow, even though he is fairy-kin. However, a pixie brownie may choose to be part of a pixie fairy clan (provided the player gives his GM a rational explanation for his character's adoption into this clan), even though the clan listing is specifically targeted to pixie fairies.

REALITY CHECK: A DISCLAIMER

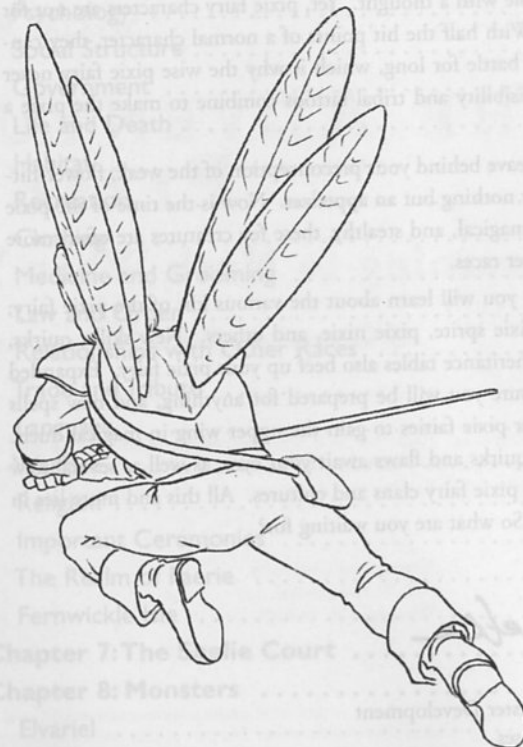
The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion.

HackMaster is a game and, as such, the creators imbued it with a bit of ambiance that reflects a mysterious world fraught with danger, magic, and wondrous creatures. We want to emphasize the term "game." HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their "real lives."

As a game, HackMaster throws players into situations (conflict) that must be resolved using wits and/or skills, weapons, or whatever other means the players' in-game possess. All of this action, of course exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parlay, and other non-violent means. Sometimes they are resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the actions in HackMaster take place in the mind of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, or random acts of violence. The writers do not condone violence to solve "real life" situations. If fact, we frown on it. Again — this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy, you should put this book down and seek professional help (or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in HackMaster will result in nothing but ridicule from your peers. Our demons are "made up." Likewise with the "magic spells" presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna happen. Are we on the same sheet of music here? Good. Nuff Said.



Chapter 1

Races

Garweeze Wurld is home to many mysterious races, but none is more magical and mysterious than the pixie fairy. With strong yet delicate and beautiful wings, these tiny creatures flit about the glades and sunny pastures of the land. The pixie fairy race is the result of cross breeding between pixies and fairies, though no one is quite sure how or when this occurred. Some speculate on the intervention of Queen Titania (see Chapter Eight: The Seelie Court), but whatever the reason, the result was the creation of a handsome species.

Yet, although the pixie fairy is the most commonly recognized hybrid, it is not the only one. The lusty pixies of Aldrazar mate with almost any fairy or fairy-kin on (frequent) occasions, including brownies, leprechauns, nixies, sprites and more. It is to defining the hybrid races that this chapter is devoted. First is the pixie fairy, followed by other, much less common, races. After all, it is to the pixie fairy that this book is devoted.

Each entry begins with a basic description of the hybrid, personality and appearance-wise, and follows with an "at a glance" description of its upside, downside and movement rates, followed by any further details or expansion on the above, and concluding with information on the lands where the pixie hybrid can be found. Unless otherwise noted, pixie hybrids make up less than 1% of the total population of the regions where they reside.

Ability Score Prerequisites for Pixie Hybrids

Pixie hybrids have minimum and maximum requirements for their Ability Scores. If you want to have a pixie hybrid character, the Ability Scores of the character must fall within the allowable range indicated for that race. These are initial prerequisites for race-selection purposes only.

During game play, the abilities of your character may rise above (or drop below) the racial requirements listed in Table 1A: Ability Prerequisites for Pixie Hybrid Characters, which lists the minimums and maximums for each race. The Ability Score requirement for male members of each race comes before the slash; the requirement for females follows the slash. Consult this table before making any racial adjustments to the Ability Scores of your character. If the basic scores that you rolled up meet the requirements for a particular race, your character can be of that race, even if later modifications change the Ability Scores so they exceed the maximums or do not meet the minimums. Once you satisfy the requirements at the start, you never have to worry about them again. Note that a player can always voluntarily drop an attribute to meet the maximum ability for a desired race. Such points dropped are simply lost.

**Table 1A:
Ability Prerequisites for Pixie Hybrid Characters**

Ability	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
STR	M/F	M/F	M/F	M/F	M/F	M/F	M/F	M/F
MIN	1/1	3/3	1/1	3/3	3/3	3/3	1/1	1/1
MAX	14/14	18/17	14/14	18/17	14/14	15/14	14/14	14/14
DEX								
MIN	12/12	6/6	12/12	7/7	10/10	10/10	11/11	12/12
MAX	19/19	18/18	19/19	19/19	18/18	18/18	18/18	19/19
CON								
MIN	6/7	6/6	6/7	6/7	6/7	6/7	6/7	6/7
MAX	14/14	18/18	14/14	18/18	14/14	15/14	14/14	14/14
INT								
MIN	8/8	4/6	8/8	8/8	12/12	12/12	7/7	8/8
MAX	19/19	18/18	19/19	18/18	19/19	19/19	18/18	19/19
WIS								
MIN	3/3	3/3	3/3	3/3	3/3	3/3	3/4	3/3
MAX	19/19	18/18	19/19	18/18	19/19	19/19	18/19	18/18
CHA								
MIN	8/8	3/3	8/8	8/8	5/5	5/5	7/7	8/8
MAX	19/19	18/18	19/19	18/19	18/18	18/18	19/19	19/19
COM								
MIN	8/8	5/5	8/8	5/6	3/3	3/3	9/10	8/8
MAX	19/19	17/18	19/19	18/19	17/18	16/17	19/19	19/19

PIXIE FAIRIES

Pixie fairies stand between 1 1/2 and 2 feet tall, and weigh up to 25 pounds. Their skin tones vary from snow white to mauve to orange, and colorful magic-imbuing tattoos often decorate their bodies. Two pairs of beautiful, shimmering, dragonfly-like wings also spring from the back to grace each side of their bodies. These wings are folded and soft at birth, expanding within hours to about 4/5 of the pixie fairy's height. The wings attach to either side of the spine, with internal flight muscles attached to the ribcage. The primary wings are larger, and are on top of the secondary wings. Pixie fairies use their primary wings to gain lift and propulsion, while the secondary, smaller wings help them maneuver. Their wings come in a variety of hues, but most are brightly colored with an iridescent sheen. Human children sometimes say that if you see the glimmer of a pixie fairy's wings in the moonlight, and you wish upon that fairy, your wish will come true. (This is, of course, a complete crock. Don't waste your time.)

The face of a pixie fairy has some of the angular qualities of the elves, with some features resembling small human children (such as large, innocent looking eyes and pouting lips). They also possess two antennae, which sprout upwards from their heads. A pixie fairy's antennae grow in one of three different locations - from the inner edge of either eyebrow, at the hairline, or between the hairline and the crown of the skull. Human sages debate on

whether the placement of antennae is hereditary or due to the amount of magical energy a pixie fairy possesses. When asked, the pixie fairies simply give the interviewer a bemused look, as a scholar may give a child who asks an unusual question. To them, the exact location of their antennae matters only when being fitted for headgear. Biologically, however, the antennae have a core of cartilage protecting the antennal nerves and then covered with skin. These sense organs efficiently detect the minute traces of magical energy that are the pixie fairy diet.

The female of the species has slightly larger antennae, and Man-sized and greater creatures have used this characteristic to distinguish the sex of a pixie fairy (since to them the pixie fairy often appears androgynous, just as a halfling appears androgynous to a giant). Upon closer inspection, however, the physical features of male and female pixie fairies can be determined, when two conditions exist. Firstly, that the pixie fairy is not heavily clothed, and secondly, that the pixie fairy allows the viewer to come within a few feet. Pixie fairies are careful by nature, and prefer to keep well out of arm's reach of any stranger.

Spellcaster Elenwyd Sensuliad claims to have studied a pixie fairy clan in the forests of Kal Dez, and even published a small article on the correlation between pixie fairy Comeliness and mammary development. In this, she claims that all pixie fairies are androgynous, but that the greater a pixie fairy's beauty, the more feminine (or masculine) it appears to outsiders. Other sages claim that the Kal Dez clan is simply more androgynous than other clans are, while some sages state that Elenwyd's theory is correct, but her numbers are wrong. In fact, each argument holds some bit of truth to it, for androgyny varies from clan to clan and person to person. See Chapter Three: Priors and Particulars for more information.

Pixie fairies do not have individual teeth, but rather have two crescent-shaped bony ridges that span the upper and lower jaw, as would rows of teeth. Though these partially segmented ridges can easily be mistaken for rows of individual teeth, they are actually all of one piece.

Life and Death: Pixie fairies' high metabolism allows them to heal an extra hit point per day more than other creatures with the same Constitution. However, due to this incredibly high metabolism, pixie fairies have a very short life span – generally only 10 to 15 years. However, there is some good news. When a pixie fairy dies, if he is not Raised or Reincarnated (by the spells of the same name) within two weeks, the deceased's spirit enters a surrogate pixie fairy female of adult age and induces pregnancy without the need for sex. The pixie fairy is thus reincarnated within 1d4 months of his date of death, and comes back as a pixie fairy of the same gender with no changes in his androgyny. (The varying gestation period is due to the unusual magicks involved.)

A reincarnated pixie fairy is part of his rebirth mother's clan, as well as his original clan. The reincarnate must roll on PHB Table 4F: Social Class to determine his status in the new clan. Members of this new clan also perceive the reincarnate to have the social class modifiers to Honor as defined in PHB Chapter Four. This Honor modifier applies only when dealing with or regarding members of this new clan, not to his original clan or any other creature. A multiple reincarnate is usually a member of many clans, and may hold a different status in all of them.

Because reincarnated pixie fairies emerge from the womb as slightly larger than normal pixie fairy infants, birthing such a hybrid is no simple task, and the midwife uses special herbs and potions to ease the delivery and prevent the loss of the mother's and infant's life. Pixie fairies usually choose their rebirth mothers before dying (by means of the Surrogacy spell – see Chapter Five: Rules of the Road). Partly due to the dangers of delivery, making such arrangements is a very serious business and usually takes place as part of Pixie

Pixie Fairies at a Glance

The Upside

Racial Bonuses:

- Fly at 18" (B) per round
- Can use Ginger Moth mounts and Butterfly Steeds
- +2 bonus to hit in mounted combat or flying combat, with an additional +1 bonus on joust or charge attacks
- Heal an extra hit point per day
- Telepathy (never surprised, linking; provided by Emphkrin tattoo)
- When a pixie fairy dies, he is reincarnated within 1d4 months
- May cast a Faerie Phantom spell once per day
- At 5th level, may cast a Minor Sphere of Perturbation spell once per day
- At 5th level, may summon a woodland thrall.

Initial Languages:

- Pixie fairy, common, elvish, butterfly, gnomish, bird*
- Talents:
- Turn invisible once per day

Allowable Classes:

- Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elemental, enchanter, illusionist, invoker, painted mage, transmuted, and related sole practitioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

- Fighter/magic-user

Attribute Modifiers:

- 6 Strength, +2 Dexterity, +1 Intelligence, +1 Wisdom, +2 Charisma, +3 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:

- Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Astute Observation, Attack Bonus, Blind Fighting, Faerie Kind Martial Arts, Flutter, Hit Point Bonus, Keen Sight, Magic Bonus

The Downside

- Pixie fairies must pay three times (3x) the gp value for their daily food requirements unless they forage for their food
- They have a very short lifespan – generally only 10 to 15 years.
- Pixie fairies don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around

- All pixie fairies with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Pixie fairies may also walk at a rate of 4". A mounted pixie fairy travels at a rate of 26" when mounted on a Giant Butterfly Steed and 36" when mounted on a domesticated Ginger Moth.

*The number of languages a pixie fairy can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

Meet (see Chapter Six: Customs and Culture). If a pixie fairy does not choose his rebirth mother, he is reborn in the closest available pixie fairy host.

After birth, a reborn pixie fairy grows quickly, reaching full size in about three months. It has Ability Scores identical to its former incarnation, including level, proficiencies, talents and hit points. A pixie fairy that arranged a rebirth mother before dying regains 100% of his former Honor. If not, the pixie fairy must recalculate his beginning honor using the rules in the Player's Handbook. Reborn pixie fairies keep their previous quirks and flaws, if any, and must roll for an additional minor quirk on PHB Table 6F. GM's may instead choose to have the player roll on the new PHB Table 6K [PHs]: Quirks (Mental) d100 (see Chapter Three: Priors and Particulars). They lose ALL previous skills, with the exception of the Pixie Fairy language. They also lose all magical tattoos and power runes, even the Emphkrin tattoo, and so are vulnerable to being surprised until this tattoo is regained. All pixie fairy mothers typically have their children tattooed with this particular sigil within a month after birth, so the newborn has little time to wait. A planned rebirth mother always tries to provide this service (since the reincarnate should reimburse her for the cost), though unexpected mothers may wait and make the reincarnate take care of it himself.

Gradually, three months after his rebirth, the pixie fairy begins to regain full awareness of his former self. His rebirth mother helps him in this as much as possible – even more so if she was chosen, for she may hold possessions and equipment as well as stories and remembrances from the reborn's former life. Each day after the three month mark, he can attempt a skill check for one of the skills he formerly held, at a +10% modifier to the die roll. If successful, he regains that skill. The next day he can attempt to roll for another skill, and so on. If the skill check fails, he loses all memory of that skill and must retrain (incurring the normal fees and training time) if he wishes to regain that skill. In spite of this automatic reincarnation feature, a pixie fairy can only be Raised, Reincarnated (as the spell or as the pixie fairy racial ability) or Resurrected a number of times equal to his initial Constitution score, just like any other character.

The natural offspring of two pixie fairies is always another pixie fairy, with no tendencies towards either pixie or fairy blood.

Diet: Because of their metabolism and the fact that they are magical creatures, their sustenance requirements differ from other races. Pixie fairies actually feed on errant magical energies (the residual energies left behind by magical spells, items, etc.) that tend to accumulate in certain rare plants and insects. For this reason, pixie fairies must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie fairy is able to forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 4+1d4 hours per day). Some sages speculate that pixie fairy consumption of free magical energy prevents environmental magic levels from rising to the point that formerly harmless species mutate into monstrous forms, but have been unable to obtain proof of such a theory.

Invisibility: The pixie fairy can also turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible by flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Dust: Because pixie fairies are such magical creatures, they actually secrete magic in the same way that larger creatures perspire. However, when a pixie fairy's sweat dries, it flakes off in small dandruff-like golden particles known as "pixie dust." A roving pixie fairy adventurer generally doesn't remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie fairy sleeps and grooms himself in the

same area on a routine basis, he may accumulate enough pixie dust to make harvesting and gathering it of some value to anyone willing to spend the time scraping it up and selling it. Unfortunately, some unscrupulous magic-users actively seek out pixie fairies and keep them in cages purely for this purpose.

An ounce of pixie dust can be distributed in the form of a spherical cloud, approximately 20 feet in diameter, that heals everyone within to their full hit points. This cloud takes 1d4 rounds to form and dissipates after just one round. A Dispel Magic spell or greater enchantment produced by a caster of at least 10th level causes the cloud to disperse at once. Aside from this effect, it can also be used as a component for certain spells, such as Lizenz's Dark Wings (see Chapter Five: Rules of the Road). Magic-users are constantly experimenting with new ways to use the mystical dust, mostly as replacement components.

An active pixie fairy sweats an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. More sedentary pixie fairies sweat about half that amount. Of course, the more active a pixie fairy is, the less likely it is that he remains in the same place for very long. Prices for pixie dust vary on the open market, but most magic-users are willing to pay around 500 gp an ounce.

Pixie Meat: The tasty flesh of the pixie fairy is full of magical energy, and particularly loved by the nomadic, warlike grel (grunge elves). Consuming this meat allows grels to make use of the pixie fairy's tribal tattoo magic (see Chapter Five: Rules of the Road). Naturally, most pixie fairies avoid grel at all cost.

Pixie Meet: Any pixie fairy that does not attend this festival (once every six years) suffers an immediate loss of 50% to his honor for offending his racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Pixie fairies may use a special form of magic called tribal tattoo magic. Furthermore, upon reaching 6th level, they automatically gain the knowledge of how to tattoo themselves and others, thanks to some mystical racial memory or constant exposure to the practice. For more information, see Chapter Five: Rules of the Road.

Telepathy: Pixie fairies with the Emphkrin tattoo gain a telepathic "danger sense" and are never surprised by other living creatures (even those that normally get automatic surprise) due to telepathic impulses picked up by their antennae. Undead and non-living creatures (such as the golem), as well as creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster), can still surprise.

It is important to note that this telepathy is reactive, not proactive. It does not allow the pixie fairy to "sense life" or "scan for danger" as a standard ability, and the pixie fairy cannot telepathically detect an enemy in advance of the attack. This ability simply negates the game effects of surprise, allowing the pixie fairy to react and defend itself normally - instead of standing still for a round with mouth agape, as would be the case with a standard surprise attack.

In addition, any intelligent creature that associates with an individual pixie fairy for at least two weeks becomes telepathically linked with that pixie fairy. Persons thus linked, who remain within 10 feet of their pixie fairy companion, gain the ability of never being surprised. They gain no other benefits.

Pixie fairy tales and legends occasionally feature mysterious persons that can somehow block this danger sense, but how they do so is unknown. This tattoo does not work for other races (except for fae-born and pixie sprites), and some sages speculate that this is because of the pixie fairy's magical nature, their antennae, or a combination of both.

Woodland Thrall: Once per week, after reaching 5th level, a pixie fairy may call a woodland creature to become his thrall. The summoned creature serves the pixie fairy for 1d20 days and then returns to the wild. While in

the pixie fairy's service, the woodland thrall obeys any command the pixie fairy gives it (to the limits of its abilities), including giving its life. For example, a pixie fairy with a squirrel thrall could order the squirrel to leap into the face of a magic-user casting a spell and the squirrel would do it – even though it would certainly mean the squirrel's death when the magic-user recovers from the surprise. Your GM has the details on thrall summoning (GMG page 34).

Lands: Pixie fairies live in several lands throughout Aldrazar. In the Kingdom of Ara'Kandeesh, they make up approximately 2% of the population, and in the Kingdom of Kal Dez, they dwell both in the eastern forests and in the larger cities (where they are seen often enough that their appearance does not cause a stir). A small colony of "uncivilized" pixie fairies (who call themselves the Seznimes) also lives on the Parzaan Atoll, near Mount Karamor, and make up 5% of that island's population.

In the shaky Theocracy of Saryn Ar'Keet, pixie fairies dwell in the forests and jungles, carefully avoiding their ogre and troglodyte neighbors. In addition, off the coast of Saryn Ar'Keet, we find the bright spot of that land – Fernwickle Isle. This isle is predominantly inhabited by pixie fairies (approximately 50%), other pixie hybrids (approx. 25%) and various pixies, fairies and other sylvan creatures (approx. 25%), oblivious to the conflicts and raids in Say'Ran Ara'Keet (the local name) itself.

OTHER PIXIE HYBRIDS

The races listed in the Player's Handbook are only a few of the possible intelligent races populating Garweeze Wurd. In fact, several races below were once only available to the GM as monsters and NPCs, but are now updated and adapted for use as player characters - with some modifications to maintain game balance. Note that all of these new hybrid races must have

scores of 14 or higher in the prime requisites of both classes to qualify for multi-class standing. GMs may, of course, continue to use the monster races in the Hacklopedias of Beasts or supplemental resources as they see fit. In Aldrazar, sickly parents, genetic anomalies, or bad (or good) magicks or omens that occurred on the character's birth might explain these differences.

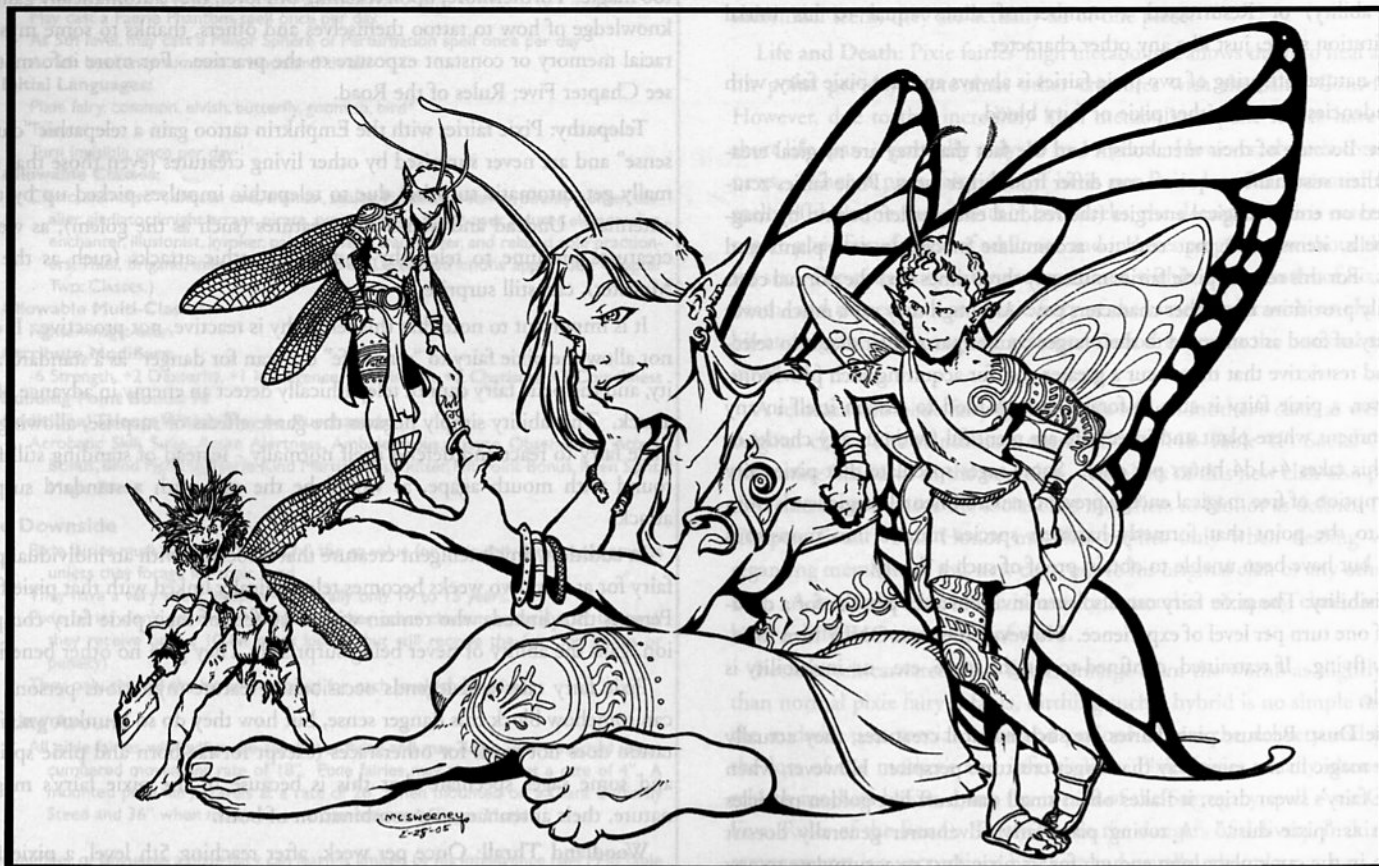
Furthermore, the following hybrid races are quite rare, and should be played as such. Races not familiar with pixie hybrids may treat them just like pixie fairies or just like monsters, depending on their size and appearance. In general, pixie fairies react to one of these hybrid characters as they would react to its non-pixie parent. They may be welcomed, or treated like outcasts or members of a lower class, with the pixie fairy constantly looking down on them as poor, ignorant backwoods relatives. Two of the following races (the fae-born and the grixie) also require GM approval if a player wants to start with this race for a new character.

ELVARIELS

Elvariels are a true mixture of elves and pixie fairies. They stand between six and seven feet tall (a result of the bizarre magicks used in their creation) and have the slender build and pointed ears of their elven ancestors. In fact, if it were not for the large, butterfly-like wings and the pixie fairy-like antennae, they could pass for extremely tall elves.

Their wings are fully functional and allow the elvariels to fly at great speeds and with excellent maneuverability. However, due to the large amount of energy needed to fly (and the relative frailty of their wings), elvariels cannot fly for more than an hour at a time without rest. For a normal flying rate, this is 15 minutes for every one hour of flight.

In combat, elvariels make the most of their flying abilities. Perhaps from years of hit and run raids, or perhaps as a sort of ancestral memory from their



From left to right: A Grixie, Pixie Fairy, Elvariels and Fae-born.

pixie fairy parents, elvariels prefer to fight from the air. When encountered, whether walking or flying, they immediately take to the air, and begin parlaying or fighting, depending upon their estimation of their opponents. Elvariel combat doctrine dictates that it is far better to avoid being hit than landing a decisive blow yourself. This is, in large part, because the elvariels refuse to wear armor. They see it an indignity against their nature. Thus, elvariels tend to stay out of range until they have the good opportunity to attack. Elvariels are almost all fanatics about protecting the environment, and see no action taken in defense of the natural world as wrong. Of course, some savage elvariel tribes are less focused, and generally attack anyone with food or supplies they need.

Life and Death: A recent addition to Garweeze Wurld, the first elvariels grew in the laboratory of the elven magic-user Ko'lien Longbranch. At the time, Ko'lien was unsuccessfully wooing the comely half-elven druid Clair, and the elvariels were to be his ticket to her heart (and hopefully bed). Clair's love of the natural environment, particularly the forest home of her mother, was well known and went beyond even the beliefs of the traditional druid. Ko'lien respected his woodland home, but he feared that his environmental beliefs were not enough for Clair. In order to appear as much more of a nature-friendly fellow than he actually was, he set out to design a new race of forest guardians.

Like many plans motivated by lust, however, Ko'lien's design for the elvariels was half-baked. He wanted to combine elves with fairies to create the purest, most nature-loving creatures. Unfortunately, he could find no fairy volunteers, and had to settle for pixie fairies instead. The result was the

first elvariel, a magical creature with a fully-grown elf body and delicate wings more like a butterfly's than the dragonfly-like wings of the pixie fairy.

Clair was suitably impressed, and Ko'lien considered his little experiment a success. At first, the two elvariels (Ko'lien only had the funds to create two) followed the happy couple around, learning of the forest and how to preserve nature. Soon, Clair realized that Ko'lien was only interested in the carnal aspect of the relationship, and events took a turn for the worse. Embarrassed that she had fallen for the mage's deception, she began to express her anger at Ko'lien. When Clair finally left Ko'lien, her bitterness warped the elvariels, and they set out to establish their own tribe.

In no time at all, the elvariels had established a large tribe of their kind. Witness to the abusive relationship of Ko'lien and Clair during their impressionable years, the elvariels developed a militant form of environmentalism. Believing that all others were too "soft" in protecting their natural surroundings, they set out upon a campaign of eco-terrorism that persists to this day.

Recently, several tribes have returned to a life of barbarism. These tribes still carry out their agenda of militant environmental protection, but their tactics are less refined and ultimately less successful. To make up for it, these tribes became brutal and ruthless in combat, and are feared over their "more civilized" brethren. An elvariel can be Raised, Reincarnated, or Resurrected like other characters, but they are not reborn like pixie fairies. For buying skills, talents and proficiencies that are restricted by race, treat elvariels as half-elves.

Diet: Because the effort of flying draws a large amount of energy, elvariels must pay twice (2x) the normal costs for daily provisions that other characters pay. However, this is not due to a selective and restrictive diet – they merely eat a much greater quantity of food as compared to their elven counterparts. An elvariel can forage enough food to sustain itself in any environment where animal and plant life is plentiful (without any checks or cost; this takes 2+1d4 hours per day). Concerning spells such as Create Food and Water, an elvariel counts as two people.

Honor and Armor: Elvariel culture prohibits the wearing of armor, and an elvariel loses face (and 75% of his Honor) every time he dons any armor, helmet or shield. He does not regain this Honor upon removing the armor. No other elvariel will have anything to do with such a foul creature – except to attack him on sight, of course.

Pixie Meet: The elvariels are not welcome at Pixie Meet, for most pixie fairies consider all elvariels unnatural and savage. Moreover, they have no natural magic to contribute to the Amber Horde, and their great size (comparatively speaking) is quite dangerous and intimidating. Only an elvariel with a faerie-kind sponsor is allowed at Pixie Meet. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Elvariels have no knowledge of tribal tattoo magic, but may bear tattoos as symbols of strength or decoration.

Lands: Elvariels hold no countries or great lands of their own, though their tribes are rumored to inhabit portions of the eastern forests of the Kingdom of Kal Dez and the jungles of the Zumbran Republic. Savage elvariels also dwell here, but are more nomadic and rarely inhabit any one place for long.

Elvariels at a Glance

The Upside

Racial Bonuses:

- Fly at 18" (B) per round
- 30% resistance to Sleep and all charm-related spells
- Initial Languages:
- Elf, common, glersee, pixie fairy, orc, gnomish*

Talents:

- Ambidextrous

Allowable Classes:

- Cleric, animalist**, chosen one, druid, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, ranger, soldier, swashbuckler; Magic-user, battle mage, blood mage, diviner, enchanter, transmuter, wild mage; Thief, acrobat, assassin, bard, brigand, charlatan, infiltrator, minstrel, pirate or yakuza. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

- Cleric (or druid)/fighter, cleric (or druid)/ranger, fighter/magic-user.

Attribute Modifiers:

- 1 Strength, +1 Dexterity, -1 Constitution, -1 Intelligence, +1 Charisma, +1 Comeliness

Building Point Bonus: 12

Additional Talents Which May be Purchased:

- Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind Fighting, Bow Bonus, Cold Resistance, Heat Resistance, Keen Sight, Less Sleep, Photographic Memory, Resistance, Sibling Empathy, Sixth Sense, Sword Bonus

The Downside

- Must be of any chaotic alignment (usually chaotic neutral)
- Elvariels lose 75% of their Honor upon wearing any armor
- Elvariels suffer a +10 penalty on PHB Table 41: Quality of Parent, due to the generally poor parenting skills possessed by elvariels
- Elvariels must pay two times (2x) the gp value for their daily food requirements unless they forage for their food
- Some lands offer a bounty on elvariels, and elvariels in such places are hunted

Getting Around

- All elvariels with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Elvariels may also walk at a rate of 12".

*The number of languages an elvariel can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

FAE-BORN

The fae-born are an unusual pixie kin, in that they are not born to such. Fae-born are those who, when they chose a rebirth mother, chose an elf (the only other creature who can act as rebirth mother to a pixie fairy). Save for their 3-foot-tall height, fae-born resemble pixie fairies in almost every way. This race requires GM approval for use as a new (not reborn) 1st level character.

Fae-Born at a Glance

The Upside

Racial Bonuses:

- Fly at 18" (B) per round
- Limited Infravision. Fae-born can see 30 feet in the dark.
- 90% resistance to Sleep and all charm-related spells
- They have a longer lifespan than pixie fairies – generally 20 to 30 years

Initial Languages:

Pixie fairy, elf, common, gnomish, bird, butterfly*

Talents:

None

Allowable Classes:

Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter, and related sole practitioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

Fighter/magic-user

Attribute Modifiers:

-5 Strength, +2 Dexterity, +1 Charisma, +2 Comeliness (for GM-approved new characters only; see text above regarding modifiers for former pixie fairy characters)

Building Point Bonus:

13 (for GM-approved new characters only. Reborn PCs have no additional starting BP)

Additional Talents Which May be Purchased:

Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Animal Companion, Astute Observation, Attack Bonus, Blind Fighting, Cold Resistance, Faerie Kind Martial Arts, Flutter, Hit Point Bonus, Keen Sight, Less Sleep, Magic Bonus, Resistance, Speak With Plants

The Downside

- Fae-born are not fully accepted by either elves or pixie fairies.
- Fae-born do not reincarnate at death.
- Fae-born cannot use tribal tattoo magic.

Getting Around

All fae-born with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Fae-born may also walk at a rate of 9".

*The number of languages a fae-born can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

Life and Death: Fae-born have many of the special abilities of an elf, but they have lost some of their pixie fairy powers, cannot use tattoo magic and are sterile. Typically, a pixie fairy only chooses to become a fae-born on his last reincarnation, as fae-born live a bit longer than pixie fairies. After all, once a pixie fairy has died of old age several times, that extended lifespan starts to look like a good idea.

The gestation period for a fae-born is four months, and he reaches full size in about another four months after birth. He has Ability Scores identical to his former incarnation (but with +1 point of Strength, -1 point of Charisma and -1 point of Comeliness). He also retains his previous level, proficiencies, talents (with the exception of the telepath talent if he had it), hit points, quirks, flaws, and 100% of his former Honor. He loses all magical tattoos and power runes, plus ALL skills, with the exception of the Elf (if he knew it) and Pixie Fairy languages. All reincarnated fae-born must roll for one minor flaw on PHB Table 6J [PHs]: Flaws (Physical) d100 and one minor quirk on PHB Table 6K [PHs]: Quirks (Mental) d100 (see Chapter Three: Priors and Particulars).

Gradually, three months after his rebirth, the fae-born begins to regain full awareness of his former self. His rebirth mother helps him in this. Each day after the three-month mark, he can attempt a skill check for one of the skills he formerly held, at a +10% modifier to the die roll. If successful, he regains that skill. The next day he can attempt to roll for another skill, and so on. If the skill check fails, he loses all memory of that skill and must retrain (incurring the normal fees and training time) if he wishes to regain that skill.

A fae-born can no longer be Reincarnated (as the spell or as the pixie fairy racial ability), and only a Resurrection spell is capable of bringing it back

from the dead. A fae-born may be Raised a number of times equal to its initial Constitution score minus one.

Diet: Like pixie fairies (see above), the sustenance requirements of the fae-born differ from other races. However, fae-born need less magical energy, and so only pay two times (2x) the normal costs for daily provisions that other characters pay, but can forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 2+1d4 hours per day).

Pixie Meet: Fae-born may attend Pixie Meet along with their pixie fairy brethren, but are somewhat shunned. Pixie fairies feel that the fae-born have turned their back on their own heritage, just to earn themselves a few more years of life. As such, fae-born do not suffer a loss of Honor for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Thanks to their elven birth, fae-born cannot use tribal tattoo magic. However, they often bear decorative tattoos.

Lands: Fae-born have no lands of their own, but exist wherever elves and pixie fairies live together. Fae-born are thought to have been spotted in the Kingdom of Ara'Kandeesh, as well as the Kingdom of Kal Dez. Only a very few elves live on Fernwickle Isle, and so less than 1% of the population is composed of fae-born.

GRIXIE

It is widely known that the grunge elves (more commonly known as the grel) crave the taste of pixie fairy meat. In fact, it is so delicious that for each pixie fairy consumed, a grel has a cumulative 5% chance to gain the Pixie Meat Addiction flaw (see Chapter Three: Priors and Particulars). Grel that eat too much pixie fairy or pixie sprite meat, however, may turn into pixie grels, or grixies. Your GM has the details on this change (see GM-only Chapter Eight: Monsters).

In appearance, a grixie (also known as a buzz-killer or shadow flyer) resembles the vengeful warrior elf it once was. However, it now stands no taller than a pixie fairy, with wings identical to that same creature. This race requires GM approval for use as a new 1st level character.

Life and Death: This corrupted form of grel, now hideously transformed after over-indulging in the consumption of pixie fairy flesh, are now horrid and dark creatures. Their minds hold only spite and bitterness, and their lives are consumed with acts of doing harm to others. When not actively inflicting pain on living creatures, they plot new ways to do so.

Pixie grel spare their victims only for one reason – in search of a way to undo their condition and/or lengthen their lifespan. Magic-users, druids, and even clerics are sometimes spared, but securely imprisoned and then tortured for information. There is a rumor that eating elf meat will turn the grixie back into an elf, but no one has yet testified as to its accuracy (perhaps because the reformed grel do not wish to announce they were once grixie).

A grixie is sterile, can no longer be Reincarnated (per the spell or as the pixie fairy racial ability), and only a Resurrection spell is capable of bringing a grixie back from the dead. This former grel may still be Raised from the dead a number of times equal to his initial Constitution score (just like any other character). Due to their short lives, grixie society is chaotic and based solely on the strong ruling the weak. They fight to the death, for they feel they have nothing to lose.

Diet: The sustenance requirements of the grixie differ from other pixie hybrid races. Grixie do not require special magical energy to stay alive, only the meat of freshly killed creatures. In cities, a grixie usually pays for livestock (such as a chicken or pig), which he then slays and eats in private. Outside of a town or city, a grixie can forage enough food to sustain itself in any envi-

Grixie at a Glance

The Upside

Racial Bonuses:

- Fly at 16" (B) per round
- Infravision. Grixie can see 60 feet in the dark.
- 90% resistance to Sleep and all charm-related spells
- Only surprised on a 1 on 1d10

Initial Languages:

Grel, common, elf, dwarf, glersee, orc, pixie fairy, ogre, gnomish, brownie*

Talents:

- War Cry. Enemies must save vs. fear at -2 or lose their first attack.
- +1 bonus on to-hits when using a spear or bow
- Move Silently. Opponents suffer a -4 penalty to their surprise rolls. If the grixie must open a door, screen or other object to attack, this penalty is reduced to -2
- Detect secret doors when passing by: 1 on 1d6
- Detect secret doors when searching: 1 or 2 on 1d6
- Detect concealed doors when searching: 1, 2, or 3 on 1d6
- Tracking (automatically gain this sophisticated Task)
- Move through undergrowth as if in open terrain (per High Elves)
- Ambidextrous

Allowable Classes:

Cleric, animalist**, chosen one, druid, shaman, zealot; Fighter, barbarian, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, ranger, swashbuckler; Magic-user, battlemage, blood mage, diviner, enchanter, painted mage, wild mage; Thief, acrobat, assassin, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

Fighter/magic-user, fighter/thief, fighter/magic-user/thief, or magic-user/thief

Attribute Modifiers:

-6 Strength, -1 Constitution, -1 Intelligence, -2 Wisdom, -2 Comeliness (apply all modifiers for new 1st level characters; apply only Strength penalty to former grel characters)

Building Point Bonus:

14 (for GM-approved new characters only. Former grel characters gain no additional starting BP)

Additional Talents Which May be Purchased:

Acrobatic Skill Suite, Acute Alertness, Animal Companion, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Dagger Bonus, Flutter, Faerie Kind Martial Arts, Forest Movement, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking/Grasping Hands, Sibling Empathy, Sixth Sense, Speak with Plants, Spear Bonus, Spell Abilities, Track Game Animal, Trident Bonus.

The Downside

- Grixies must eat freshly killed creatures
- They have an extremely short lifespan – generally 1 to 3 years
- Grixies do not reincarnate at death, and a Reincarnation spell does not function on them.
- New grixie characters do not get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty). Former grel characters lose half their hit points when they become a pixie grel.
- They only get half the hit points rolled for each level (rounded up)

Getting Around

All grixies with wings are capable of flying and may do so with a normal unencumbered movement rate of 16". Grixie may also walk at a rate of 4". A mounted grixie travels at a rate of 26" when mounted on a huge bat mount.

*The number of languages a grixie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

ronment where animal or enemy life is plentiful (without any checks or cost; this takes 1+1d4 hours per day). Woe betide the party adventuring with a hungry grixie...

Grixie Meat: Any grel foolish enough to eat a grixie must make a system shock roll at -50% or instantly transform into a grixie. Pixie fairies that consume grixie meat temporarily gain 1-3 points of Strength and 1-4 points of Constitution for 1-6 hours. Even good-aligned pixie fairies may consume these evil beings.

Pixie Meet: A grixie who despairs of life often attends Pixie Meet in an act of suicide, hoping to end his life while eliminating as many of his foes as possible. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Pixie Brownies at a Glance

The Upside

Racial Bonuses:

- Fly at 12" (B) per round
- May cast a Dancing Lights spell once per day
- May cast a Protection From Evil spell once per day
- At 5th level, may cast a Dimension Door spell once per day
- At 7th level, may cause Confusion by touch once per day

Initial Languages:

Brownie, pixie fairy, common, pixie, elf, gnomish*

Talents:

- Turn invisible once per day
- +2 bonus for fixing mechanical devices

Allowable Classes:

Cleric, animalist**, chosen one, shaman, zealot; Fighter, barbarian, berserker, bounty hunter, gladiator, knight errant, pirate, soldier, swashbuckler; Magic-user, abjurer, elemental, enchanter, illusionist, invoker, painted mage, transmuter; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

Fighter/magic-user, fighter/thief

Attribute Modifiers:

-6 Strength, +2 Dexterity, +1 Intelligence, +2 Charisma, +1 Comeliness

Building Point Bonus: 12

Additional Talents Which May be Purchased:

Attack Bonus, Experience Bonus, Flutter, Hit Point Bonus, Magic Bonus, Reaction Bonus

The Downside

- Must be of any chaotic alignment (usually chaotic neutral)
- They have a short lifespan – generally 15 to 20 years
- Pixie brownies don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around

All pixie brownies with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". Pixie brownies may also walk at a rate of 9".

*The number of languages a pixie brownie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

Tattoo Magic: Like pixie fairies, grixies can use tribal tattoo magic. For more information, see Chapter Five: Rules of the Road.

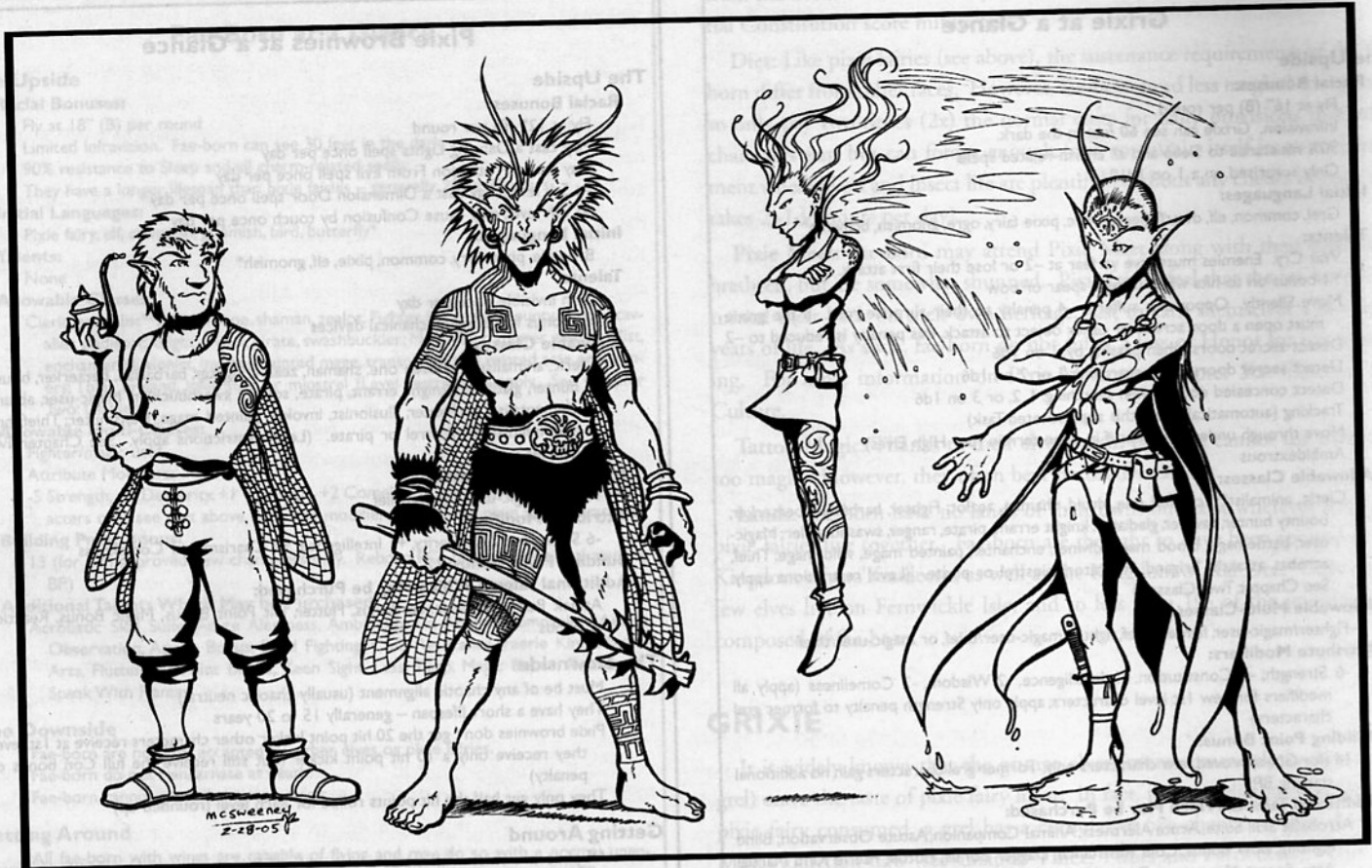
War Cry: Grixies have a less powerful war cry than the grel they used to be, but it still comes in quite handy. This fierce war scream causes victims to save vs. fear at -2 or lose the first attack. Grixie can use this ability once per day.

Lands: Pixie grel often dwell in the old lairs of sylvan folk they have eaten. Wounded adventurers occasionally report encountering grixies in the southeastern Goremunyan Empire, though they have been spotted in other lands on rare occasions.

PIXIE BROWNIE

As accomplished tricksters with a tendency toward cruelty, the pixie brownies are surprisingly dangerous opponents. In personality, they may appear careless, witty and impatient, or (for most warriors) gruff, quick-witted, and brash. In appearance, they stand two feet tall, and have the general characteristics of the standard pixie fairies (though with slightly smaller wings, and distinct male or female characteristics). Pixie brownies tend to have light to tan skin tones, brown or black hair and gray eyes. Interestingly, pixie brownie berserkers always have red eyes.

Life and Death: Pixies have a strange attraction to brownies, and their hybrid offspring can mate and bear hybrids as well. (The offspring of two pixie brownies is always a pixie brownie). As such, pixie brownies are more common than many other hybrids – though still a distant second to pixie



From left to right: A Pixie Leprechaun, Pixie Brownie, Pixie Sprite and Pixie Nixie.

fairies, of course. Like their brownie parent, solitary pixie brownies often live in or near human farms or settlements. However, while a brownie usually provides services to the farmer in exchange for food, its hybrid offspring provide only jokes, and take the food they want. However, some farmers endure this, for they believe the (untrue) tales that say the very presence of the pixie-brownie gives sprite like features and a gift for magic to any worthy child born nearby. Some farmers abide the jokes only until the birth of their first (or next) child, after which they take steps to drive the creature out.

Most non-adventuring pixie brownies, however, live as a member of a forest tribe. These tribes generally number only about 30-40 members, half of whom are women, children or elderly pixie brownies. This race especially prizes warriors, who serve to guard their meager numbers, and each pixie brownie tribe contributes its best warriors to the force known as the Amber Guard. The Amber Guard provides security for the Pixie Meet, and hunt grel before and after it. Pixie brownies frequently choose illusionist as a class or multi-class, using these magical tricks to set practical jokes or to remain unseen while the victim walks into the pixie brownie's trap.

Some pixie brownie tribes have reverted to barbarism, and may challenge opponents many times their own size. These barbarians often adventure with other pixie brownies of the illusionist class, though they still despise and distrust other types of magic-users, and illusionists of other races.

These pixie-kin love to make messes and play practical jokes – if both happen at once, so much the better! They have been known to perch an inkwell on the edge of a desk so it spills on important scrolls, mix potions into chamber pots (with sometimes explosive results) and scrub enchanted arrows so that the runes are no longer effective. Pixie brownies are indignant to anyone that does not appreciate their hard work.



Interestingly, many of their combat tactics also resemble practical jokes more so than actual combat – they may perch a bowl of acid above an entrance, or put poisonous scorpions in your boots. In this manner, the jokes tend to have a lethal result, while still being amusing for the pixie brownies.

Pixie brownies can be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). However, they cannot be reincarnated in the same manner as pixie fairies.

Diet: Pixie brownies do not need special magical energy to stay alive. Instead, they can survive off the leftovers that are too small for humans to notice – though most steal extra food for a rainy day, or because they are simply greedy.

Invisibility: The pixie brownie can turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible when flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Brownie Meat: Pixie brownies mistaken for pixie fairies are also targets for the ferocious grunge elves. Any grel who consumes a pixie brownie suffers a temporary rash (-1 Dexterity) for the next 1d4 days. Of course, the grel will be disappointed to learn that they receive no magic from consuming a pixie brownie, but the deceased won't be able to gloat.

Pixie Meet: Pixie brownies are expected to attend Pixie Meet, and one who does not suffers an immediate loss of honor for offending his racial/tribal peers. Because pixie brownies are somewhat looked down upon anyway, and their presence is not a cause for celebration, they lose only 25% of their Honor. Members of the Amber Guard, however, lose 75% for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Unlike pixie fairies, pixie brownies cannot use tribal tattoo magic. Of course, they still enjoy displaying tattoos.

Lands: Pixie brownies are most common wherever both brownies and pixies live. Approximately 11% of the other pixie hybrid population on Fernwickle Isle is thought to be composed of pixie brownies. They can be found in the Kingdom of Ara'Kandeesh, and even more rarely in other lands.

PIXIE LEPRECHAUNS

Like pixie brownies, the pixie leprechaun also enjoys practical jokes, although they tend to be a little wilder and willing to take even greater risks. When they encounter other races, they are often clingy, seeking the approval of others through their jokes. They seem to love to laugh and have fun over all else. Pixie leprechauns are also known for their great love of human pipeweed.

In appearance, they stand two feet tall (the same height as their full-blooded kin), like short elves with large noses and bushy hair and eyebrows. Their wings are as lustrous as those of any pixie fairy, but their clothing is often disheveled and messy. Their skin tone is that of most light-skinned humans, and their hair tends towards blacks or reds. Pixie leprechauns most often have green eyes, though browns and grays are occasionally seen as well.

Life and Death: Interestingly, full-blooded leprechauns are rumored to be the ancient result of mating between a strong strain of pixie with some halfling blood mixed in. However, the modern leprechaun varies enough from the common pixie that it is no longer considered a true hybrid, if in fact it ever was. Modern pixie leprechauns are generally the result of a night of wild, drunken debauchery between a pixie and a leprechaun.

As such, almost all pixie leprechauns suffer lonely childhoods, as their erratic parents focus on their own concerns, only occasionally remembering the name (or existence of) their offspring. Naturally, the pixie leprechaun usually grows up with little respect for social conventions, parents, or the rights of property. As such, it often uses humor to seek attention from others.

During its adolescent years, the pixie leprechaun is often shunned for being too wild and obnoxious. Following this, it makes its lair almost anywhere, preferring places with lots of potential victims for their gags. A pixie leprechaun's mildest stunts usually include loosening the top of a saltshaker, tying boot laces together, and hemming clothes and tightening armor (just a bit) so they are too tight or too loose to be worn.

As they mature, pixie leprechauns grow more sedate, but continue to be unreliable. They still love pranks, but love a good drink even more. A pixie leprechaun loves colorful language, keeping an ear open for new obscenities, and using his choicest selection when angered.

A pixie leprechaun is sterile. It can be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). It does not have the pixie fairy racial ability of reincarnation.

Diet: Pixie leprechauns are gluttons, and love long meals with great amount of food and drink, though they do not need such large amounts to survive. They also do not need to consume special magical energy, as do some of their kin. The smoking of pipeweed always follows meals.

Flight: Perhaps the rumors of pixie heritage in the leprechaun's ancestry are true, for pixie leprechauns have great (A) maneuverability when flying, much to the other pixie hybrids' envy. They can freely hover, face any direction in a given round and attack during each round.

Invisibility: A pixie leprechaun can turn invisible once per day for a duration of one turn per level of experience. However, it can ONLY turn invisible when flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Leprechaun Meat: Unlike some other pixie hybrids, pixie leprechauns are not often pursued by grunge elves. The pixie leprechauns claim

Pixie Leprechauns at a Glance

The Upside

Racial Bonuses:

- Fly at 12" (B) per round
- May cast a Dancing Lights spell once per day
- May cast a Change Self spell once per day
- At 5th level, may cast a Polymorph spell once per day (on non-living non-magical objects only)
- At 7th level, may cause Confusion by touch once per day

Initial Languages:

Leprechaun, pixie fairy, common, pixie, elf, gnomish*

Talents:

Turn invisible once per day

Allowable Classes:

Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elemental, enchanter, illusionist, invoker, painted mage, transmuted; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

Magic-user/thief

Attribute Modifiers:

-6 Strength, +1 Dexterity, +1 Constitution, +1 Wisdom, +3 Charisma

Building Point Bonus: 10

Additional Talents Which May be Purchased:

Animal Companion, Experience Bonus, Flutter, Hit Point Bonus, Less Sleep, Magic Bonus, Magic Identification, Resistance, Speak With Plants

The Downside

- Must be of any chaotic alignment (usually chaotic neutral)
- Pixie leprechauns suffer a +10 penalty on PHB Table 4f: Quality of Parent
- They have a shorter than average lifespan – generally 20 to 30 years
- Pixie leprechauns don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around

All pixie leprechauns with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". Pixie leprechauns may also walk at a rate of 12".

*The number of languages a pixie leprechaun can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

this is due to an encounter between a grel tribe and a pixie leprechaun suffering from the early stages of leprosy. This latter fact, of course, the pixie leprechaun did not tell his captors. Within weeks of the grel feast, every member of the tribe had contracted the wasting disease, and died shortly thereafter. The story spread quickly, and now only the most insane, starving grel would dare to eat a pixie leprechaun.

Pixie Meet: Because pixie leprechauns are often disruptive to Pixie Meet, they lose only 25% of their Honor for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Although they may enjoy wearing tattoos, pixie leprechauns cannot use tribal tattoo magic.

Lands: Pixie leprechauns have no tribes or lands of their own, preferring to venture forth into human lands where they can cause mischief. They are most common in the Kingdom of Ara'Kandeesh, Abosoria and the Fangaerian City States. Approximately 4% of the other pixie hybrid population on Fernwickle Isle is thought to be made up of pixie leprechauns.

PIXIE NIXIE

Pixie nixies are rarely seen on land, preferring to stay in the ponds and lakes of their nixie parent. Pixie nixies are amphibious, able to breathe air as well as water, but they are uncomfortable on land and require constant moisture to keep their skin from itching and flaking. Their wings are more pliable than those of more air-going hybrids, and unaffected by long stays underwater. These wings do not affect their speed underwater. Pixie nixies stand just

Pixie Nixies at a Glance

The Upside

Racial Bonuses:

- Fly or swim at 12" (B) per round
- 75% resistance to Sleep and all charm-related spells, but only when standing or further immersed in water
- Can cast Water Breathing once per day.
- At 3rd level, may cast Charm Person spell once per day
- At 5th level, may summon an aquatic thrall.

Initial Languages:

Nixie, aquatic, pixie, common, pixie fairy, elf, gnomish*

Talents:

Amphibious (choose one: freshwater or saltwater).

Allowable Classes:

Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elemental, enchanter, illusionist, invoker, painted mage, transmuter; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

Fighter/magic-user

Attribute Modifiers:

-4 Strength, +1 Dexterity, +1 Charisma, +2 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:

Attack Bonus, Cold Resistance, Hit Point Bonus, Magic Bonus

The Downside

Must be of any neutral alignment

They have a shorter than average lifespan - generally 15 to 25 years

Pixie nixies do not get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)

They only get half the hit points rolled for each level (rounded up)

They receive a cumulative -1 penalty to all die rolls for every 24 hours spent out of water, until they can submerge in water for 1 turn per hour spent out of water.

The penalty can be postponed by hourly dosing with water (1 pint) after the 24th. Regardless, the maximum number of days they can remain out of water is equal to their initial Constitution score, after which they begin to "drown" in air (as per the drowning rules in the GMG) until dead or re-submerged in water. Heavy rainfall is as good as actually being in water.

Getting Around

All pixie nixies with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". They may swim at a rate of 12", and walk at a rate of 4".

*The number of languages a pixie nixie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

over two feet tall, with skin coloration ranging from dark blue to light green and anything in between. Pixie nixies also have neck gills, along with webbed fingers and toes. They have deep green eyes and green hair of varying shades. Though pixie nixies can use tribal tattoos, they do so to a lesser extent than their kin, for many find tattoos unattractive.

Life and Death: Pixie nixies, unlike some other pixie hybrids, are completely accepted by their nixie parents. As such, they are much more emotionally stable and less prone to chaotic behavior. Upon reaching adolescence, pixie nixie females of upper class status are expected to have at least one mate and are looked down upon if they do not have two or more. Rumor has it that the female pixie nixie's sex drive has something to do with this, along with the fact that only upper class females can afford the upkeep of multiple mates. Like pixie fairies and pixie sprites, pixie nixies have a greater tendency towards androgyny (see Chapter Three: Priors and Particulars for more information) than other pixie hybrids.

Pixie nixies rarely bother to fight themselves, preferring to charm or seduce others to do their dirty work for them. They hate to travel alone and are known for being "high maintenance." Pixie nixies prefer to travel with a host of henchmen, hirelings, and hangers on. Pixie nixies love to use their Charm Person ability anytime the opportunity presents itself. However, they consider holding a charmed slave for more than a year to be dishonorable, and only evil pixie nixies choose to do so.

A pixie nixie is sterile, but can still be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). It cannot be reincarnated in the same manner as the pixie fairy racial ability.

Aquatic Thrall: Once per week, after reaching 5th level, a pixie nixie may call a non-combative ornamental fish that can obey complex commands, to become his thrall. The summoned creature serves the pixie nixie for 1d20 days and then returns to the deep. While in the pixie nixie's service, the thrall obeys any command the pixie nixie gives it (to the limits of its abilities), including giving its life. For example, a pixie nixie with a goldfish thrall could order the goldfish to swim into the eye of a giant gar, and the goldfish would do so - even though it might mean the fish's death in the gar's great jaws.

Diet: Because of their aquatic nature, their sustenance requirements differ from other races. Pixie nixies must feed on small fish, waterborne insects or certain underwater plants. For this reason, pixie nixies must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie nixie can forage enough food to sustain itself in any environment where aquatic life is plentiful (without any checks or cost; this takes 2+1d4 hours per day).

Pixie Meet: Because of their aquatic nature, pixie nixies are not expected to attend this festival (once every six years). However, if they attend an entire festival, they gain a bonus of 50 fractional points to their Honor for obliging their racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Pixie nixies cannot use tribal tattoo magic, but do enjoy decorating themselves with tattoos. However, pixie nixies mistaken for pixie fairies are also targets for the ferocious grunge elves.

Lands: Pixie nixies live mostly in the Aludian Ocean, off the coast of Fernwickle Isle, where their population is unknown. However, some say they have also been spotted in Saryn Ar'Keet's Dreyan Bay.

PIXIE SPRITE

It is said that only the pixie fairy surpasses the pixie sprite in magic. These meditative creatures look much like pixie fairies, with delicate wings, antenna, and a height of up to two feet. However, the skin of a pixie sprite is always pure white and they have eyes of either pink or purple. The only coloration that varies much is the hair color of the pixie sprite; these little creatures can have hair of literally any color - a rare few even have multicolored hair. The wings of these pixie kin are beautiful, shimmering, dragonfly-like and iridescent, and seem to move at a speed so fast as to be nearly invisible. Like pixie fairies and pixie nixies, pixie sprites have a greater tendency towards androgyny (see Chapter Three: Priors and Particulars for more information) than other pixie hybrids.

Life and Death: Pixie sprites act much like their sprite parent, who usually raise them. They prefer to avoid other intelligent beings, except in cases where such races might be of benefit to them. However, while the pure-blooded sprite prefers to focus its talents on celebrations and parties, the half-breed is of a contemplative type. For the pixie sprite, moonlit nights are for studying lunar phases or the magical nature of lycanthropy, rather than singing, dancing and wild debauchery.

Unlike most other pixie hybrids, the pixie sprite is quite long lived (due to the nature of its sprite parent), and may live for up to 200 years. They can be Raised, Reincarnated or Resurrected a number of times equal to their ini-

tial Constitution score (just like any other character). However, they are sterile, and they do not have the natural reincarnation ability of pixie fairies.

Diet: Because of their metabolism and the fact that they are magical creatures, their sustenance requirements differ from other races. Pixie sprites actually feed on errant magical energies (the residual energies left behind by magical spells, items, etc.) that tend to accumulate in certain rare plants and insects. For this reason, pixie sprites must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie sprite is able to forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 4+1d4 hours per day).

Invisibility: The pixie sprite can also turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible by flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Dust: Because pixie sprites are such magical creatures, they actually secrete magic in the same way that larger creatures perspire. However, when a pixie sprite's sweat dries, it flakes off in small dandruff-like golden particles known as "pixie dust." A roving pixie sprite adventurer generally does not remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie sprite sleeps and grooms himself in the same area on a routine basis, it accumulates enough pixie dust to make harvesting and gathering it of some value to anyone willing to spend the time scraping it up and selling it. Unfortunately, some unscrupulous magic-users actively seek out pixie fairies and keep them in cages purely for this purpose.

An ounce of pixie dust can be distributed in the form of a spherical cloud, approximately 20 feet in diameter, that heals everyone within to their full hit points. This cloud takes 1d4 rounds to form and dissipates after just one round. A Dispel Magic spell or greater enchantment produced by a caster of at least 10th level causes the cloud to disperse at once. Aside from this effect, it can also be used as a component for certain spells, such as Lizen's Dark Wings (see Chapter Five: Rules of the Road). Magic-users are constantly experimenting with new ways to use the mystical dust, mostly as replacement components.

An active pixie sprite sweats an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. More sedentary pixie sprites sweat about half that amount. Of course, the more active a pixie sprite is, the less likely it is that he remains in the same place for very long. Prices for pixie dust vary on the open market, but most magic-users are willing to pay around 500 gp an ounce.

Pixie Sprite Meat: The tasty flesh of the pixie sprite is full of magical energy, and the nomadic, warlike grel (grunge elves) love to taste it. Consuming this meat allows grels to make use of tribal tattoo magic (see Chapter Five: Rules of the Road), and why grel should be avoided at all cost.

Pixie Meet: Any pixie sprite that does not attend this festival (once every six years) suffers an immediate loss of 50% to his honor for offending his racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Sleep Arrows: Pixie sprites know the sprite method of creating a sleep ointment from mushrooms that grow in hollow stumps. They will not share this formula with anyone else, even other PCs. Foraging for enough mushrooms to make one vial (without any checks or cost; where trees are plentiful) takes 1+1d4 hours, and each vial coats three arrowheads. Those struck must save vs. poison or fall into a deep sleep for 1d6 hours.

Tattoo Magic: Pixie sprites can use a special form of magic called tribal tattoo magic. For more information, see Chapter Five: Rules of the Road.

Pixie Sprites at a Glance

The Upside

Racial Bonuses:

- Fly at 18" (A)
- Heal an extra hit point per day
- Telepathy (never surprised, linking; provided by Emphkrin tattoo)
- May cast Detect Good or Detect Evil up to 60 feet, once per day
- Can create sleep arrows

Initial Languages:

- Sprite, common, pixie, pixie fairy, elf, gnomish*

Talents:

- Turn invisible once per day

Allowable Classes:

- Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elemental, enchanter, illusionist, invoker, painted mage, transmutter, and related sole practitioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:

- Fighter/magic-user

Attribute Modifiers:

- 6 Strength, +1 Dexterity, +2 Intelligence, +2 Charisma, +3 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:

- Ambidextrous, Astute Observation, Experience Bonus, Flutter, Hit Point Bonus, Keen Sight, Magic Bonus, Spell Abilities

The Downside

- Must be of any neutral alignment
- Pixie sprites must pay three times (3x) the gp value for their daily food requirements unless they forage for their food
- Pixie sprites don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around

- All pixie sprites with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Pixie sprites may also walk at a rate of 6".

* The number of languages a pixie sprite can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.

** New class in this book.

Telepathy: Pixie sprites with the Emphkrin tattoo gain a telepathic "danger sense" and are never surprised by other living creatures (even those that normally get automatic surprise) due to telepathic impulses picked up by their antennae. Undead and non-living creatures (such as the golem), as well as creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster), can still surprise.

It is important to note that this telepathy is reactive, not proactive. It does not allow the pixie sprite to "sense life" or "scan for danger" as a standard ability, and the pixie sprite cannot telepathically detect an enemy in advance of the attack. This ability simply negates the game effects of surprise, allowing the character to react and defend itself normally - instead of standing still for a round with mouth agape, as would be the case with a standard surprise attack.

In addition, any intelligent creature that associates with an individual pixie sprite for at least two weeks becomes telepathically linked with that character. Persons thus linked, who remain within 10 feet of their pixie sprite companion, gain the ability of never being surprised. They gain no other benefits.

Lands: Pixie sprites are most common to Fernwinkle Isle (making up about 7% of other pixie hybrids), and have not yet been reported in other lands.

Chapter 2

Character Classes

After determining your character's race, the next step should be to select a class. Allowable classes and multiclassing for each race are detailed in Chapter One: Races, and can be found both in the Player's Handbook or in one of the four class guides (Combatant's, Griftmaster's, Spellslinger's and Zealot's). However, some classes have special notes or comments more applicable to pixie fairies. These are listed below, along with the new Animalist and multiple Zealot classes.

CLASSES

CLERIC CLASSES

Though pixie fairies cannot become druids, holy knights or paladins, pixie fairy clerics are quite common, and (when possible) are hired by adventurers traveling into hostile territory.

Cleric: Pixie fairies worship a myriad of gawds, including many worshipped by other races. They follow the tenets of that gawd, and use the (pixie fairy-sized) weapons of that faith just as would a follower of larger size. (Pixie fairy clerics can use all pixie fairy weapons, but zealots may only use the weapons listed in their class description.)

The cleric class gives the pixie fairy a good mix of fighting and spellslinger ability, and so is one of the two most common pixie fairy classes, along with magic-user. For more information on what deities are available to pixie fairy clerics, see the Religion section in Chapter Six: Customs and Culture, as well as Chapter Seven: The Seelie Court.

Animalist: This is a new class found later in this chapter. Animalists, through a special relationship with nature, actually gain the ability to transform into animals.

Chosen One (ZG): Because pixie fairies often have high Charisma and Comeliness, they occasionally become agents of the gawds (as determined by the GM). This often comes as a surprise to larger folk, and may inspire anything from jealousy to reverence in the pixie fairy's companions.

Shaman (ZG): Pixie fairy shamans are most often found among the "uncivilized" pixie fairies (the Seznimes) of the Parzaan Atoll, and rarely else-

where. Unless they follow a certain religion, such shamans favor club-like weapons, and have no power to influence the undead. However, they can turn intelligent plant creatures by HD, as a standard cleric turns undead.

Zealots (ZG): Aside from the gawds of the Seelie Court (see new zealots below and the Religion section in Chapter Six: Customs and Culture), pixie fairies occasionally become zealots of other gawds as well.

FIGHTER CLASSES

While pixie fairies cannot be barbarians, dark knights, monks, paladins or rangers, they do have a varied selection of other fighter classes to choose from.

Fighter: Many underestimate the power of the pixie fairy fighter, due to his size. However, with a significant bonus to Strength and Constitution (through lucky rolls or BP building of ability scores), a pixie fairy can defend his homeland with the best of them. While their abilities still pale in comparison to larger creatures, their invisibility often allows them to get the first strike.

Berserker: Pixie fairy berserkers live only to fight, and only the best of them live very long. Fortunately, their natural reincarnation makes this a slightly less daunting threat. Most pixie fairy berserkers come from the Seznimes clan on the Parzaan Atoll, near Mount Karamor. Berserkers make up about 2% of the pixie fairy population there.

Bounty Hunter (CG): Pixie fairy bounty hunters are rare except among their own kind. After all, larger races generally scoff at the pixie fairy bounty hunter's small size, and their targets are so big as to be immovable even if the pixie fairy bounty hunter is successful. Only pixie fairies with access to some sort of strong charm or teleportation magic (for transporting their foes after a successful hunt) accept bounties from other races.

Cavalier: The cavalier pixie fairy is the most noble of all the fighters, and generally comes from the upper classes of Fernwickle Isle. Like cavaliers of larger stature, they too prefer certain weapons over others, but the size of the pixie-fairy requires some discussion of equipment. First, pixie fairy cavaliers often have their wings removed in order to wear heavy armor. Second, they

Table 2A: Pixie Hybrid Cleric Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Cleric	10	14	10	13	9	9	9	10
Animalist*	12	12	12	12	12	12	12	12
Chosen One	U	U	U	U	U	U	U	U
Druid	-	14	-	13	-	-	-	-
Shaman	10	14	10	13	12	12	12	10
Zealot	20**	20**	20**	20**	20**	20**	20**	20**

*New class in this chapter.

**For racial gawds (such as those of the elven Seldarine or fae Seelie Court) only. Otherwise, level limit is identical to clerics of the same race.

Table 2B: Pixie Hybrid Fighter Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Fighter	9	14	9	12	8	9	8	8
Barbarian	-	-	-	12	9	-	-	-
Berserker	9	14	9	13	8	9	8	8
Bounty Hunter	7	14	7	13	7	7	7	7
Cavalier	9	-	9	13	-	-	-	9
Dark Knight	-	-	-	-	-	-	-	-
Gladiator	10	16	10	11	8	9	8	8
Holy Knight	-	-	-	-	-	-	-	-
Knight Errant	9	14	9	12	12	12	12	12
Monk	-	-	-	-	-	-	-	-
Paladin	-	-	-	-	-	-	-	-
Pirate (Fighter)	13	13	13	11	12	12	12	12
Ranger	-	16	-	15	-	-	-	-
Samurai	-	-	-	-	-	-	-	-
Soldier	-	12	-	-	12	-	-	-
Swashbuckler	10	16	10	14	10	10	10	10

may substitute Butterfly Steeds or domesticated Ginger Moth mounts for horses.

Third, the pixie fairy cavalier gains bonuses “to hit” with certain weapons as he advances in level. These “weapons of choice” and their attendant bonus listed below replace the cavalier’s weapons of choice for pixie fairies (and other similarly sized pixie hybrids):

- At 1st level, the cavalier is +1 “to hit” with the pixie fairy lance, if used while mounted.
- At 3rd level, the cavalier is +1 “to hit” with either the petite rapier, short sword or sprite sword (player’s choice).
- At 5th level, the cavalier is +1 “to hit” with either the aviator’s flail, aviator’s mace, or aviator’s pick (player’s choice).
- At 7th level, the cavalier is +2 “to hit” with the pixie fairy lance, if used while mounted.
- At 9th level, the cavalier is +2 “to hit” with either the petite rapier, short sword or sprite sword (depending upon what was chosen at 3rd level).
- At 11th level, the cavalier is +2 “to hit” with either the aviator’s flail, aviator’s mace, or aviator’s pick (depending upon what was chosen at 5th level).
- At 13th level, the cavalier is +3 “to hit” with the pixie fairy lance, if used while mounted.

Gladiator (CG): Gladiators train for up-close personal combat, and so pixie fairy gladiators are extremely rare outside of their own lands. While their speed and agility often rivals their larger opponents, it may only take one hit to permanently take down a pixie fairy gladiator. It is said that pixie fairy arenas only exist on Fernwickle Isle, but temporary fighting rings may be set up in forests heavy with these fae.

Knight Errant: Pixie fairy fighters love the knight errant class. Anything that lets them be skilled at arms, noble in battle and a hit with the opposite sex is all right by them, especially when they can play by their own rules.

Pirate (CG): When it comes to setting sails alight, reconnaissance missions and slipping poison in an enemy ship’s stores of grog, a pixie fairy pirate comes in quite handy. They almost never become captains, however, and pixie fairies have no ships of their own.

Swashbuckler (CG): This happy-go-lucky hero class is often favored by pixie fairies. Common pixie fairy swashbuckler weapons include the blood-

thorn stiletto, petite rapier and appropriately sized main-gauche and sabre. They disdain other weapons that are not considered “dashing” enough.

MAGIC-USER CLASSES

Pixie fairies cannot become battle mages or blood mages, but magic-users and specialists are quite common. In fact, magic-user may be the most natural pixie fairy classes.



A fighter’s foes come in all shapes and sizes.

Table 2C: Pixie Hybrid Magic-user Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Magic-user	U	12	U	15	12	12	12	12
BattleMage	-	10	-	15	-	-	-	-
Blood Mage	-	11	-	15	-	-	-	-
Elementalist	11	-	11	-	11	11	12	11
Painted Mage	14	-	14	11	12	12	12	12
Wild Mage	-	13	-	11	-	-	-	-
Abjurer*	12	-	12	-	12	12	12	12
Conjurer*	-	-	-	-	-	-	-	-
Diviner*	-	14	-	13	-	-	-	-
Enchanter*	11	14	11	13	11	11	11	11
Illusionist*	U	-	U	-	12	12	12	12
Invoker*	13	-	13	-	12	12	12	12
Necromancer*	-	-	-	-	-	-	-	-
Transmuter*	13	10	13	-	12	12	12	12

*Double Specialists add 1 to the level limit; sole practitioners add 2.

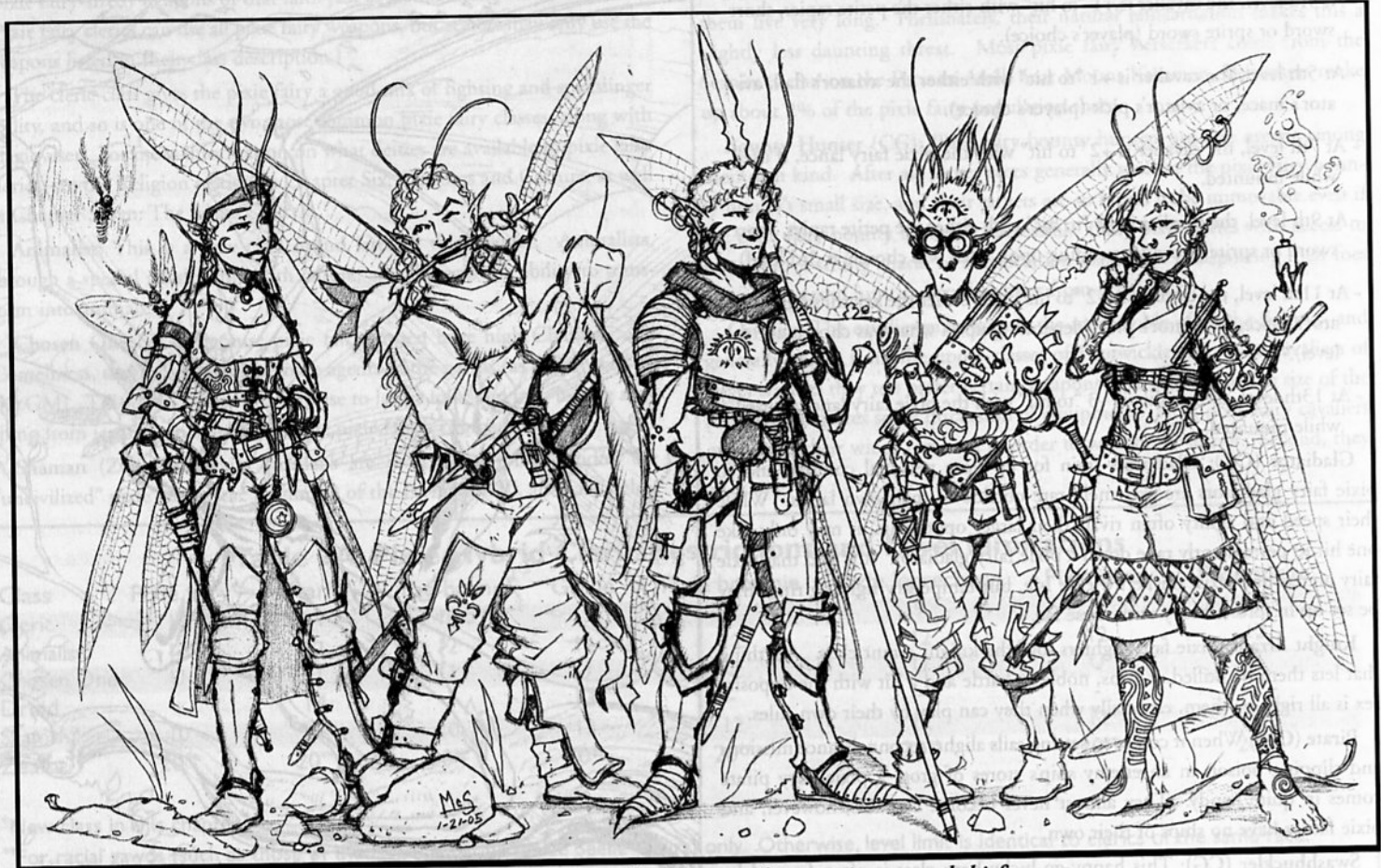
Magic-user (and specialist magic-user): Pixie fairies are one of the few races that can become school-based specialists. Of the magical schools, they favor abjuration, alteration (transmuters), enchantment/charm, illusion, and invocation/evocation. It is unclear why pixie fairies cannot focus on conjuration/summoning, divination, and necromancy, though certain Fangaerian scholars argue that the pixie fairy's magical nature short-circuits the ability to focus these particular magical energies.

They may double specialize, but not multiclass in two different schools. Of the sole practitioners, they may become guardians (abjuration), metamorphers (alteration), puppeteers (enchantment/charm), hypnotists or shadow

weavers (illusion), icers or snipers (invocation/evocation). A pixie fairy magic-user or illusionist has unlimited level advancement.

Elementalist (SG): This holistic practitioner is rare among communities of pixie fairies, for they feel that this relatively new discipline conflicts with their old and established beliefs about magic. However, among the more open-minded, particularly those that live in large cities with other races, the class is more common.

Painted Mage (SG): Although based upon the tattoo magic of pixie fairies, this technique was developed and refined by early non-fairy practitioners to evolve into something different. Some pixie fairies resent this, while a daring few embrace the class wholeheartedly. Pixie fairy painted mages are very par-



A meeting of cleric, swashbuckler, cavalier, magic-user and thief.

Table 2D: Pixie Hybrid Thief Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Thief	15	U	15	12	12	12	12	12
Acrobat	-	U	-	10	-	-	-	-
Assassin	-	11	-	10	-	-	-	-
Bard	-	U	-	-	-	-	-	-
Brigand	9	15	9	12	12	12	9	9
Charlatan	-	20	-	-	-	-	-	-
Infiltrator	12	15	12	15	11	11	11	12
Minstrel	6	U	6	12	6	6	6	6
Ninja	-	-	-	-	-	-	-	-
Pirate (Rogue)	13	13	13	11	12	12	12	12
Yakuza	-	U	-	-	-	-	-	-

ticular about their spell selection, as they may inscribe only one spell level per pound of body mass.

They may gain weight for extra spells, but for every 2 pounds of weight beyond his starting weight, the character gains extra curves, folds and love handles. Each extra 2 pounds of weight adds 1d2 segments (no penetration) to the casting time of a pixie fairy painted mage's spells, as they might even need to peek under a large fold of skin to locate a spell. While gaining 2 pounds beyond starting weight does not affect Comeliness, every extra pound beyond that point lowers the pixie fairy painted mage's effective Comeliness by 10 fractional points. Furthermore, every 6 pounds beyond starting weight reduces a pixie fairy's flight speed by 3" and maneuverability class by one step.

THIEF CLASSES

Although pixie fairies are prevented from being assassins, bards, ninjas and so forth, they do have a varied array of thief classes to play with.

Thief: With their small size, speed and natural invisibility, pixie fairies can make excellent thieves. Though they are somewhat limited in the amount of treasure they can carry, their sneakiness is second to none.

Brigand: Pixie fairy brigands are more common among their own kind, where strength and size are usually equal. A pixie fairy brigand adventuring among bigger folk is more likely to favor the "sneak up behind them and bash them in the head" method of attack.

Infiltrator: This specialized thief class arose from the more savage races of the woodlands, from its members that could quietly sneak into another settlement and steal supplies, or stir up trouble with arson or other mayhem. Pixie fairies usually only adopt this lifestyle in order to defend their lands and clans.

Minstrel: Pixie fairy minstrels are rather like bards who focus on music and song, but with a saucy attitude and the fighting aptitude of thieves. Higher level pixie fairy minstrels can use sound harmonics to reproduce spells, whether for entertainment or protection of themselves and their kin.

NEW CLASSES

ANIMALIST

Certain fae of the mainland forests have learned to live in harmony with its creatures, and some less civilized clans even worship a specific animal spirit as an aspect of nature. Animalists, through this special relationship, actually gain the ability to transform into these animals. Though the animalist believes that his powers come from the animal spirit, this is merely an aspect of Ikka Pataang (or a nature gawd from another realm) from whom the spells and powers are bestowed. Animalists are usually elvariels with a bent towards combat, though some pixie fairies (particularly the Sezname clan of the

Parzaan Atoll) also follow this divine class. Animalists serve as the guardians and scouts of their tribe.

The prime requisite of an animalist is Wisdom. Those animalists with a Wisdom of 17 or greater gain a +10% bonus to experience points. Animalists gain additional spells for high Wisdom just as clerics do.

An animalist advances in experience level according to Table 2F: Animalist Progression Table. He never needs to pay for level advancement training and automatically advances to the next level once he has accumulated the required amount of experience. When this happens, treat this advancement exactly as a normal character class advancing without training (i.e. do not roll on the BBI table). However, he may attend school to improve his skills (though not BBI) at any time.

ANIMALIST

Ability Requirements: Constitution 12+, Intelligence 12+, Wisdom 13+

Prime Requisite(s): Wisdom

Hit Dice Type: d6

Allowed Races: Elf, pixie hybrid

Allowed Alignments: any

Building Point Bonus: 7

Spelljacking: No

Weapons Permitted: Cat o' nine tails, claw feet, seelie club, short sword

Armor Permitted: Up to studded leather

STPs: The animalist receives the animal handling, animal lore, animal training, and anatomy (vital) (specific animal) skills at a mastery level of 50%. He may also purchase the Dragon Speak skill at the normal building point cost, even if he does not meet the ability requirements.

Table 2E: Animalist Spheres

Sphere	Examples
Aquatic	Pike, Trout, Swordfish
Canine	Coyote, Dog, Wolf
Feathered	Eagle, Hawk, Owl
Feline	Bobcat, Jackal, Puma
Horned	Buffalo, Cow, Goat, Ox
Mustelid	Badger, Mink, Skunk, Weasel
Reptile	Lizard, Snake, Tortoise
Rodent	Bat, Rat, Squirrel
Wilded	Ape, Bear, Boar, Deer, Fox

Table 2F: Animalist Progression Table

Experience Points	Experience Level	Hit Dice*	Level Title
0-3,000	1	20+1d6	Larva
3,001-6,000	2	2	Tadpole
6,001-15,000	3	3	Hatchling
15,001-29,000	4	4	Fledgling
29,001-58,000	5	5	Pup
58,001-113,000	6	6	Cub
113,001-223,000	7	7	Kit
223,001-453,000	8	8	Whelp
453,001-903,000	9	9	Animalist
903,001-1,353,000	10	9+2	Animalist (10th level)

*Animalists receive the 20 point (10 point for Tiny fey) bonus at first level only. Animalists gain 2 hit points per level after 9th.

Table 2G: Animalist Spell Progression*

Animalist Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	0*	-	-	-	-	-
4	3	1	-	-	-	-	-
5	3	2	0*	-	-	-	-
6	3	3	1	-	-	-	-
7	3	3	2	0*	-	-	-
8	3	3	3	1	-	-	-
9	4	4	3	2	0*	-	-
10	4	4	3	3	1	-	-
11	5	4	4	3	2	0*	-
12	5	5	5	3	2	1	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	0*
15	7	7	7	5	4	2	1
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	6	5	3	1
19	9	9	8	7	6	4	2
20	9	9	9	7	6	4	2

*An animalist may cast spells at this level if he has bonus spells due to high Wisdom.

An animalist must pray for spells and get sufficient rest to gain them back after expending them, just as a normal cleric. He gains a number of spells per day as shown on Table 2G: Animalist Spell Progression.

Animalists use armor and weapons as noted in the sidebar. If the animalist follows a particular nature gawd (such as Ikka Pataang), he may instead use armor and weapons consistent with those of this gawd, if they are available to him.

Special Powers: An animalist must choose the animal spirit he worships from one of the following spheres: aquatic (pixie nixies only) canine, feathered, feline, horned, mustelid, reptile, rodent or wilded (a non-domesticated animal that doesn't fit precisely in any other class).

At 1st level, an animalist may speak with animals of his animal sphere at will, as the Speak With Animals spell.

At 3rd level, the animalist may transform into his chosen animal at will. This is similar to the Polymorph Self spell, but the number of transformations per day is limited to the animalist's level. This transformation lasts for a number of rounds equal to 7 + the character's Constitution modifier, unless

the animalist chooses to end the transformation early. Unlike Polymorph Self, the animalist gains some of the creature's physical qualities (size, movement, armor class, number of attacks, damage/attack, special attacks and special defenses) as detailed in the Hacklopedias of Beasts. He does not gain the creature's ability scores when he takes its form, nor does he regain any hit points when he transforms. This transformation cannot be dispelled.

At 6th level, an animalist gains heightened senses. He gains infravision (30 feet), while in normal or animal form. If the character already has infravision, his vision is unchanged. Furthermore, he can only be surprised on a roll of 1 in 10. If a character already has this ability or better, his surprise roll (if any) is unchanged.

At 9th level, an animalist can use the Hide in Shadows ability of the thief even while being observed, but only if he is in natural surroundings (for example, not an alley, but a heavily wooded city park would do). As long as he is within 10 feet of some sort of shadow, an animalist can hide himself from view in the open without actually hiding behind something. He cannot hide in his own shadow.

At 12th level, the animalist regains 1d12 hit points when voluntarily returning to his own form. He does not regain these hit points if slain, even though he returns to his own form.

Undead: Unless the animalist's tribe or religion is one that has a particular interest in the undead, he cannot influence these creatures as a standard cleric does. However, he can use the Chant and Prayer spells once per day in addition to his normal retinue of spells.

ZEALOTS

Over the last few decades, a new phenomenon has begun in the holy (and unholy) orders of Garweeze Wurd. Traditional standard clerics have been around for centuries, but recently cleric types with a special devotion have appeared. The zealot is an especially dedicated follower of his gawd. While clerics worship and serve, the zealot lives only to advance his deity's cause.

Specialty clerics, or zealots, are a relatively new phenomenon, but they are quickly gaining great influence in all the temples of Garweeze Wurd. Some traditional clerics even fear that they will one day be replaced and all temples will consist entirely of these zealots. All clergy keep these struggles to themselves, of course; no need to worry worshipers and congregations.

A member of the zealot class holds that he is even more devoted to his faith than the standard cleric. He lives and breathes his faith. His powers and spells more closely match the influence of his gawd, and he takes enthusiasm for promoting his church up a notch.

Note that the zealot character class is not the same as the Zealot entry mentioned in the Hacklopedia of Beasts Volume 8. Those Zealots detailed in the HoB are among the more unstable members of society and are, in fact, rarely even members of the cleric group. Clerical zealots as described herein generally don't like the self-proclaimed Zealots as described in the Hacklopedia of Beasts because they believe the stupid fanatics give all fervently religious people a bad name. Clerical members of the zealot class have bigger plans that don't usually involve self-destruction. They plan to conquer the world one non-believer at a time.

One should not confuse the zealot character class with the cleric followers described on page 35 of the GMG either. Those zealot followers are dedicated worshipers of the cleric's faith who have chosen to follow him and do not necessarily even have a character class. Most of them start out as 0-level men-at-arms.

Clerical Zealots have special powers and abilities that even standard clerics of the same gawd do not have. They are not more or less powerful, but their powers vary from their brethren and from each other. Each is a unique class.

There is little in the way of choice or individuality in the zealot classes – and no true zealot would want it any other way. Their gawds tell them what to do and that's the way they like it. In return, the zealot gains special rewards for his extreme and undeniable faith.

They cannot multi-class (unless specifically stated otherwise in a description for a specific gawd's zealots) nor can they dual class. Being a zealot requires a degree of concentration that must be constant and absolute, and allows no room for other education. (Even bringing it up can get you smote from above.)

Zealots are members of the cleric group, regardless of the specifics of their class abilities. They can use any magic items allowed to the cleric group, so long as they do not violate other restrictions (meaning that they cannot use magic swords unless they can also use mundane swords). Certain zealots can also use magic items that may be otherwise restricted by class; their individual descriptions note this.

“Guardian Angels”

At 5th level, a zealot gets special attention. His gawd assigns him a special minder, appropriate to his alignment (Modrons for lawful neutral, etc.) This creature watches over the zealot, ensuring his loyalty and acting as an advocate for his client in the gawd's organization. Such a direct contact can be incredibly useful for a zealot. A single creature sees to the administration of his powers and assigning his spells. So long as the creature is content, this arrangement remains especially amicable.

The zealot can even summon his “guardian angel,” once per week, in dire situations. His chance to successfully Gate in the being is equal to 1% for each experience level. Of course, one way to upset the being is to get it “killed” (banished to its home plane) in such an encounter. The downside of having a single entity taking care of spells and powers is that the zealot must be certain to keep it happy. Guardian angels serve their gawds, not their zealots, and they have their own minds, opinions and concerns. They can impose alignment (and even encumbrance!) audits on their zealots. If you think alignment is a serious matter for all characters (much less cleric types), just imagine how a gawd treats a zealot who strays enough to earn even a few alignment infraction points!

The intent of the guardian angel is to keep the zealot on the straight and narrow as much as to provide some measure of protection. For you GMs, the guardian angel is a good way to screw over your players since the guardian angel is likely much more picky with regard to behavior and attitude than a busy divine entity is likely to be. Sure, the gawds do not like it when you act outside the faith but they often do not really have time to worry about focusing on individual worshipers. That is why they have their minions like guardian angels. For you players, just remember to keep your guardian angel happy and keep a tight leash on your alignment infraction points.

Speaking of which, what about all those restrictions? A zealot may be physically capable of violating a restriction of his faith, but he gains 3 AIPs each time he does so, in addition to any other effects. Violating a restriction three times is certain to bring direct and painful punishment from superiors, while four or five times is likely to bring down some divine wrath (not to mention the usual penalties associated with alignment change).

The Gawds of Twilight Last are the principle gawds that have the influence and/or patience enough to have both zealots and clerics. Clerics of some gawds listed in Gawds & Demi-gawds get special abilities, but those lesser powers usually need all their followers cooperating and on the same track – otherwise it gets confusing. Thus, it is rare to find zealot classes among gawds of lesser stature. There are a few though, and these are mostly due to the zealot order being established and then the gawd being demoted from the Gawds of Twilight Last. An example of this is the lesser gawd Puck, rumored

to have been destroyed long ago. However, his clerics still seem to be able to cast their spells, so it is anyone's guess as to whether he is simply in hiding or has been replaced.

Zealot Granted Powers

Many zealots have special granted powers similar to certain spells. If the granted power is a duplication of an existing spell, unless otherwise specified it follows the rules for that spell with regard to things like casting time, area of effect, range, duration, etc.. Certain powers granted to zealots cross several religions and do not duplicate exactly any existing spells. The following paragraphs describe these powers. For those granted powers that do not duplicate spells and are not described herein, the casting time of each power should be assumed to be one segment unless otherwise specified. If the zealot is hit during its invocation of a special power, that use of the special power is ruined just as if the cleric had been hit while casting a spell (though interrupting the use of a granted power never results in mishap).

Fascination: This power works just like the second-level magic-user spell *Fascinate*, except that the zealot does not have to use verbal components. The GM may define this power as working one of two ways. Either it can be used in combat (in which case it can be used against only one target at a time), or it cannot be used in combat (in which it can be used against a number of targets equal in HD to two times the zealot's experience level). In either case, the zealot can use the ability three times per day. If the target makes his saving throw, he will not recognize that the zealot was using magic against him.

Incite Berserker Rage: This power allows a zealot to inspire a fighter (anyone belonging to the fighter group) to enter a berserker-like rage. The combatant must be willing to have this war blessing bestowed upon him.

It takes one round for a zealot to incite a single combatant to berserker rage; the rage lasts six turns. A zealot can use this power on any number of fighters per day, one at a time. A zealot may incite a combatant to berserker rage only once per day; even if a different zealot tries it on him, he cannot incite a fighter to a second rage in the same day.

The rage isn't identical to the abilities of the true berserker. However, it does give the combatant a + 2 to attack and damage for the duration of the rage. While enraged, the warrior cannot flee from a fight; he cannot leave the field of battle until there are no enemies to face him. Once he does leave the field of battle, he can choose whether he will emerge from the rage or sustain it; a combatant would sustain it if he felt that another fight was likely to take place soon. When he emerges from the rage, the fighter takes no extra damage or ill effects unless he is lawful; in this case, he might suffer an Honor penalty for rash behavior or similar effects.

Soothing Word: With this power, the zealot can remove the effects of the *Fear* spell or can sway the attitude of a hostile crowd or mob.

The zealot can use this power three times per day. A single use can either: Dispel one application of the *Fear* spell on one victim; eliminate one person's hackfrenzy or hacklust; or momentarily calm down a number of characters or monsters (equal to 2x the zealot's experience level in hit dice; therefore an 8th level zealot could momentarily calm 16 HD of an angry mob, for instance).

This power is primarily useful for getting the attention of an angry group of people and allowing the zealot to address them. The combination of the soothing word, the respect that many cultures have for their zealots and the speaking abilities of many zealots can often defuse an angry mob.

Zealot Prime Requisites

Many of the zealot classes have abilities other than Wisdom listed as their prime requisite. These ability scores are in place of Wisdom as a prime requisite (as per the standard cleric class). All of these prime requisite abilities need to be 16 or above in order for the zealots to gain an experience point bonus as the standard cleric. All zealots advance in experience level according to Table 2H: Zealot Progression Table.

Zealot Spelljacking

Some zealots have the power to spelljack as other magic-users, such as battle mages or illusionists. The inherent danger associated with spelljacking creates a chance of spell mishap. This is true even for zealots who cast divine spells that are not ordinarily subject to spell mishaps. (That's what you get for pushing the bounds of magic.) Even so, zealots still do not suffer spell mishap chances for wearing armor as magic-users do. Even the gawds of fate are not usually that cruel. Use the spell mishap table in the GMG for determining the results of zealot spell mishaps.

Zealot Weapons

Each zealot class has a heading for weapons permitted and weapon of choice. The weapons permitted are those allowed by the rules of the faith for the zealot class. Refusing to respect such rules will likely cause problems for the miscreant character as he will lose station in his church and his gawd or its minions will possibly even punish him. The weapon of choice is more a matter of honor for the pious zealot. Zealots must make reasonable efforts to use their defined weapon of choice or they suffer honor penalties. At the GM's discretion, an approximate honor hit of one point of temporal honor per combat without the weapon of choice is a reasonable penalty. There is some flexibility in this policy. If logic dictates, it may be acceptable to use

other weapons. For example, if a weapon of choice is a mace, it would be acceptable for the zealot to use ranged attacks against his enemies before closing to melee without suffering an Honor penalty.

Furthermore, if a zealot's weapon of choice is a longsword, but he is fighting a skeleton, it would be acceptable for him to choose a crushing weapon (assuming these are permitted by his zealot class) in order to more effectively damage his foe. In the case of magic weapons, all other things being equal, the zealot should still use his weapon of choice even if a magic version of a different weapon is available. The exception to this is a case in which one requires a magic weapon to injure his foe. Then it would be acceptable to use a weapon that is not a weapon of choice without an Honor penalty (again assuming the magic weapon in question is one allowed by the rigors of the faith).

ZEALOTS OF ARIEL, GAWDDESS OF AIR, FLIGHT AND LOVE

Title: Lovewings

Alignment: Chaotic good

Ability Requirements: Dexterity 16, Wisdom 14

Prime Requisite(s): Dexterity

Hit Die Type: d6

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 10

Spelljacking: Yes (Elemental Air spells only)

Spell Spheres: Charm 4, Combat 4, Devotional 1, Divination 3, Elemental Air 7, Traveler 3, Warding 6, Weather 7

Turn/Command Undead: Turn and destroy as cleric of equal level

Weapon of Choice: Petite rapier

Weapons Permitted: Boomerang, shuriken, throwing irons, throwing sticks

Armor Permitted: None

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie sprite, other pixie-kind.

STPs: Gain customs and etiquette (choose culture), distance sense (CG), flying combat (CG), religion (general), riding (airborne), shaving/grooming, seduction (art of), graceful entrance/exit and social etiquette skills at no initial cost. They may also take the acrobatic skill suite talent for half the BP cost (round up), regardless of race.

Other Requirements: Clerics of Ariel must mediate arguments, and officiate at all weddings and flying contests. They wear light blue and white. Ariel does not require sacrifices.

Symbol: Stylized flying bird on a cloud

Holy Symbol: Bird's wing feather.

Restrictions: Must never harm a flying creature except in self defense.

Background: Zealots of Ariel promote love and flight whenever possible, by removing obstacles to either. They convince families to allow star-crossed lovers to marry, reconcile divorces, clear cobwebs and other obstacles from low flight paths, and so on. The Merry Flyers see it as their role to train all young pixie fairies in the art of advanced flying, and also serve as their matchmakers and counselors in the later years. Characters cannot become Zealots of Ariel if they have animal antipathy, phobias, enmity or

Table 2H: Zealot Progression Table

Experience Points	Experience Level	X Sided Dice or Accumulated Level	Level Title
0-2,200	1	20+1dX*	Zealous Altar Boy
2,201-4,500	2	2	Zealous Acolyte
4,501-9,500	3	3	Zealous Brother
9,501-19,000	4	4	Zealous Layman
19,001-38,000	5	5	Zealous Adept
38,001-78,000	6	6	Zealous Friar
78,001-144,000	7	7	Zealous Curate
144,001-288,000	8	8	Zealous Preacher
288,001-576,000	9	9**	Zealous Priest
576,001-864,000	10	9+2	Zealous Prefect
864,001-1,152,000	11	9+4	Zealous Canon
1,152,001-1,444,000	12	9+6	Zealous Deacon
1,444,001-1,728,000	13	9+8	Zealous Abbot
1,728,001-2,016,000	14	9+10	Zealous Evangelist
2,016,001-2,304,000	15	9+12	Zealous Prior
2,304,001-2,592,000	16	9+14	Zealous Prelate
2,592,001-2,888,000	17	9+16	Zealous Rector
2,888,001-3,168,000	18	9+18	Zealous Vicar
3,168,001-3,456,000	19	9+20	Zealous Patriarch
3,456,001-3,744,000	20	9+22	Zealous High Priest

* At first level zealots receive 20 + 1dX hit points (10 + 1dX hit points for Tiny fey). This twenty points is received at first level only. The type of die each zealot is entitled to is described in that zealot's description.

** Zealots gain 2 hit points per level after 9th.

*** 288,000 experience points per level for each level beyond the 20th.

would be psychotic aversions towards avians or other winged creatures. If a character receives such a quirk or flaw later, he loses his Zealot status and powers until this problem is removed.

Zealots' Relationship to Standard Clerics: Aside from their different powers, the order makes no distinction between zealots and standard clerics. Zealots slightly outnumber standard clerics, however.

Special Powers: Beginning at 3rd level, Zealots of Ariel may cast a Fly spell once per day (in addition to normal spells). Beginning at 9th level, zealots of Ariel may cast Control Weather once per day, in addition to the zealot's normal quota of spells.

Merry Flyers may prepare and cast Befriend as a 1st level cleric spell. Merry Flyers gain +4 against the following spells: Antipathy, Emotion (Fear, Hate, Hopelessness, Sadness), Fear, Perceived Malignment. However, they are more susceptible to certain spells that cause positive feelings. They suffer a -4 penalty against these spells: Befriend, Charm Person, Emotion (Friendship, Hope or Happiness), and Sympathy.

Holy Days: The first day of each season is celebrated with aerial acrobatics symbolizing the return of a new wind (winter = north wind, summer = south, fall = east, and spring = the west wind).

RITUALS

All Followers: All followers must attend services of the morning of every *Sámar*. Adventuring clerics must visit a shrine to Ariel, or hold these services themselves (regardless of where they may be).

Zealots: As followers. In addition, those who can fly must take to the sky and make their prayers on a daily basis. All services are performed while airborne. Those who cannot fly must make use of a spell (such as Levitate or Fly) or magic item to do so.

ZEALOTS OF AUBERON, GAWD OF MAGIC AND FIRE

Title: Arcanists

Alignment: Lawful neutral

Ability Requirements: Intelligence 15, Wisdom 14

Prime Requisite(s): Intelligence

Hit Die Type: d4

To-hit Progression: Magic-user

Saving Throw Tables: Magic-user or cleric (better of the two for each save)

Building Point Bonus: 2

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 2, Divination 6, Elemental Fire 7, Necromancy 6, Summoning 7, Sun 3, Warding 7

Turn/Command Undead: Turn or destroy as cleric of equal level

Weapon of Choice: Bloodthorn quarterstaff

Weapons Permitted: Dagger, knife

Armor Permitted: Magical only

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Arcanists gain the arcane lore, alchemy, astrology, reading/writing, religion (general), spellcraft and spell tattooing (SG) skills at no initial cost. They may also take the concentration, counter speller, curse resistance, eagle eye, precision casting, quick casting talents for half the BP cost, regardless of race.

Other Requirements: None

Symbol: Open book crossed with a tattoo needle

Holy Symbol: Vial of tattoo ink

Restrictions: Zealots of Auberon can never destroy magic items (this does not include sacrifices, which are transformed and not destroyed). Even if it comes in a cursed form, they must attempt to dispel the magic and leave the underlying material item intact. Zealots of Auberon cannot have enmity or psychotic aversions towards magic-users.

Background: The clergy of Auberon concern themselves with all sorts of magic, from tattooing to illusions to necromancy. Most spend a great deal of time in their laboratory, but a rare few prefer the adventuring life. Pixie fairy adventurers often consult them for assistance regarding questions of magic.

Zealots' Relationship to Standard Clerics: Arcanists have a very strict order. Standard clerics hold most of the lower ranking positions, and are usually referred to as Apprentices (regardless of their actual magical skill), while zealots are a sub-order of elite clergy. The leaders of any temple are all from this sub-order, but they treat the minority clergy fairly.

Special Powers: Arcanists can substitute magic-user spells for cleric spells, at a cost of two cleric spells for each magic-user spell. Spells substituted must be of the same level. However, for magic-user spells, they must use spell books and memorize spells in the same manner as a magic user. Furthermore, all spell bonuses for high Wisdom only apply to cleric spells. They may use magic items permissible to clerics and/or magic users (excluding armor and weapons not permissible to the zealot class). Spells cast by Arcanists cause opponents to make saving throws at -1 for every three levels of experience the zealot has.

Holy Days: Solstices, and the Week of Long Shadows

RITUALS

All Followers: Auberon is most likely to intervene on behalf of his worshippers when they offer sacrifices of magic items. Followers make sacrifices by placing a magic item on an altar and then calling Auberon's name three times, after which the item is no longer magical. If Auberon is especially fond of a follower, he may "touch" a sacrifice, causing it to become even more powerful than before (e.g. +3 weapon may become a +4 weapon; GM's call). His followers wear blue and gray.

Zealots: As followers. In addition, Arcanists publicly stage monthly magical exhibitions where they show off exotic illusions and other showy magicks (total of at least 4 spells minimum) as a tribute to Auberon. The zealot begins to lose spells if he does not participate (1 spell level 1d4+2 days, beginning with the highest level spells the zealot can cast). Spells are regained when the zealot stages a special exhibition of at least 8 spells.

ZEALOTS OF CALIBAN, GAWD OF GREED, LUST AND EARTH

Title: Lustlords

Alignment: Chaotic evil

Ability Requirements: Constitution 14, Intelligence 12, Charisma 14

Prime Requisite(s): Constitution and Charisma

Hit Die Type: d10

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: Yes (Elemental Earth spells only)

Spell Spheres: Charm 2, Combat 2, Devotional 2, Elemental Earth 7, Hurting 7, Necromancy 3, Warding 3, Weather 3

Turn/Command Undead: Command undead as cleric 1 level higher

Weapon of Choice: Unseelie club



Zealots of Ariel, Lygte, Morgana, Merryzot and Engue.

Weapons Permitted: Cat o' nine tails, ripper

Armor Permitted: Leather and/or shield only

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain art of seduction, dig hasty grave, dig proper grave geology, flex muscle, looting (basic), religion (general), skilled liar and survival (underground) at no initial cost. May take the close to the earth, expert haggler and opportunist talents for a cost of 2 fewer BP, regardless of race.

Other Requirements: Though they may also wear other colors as well, the primary colors of their clothing must be black and gold. They must also have erotic tattoos on or around their sexual organs. They may not have the truthful quirk.

Symbol: Goat head with scorpion tails as curved horns

Holy Symbol: Wooden or metal item shaped like a phallus or female genitalia, as the sex of the zealot.

Restrictions: Lustlords are usually male, though a female with drive quickly rises through the ranks, as the men fawn over her in a lustful attempt to win her favor. Regardless of sex, however, all Lustlords are fueled by lust for wealth, sex and power. Zealots gain the greedy quirk.

Background: While many thieves and assassins worship Engue, only the most depraved worship Caliban. Still, many characters of other classes keep lust and greed in their hearts, so Caliban is not short of followers.

Zealots' Relationship to Standard Clerics: Standard clerics and zealots of Caliban often cheat and steal from each other, considering everyone a worthwhile target. Still, they get along well at their services.

Special Powers: Lustlords may cast Alter Self, Fool's Gold, Delude and Hold Person as cleric spells of appropriate level. At 5th level, these zealots may summon and control an 8 HD Earth Elemental once per week. At 6th

level, zealots may Shape Change into any burrowing creature as the 7th level druid ability. At 10th level they can enter and survive on the Elemental Plane of Earth as a 20th level druid. At 12th level they may Shape Change into a 12 HD Earth Elemental (16 HD at 16th level, 24 HD at 20th level).

Holy Days: Celebration of Lust on the 14th of Adnar'kerz.

RITUALS

All Followers: Followers are spread throughout Garweeze World, and services to honor him involve two or more of the following: feasting, gambling, kidnappings, orgies or lusty rituals, overeating, theft, or similar actions. Sacrifices generally involve defiling a person or place. Over-excess is the key.

Zealots: Lustlords must gather on the 14th of each month to celebrate their gawd and rededicate themselves to his causes. Their services to honor him are similar to those of standard followers, but zealots also spend time during these services in prayer and groveling naked on the earth.

ZEALOTS OF ENGUE, GAWD OF FEAR AND POISON

Title: Fellows of Fear

Alignment: Lawful evil

Ability Requirements: Dexterity 13, Wisdom 10

Prime Requisite(s): Dexterity

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Thief

Building Point Bonus: 5

Spelljacking: No

Spell Spheres: Combat 3, Devotional 2, Divination 5, Hurting 6, Necromancy 3, Plant 4, Sun 3, Warding 5, Weather 3

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Dagger

Weapons Permitted: Bloodthorn quarterstaff, knife

Armor Permitted: Any

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun

STPs: Gain botany, evil speak, feign toughness, herbalism (prepare poison), intimidation, plant identification (holistic), religion (general), threat gesture and torture at no initial cost. May take the detect poison talent for a cost of 2 fewer BP, regardless of race.

Other Requirements: Zealots must extinguish all lights at midnight. Clerics of Engue must dress in dark green garments, and decorate both their clothing and their skin with the gawd's symbol. Zealots gain the sadistic quirk.

Symbol: Green teardrop (poison)

Holy Symbol: Vial of poison

Restrictions: Must always carry poison.

Background: Engue's followers are unabashedly evil, and enjoy killing and torturing sentient beings. They often pretend to be the friend of their victim and then slowly poison the unfortunate individual over a matter of weeks or months. They find this highly amusing.

Assassins sacrifice the hearts of their victims to the gawd for favor in their future deeds. Most places of worship are hidden, though some larger cities have small cults of his followers in the local thieves' quarter. Services include poisoning a tiny animal. Major rites include the sacrifice of pixie hybrids or other larger creatures.

Zealots' Relationship to Standard Clerics: Fellows of Fear are often leaders within the clergy, having shown particular dedication to their deity. Advancement is based on the number of creatures poisoned, but also occurs through poisoning of one's superiors.

Special Powers: Zealots of Engue are immune to all forms of poison. They can also backstab like thieves, gaining +3 to hit (total, meaning that this effectively replaces the standard bonus of +2 for attacking from behind but is not as good as a thief backstab which is +4 to hit) and an additional damage die at 1st through 5th level, two additional damage dice at 6th through 10th levels, three additional dice at 11th through 15th levels, and four at 16th through 20th level. As in any rear attack, the defender may not use a shield or Dexterity bonuses.

Holy Days: During the Week of Long Shadows, every zealot of Nightshade must sacrifice a single family member. If the zealot has no family members left, he must sacrifice someone else every day that week. This could be a friend, associate or passer-by, but cannot be an enemy.

RITUALS

All Followers: At midnight, all followers must go to a lightless place (even under a blanket is acceptable) and recite prayers.

Zealots: Each week, a zealot must poison a living creature, even if it is only a small animal. If seeking Engue's favor, the poisoning of an intelligent creature is required.

ZEALOTS OF KIELKROP, GAWD OF DEATH

Title: Ministers of Death

Alignment: Neutral evil

Ability Requirements: Dexterity 12, Wisdom 10, Charisma 10

Prime Requisites: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Charm 2, Combat 7, Devotional 2, Hurting 6, Necromancy 7, Warding 3

Turn/Command Undead: Command as cleric two levels higher

Weapon of Choice: Bloodthorn club

Weapons Permitted: Dagger, great whiffle club, knife, unseelie club

Armor Permitted: Any

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain anatomy (basic), anatomy (vital; choose race), dig hasty grave, dig proper grave, languages (undead), religion (general), at no initial cost. May take the cold resistance, death magic bonus (SG), and heat resistance talents for a cost of 2 fewer BP, regardless of race.

Other Requirements: Ministers of Death must take pains to appear as truly neutral in their beliefs of death, which means no openly killing innocents or animating undead for evil acts. They must conceal their evil deeds as accidents or "necessary" to preserve the balance of life and death.

Symbol: Fanged skull or black mushroom

Holy Symbol: Black mushroom

Restrictions: May not learn the healing or first aid skills. May not have the truthful quirk.

Background: Openly, Kielkrop's clerics are in charge of all funerals and hold an annual gathering to celebrate the passing of all lives over the last year. Secretly, a cleric of Kielkrop is expected to sacrifice a sentient life on each full moon. Reincarnated pixie fairies are an especially favored target. If Kielkrop is fond of a mortal (GM's option; must have performed a number of sacrifices equal to or greater than three times the character's level), he returns as undead within 24 hours after death.

Zealots' Relationship to Standard Clerics: The difference between the standard clerics and the Ministers of Death is a matter of degree. For example, the standard clerics of Kielkrop tend to openly display their love of death and command of the undead, which results in them being banished from many communities and being forced to worship as a secret society. The zealots, on the other hand, prefer to move in mysterious ways, openly displaying more neutrality in hopes of catching more flies (converts) with honey than with vinegar. They are more concerned with keeping their faith alive and growing than with causing trouble.

Special Powers: Ministers of Death have great authority over any undead they encounter. Starting at 2nd level, they affect three times the regular number of creatures per successful turning attempt. Once a zealot reaches 6th level, he gains the ability to fashion exceptional undead - any Skeletons or Zombies that he animates gain an additional +1 hit points per Hit Die.

Openly, Ministers of Death often slay (or pretend to slay) undead to keep their seemingly benevolent position within the community. With a weapon properly desecrated at a temple by a superior (in a ceremony that takes nearly four uninterrupted hours), a Minister of Death attacks at +1 to-hit and +1 to damage. Any undead creature struck by this weapon goes into a type of

magical coma for 24 hours, appearing (to most observers) to be slain. (For example, a vampire struck by this weapon does not crumble into dust, leading a clever person to suspect something amiss.) Spells that detect undead do not function on the creature during this time. After 24 hours, the undead awakens and attempts to resume its previous actions.

Holy Days: Flur'mars (the 29th day of Yurn'sa and the 29th day of Freta'kerz).

RITUALS

All Followers: Followers must wear black robes with or without hoods. Both zealots and lay followers sacrifice sentient creatures to appease their gawd.

Zealots: Once per year, a Minister of Death must perform a special sacrifice to Kielkrop. The sacrifice must include two victims – one of lawful good alignment and one of chaotic evil. Each victim must be of a level no less than 1-4 levels below his own. Special Honor awards come with sacrificing great heroes or characters of higher level. The victims must begin the ceremony alive. One must die quickly and the other slowly, during the night-long ritual.

ZEALOTS OF LYGTE, GAWD OF LONELINESS, SUN, STARS AND WANDERERS

Title: Messengers of Light

Alignment: Chaotic neutral

Ability Requirements: None

Prime Requisites: None

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 5

Spelljacking: No

Spell Spheres: Charm 2, Combat 5, Devotional 2, Healing 3, Sun 7, Traveler 7, Warding 4, Weather 4

Turn/Command Undead: Turn and destroy as cleric two levels higher

Weapon of Choice: Sprite sword

Weapons Permitted: Dagger, knife, moon blade, petite rapier, seelie club

Armor Permitted: Any, but no shields.

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain endurance, forage for food (by climate), glerssee, mapless travel, religion (general), survival (choose one area) and weather sense at no initial cost.

Other Requirements: Zealots of Lygte cannot have any major mental quirks.

Symbol: Star with asymmetrical rays

Holy Symbol: Lit candle

Restrictions: Zealots of Lygte cannot remain in the same settlement more than three days.

Background: Advancement within the church is based upon service in the form of missions to rescue those who are lost, conversion of followers, and battling creatures of shadow or those who create such darkness. Followers are expected to remain always in the light, even to the extent of keeping a lit candle or oil lamp by their bedside while they sleep. There are no penalties for occasionally placing oneself in total darkness, though increased frequency leads to the gawd's displeasure. His colors are yellow and white.

Zealots' Relationship to Standard Clerics: Zealots and standard clerics have no trouble working in close concert with each other, and get along quite amiably.

Special Powers: Soothing Word. Zealots of Lygte can cast a Light spell once per day (in addition to normal spells). At 3rd level, they can cast Faerie Fire (as the 1st level druid spell) once per day (without special preparation). At 5th level, Messengers of Light may cast Starshine once per day (as a cleric spell). At 9th level, they are able to cast False Dawn once per day. Messengers of Light also cast spells of the Sun sphere as if they had one experience level more than they actually do.

Holy Days: The first of Haar'kiev (the first day of the new year/first day of Spring)

RITUALS

All Followers: All followers must attend services of the morning of every Pin'mar. Traveling clerics must attend foreign churches of Lygte, or hold these services themselves (regardless of where they may be).

Zealots: Zealots must make daily prayers in direct sunlight or within a lit circle of at least eight torches or candles, or suffer a 5% chance of spell failure (cumulative) per day.

ZEALOTS OF MAB, GAWDDESS OF ALLIANCES AND OATHS

Title: Keepers of Oaths

Alignment: Lawful good

Ability Requirements: Intelligence 15, Wisdom 12

Prime Requisite(s): Intelligence

Hit Die Type: d6

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Combat 2, Creation 7, Devotional 1, Divination 2, Healing 3, Summoning 5, Warding 3

Turn/Command Undead: Turn and destroy as cleric two levels lower

Weapon of Choice: Unarmed attack

Weapons Permitted: Any crushing or piercing

Armor Permitted: Shield only

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain administration, charioteering, civil administration, diplomacy, knowledge of courtly affairs, leadership (basic), maintain self-discipline and orchestrate task at 51% at no initial cost. Gain religion (general) at no initial cost.

Other Requirements: Cannot have the chronic liar quirk.

Symbol: A broken crown

Holy Symbol: A crystal wand

Restrictions: Must serve freely as mediators, or witnesses to binding agreements (contract, marriages, etc.), if asked.

Background: The Keepers of Oaths claim that their clergy was founded by Mab's former retainers from her days as Queen of the Wee Folk. Mab is revered by many families of deposed sylvan royalty, particularly among the elves.

Overall, Keepers of Oaths are an odd group, always seemingly wistful for the “good old days” and adventure mostly as bearers of royal decrees, treaties and so on, rather than in search of treasure. Although the temple asks little of its clergy in terms of tithes (only 5%), most followers donate three to four times that amount. Hence, the Once-Queen’s church is one of the wealthiest in the pantheon, and they often sponsor adventurers to solve any local or regional problems that do not require the temple’s direct intervention (such as tracking down oath breakers and mediating disputes).

Temples of Mab may also serve as courts, regardless of the offender’s crime or religion, and their clerics are freely available as scribes for the drawing up of deeds and contracts.

Zealots’ Relationship to Standard Clerics: The zealots look upon normal clerics as high ranking servants and advisors. The zealots are the nobility among Mab’s worshippers.

Special Powers: Fascination. In addition to their ability to turn/destroy undead, zealots of Mab can command chaotic evil extraplanar creatures as if they were clerics three levels higher. Such creatures have only half their normal chance of breaking free of such control (if any).

Furthermore, zealots of Mab can prepare and cast Detect Lie in the place of any 2nd or 3rd level spell slot. At 10th level, they can use Detect Lie as a special power, without preparation or prayer, twice per day. At 16th level, a zealot of Mab can Detect Lie at will. Can cast True Seeing as a fifth level cleric spell.

Holy Days: The Day of the Oath (winter solstice), the Day of the Crown (summer solstice), and both equinoxes.

RITUALS

All Followers: Any follower of Mab must invoke her name when making a promise or swearing an oath.

Zealots: On Oathday (the 8th of Barz’tera), zealots of Mab gather to share the names of all oath breakers that they have been unable to track down, and all disputes that they have been unable to resolve.

ZEALOTS OF MELUSINE, GAWDDESS OF RHYTHM, SONG AND WATER

Title: Wavesongs

Alignment: Neutral good

Ability Requirements: Dexterity 12, Charisma 12

Prime Requisites: Charisma

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: Yes (Elemental Water spells only)

Spell Spheres: Animal 3, Charm 7, Creation 3, Devotional 2, Divination 5, Elemental Water 7, Summoning 2, Traveler 2, Weather 4

Turn/Command Undead: No

Weapon of Choice: Nixie spear

Weapons Permitted: Any piercing

Armor Permitted: None

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite



Zealots of Mab, Puck, Auberon, Titania and Kielkrop.

STPs: Gain artistic ability, dancing (ballroom), fishing, musical instrument (any one), poetry/writing/comprehensive interpretation, religion (general) and swimming skills at no initial cost. Gain the singing skill at 51% at no initial cost. They may also take the grace under pressure talent for half the BP cost, regardless of race.

Other Requirements: None

Symbol: An open mouth over a tidal wave

Holy Symbol: Seashell

Restrictions: Cannot have the Tone Deaf quirk, or have enmity towards any aquatic creature.

Background: Melusine's temples and shrines always encircle a pool, or sit adjacent to a larger body of water. Those near oceans time their religious ceremonies to coincide with the tides. Services to honor her involve singing and rhythmic chanting as background, while bathing. Most followers completely disrobe, though others wear something small for the sake of modesty. Favored colors are blue, green and white.

Zealots' Relationship to Standard Clerics: Melusine and her temple welcome all worshippers, and thus officially make no distinction between standard clerics and zealots. They do distinguish clergy from lay followers (many temple officials do fall into this category) and followers.

Special Powers: Fascination. Soothing Word. At 5th level, these zealots may summon and control an 8 HD Water Elemental once per week. At 6th level, zealots may Shape Change into any aquatic creature as the 7th level druid ability. At 10th level they can enter and survive on the Elemental Plane of Water as a 20th level druid. At 12th level they may Shape Change into a 12 HD Water Elemental (16 HD at 16th level, 24 HD at 20th level).

Holy Days: On Midsummer mornings and on the mornings of the vernal and autumnal equinoxes, the clergy praises Melusine with a blend of vocal harmonies and counter-harmonies of beautiful complexity. They have no problem with joint services including followers of Lathander (G&DG), should the two meet at the same location, for they worship their gawds in the same manner.

RITUALS

All Followers: Anyone who follows Melusine must sing a prayer to her before and after bathing, and when drinking from a fountain, small pond or larger body of water.

Zealots: Zealots who are able to swim must do so on a weekly basis and sing prayers while doing so. Those who cannot swim or are unable to find a large enough body of water may complete the ritual by singing while standing in a puddle or tub of water.

ZEALOTS OF MERRYZOT, GAWDDESS OF HATE AND HUNGER

Title: Eaters of Love

Alignment: Chaotic evil

Ability Requirements: Strength 9, Constitution 11, Wisdom 12

Prime Requisites: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Charm 2, Combat 5, Creation 4, Devotional 2, Divination 2, Hurting 6, Necromancy 3, Plant 4, Warding 3

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Bloodthorn stiletto

Weapons Permitted: Ripper, scourge

Armor Permitted: Any

Allowed Races: Pixie fairy, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain anatomy (basic), anatomy (vital), cooking, culinary arts, evil speak, hunting, religion (general), set snares, skilled liar, slaughter (game animal), slaughter (livestock), tracking, vandalism/desecration skills at no initial cost. They may also take the acute taste talent, regardless of race.

Other Requirements: Pixie Meat Addiction flaw.

Symbol: Mushroom with a bite taken out

Holy Symbol: Medallion with the bitten mushroom symbol.

Restrictions: Compulsory cannibalism. As their main source of food, zealots must consume the flesh of their own species (or other sentient creatures when their own species is not available). Once per week, they must sacrifice a pint of blood (preferably sylvan) by pouring it on one of Merryzot's altars or shrines. Must wear a prominent article of clothing with Merryzot's color - red.

Background: Zealots of Merryzot worship the strength and madness of their gawd. In fact, the main reason for worshiping Merryzot is to reach a high enough level to meet him personally and try to eat him, thus becoming immortal. It is rumored that the current Merryzot is not the original Merryzot, but rather one of his zealots who grew powerful enough to eat him, thus becoming immortal and absorbing Merryzot's powers.

Zealots' Relationship to Standard Clerics: There are no standard clerics of Merryzot, only zealots.

Special Powers: Legacy hit points: zealots of Merryzot may gain power from slain enemies while consuming their bodies. After one has done so, roll 1d100. On a roll of 1-30, the zealot gains 1d6 temporary hit points that last 24 hours, and there is a 10% chance that he gains 1 hp permanently this way. He can exceed his normal maximum hit point total. On a 31-70, he gets nothing but a slight tummy ache. On a 71-100, he loses 1d6 hit points for 24 hours. No amount of healing (magical or otherwise) can restore these. In this case, there is also a 10% chance that the zealot loses 1 hp permanently. An Eater of Love can benefit from this power a number of times per day equal to his cleric level.

Furthermore, the zealot may gain one tattoo when eating a tattooed pixie-kin, in the same manner as a grel (see Tribal Tattoo Magic in Chapter Five: Rules of the Road).

Holy Days: Barz'Tera the 7th, supposedly the day Merryzot consumed the cursed mushroom. Also Nardur'Kieve, the day Merryzot consumed enough of her kin to become immortal.

RITUALS

All Followers: During the Days of Flesh (the holy days), followers gather to share the flesh of a Large or greater size creature in an orgy of gluttonous delight.

Zealots: Zealots of Merryzot rarely gather, other than on holy days, as they see all creatures as potential food, even each other.

ZEALOTS OF MORGANA, GAWDDESS OF WAR AND THE MOON (SHADARA)

Title: Soldiers of Faerie

Alignment: Neutral

Ability Requirements: Strength 11, Constitution 11

Prime Requisites: Strength

Hit Die Type: d8

To-hit Progression: Fighter

Saving Throw Tables: Cleric

Building Point Bonus: 4

Spelljacking: No

Spell Spheres: Combat 7, Creation 3, Devotional 2, Divination 2, Healing 3, Summoning 3, Traveler 3, Warding 7, Weather 3

Turn/Command Undead: Turn and destroy as cleric one level lower

Weapon of Choice: Aviator's mace

Weapons Permitted: Any (preferred: antennae sword, aviator's flail, aviator's hammer, aviator's mace, bloodthorn quarterstaff, brownie battle axe, seelie club, sprite sword)

Armor Permitted: Any

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie

STPs: Gain armor maintenance, astronomy, campaign logistics, construction (any one), military (any three), recruit army, religion (general) and weapon maintenance skills at no initial cost. They also may gain any combat skills for a cost of one fewer BPs each (cannot reduce cost below 0).

Other Requirements: None

Symbol: Crescent moon

Holy Symbol: Miniature silver mace

Restrictions: Zealots of Morgana cannot have enmity or psychotic aversions towards fighters.

Background: Fighters of all sorts worship Morgana, and the proper ritual sacrifice to her requires the tossing of a weapon into a pool of water in which can be seen the reflection of Shadara itself. This weapon vanishes before reaching the bottom of the pool, to reappear in a place where it is needed (such as a battlefield, the bedside of a sleeping warrior, and so on). Those who perform this ceremony at least four times a year are much more likely (GM's call) for Morgana to reward them with such a weapon in their own time of need.

Zealots' Relationship to Standard Clerics: The church places emphasis on achievement in battle. As such, they make no distinction between standard clerics and zealots except in these terms. They do have records of this, but any particular officer is equally likely to be a standard cleric or a zealot.

Special Powers: Incite Berserker Rage. Immune to trauma damage. Soldiers of Faerie cannot unintentionally drop or break a weapon, nor can they lose their armor (if any) or shield during combat. If such a result occurs, treat the fumble as a simple miss.

At night (i.e. when the moon is in the sky), a zealot of Morgana gains +1 on her saving throws against death effects for every three full levels. However, the zealot must be conscious for the ability to function.

Holy Days: The first night of each new moon (Shadara) phase, where memorable battles are discussed.

RITUALS

All Followers: All followers must pray to Morgana before and after (if possible) each battle.

Zealots: Zealots begin each evening by praying to Morgana and then patrolling the perimeter of their camp or home.

ZEALOTS OF PUCK, GAWD OF CHAOS, CURIOSITY AND LUCK

Title: Tricksters

Alignment: Chaotic neutral

Ability Requirements: Dexterity 15, Charisma 13

Prime Requisites: Dexterity

Hit Die Type: d6

To-hit Progression: Thief

Saving Throw Tables: Thief

Building Point Bonus: 6

Spelljacking: Yes (as illusionist)

Spell Spheres: Charm 7, Combat 3, Devotional 2, Divination 2, Plant 4, Warding 3, Weather 2

Turn/Command Undead: No

Weapon of Choice: Petite rapier

Weapons Permitted: Bloodthorn club, bloodthorn quarterstaff, eye closer, peashooter crossbow

Armor Permitted: None

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun

STPs: Gain dragon speak, idle gossip, joke telling, juggling, mocking jig, musical instrument (any one), pinch, religion (general), skilled liar, taunting (minor) and ventriloquism at no initial cost.

Other Requirements: Must pull at least one prank every week.

Symbol: Crown of red and green leaves

Holy Symbol: Insect encased in amber.

Restrictions: Worshippers must set aside any one day per week for worship of Puck (called "funday"), a day that most spend at play. Zealots of Puck cannot have enmity towards thieves.

Background: Tricksters tend to be the youngest children in their family. They are highly mischievous and almost totally unsuited for any serious profession. They wear brown with accents of red and green. Sacrifices to Puck are dice, toys, playing cards and other similar items burned in a temple brazier.

Zealots' Relationship to Standard Clerics: Zealots of Puck are regarded as too reckless by standard clerics (they "cross the line"), and zealots see standard clerics as fodder for pranks.

Special Powers: Tricksters may cast Change Self, Elenwyd's Majestic Bosom (SG), Perceived Malignment and Proadus' Uncontrollable Fit of Laughter as cleric spells of appropriate level. May cast Emotion as a third level cleric spell. Backstab as thieves once per day, additional 1 per day at 3rd level, 6th, 9th, etc.

Holy Days: Nights of the new moon are sacred to Puck. Zealots of Puck must perpetrate a prank on 1d4 people every day during the Week of Long Shadows.

CHAPTER 2 – CHARACTER CLASSES

RITUALS

All Followers: Followers try to commit to pranks often, but tend to be less creative and less successful than zealots.

Zealots: Zealots of Puck have few regular rituals, though they must frequently play childish pranks and laugh at all jokes (good or bad).

ZEALOTS OF TITANIA, GAWD OF THE WEE FOLK

Title: Friends of the Wee Folk

Alignment: Neutral good

Ability Requirements: Intelligence 12, Charisma 13, Comeliness 11

Prime Requisite(s): Charisma

Hit Die Type: d6

To-hit Progression: Magic-user

Saving Throw Tables: Cleric

Building Point Bonus: 8

Spelljacking: No

Spell Spheres: Animal 7, Combat 2, Devotional 2, Divination 4, Plant 7, Sun 4, Warding 7, Weather 1

Turn/Command Undead: Turn and destroy as cleric two levels lower

Weapon of Choice: Petite rapier

Weapons Permitted: Dagger, moon knuckles, pixie fairy great bow

Armor Permitted: Fairly or non-bulky only, no shield

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie

STPs: Gain culture (faerie-kind), current affairs, customs and etiquette (faerie-kind), diplomacy, knowledge of courtly affairs, leadership (basic) and religion (general) at no initial cost. They also may gain any social interaction skills for a cost of one fewer BPs each (cannot reduce cost below 0).

Other Requirements: None

Symbol: Beret woven from sticks and leaves

Holy Symbol: Teacup

Restrictions: They must wear at least two of her colors, which include all light floral colors (such as carnation pink, dandelion yellow, lavender, mint green and periwinkle) and white. Zealots of Titania cannot have enmity or psychotic aversions towards wee folk or sylvan characters.

Background: Zealots of Titania are the hosts and hostesses of the ongoing party that is the life of pixie-kind. A day without laughter and joy is a day not worth living. Even when adventuring zealots of Titania see it as their duty to bring a smile to their companions' faces. Meet hosts see adventures simply as a way of creating a reason for a victory party. After any successful adventure, a meet host throws a small party (at least) with his companions at the local tavern, if not a full-fledged victory celebration.

Zealot' Relationship to Standard Clerics: Standard clerics of Titania may throw the party, but the zealots are the party. Zealots of Titania see normal clerics of Titania as being slightly dull, but still invite them to parties.

Special Powers: Fascination, Soothing Word. Whenever they summon creatures, only good-aligned creatures answer the call, but the zealot cannot force the creature to take any specific actions (even with further magic).

At 9th level, a zealot of Titania can attempt to call the favor of the demi-gawddess. There is a 4% chance of this happening (8% at 10th level, 9% at 11th level, 10% at 12th level, etc., to a maximum of 18% at 20th level). If successful, the zealot can re-roll any single check based on his own skill (to-hit rolls, damage, saving throws, Ability Score checks, bend bars rolls, surprise and the like). Note that this can mean re-rolling several dice for damage, so

long as it all springs from a single attack. Extra damage and effects from critical hits are separate.

Holy Days: Followers treat the fifth day of the week, Ara'mar, as a Holy Day (which they refer to as Titaniamar).

RITUALS

All Followers: All followers must attend services of the morning of every Ara'mar. Adventuring clerics must visit shrines of Titania or hold these services themselves (regardless of where they may be). The glory and grace of Titania, and her affect on the wee folk, are the main topic of discussion, and all services are followed by sumptuous tea parties.

Zealots: Zealots of Titania enjoy parties and celebrate everything. Birthdays, rebirth days, anniversaries, equinoxes, solstices, season changes, and full moons are all good excuses to throw parties. Zealots of Titania must throw at least one party every month. The better the party, the more highly regarded the zealot is by his peers. Zealots of Titania love parties and attend them weekly if possible.

DUAL CLASSING

It is possible to dual class between classes within the same class group. Thus, a cleric can dual class and become a druid or a zealot, if he meets all the standard requirements. Note that all dual classed characters are still bound by the rules in the PHB (pages 73-74). Thus, the new first level druid must use first level saves, to-hit charts, etc. Even after his level in the new class surpasses his experience level of the old class, these levels do not "stack" in any manner, though you may use the better of the two.

The player can choose which attack values and bonuses to use. If he chooses a benefit from his old class (such as the ability to cast certain class-restricted spells), he is using abilities of his old class. He gets no experience points for that encounter (he is not learning anything new) and half EP for the entire session. The GM determines what time span of play constitutes one session.

A dual classed character gains no additional Building Points upon embarking on his new career path, but does improve his Fractional Ability scores upon advancing each level in the new class.

There is more involved in dual classing than simply deciding that you are sick of your current class and want to try something else. Those special abilities possessed by other classes don't magically appear. They are gained through a lengthy period of training (and perhaps indoctrination). Table 2I: Requirements for Dual Classing lists the time and training costs required to assume a new class. Bear in mind that a class may have alignment restrictions.

Table 2I: Requirements for Dual Classing

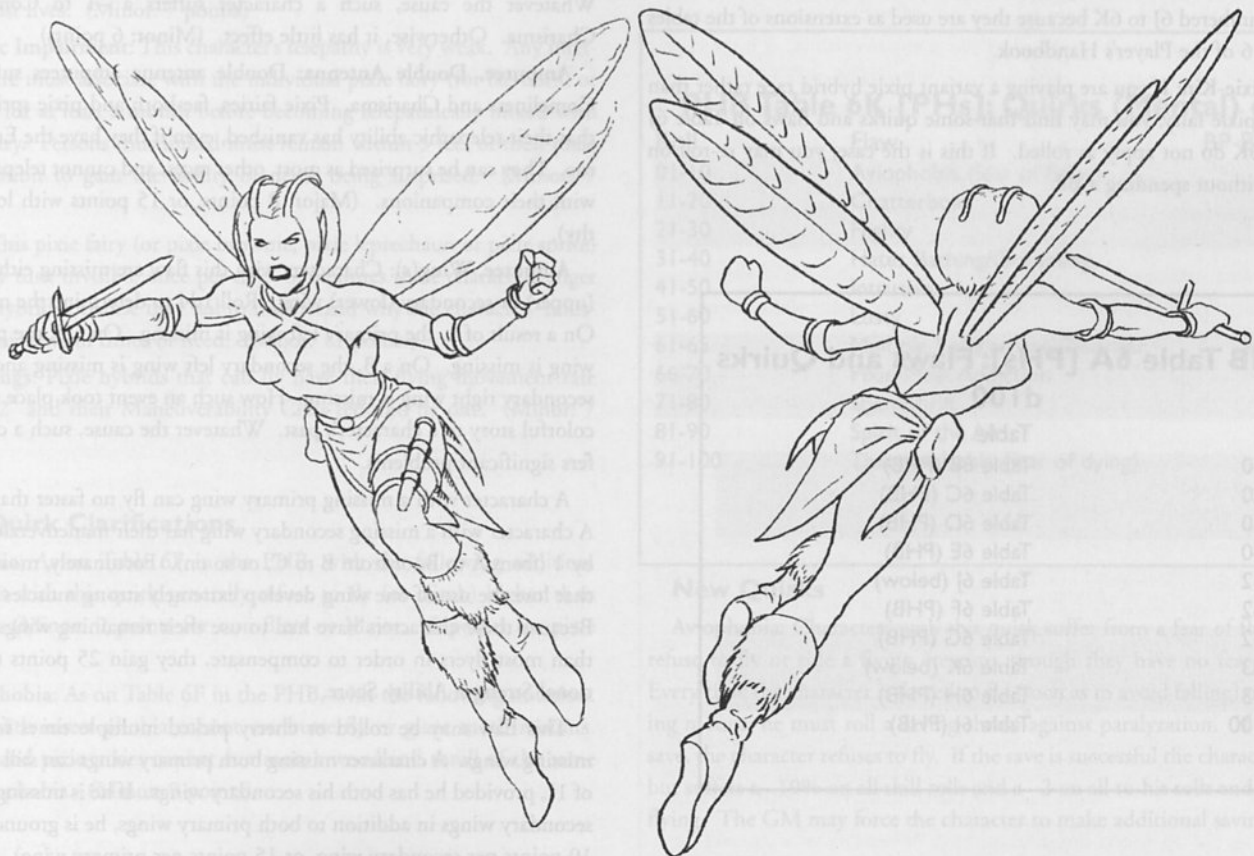
New Class	Training Time	Cost
Chosen One	-	-
Cleric	1 month	1,000 gp
Druid	2 months	1,200 gp
Shaman	2 weeks	500 gp
Zealot	2-6 months	1,000-4,000 gp

LEVEL ADVANCEMENT

As described on page 343 of the Player's Handbook, when a character advances in experience level he may roll his Honor die and the appropriate polyhedron according to class (PHB Table 11A) and add the results to his fractional ability scores. Because this book introduces some new classes, we provide Table 2J: Fractional Ability Die Roll by Class.

Table 2J: Fractional Ability Die Roll by Class

Class	STR	DEX	CON	INT	WIS	CHA	COM
Chosen One	d5	d6	d8	d4	d12	d20	d10
Cleric, standard	d12	d4	d10	d6	d20	d8	d4
Druid	d6	d8	d10	d5	d20	d12	d4
Shaman	d12	d10	d8	d5	d20	d6	d4
Zealot, Lovewing	d4	d6	d5	d8	d20	d10	d12
Zealot, Arcanist	d6	d10	d8	d20	d12	d5	d4
Zealot, Lustlord	d8	d10	d20	d6	d12	d5	d4
Zealot, Fellow of Fear	d6	d8	d5	d4	d12	d20	d10
Zealot, Minister of Death	d8	d6	d5	d12	d20	d10	d4
Zealot, Messenger of Light	d5	d6	d4	d10	d20	d12	d8
Zealot, Keeper of Oaths	d8	d6	d5	d12	d10	d20	d4
Zealot, Wavesong	d8	d10	d20	d6	d12	d5	d4
Zealot, Eater of Love	d6	d4	d20	d5	d12	d8	d10
Zealot, Soldier of Faerie	d12	d10	d8	d6	d20	d5	d4
Zealot, Trickster	d5	d6	d4	d8	d20	d12	d10
Zealot, Friend of the Wee Folk	d4	d6	d5	d10	d20	d12	d8



Chapter 3

PRIORS AND PARTICULARS

This chapter contains several new facets for fleshing out the pixie fairy character. First, we will look at extended quirk and flaw tables, and then we will cover new tables that supplement the character creation procedure detailed in the Player's Handbook. Then we will discuss various background packages that you can purchase (with building points). These packages are additional options for the player; they give a character more initial detail, but also come with a price in building points and sometimes quirks and flaws as well. Next, we will review new information about character heritage, clans and families. Finally, we will look at some pixie fairy specific skills and talents, representing that extra edge they have over the lesser races.

QUIRKS AND FLAWS

Even the casual observer can see that the pixie fairies (and other pixie hybrids) are different from humans. Whenever a pixie-kin character rolls for quirks and flaws, he should roll on the new PHB Table 6A [PHs] here instead of Table 6A in the PHB. The new table includes two new quirks and flaws tables that add the new quirks and flaws detailed later. PHB Table 6A [PHs] supersedes Table 6A in the PHB for pixie-kind characters. Note that new subtables that result from PHB Table 6A [PHs] are not identified with the chapter number and then a sequential letter as done elsewhere in this book. They are numbered 6J to 6K because they are used as extensions of the tables in Chapter 6 of the Player's Handbook.

Other Pixie-Kin: If you are playing a variant pixie hybrid race rather than a standard pixie fairy, you may find that some quirks and flaws on Table 6J and Table 6K do not apply as rolled. If this is the case, you may re-roll on Table 6A without spending a BP.

PHB Table 6A [PHs]: Flaws and Quirks
d100

Roll	Table
01-10	Table 6B (PHB)
11-20	Table 6C (PHB)
21-30	Table 6D (PHB)
31-40	Table 6E (PHB)
41-52	Table 6J (below)
53-62	Table 6F (PHB)
63-72	Table 6G (PHB)
73-83	Table 6K (below)
84-93	Table 6H (PHB)
94-100	Table 6I (PHB)

PHB Table 6J [PHs]: Flaws (Physical) d100

Roll	Flaw	BP Bonus
01-10	Amputee, Antenna	4
11-20	Amputee, Double, Antenna	8-15
21-30	Amputee, Wing(s)	10-15
31-40	Dusted	5
41-45	End of the Line	20
46-55	Fluttermoth	4
56-60	Magically Impotent	15
61-70	Reincarnated	7
71-80	Telepathic Impairmen	7
81-90	Visible	11
91-100	Weak Wings	7

Flaws

Amputee, Antenna: Characters with this flaw are missing an antenna. How such an event took place may add a colorful story to a character's past. Whatever the cause, such a character suffers a -1 to Comeliness and Charisma. Otherwise, it has little effect. (Minor: 6 points)

Amputee, Double Antenna: Double antenna amputees suffer a -2 to Comeliness and Charisma. Pixie fairies, fae-born and pixie sprites also find that their telepathic ability has vanished, even if they have the Emphkrin tattoo. They can be surprised as most other races, and cannot telepathically link with their companions. (Major: 8 points, or 15 points with loss of telepathy).

Amputee, Wing(s): Characters with this flaw are missing either a primary (upper) or secondary (lower) wing. Roll 1d4 to determine the missing wing. On a result of 1, the primary left wing is missing. On a 2, the primary right wing is missing. On a 3, the secondary left wing is missing and on a 4, the secondary right wing is missing. How such an event took place should add a colorful story to a character's past. Whatever the cause, such a character suffers significant problems.

A character with a missing primary wing can fly no faster than half speed. A character with a missing secondary wing has their maneuverability reduced by 1 (from A to B, or from B to C, or so on). Fortunately, most pixie fairies that lose the use of one wing develop extremely strong muscles in the other. Because these characters have had to use their remaining wings much more than most flyers in order to compensate, they gain 25 points to their fractional Strength Ability Score.

This flaw may be rolled or cherry picked multiple times for additional missing wings. A character missing both primary wings can still fly at a speed of 1", provided he has both his secondary wings. If he is missing one or both secondary wings in addition to both primary wings, he is grounded. (Major: 10 points per secondary wing, or 15 points per primary wing)

Dusted: A pixie fairy or pixie sprite with this flaw does not produce pixie dust. Like impotence, this leads to frustration and frequent self-chastisement. Worse, other pixie-kin frequently make fun of this character if the secret becomes known. (Minor: 5 points)

End of the Line: Pixie fairies suffering from this flaw cannot be reincarnated through a rebirth mother upon their death. Of course, they can still be Raised, Reincarnated or Resurrected (by the spells of the same names) a number of times equal to their initial Constitution score. (Major: 20 points)

Fluttermoth: Through some quirk of magic or genetics, a pixie hybrid with this flaw has unusual wings for his species. Roll 1d3 to determine the new wing type. On a result of 1, all of his wings resemble dragonfly wings. On a 2, the wings resemble those of a butterfly. On a 3, the wings look like those of a moth. Re-roll if the result is identical to the character's current wing configuration. Whatever the appearance of the wings, the character's movement is unaltered. However, he may often be mistaken for a pixie hybrid of another race, and even mocked by others of his own clan. (Minor: 4 points)

Magically Impotent: A pixie hybrid with this flaw lacks an innate spell-casting ability that he normally gets for free. In game terms, pixie fairies cannot freely cast a Faerie Phantom spell once per day. Elvariels, fae-born and grixies with this flaw have no natural resistance to Sleep spells. Pixie brownies and pixie leprechauns cannot cast Dancing Lights once per day, pixie nixies cannot cast Water Breathing once per day, and pixie sprites cannot cast Detect Good or Detect Evil once per day. Pixie fairies and pixie sprites with this flaw produce half the normal amount of pixie dust. (Major: 15 points)

Reincarnated: A character with this flaw has already died once and been reincarnated. This reduces the maximum number of times that the PC may be brought back from the dead (being his starting Constitution minus one). If a non-pixie fairy receives this flaw, assume that they have had a Resurrection spell cast on them. Non-pixie fairies lose one point of Constitution. This flaw may be rolled or cherry picked multiple times for additional lost lives. (Minor: 7 points)

Telepathic Impairment: This character's telepathy is very weak. Any intelligent creature must associate with the individual pixie fairy (for fae-born, or pixie sprite) for at least a month before becoming telepathically linked with that pixie fairy. Persons thus linked must remain within 5 feet of their pixie fairy companion to gain the ability of never being surprised. (Minor: 7 points)

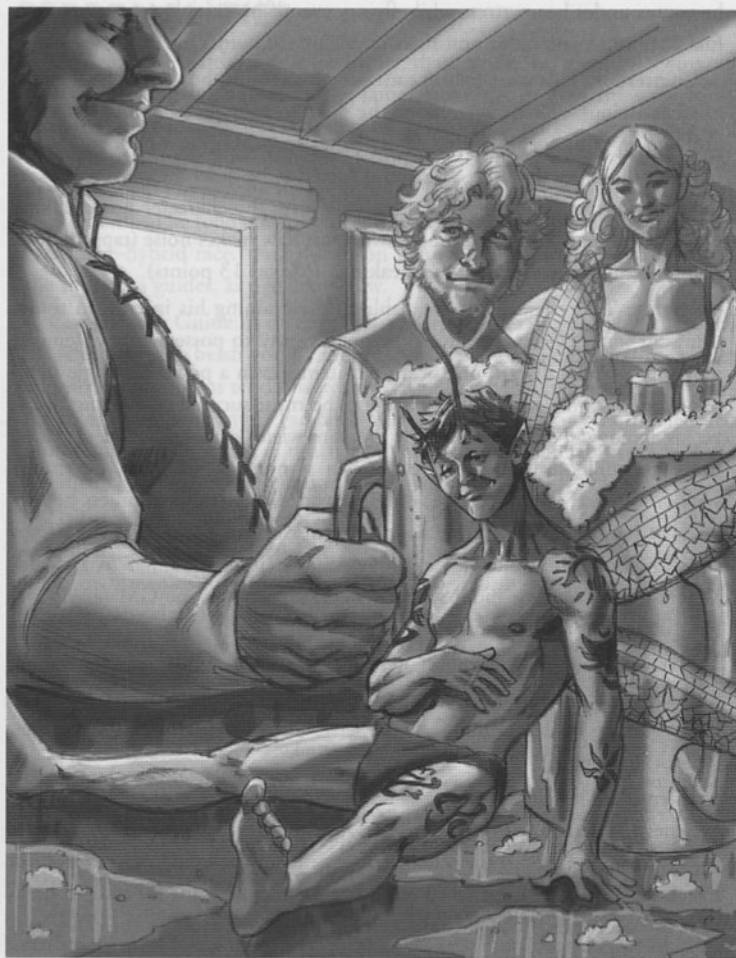
Visible: This pixie fairy (or pixie brownie, pixie leprechaun or pixie sprite) cannot freely turn invisible once per day. Sometimes these characters anger other pixie hybrids because they fail to understand why the character "refuses" to turn invisible in times of need. (Major: 11 points)

Weak Wings: Pixie hybrids that can fly have their flying movement rate reduced by 2" and their Maneuverability Class reduced by one. (Minor: 7 points)

Existing Quirk Clarifications

Acrophobia: As on Table 6F in the PHB, with the following addition. Pixie hybrids with this quirk generally refuse to fly (or climb) higher than their heads. (Minor: 9 points for non-fliers or Major: 15 points for pixie hybrids)

Animal Phobia: As on Table 6F in the PHB, with the following notation. Characters with insect phobia cannot use butterfly or giant moth mounts. Pixie fairies and pixie nixies cannot summon a woodland thrall of the same type as their phobia. (Minor: 9 points)



The alcoholic flaw (PHB) is also common among Pixie Fairies.

PHB Table 6K [PHs]: Quirks (Mental) d100

Roll	Flaw	BP Bonus
01-10	Aviophobia (fear of flying)	5-20
11-20	Chatterbox	13
21-30	Flighty	10
31-40	Hates Bathing/Grooming	8
41-50	Intrusive	5
51-60	Lusty	7
61-65	Multiple Reincarnate Disorder	Special
66-70	Pixie Meat Addiction	10
71-80	Spendthrift	7
81-90	Spirit of the Air	5
91-100	Thanatophobia (fear of dying)	5

New Quirks

Aviophobia: Characters with this quirk suffer from a fear of flying. They refuse to fly or ride a flying creature, though they have no fear of heights. Every time the character is forced to fly (such as to avoid falling) or ride a flying mount, he must roll a saving throw against paralyzation. If he fails the save, the character refuses to fly. If the save is successful the character may fly, but suffers a -10% on all skill rolls and a -2 on all to-hit rolls and saves while flying. The GM may force the character to make additional saving throws if

he comes under heavy stress while flying, even if his initial save was successful. (Minor: 5 points for non-fliers or Major: 20 points for fliers)

Chatterbox: This pixie hybrid can't keep his mouth shut unless he is asleep or unconscious. Even when alone, he talks to himself. This flaw is a big problem in a dungeon setting as it makes surprising an opponent nearly impossible. Every time the character is forced to be quiet, he must roll a saving throw against apology. If he fails the save, the character keeps talking unless restrained. A mute character with this flaw makes noise (tapping toes, snapping fingers, etc) instead of speaking. (Major: 13 points)

Lighty: This character is incapable of maintaining his interest in something for long. Whenever given the opportunity to possess a new item, he may immediately discard one of his old items (even a powerful magic item) of a similar kind. To keep the old item, he must succeed at a saving throw versus apology. For example, Pease Blossom wields a Sprite Sword +1. If he finds or purchases another sword (even a non-magical one) or similar weapon, he may discard his old one in favor of the new one, unless he succeeds at his saving throw. He would not discard his Sprite Sword +1 for a crossbow or magic wand, for example, since neither is similar to a sword. Where there is debate about whether items are similar, the GM (as always) has the final word. (Minor: 10 points)

Hates Bathing/Grooming: Characters with this quirk are unwashed, unshaven, uncombed, unkempt and generally unappealing. A character that hates bathing and grooming suffers a -2 to Comeliness and Charisma. (Minor: 8 points)

Intrusive: This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one foot of the other person, generally hovering right in front of his audience's face. Even when sitting at a table, he leans forward to be as near the other person as possible, or even sits on the table or the other person's shoulder if he is small enough. (Minor: 5 points)

Lusty: A character with this quirk is always "in the mood." He just can't get enough, and seems to know the location of every house of prostitution and which inns and taverns provide nightly companionship. A lusty character must take advantage of every house of prostitution or inn/tavern's companion services whenever the opportunity presents itself, regardless of the prostitute's race. After the first indulgence, he must roll 1-7 on a d20 or attempt to repeat it. (Minor: 7 points)

Multiple Reincarnate Disorder: A character with this personality quirk gains one extra unique personality with every reincarnation (through a rebirth mother, or through the Reincarnation spell). Roll 1d100 on the table below each time the character is reincarnated to determine the new personality. This new personality is dominant, though there is a 10% chance that an old personality regains dominance during stressful events, becoming submissive again within 1d6 hours. There is a 75% chance that each personality is

Roll	Extra Personality
01-10	Extremely cowardly person
11-20	Extremely nasty person
21-30	Extremely pious person
31-40	Extremely violent person
41-50	Noble
51-60	Slave
61-70	Beggar
71-80	Thief
81-90	Royalty
91-100	Adds another personality, roll twice more on this chart

not initially aware of the others; roll for each personality, as some may be aware of the others, but not vice-versa.

(Major: 11 for first extra personality, 5 points for each additional personality)

Pixie Meat Addiction: A character with this quirk (usually a grel, or a follower of Merryzot) suffers from addiction to or obsession with pixie meat. Any time this character sees a pixie-kin or group of pixie-kin, he must roll a d20. If he rolls an 8 or higher, he is compelled to attack, in hopes of killing the pixie-kin and eating it. An addicted character in the process of eating pixie-kin flesh only stops eating to defend his life. A character that succeeds at his roll need not re-roll if another pixie-kin approaches. However, if the character is absent from the pixie-kin for even a minute, he must roll a d20 again when he encounters the same or different pixie-kin again.

Spenthrift: Money seems to burn a hole in this character's pocket. He spends every coin that's not needed for his minimum daily food and lodging. If he can forage for his food, he spends that money too. Food, drink, equipment, or companionship – it doesn't seem to matter much just as long as he feels the thrill of spending. (Minor: 7 points)

Spirit of the Air: This pixie hybrid finds the ground to be dirty and unworthy of supporting his own feet. He never willingly stands or walks upon the ground. He won't even sleep directly on the ground, instead demanding an elevated platform to sleep upon - the higher the better. Should the pixie-kin with this flaw ever become permanently unable to fly (i.e. loses his wings), he immediately gains two minor mental quirks (Table 6F in the PHB). (Minor: 5 points)

Thanatophobia: This character has a morbid fear of dying, even if he knows he will soon be reincarnated. He generally refuses to take the lead or the rear in marching orders, believing that the middle is safer, he only enters melee when invisible or otherwise hidden from his opponent, and so on. Characters who suffer grievous wounds beg and plead for their lives, usually for mercy from enemies and healing from allies. (Minor: 5 points)

PACKAGES

Pixie fairies can survive quite well without taking a package, since it is purely another option for his character to select. Packages available to pixie fairies (and pixie hybrids) are listed below. Full details on packages can be found in one of the four class guides, as detailed below.

Combatant's Guide: Common packages from the Combatant's Guide include the archer, beast-rider (Giant Bumblebee, Butterfly Steed, Ginger Moth or Large Hawk), noble warrior, peasant hero, or trailblazer. Amazons are found only among some tribes of elvariels and the Seztime pixie fairy clan. Myrmidons (career soldiers) are uncommon except as members of the Amber Guard or worshippers of Morgana. Savages and wilderness warriors are most often found among the elvariels, followed by pixie brownies and the Seztime pixie fairy clan.

Griftmaster's Guide: Pixie hybrids favor the bandit, bounty hunter, burglar, fence, jester, outrider, panhandler, puzzler, robber, rover, sleuth, smuggler, spy, and swashbuckler packages. Pixie hybrid actors have a limited repertoire of roles. Pixie fairy, pixie brownie and pixie leprechaun con men have well-deserved reputations for trickery, so they often face rather suspicious audiences. Corsairs are most common to pixie fairies and pixie nixies, while pixie fairy loremasters are unknown among all pixie hybrids except worshippers of Mab. Virtually no pixie hybrid thugs are known, except among elvariels and pixie brownies. Pixie hybrids (except elvariels) sometimes pursue the troubleshooter package, though some clients believe they cannot realistically simulate the efforts of larger creatures.

Spellslinger's Guide: The only magic-user packages common to all pixie hybrids is the witch. Mystics are most common to pixie fairies and pixie sprites. The nobleman package is more typical of pixie fairies, pixie nixies and pixie sprites, while the remove primitive or the savage magic-user is more typical of elvariels. The virago sorceress is almost unheard of except among the pixie nixies and the Seztime pixie fairy clan.

Zealot's Guide: Typical packages from the Zealot's Guide include the inquisitor, outlaw cleric, pacifist cleric, peasant clerics, scholar cleric or undead slayer. Amazons are found only among some tribes of elvariels and the Seztime pixie fairy clan. Barbaric clerics are most common to elvariels and pixie brownies, while the nobleman cleric is more commonly found among pixie fairies, pixie nixies and pixie sprites. Prophet clerics are unknown except among pixie fairies, and savage clerics are most typical of elvariels and some pixie brownie tribes.

THE AMBER GUARD

The Amber Guard is thought to be the most respected fighting organization in all pixiedom. Members provide security for the Pixie Meet, guarding against grel and other intruders, and hunting grel before and after it. The Amber Guard is usually comprised of pixie brownie warriors, each of whom are the best of their tribe and feel that such a position is a great honor and their hereditary right.

Like the standard military of the settlement, the Amber Guard is divided into paochs of five members. Its theoretical strength is ten paoch, but in practice their numbers vary from 10 to 80. The Amber Guard has no aeiste (cavalry) or vassen (sergeant). Members of the Amber Guard who do not attend/protect Pixie Meet lose 75% of their Honor. For more information on pixie fairy warfare and Pixie Meet, see Chapter Six: Customs and Culture.

Amber Guard Package

BP Cost: 12

Ability Requirements: Strength 12, Dexterity 12, Constitution 10

Race Requirements: Must be a pixie fairy, pixie brownie, pixie leprechaun or pixie sprite.

Preferred Fighter Types: Fighter, knight errant, soldier. Other types must pay an additional 5 BP to take this package.

Barred Fighter Types: Barbarian, berserker, cavalier, pirate.

Skills: Gain the establish ambush zone and resist persuasion skills each at 50% at no initial cost. Purchase any of the following skills for 1 BP less than the standard cost: basic armor repair, bowyer/fletcher, construction: defense works, construction: fortifications, construction: hasty defense works, reading/writing and tracking.

Weapon Proficiencies: Must take two of initial weapon proficiency slots in battle axe, long bow or sprite sword.

Equipment & Money: Must buy ring mail or better armor (fairly bulky only), tailored to fit around the wings. Begin play with 100 more gold plus standard character starting money roll.

Special Boons: Free weapon specialization (brownie battle axe, pixie fairy great bow or sprite sword), free talent (Endurance; no class/race restriction), +2 attack bonus (with melee or ranged weapons, not spells) against grel.

Special Banes: Disdains cavalry (loses any mounted combat bonuses, and suffers -2 penalty to-hit when mounted), and can only leave the settlement on a temporary basis, with permission from both the Amber Guard voshiagh and ruling elder. Furthermore, he suffers a -2 reaction roll adjustment from Man-sized or larger fighter NPCs. This reaction goes away for characters that come to respect the Amber Guard despite their small size.

PERSONALITIES

No two pixie fairies are alike (other than clones or identical twins, of course). They may come from the same clan, class, or even the same backgrounds and packages, yet each has his own set of quirks, flaws, goals and interests that make him a unique personality (even the twins!). In general, any personality type can be appropriate, depending upon the character's background. The following discusses the most common personality types for each pixie-hybrid race. Full details on personalities can be found in one of the four class guides, as detailed below.

Combatant's Guide: Pixie fairy fighter personalities most often include the boastful braggart, brash youth, and merry showoff. Elvariels, pixie brownies and pixie leprechauns tend towards the crude crusher, while pixie nixie fighters favor the faux martyr. Fae-born and pixie sprites lean towards the fated philosopher. The grixie is much like the dangerous antagonist, while the doomed champion is rarely found among any pixie-kind.

Griftmaster's Guide: Pixie fairy and fae-born thieves favor the artist and kleptomaniac. Pixie fairy and fae-born thieves are also common tricksters, as are pixie brownies and pixie leprechauns. Elvariel thieves generally have the desperado or vigilante personality, while grixies are victims of circumstance. Pixie nixie thieves tend towards the mobster personality, and pixie sprites are usually professionals. The folk hero personality is rare except among pixie brownies that chafe against pixie fairy rule.

Spellslinger's Guide: Pixie fairy, pixie brownie and pixie leprechaun magic-users tend towards the mercenary or showman over all others. Fae-born favor the brooder or the obsessive, while elvariels and grixies are usually of the intimidator or mercenary type. Pixie nixies make good mystery men, while pixie sprites can make excellent counselors.

Zealot's Guide: Pixie fairy, pixie brownie, pixie leprechaun, and pixie nixie clerics are most often crusaders, earnest novices, motivators or proselytizers. Fae-born may be hypocrites, while grixies and elvariels lean towards the motivator or politician. Pixie sprites tend to be counselors and sage counselors.

CHARACTER AGE

An adventuring character's age is very important. Table 3A: Age determines your character's starting age (add the variable die roll to the base starting age to get the character's starting age). They are also used to determine your character's maximum life span, assuming he is lucky enough to live out his years. The maximum age for a character is secretly determined and recorded by the GM. Player characters have a vague idea of how long they expect to live, but do not know their true allotted life span.

As a character ages, his Ability Scores may be directly affected. See Table 3B: Aging Effect for a summary. Upon reaching one-half of his base maximum age (62 for an elvariel), the character loses 1 point of Strength and 1 point of Constitution, but he gains 1 point each for his Intelligence and his Wisdom.

At two-thirds of his base maximum age (83 for an elvariel), the character loses 2 more points of Strength, 2 points of Dexterity and 1 more point of Constitution, but he gains 1 more point of Intelligence and Wisdom.

Upon reaching the base maximum age, the character loses 1 more point from Strength, Dexterity and Constitution, and gains 1 more point in both Intelligence and Wisdom. All aging adjustments are cumulative. Pixie hybrids do not receive an age modifier by class (Table 4B in the PHB) like other races. It is also important to remember that adjustments cannot cause an Ability Score to exceed a racial maximum, or drop below a racial minimum.

Characters who increase in age from magical effects do not gain the benefits of increased Wisdom and Intelligence, because these are a function of

game time and life experiences. However, the character does suffer the physical losses to Strength, Dexterity and Constitution because these are breakdowns of the body's systems. Further details on magical aging can be found in the PHB.

Table 3A: Age

Race	Starting Age		Maximum Age Range* (Base+Variable)
	Base Age	Variable	
Pixie fairy	2	1d3	6+1d4
Elvariel	15	1d6	125+3d20
Fae-born	4	1d6	12+2d4
Grixie**	1		1+1d2
Pixie brownie	2	1d4	11+1d4
Pixie leprechaun	4	1d6	12+2d4
Pixie nixie	2	1d4	11+1d4
Pixie sprite	14	3d6	100+1d100

*Add half the character's Constitution to the result.

**When beginning play as this race. Otherwise, starting age depends on the character's age at the time he becomes a grixie. A grixie's maximum age range is the age when he became a grixie (base) plus 1+1d2 (variable).

Table 3B: Aging Effects

Race****	Middle Age* (1/2 Base Max.)	Old Age** (2/3 Base Max.)	Venerable *** (Base Max.)
Elvariel	62 years	83 years	125 years
Pixie sprite	50 years	67 years	100 years

*-1 Str/Con; +1 Int/Wis

**2 Str/Dex, -1 Con; +1 Wis

***-1 Str/Dex/Con; +1 Int/Wis

****Other pixie hybrid races do not adjust with age.

HEIGHT AND WEIGHT

The height and weight of your character is generated randomly using Table 3C: Average Height and Weight. Begin with the appropriate base score for your character's race, and then add the die roll modifier. This table cannot account for the full variety of pixie hybrids, and only reproduces an average range for this race. If you wish your character to stand out in a crowd, you may buy a re-roll on this table if you don't like the results. Each re-roll costs one (1) Building Point. You may buy as many re-rolls as you wish as long as you have BPs to spend.

Table 3C: Average Height and Weight

Race	Height in Inches		Weight in Pounds	
	Base (♂/♀)	Modifier	Base (♂/♀)	Modifier
Pixie fairy	18/18	1d4	24/24	1d6
Elvariel	72/68	2d6	90/70	3d10
Fae-born	30/30	1d6	40/38	2d4
Grixie	18/18	1d4	24/24	1d6
Pixie brownie	18/16	1d4	30/28	2d4
Pixie leprechaun	18/16	1d4	32/30	2d4
Pixie nixie	20/18	1d6	26/24	1d6
Pixie sprite	18/18	1d4	24/24	1d6

Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female (♂/♀) values. Note that the modifier still allows for a broad range in each category.

Table 3D: Racial Modifiers to Social Class (PHB Table 4F)

Race	Modifier
Pixie fairy	+/-0
Elvariel	-45
Fae-born	-15
Grixie	-40
Pixie brownie	-20
Pixie leprechaun	-20
Pixie nixie	-20
Pixie sprite	+5

HANDEDNESS

To know whether your character is left-handed, right-handed or ambidextrous, roll on Table 4D: Handedness of Character, in the PHB. Elvariels are always ambidextrous. Pixie leprechauns and pixie sprites may add or subtract 10% to their roll to reflect their tendency to be ambidextrous.

SOCIAL CLASS

To find out your character's social class, you must roll on Table 4F: Social Class, in the PHB. Generally, a human society considers pixie hybrids to have the following modifiers on PHB Table 4F. Pixie hybrids have an unmodified social class result when residing in a settlement dominated by pixie-kin.

CHARACTER HERITAGE/LINEAGE

To determine your character's circumstances of birth, and the status/quality of the character's immediate family, roll on Table 4G through Table 4M, in the Player's Handbook. However, some modifiers apply. These are noted below.

Table 3E: Racial Modifiers to Circumstances of Birth (PHB Table 4G and 4H)

Race	PHB Table 4G Modifier	PHB Table 4H Modifier
Pixie fairy	+15	+50
Elvariel	+/-0	-10
Fae-born*	-10 (as pixie fairy)	+60 (as pixie fairy)
Grixie*	-25 (as grel)	-25 (as grel)
Pixie brownie	+/-0	-10
Pixie leprechaun	+/-0	-10
Pixie nixie	-10	-10
Pixie sprite	-10	-10

*PHB Tables 4F through 4L do not apply when beginning play as this race, unless a player wants to know about the character's former life before he became a fae-born or grixie.

Table 3F: Racial Modifiers to Quality of Parent (PHB Table 4I)

Race*	PHB Table 4I Modifier
Elvariel	+10
Pixie leprechaun	+10

*Other pixie hybrids have no racial modifier to this table.

MARRIAGE AND CHILDREN

As a rule, most pixie hybrids are keen on sex, and there is no shame attached to being free with one's body – provided it does not intrude upon others or frighten the children. In fact, both children and marriage are a natural result of sexual attraction, and characters interested in having a family may choose to detail such a backstory, with GM approval and guidance. The character's mate and children are NPCs under control of the GameMaster. Only pixie fairies, elvariels and pixie brownies can have children, though any pixie hybrid can marry.

1) First, roll 1d100 on Table 3G: Children to determine the number of children and their legitimacy. A 1st level character can begin play with no more than two children.

2) Roll a 1d100 for each child to see if he or she is still living. An 80+ result indicates child either died during birth or at a very young age.

3) To determine each living child's age in years, roll 1d4, subtracting it from the character's age. A result of 0 (minimum) indicates that the child is less than 14 months (1 year) old.

If the character rolls two legitimate children, or two illegitimate children, of identical age in years, they will be twins. Roll 1d100. On a result of 99-00, the twins are "identical twins." Twins and identical twins may gain telepathic communication with each other, as detailed in PHB Chapter Four.

A character with one legitimate child and one illegitimate child has a problem, since the illegitimate birth is the result of an adulterous affair. A female character that rolls both legitimate and illegitimate children must re-roll the first child's age until it equals 1 or higher.

4) Roll 1d12+1 to determine each child's (or pair of twins') age in months. The GM may determine the exact birth date (by subtracting that number of months from the current time in his campaign, and then choosing or rolling the day of the month).

5) Roll 1d20 for each child. A 1-10 indicates child is a son, an 11-20 indicates a daughter.

6) Only when the children reach the race's base age may they set out on their own, or become hirelings, henchmen, or protégés. This is also the time to roll the child's height and weight, as well as his sibling rivalry (if any).

Handedness may be rolled now or at any previous time. The child's social class and family heritage are identical to those of the PC, though the GM may apply other modifiers to the child's starting Honor due to the its birth (as PHB Tables 4G and 4H) and the quality of parents (as PHB Table 4I). The first born male or female is heir to the family fortunes and gains +5 on his or her starting money roll.

Obligations

Children: A character with children is responsible for them. This requires him to divert 20% of any money or treasure gained to pay for the child's support. He must pay an additional 5% for each child after the first. If the character has a spouse, he need divert only 10% of his income to care for his child (plus 5% per additional child), as some of the support for his spouse goes to the children. If the child is unable to care for himself, the character must pay for an appropriate hireling, which will add considerably to the cost.

Pixie-nixies may cherry pick this obligation for full Building Points. (Minor: 5 points for the first child, plus 2 points for each additional child)

Married: The character has one or more spouses and certain obligations to his family. This imposes a limitation on the character's finances, time, and resources. At least 20% of the character's income must be diverted to his spouse, plus 20% for each additional spouse. This money covers the character's home plus room and board for his spouse, and is cumulative with any funds diverted to pay for child support.

Pixie-nixies may cherry pick this obligation for full BPs. (Minor: 5 per mate)

ORIGINS

Just as character social class, heritage and lineage are very important in a HackMaster character's career, so is his place of origin and clan/tribe. Whenever a pixie fairy (or pixie hybrid) finishes rolling his social class and heritage/lineage in Chapter 4 in the PHB, he may roll or cherry-pick on Table 3I: Place of Origin d100. Note that this listing covers only the known lands, and other clans and tribes may dwell in distant places.

CLANS/TRIBES

Clans are comprised of a number of families that claim to be derived from a common ancestor, and a settlement may have many clans or only one. Other associated families that either sought the protection of the clan at some point in history, or were tenants or vassals of its patriarch, may also be members of the clan. Allegiance is generally given to a father's clan, but there is also a strong sense of descent through, and loyalty to, the mother's line as well. Only pixie fairies are so numerous, and have enough of a known history, to separate themselves into clans. Fae-born, pixie leprechauns, pixie nixies and pixie sprites are unable to reproduce and so have no families or clans of their own, but they may be accepted into a pixie fairy clan.

Elvariel and pixie brownie tribes generally take their name from the region they inhabit. Where multiple tribes of the same race live in the same region, the smaller tribes invent a new name, letting the largest tribe keep the regional name. This applies only to tribes of the same race. For example, if an elvariel tribe formed in Shadluria, both the elvariel tribe and a pixie brownie tribe might refer to themselves as Shadlurians. However, two pixie brownie tribes in that region might be the Shadlurians (the largest tribe) and the Shadlurs (the smaller tribe). As most regions only contain one pixie brownie tribe, such naming conflicts are rare.

Your GM has information on establishing a new clan and other similar nifty stuff (see GMG Chapter Three), if you decide to pursue that path later.

Table 3G: Children

Roll*	Result
01-60	Child's birth was legitimate. Character was married at the time of child's birth. Roll on Table 3H: Quality of Marriage.+2 to beginning Honor.
61-80	Child's birth was illegitimate. Character was not married at the time of child's birth. -2 to beginning Honor.
81-100	Character has another child. Roll twice more on this table, ignoring this result each time.

*Elvariels and pixie brownies have a -20 to this roll.

Table 3H: Quality of Marriage

Roll	Marriage Quality	Details
01-60	Loving marriage	Strong love between both partners
61-80	Convenience marriage	Married for clan alliance, or due to accidental pregnancy; some love or at least friendship
81-91	Failing marriage	Arguments are common, and attitudes are indifferent.
92-100	Abusive marriage	Spouse abuses the character (roll for minor quirk on PHB Table 6F)

Table 31: Place of Origin d100

Location	Pixie fairy	Elvariell	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Abgreer	-	-	-	-	-	-	-	-
Abosoria	01-02	-	01-04	-	01-04	-	01-06	01-05
Akatania	-	-	-	-	-	-	-	-
Ambi Dugis	-	-	-	-	-	-	-	-
Ara'Kandeesh	03-10	-	05-40	-	05-24	01-06	07-12	06-10
Arangesh	11	-	-	-	-	-	-	-
Argaryn	-	-	-	-	-	07-19	-	-
Argasta	-	-	-	-	-	-	-	-
Arkar Armaas	12	-	-	-	-	-	-	-
Barcenora	13-15	-	41-44	-	25-29	-	13-18	-
Baroza	-	-	-	-	-	-	-	-
Barsara	16	-	-	-	-	-	-	-
Da'Neer	17-18	-	-	-	-	-	-	11-15
Daurkhaud	19-20	-	-	01-02	-	20-25	-	-
Eyndaar	-	-	-	-	-	-	-	-
Fangaerie	21-22	-	-	-	30-33	26-31	19-24	16-20
Fernwickle Isle (Saryn Ar'Keet)	23-55	-	45-46	-	34-63	32-49	-	21-82
Fra'Neer	56-57	-	47-50	-	-	-	25-36	-
Ginge Pirate States	58	-	-	-	-	-	-	-
Gnardor	-	-	-	-	-	-	-	-
Gnome Protectorates	59-60	-	-	-	64-68	50-55	-	-
Goremunya	61-62	-	-	03-96	-	-	-	-
Graduria	-	-	-	-	-	-	-	-
Great Desert of Flamaar	-	-	-	-	-	-	-	-
Grevan Steppes	-	-	-	-	-	-	-	-
Hazaar	63-64	-	-	-	-	-	36-41	-
Island of the Four Gates	-	-	-	-	-	-	-	-
Isle of the Veil	-	-	-	-	-	-	-	83
Kakreed	65-68	-	51-53	97-98	69-72	56-61	-	84-88
Kal Dez	69-75	01-75	54-89	-	-	-	42-48	-
Kraad	-	-	-	-	-	-	-	-
Krandaneer	-	-	-	-	-	-	-	-
Krusmel	-	-	-	-	-	-	49-54	-
Maldoayn City States	-	-	-	-	-	-	55-72	-
Mara Deesh	-	-	-	-	-	-	73-78	-
Markovia	76	-	-	-	-	-	-	-
Marrow, the	-	-	-	-	-	-	-	-
Maur-Haud'Feem	-	-	-	-	-	-	-	-
Meletian Kingdom	77-78	-	-	-	73-76	62-73	-	-
Nadra'Gar	-	-	-	-	77-80	-	-	-
Nazgra	-	-	-	-	-	-	-	-
Nevar Wastes	-	-	-	-	-	-	-	-
Orkryn Far'Mos	-	-	-	-	-	-	-	-
Parzey	79	-	-	-	-	-	-	-
Polst	80-81	-	-	-	-	-	-	89-91
Praxter	82	-	-	-	81-84	74-79	-	-
Raagean Brotherhood	-	-	-	-	-	-	-	-
Raagean Empire	83-84*	-	90-92*	99-100*	85-88*	80-85*	79-85	-
Rarkin'Kaldish	85	-	-	-	-	-	-	-
Rogue Haven	86	-	-	-	-	-	-	-
Saren'Mantz	87-88	-	-	-	89-92	-	-	92-95
Sarlang	-	-	-	-	-	-	-	-
Saryn Ar'Keet (mainland)	89-95	-	93-96	-	93-96	86-92	86-93	-
Shadluria	96-100	-	97-100	-	97-100	93-100	94-100	96-100
Skarish	-	-	-	-	-	-	-	-
Southern Orc League	-	-	-	-	-	-	-	-
Tulmar	-	-	-	-	-	-	-	-
Zumbra	-	76-00	-	-	-	-	-	-

*Usually slaves from other lands.

Table 3J: Pixie Fairy Clans

Location	Clan(s)
Abosoria	Mamau
Ara'Kandeesh	Bugulnoz, Yumbo
Arangesh	Cururipur, Virika
Arkar Armaas	Fyglia, Trow
Barcenora	Beggey, Kachina, Wildthorn
Barsara	Ohdow
Da'Neer	Oannes
Daurkhaud	Mumiai
Fangaerie	Disir
Fernwickle Isle (Saryn Ar'Keet)	Aeval, Aspara, Asrai, Ellyllon, Feeorin, Fenoderee, Hyster, Korred, Moonjir, Muryan, Portune, Tylwyth, Yarthkin
Fra'Neer	Kul
Ginge Pirate States	Klabouter
Gnome Protectorates	Hulda
Goremunya	Anthropophagi, Sluagh
Hazaar	Cruithne
Kakreed	Abatwa, Verryvolk
Kal Dez	Ferrishyn, Guillyn, Klippe, Yaksha
Markovia	Aughisky
Meletian Kingdom	Nuckelavee, Wichtlein
Parzey	Seznime
Polst	Bauchan
Praxter	Coblynau
Rarkin'Kaldish	Bokwu
Rogue Haven	Shideem
Saren'Mantz	Fachan
Saryn Ar'Keet (mainland)	Nunehi, Tokolosh, Urisk
Shadluria	Gwyllion, Henkie

NAMING

Pixie fairies have at least two names. The first is the personal name, given to each newborn upon birth. This name is, naturally, in Faelige (see Language in Chapter Six: Customs and Culture). The surname is the father's clan name. Upon reaching adolescence, the character also chooses a nickname to use when away from his people. This nickname may be one word (such as Peaseblossom) or two words (such as Pease Blossom), depending on the pixie fairy's whim. Table 3K: Sample Pixie Fairy Names lists some examples.

Whenever a pixie fairy reincarnates by means of his natural ability (not a spell), he also becomes part of his rebirth mother's clan. In this case, he adds his rebirth mother's clan name after his own. If he is born into the same clan, he adds the name again. Obviously, multiple reincarnates can have extremely long names (such as "Bairrionn Nuckelavee Wichtlein Aughisky Gwyllion Nuckelavee Nuckelavee"), but they only use these when someone inquires about their clan affiliation. Otherwise, the personal name and clan name (or nickname and clan name when among outsiders) suffice quite well.

Elvariels tend to have only one personal name that is martial-sounding or arboreal, or a combination of the two, such as Bloodleaf, Greenfist or Sharptwig. They take their father's personal name as a surname. Grixies keep their grel name. Fae-born, pixie leprechauns, pixie nixies and pixie sprites adopted by a pixie fairy clan follow the pixie fairy naming conventions. Those who are not, choose a personal name or nickname and use the region as their surname (such as "Willow Polst," or "Blue Coral Ar'Keet").

Pixie brownies are known by childhood names until they choose a single personal name upon reaching adulthood. Pixie brownies have no surnames, but use their mother's chosen name followed by the father's chosen name when asked about their lineage. They then follow this name with "of [tribal name here]," so a pixie brownie might introduce himself to a pixie brownie

Table 3K: Sample Pixie Fairy Names

Roll (1d100)	Female (Faelige)	Male (Faelige)	Nicknames (Common)
01-04	Aeirish	Aggan	Blackstem
05-08	Aigreann	Aoiman	Bluesun
09-12	Aire	Bairrionn	Bramble
13-16	Caoirainn	Buarmah	Brightdancer
17-20	Deirghile	Cayhan	Buttercup
21-24	Eachsa	Ciaan	Feather
25-28	Eithsee	Daine	Fieldfrost
29-32	Fiassa	Dugrainn	Fire Petal
33-36	Fionnoura	Faoran	Glitter
37-40	Grasia	Fionnan	Gold Blossom
41-44	Ionay	Glaisse	Gossamer
45-48	Keera	Iorran	Hemlock
49-52	Laoiye	Laiwen	Honey Rose
53-56	Maegh	Lorhan	Icewind
57-60	Maorisa	Maoran	Nuttall
61-64	Muirse	Mearran	Redbud
65-68	Niarm	Niaar	Shagbark
69-72	Noolail	Oiwin	Snapdragon
73-76	Oosagh	Pairaih	Sugarleaf
77-80	Ruawi	Rosan	Tangle
81-84	Saiowise	Scoishin	Thorn
85-88	Sowcha	Sreighin	Webcutter
89-92	Teaka	Taim	Whiteflower
93-96	Treawa	Ulyan	Wildwing
97-100	Unioos	Vaorivan	Willow

from another tribe as "Firebird Hemlock Windcutter of the Barcenorans." Among their own tribe, they simply use their personal name and their father's name, such as "Firebird Windcutter."

Most humans are easily confused by fae naming conventions, but the faerie-folk themselves seem to have no trouble differentiating between persons of similar names.

ANDROGYNY

As mentioned in Chapter One, some of the larger races think that all pixie fairies (including pixie nixies and pixie sprites, but not other pixie-kind in this book) are androgynous, due to poor eyesight, a misrepresentation of scale, or other factors. While these three races do have a tendency towards androgyny, it varies from clan to clan and person to person. Roll on Table 3M: Androgyny to determine the extent of the character's outward masculinity or femininity. Note that certain pixie fairy clans have an even stronger tendency towards androgyny, or towards femininity/masculinity, as noted on

Table 3L: Pixie Fairy Clan Modifiers to Androgyny

Clan*	Modifier
Asrai, Ferrishyn	-45
Ellyllon, Klippe	-30
Angiak, Trow, Yumbo	-20
Disir, Muryan	-15
Abatwa, Aspara, Hyster, Urisk, Virika, Yaksha	-10
Bokwu, Fenoderee, Guillyn, Ohdow, Portune, Shideem, Tokolosh	+10
Coblynau	+15
Gwyllion	+20
Aeval	+30

*Pixie nixies have a standard +20 modifier. Pixie sprites receive a -10 modifier.

Table 3M: Androgyny

Roll*	Body Shape
01-52	Androgynous
53-64	Slender (male lean, flat chest; female A-cup equivalent, very little hourglass shape)
65-76	Athletic (male small shoulders, lightly muscled; female B-cup equivalent, slight hourglass shape)
77-88	Hunky/Sensuous (male broad shouldered, noticeable muscles; female C-cup equivalent, noticeable hourglass waist)
89-100	Gorgeous/Voluptuous (male significant muscle mass, hard body; female D-cup equivalent, pronounced hour glass)

*Add the character's Comeliness to the result.

Table 3O [PHs]: Inherited Mount

Roll (1d1,000)	Mount*
1-725	Bumblebee, Giant, Mount (trained)
726-3150	Butterfly Steed
3151-3775	Butterfly, Giant, Steed
3776-4475	Dawg, Guard (per skill)
4476-5125	Dawg, War
5126-5950	Goat, Pack (trained)
5951-6875	Hawk, Large, Mount
6876-8300	Moth, Ginger
8301-8825	Moth, Ginger, Giant
8826-9450	Wolf, trained (per skill)
9451-10000	Wolverine

*There is a 1% chance than any inherited mount is actually a Bolter (see HoB v1).

Table 3L: Pixie Fairy Clan Modifiers to Androgyny. If not listed on that table, a clan has no particular tendency either way.

INHERITANCE

When a pixie fairy gets an inheritance as indicated on PHB Table 4M: Character Starting Money, the GM may roll on the new GMG Table 3L [PHs] and GMG Table 3O [PHs] here instead of those in the GMG. The Small-sized Fae-born and Man-sized Elvariels should continue to roll on the standard tables. All characters continue to use GMG Table 3M and 3N.

Note that these new tables are not identified with the chapter number and then a sequential letter of this book. They are numbered 3L and 3O because they are used as extensions of the tables in Chapter 3 of the GameMaster's Guide.

GMG Table 3L [PHs]: Inherited Weapons

Roll (1d10,000)	Inherited Weapon
01-149	Adze
150-268	Awl
269-417	Ball and chain
418-566	Battle axe, brownie
567-685	Boomerang
686-861	Bow, Great, pixie fairy
862-960	Cat o' nine tails
961-1006	Claw feet
1007-2005	Club, Bloodthorn
2006-2124	Club, Great Whiffle
2125-2443	Club, Seelie
2444-2586	Club, Unseelie
2587-3036	Crossbow, peashooter
3037-3355	Dagger or dirk
3356-3401	Eye closer
3402-3500	Flagellum
3501-3649	Flail, aviator's
3650-3798	Hammer, aviator's
3799-4117	Knife
4118-4236	Lance, pixie fairy
4237-4686	Mace, aviator's
4687-4835	Moon blade
4836-4984	Moon knuckles
4985-5133	Pick, aviator's
5134-5257	Polearm, fairy: Glaive-guisarme
5258-5591	Polearm, fairy: Halberd
5592-5664	Polearm, fairy: Spetum
5665-5784	Quarterstaff, Bloodthorn
5785-5903	Ripper
5904-6002	Scourge
6003-6021	Sewing needle
6022-6040	Shuriken
6041-6139	Sickle
6140-6288	Spear, nixie
6289-8288	Stiletto, Bloodthorn
8289-8622	Sword, antennae
8623-9078	Sword, petite rapier
9079-9412	Sword, short
9413-9862	Sword, sprite
9863-9931	Throwing irons
9932-10000	Throwing sticks



To a Human, every Pixie Fairy seems androgynous.

Table 3N: New Proficiency

Proficiency	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Difficulty
Dropped Missiles	1	NA	NA	N	600 gp	+5%

Table 3O: Skills

Skill	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Acupuncture	1	DEX	1d8	N	100 gp	+10%
Aerial Acrobatics	2	DEX	1d6	N	125 gp	+10%
Aerial Wrestling	3	(STR+DEX)/2	1d6	N	255 gp	+5%
Navigation, Aerial	3	INT	1d6	N	100 gp	+5%
Spell Tattooing	4	DEX	1d6	Y	500 gp	+15%

NEW PIXIE HYBRID STPs

Because of their unique lifestyle, pixie fairies (and pixie hybrids) have options that other races do not. This is represented by the following skills, talents and proficiencies (STPs) that can be learned by pixie fairy characters or pixie hybrid characters. These STPs are acquired in the same manner as those presented in the PHB.

NEW PROFICIENCY

Unlike skills or talents, every character has a set number of weapon proficiencies he is granted based on his class. The slots granted at first level must be filled or they are lost. To fill an initial weapon proficiency slot, the player must spend a Building Point and choose a specific weapon. Slots gained at later levels are kept in stasis until the character undergoes appropriate training. This is typically accomplished by taking a course or undergoing some other form of training (i.e. self training).

Weapon proficiencies must be chosen for a specific weapon, though many weapons have similar characteristics and fighting styles. If a character is proficient with a related weapon, he receives only half the attack penalty for attacking with a weapon with which he is not proficient. A proficiency in one of the weapons means the character can attack with the other weapons (at the aforementioned weapon penalty) instead of the standard penalty. Related weapons are those within each class of weapon: crushing, hacking and puncturing.

However, a character may sometimes take a proficiency in types of weapons, such as grenade-like missiles (ZG; cleric group only) and dropped missiles (below; flying creatures only). PHB Table 7A lists how many weapon proficiency slots the character starts with, and how many levels he must gain before he earns another slot. Fighters can specialize in dropped missiles, receiving attacks per round as noted for other (non-bow) missiles on PHB Table 7B.

Dropped Missiles (by weight range):

[Weapon Proficiency/1 BP]

This character has trained specifically in methods of dropping weights from great heights at visible moving and stationary earthbound targets. This proficiency applies regardless of the nature of the weight. Naturally, dropped missiles easily affected by air currents (feather, leaf, sheet of papyrus) cannot hit the target (unless perhaps the target is a large field). This method of combat is perfect for pixie fairies and their ilk, for a well-armed band of pixie fairies, with proper lead weights, can put even a group of high-level charac-

Table 3P: Talents

Talent	BP Cost	Allowed Races
Born of Water	5	Pixie nixie
Faerie Kind Martial Arts	5	Any pixie hybrid
Flutter	2	Any pixie hybrid
Great Maneuverability	10	Pixie fairy, pixie brownie, pixie leprechaun, pixie nixie
Telepath	10	Pixie fairy, pixie sprite
Tree Meld	10	Pixie brownie, pixie leprechaun

Table 3Q: Dropped Missile Range

Weight	Short Range	Medium Range	Long Range
1-5 lbs.	1-20	21-40	41-60
6-10 lbs.	1-15	16-35	36-55
11-20 lbs.	1-10	11-30	31-50
21-30 lbs.	1-5	6-25	26-45
31-40 lbs.	1	1-20	21-40

Table 3R: Dropped Missile Damage

Distance*	1-5 lbs.	6-10 lbs.	11-20 lbs.	21-30 lbs.	31-40 lbs.
5	1	d3	d4	1d6	2d6
10	d3	d6	2d6	3d6	4d6
15	d6	2d6	3d6	4d6	5d6
20	3d3	3d6	4d6	5d6	6d6
25	2d6	4d6	5d6	6d6	7d6
30	5d3	5d6	6d6	7d6	8d6
35	3d6	6d6	7d6	8d6	9d6
40	7d3	7d6	8d6	9d6	10d6
45	4d6	8d6	9d6	10d6	11d6
50	9d3	9d6	10d6	11d6	12d6
55	5d6	10d6	11d6	12d6	13d6
60	11d3	11d6	12d6	13d6	14d6

ters to task. Molotov cocktails, vials of acid, Potions of Impact and other such dropped items carry their own set of considerations besides normal damage.

This proficiency is limited to one particular weight range of the player's choice: 1 to 5 lbs., 6 to 10 lbs., 11 to 20 lbs., 21 to 30 lbs., and 31 to 40 lbs. If the player wants his character to have this proficiency for more than one weight range, he must purchase this proficiency for each range. Weight allowance and encumbrance still apply, of course.

When attacking with a dropped missile, simply pick where or on who you want the missile to land. This then becomes the target point and is used to determine the direction and distance of a miss or hit (or scatter), just as grenade-like missiles.

A dropped missile of up to five pounds has a short range of 20 feet, medium range up to 40 feet (-2 to hit) and from 41 feet to 60 feet is long range (-5 to hit). Heavier items have reduced ranges (cumulative -5 feet per range) as seen on Table 3Q: Dropped Missile Range. Dropped missiles do damage on a successful hit as indicated on Table 3R: Dropped Missile Damage.

Existing Skill Clarifications/Repetitions

Riding, Airborne: As detailed in the PHB. However, pixie fairies are not required to have the riding (land-based) prerequisite to take this skill.

Riding, Land-Based: As detailed in the PHB. However, pixie fairies must have the riding (airborne) prerequisite to take this skill.

Spell Tattooing:

[Dexterity/Sophisticated/4 BP]

As detailed in the Spellslinger's Guide, this skill allows the tattoo artist to inscribe spell formulas on the flesh of himself or others. He must have the spell formula available to him in another written form. Once a spell is successfully inscribed, a painted mage can use the tattoo just as if it were a page in a spellbook.

Normally, the spell tattoo conveys no benefit unless the recipient is a painted mage. However, pixie fairies (and pixie sprites) also use this skill to inscribe certain magical pixie fairy sigils (tattoos and power runes; see Chapter Five: Rules of the Road) on the flesh of himself or others. Once a sigil is successfully inscribed, it functions just as if it were an innate ability of the tattooed. The pixie fairy need not be a spellcaster in order to accomplish the task. However, he must be familiar with the sigil in another written form.

The first step is for the artist to try to learn how to inscribe the markings, for each stroke must be inscribed in a particular order and with certain arcane words spoken while doing so. This is accomplished by making a learning ability check based on Intelligence as described in the PHB. If the check is successful, the artist may attempt to proceed with the tattoo. If unsuccessful, he recognizes that this particular sigil is beyond his ability, and need not waste his time going any further. If the artist's Intelligence ever increases, he may make a new attempt to learn any particular sigil he failed to complete in the past.

The next step is to gather a needle and inks designed specifically to inscribe magical tattoos (see Chapter Four: Goods, Services and Equipment). Once the artist has the necessary materials, he may then make a skill check to apply the sigil. If the check fails by 20% or less, the failure will not become apparent until the tattooed individual notices that his sigil is not working. If the check fails by more than 20%, he (and likely) others will recognize his failure.

However, for pixie fairy tattoos and power runes failed by more than 20%, a spell mishap occurs. Fortunately, the effect is minor (roll only a d1,000 on the Spell Mishap Table in the GMG). Effects apply only to the person being tattooed (except in the case of spell area effects), so it is quite important to be confident in the skills of your tattooist.

Only pixie fairies, grixies and pixie sprites, as well as full-blooded fairies and pixies, have the innate magical ability to activate a magical pixie fairy sigil. Grel can draw upon the power of certain tattooed pixie hybrids (see Chapter Five: Rules of the Road) consumed, but cannot use inscribed sigils.



Airborne riding comes easily to Pixie Fairies.

Pixie fairies (not pixie sprites or grixies) automatically succeed at their spell tattooing skill checks (for tattooing magical pixie fairy sigils, not spell tattoos) upon reaching 6th level, even if they do not possess the spell tattooing skill or its prerequisites.

For example, a 6th-level pixie fairy painted mage must continue to use the spell tattooing skill for his painted mage class, but need not make a spell tattooing skill check for inscribing magical pixie fairy tattoos or power runes. Likewise, a 6th-level pixie fairy fighter, who does not possess the spell tattooing skill or its prerequisites, is treated as if he has 100% skill mastery in this skill for inscribing pixie fairy tattoos or power runes. However, the fighter cannot tattoo spells like a painted mage.

Prerequisite: Art Appreciation: Subset: Painting, Artistic Ability

NEW SKILLS

Acupuncture:

[Dexterity/Sophisticated/1 BP]

A character with this skill can alleviate minor pain and headaches by the proper placement of needles. This overcomes the effects of the migraines flaw (for 1d4 days per application). Note that 1d6 x 0.125 points of damage from the needle applies on a success or a failure.

Prerequisite: None

To a Human, every Pixie Fairy seems androgynous.

Aerial Acrobatics:**[Dexterity/Sophisticated/2 BP]**

This skill gives a flying creature the ability to execute complicated maneuvers like barrel rolls or loop-the-loops. This skill improves his Armor Class against attacks specifically against him in any round of combat, provided he has the initiative and foregoes all attacks that round. He must be lightly encumbered (or less) to use this skill, and cannot gain AC benefits from tumbling in bulky armor. He receives +2 AC in fairly bulky armor, and +4 AC in non-bulky armor.

Furthermore, with a successful aerial acrobatics skill check, the character suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Prerequisite: None

Aerial Wrestling:**[(Strength+Dexterity)÷2/Combat/3 BP]**

A pixie-kin skilled in aerial wrestling may use wrestling moves and still remain airborne. He can even fly while using a hold on another creature, if he is strong enough to lift his opponent.

Prerequisite: None

Navigation, Aerial:**[Intelligence/Sophisticated/3 BP]**

The character knows how to spot small settlements, trails and signs of danger from above. He can detect wind currents and observe the migratory movements and flight patterns of birds. The flier can reduce the percentage chance of getting lost by 50 percent, provided he makes a successful skill check.

Prerequisite: None

Existing Talent Clarifications**Faerie Kind Martial Arts: (5)****[Pixie fairy, other pixie hybrid]**

As in the PHB, with the following clarification: this talent confers a +2 bonus on to-hit and damage rolls only when attacking with a weapon or with one's bare hands, not with spells or ranged weapons.

Flutter: (2)**[Pixie fairy, other pixie hybrid]**

Flutter allows a pixie fairy to use the move silently skill while flying, and without penalty. However, a pixie fairy must already have the move silently skill. This talent should follow the Faerie Kind Martial Arts talent in the PHB.

Magic Bonus: (5)**[Pixie fairy]**

A character with this talent receives a +1 to all saving throws against spells or other magical effects. This talent should follow the Mace Bonus talent in the PHB.

Track Game Animal: (5)**[Grixie, grunge elf]**

A character with this talent receives a +10 bonus to the track game and identify animal by tracks skills. The character must possess the skill to gain these benefits. This talent should follow the Tough Hide talent in the PHB.

New Talents**Born of Water: (5)****[Pixie nixie]**

Characters with this ability heal faster underwater. When this character is underwater, he heals twice as fast as he would on the surface. If the character cannot submerge deeper than two feet when lying flat (such as in a shallow pond or deep puddle), he must remain there a full day to gain any significant benefit.

Great Maneuverability: (10)**[Pixie fairy, pixie brownie, pixie leprechaun, pixie nixie]**

A flying character with this talent improves his Maneuverability Class by one (E to D, D to C, C to B, B to A).

Telepath: (10)**[Pixie fairy, pixie sprite]**

After uninterrupted concentration for one round, the pixie fairy can detect the surface thoughts of any creature within range, except for those of undead and non-living creatures (such as a golem), or creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster). This telepathy can be blocked by two feet of rock, two inches of any metal other than lead, or a thin sheet or lead or lead foil. The pixie fairy can probe the thoughts of one creature per round, getting simple, instinctual thoughts (hungry, cold, and so on) from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures.

The pixie fairy can determine if a creature lurks behind a door, but this talent does not necessarily reveal what kind of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw vs. spell. If successful, the creature successfully resists and the pixie fairy learns no additional information. If the saving throw is failed, the pixie fairy may learn additional information according to the GM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

Due to the intense concentration this talent requires, it can only be safely used for a number of rounds per day equal to one-fourth the pixie fairy's Constitution score (round down). A pixie fairy that uses this talent for a greater number of rounds (up to one-third the pixie fairy's Constitution, rounded down) suffers from an excruciating headache once the telepathy ends. He must rest for a full 24 hours before resuming any activity, or suffer a -1 penalty to all rolls until he does so.

Tree Meld: (10)**[Pixie brownie, pixie leprechaun]**

Once per day, a character can meld his body and possessions into a single tree for 4+1d4 rounds. This tree must be large enough to accommodate his body in all three dimensions. The character remains aware of the passage of time, but knows nothing of what occurs outside the tree. The pixie hybrid can step out of the tree at any time with no harm to himself, or be forcibly expelled after 4+1d4 rounds and suffer 4d4 points of damage. The tree's destruction slays the character instantly, unless he saves vs. spell.

The following spells harm the character if cast upon the tree that is occupied: Warp Wood expels the character and inflicts 4d4 points of damage, Wood Shape causes 4d4 points of damage but does not expel the character, and a second character using Transport via Plants on this tree expels the character without damage.



Chapter 4

GOODS, SERVICES AND EQUIPMENT

Scholars hotly debate over the development of pixie fairy weapons and armor. Some suggest that the ancient fae had knowledge of metals such as bronze and iron before even the dwarves, but preferred to use wooden weapons rather than upset the balance of nature by mining their small island home. The dwarves, naturally, scoff at such claims, and most pixie fairies care nothing for the ramblings or wild speculations of human scholars. Yet, when pixie fairies encountered other races (usually larger and more dangerous) away from the peace and relative safety of Fernwickle Isle, they began to adopt knowledge of iron and its use for armor and weapons. After all, if you can't beat 'em, join 'em.

Not surprisingly, pixie hybrids have created a number of items unique to their way of life. Items requiring description can be found in the text.

WEAPONS

The weapons listed here are those most commonly used by the Tiny-sized pixie fairies (and pixie hybrids of similar stature). Like other races, a pixie fairy can wield a weapon equal to his own size. He can also usually wield weapons one size category larger (in this case, Small weapons), though these must be gripped with two hands. Note that the hand crossbow is too big for Tiny pixie hybrids to manipulate, due to its large grip.

Larger pixie hybrids, like the Small-sized fae-born and the Man-sized elvariel can wield hand crossbows, and should also refer to the many more weapons available to them in the Player's Handbook, the Combatant's Guide to Slaughtering Foes, or Goods and Gear: the Ultimate Adventurer's Guide. Pixie hybrids adventuring on the continent of Tellene should also dive head-first into this latter work, for they may easily adapt the Small weapons of another, larger, race.

Although a pixie fairy generally requires smaller weapons than humans, there are few faerie-kind weaponsmiths (and even fewer weaponsmiths of other races with the skill to construct tiny weapons). Thus, the weapons for a pixie fairy or other pixie hybrid are at least as expensive as that for a human. In addition, larger races rarely stock Tiny-sized weapons. In this case, treat base availability for Tiny weapons as one category less (High=Medium, Medium=Low, etc).

Finally, while some weapons include a racial name (such as the brownie battle axe, pixie fairy great bow and sprite sword), this only signifies the inventor and/or typical user of that weapon. It is not limited to those races alone.

Adze: A carpenter's tool for shaping wood, the adze is shaped like an axe, except that the blade is set at a right-angle to the haft like a farmer's hoe. Adzes shape wood by chopping vertically instead of horizontally. The head of the adze is constructed of iron. Humans, wood elves and elvariels are the most likely to use the adze in combat, and often decorate the wooden handle with elaborate carvings.

Antennae Sword: This sword has a double-edged iron blade that grows slightly narrower towards the point. Attached to the pommel is a thin cross-

bar whose curved quillons point away from the grip and give this weapon its name. The antennae sword is generally found among pixie fairies of Daurkhaud.

Awl: This small, hand-held tool is similar in appearance to an icepick, and is used for boring small holes in leather or wood. As a last resort, it may be used as a weapon.

Ball and Chain: This simple flail consists of a smooth iron ball attached to a wooden handle by a short chain.

Battle Axe, Brownie: This is double-bladed axe is a favored melee weapon among pixie-kin strong enough to wield it. It is made of a socketed steel head attached to a wooden handle. The blade extends down into a short point for use in ripping. It is said that the design comes from an ancient battleaxe, once given to a brownie berserker as a reward for service to the dwarves. Pixie fairies sometimes claim this story refers to them, and so this weapon is occasionally known as a pixie fairy battle axe or a fairy-kin battle axe, among other similar names.

Boomerang: Except for its special design that allows it to return to the thrower (a full round action), a boomerang is simply a variant throwing stick. It is most common among the jungle inhabitants of several lands (Kal Dez, Saryn Ar'Keet, Zumbra) bordering the Aludian Ocean. The boomerang's thrower must make a successful ranged attack roll against AC -2 to catch the weapon when it returns.

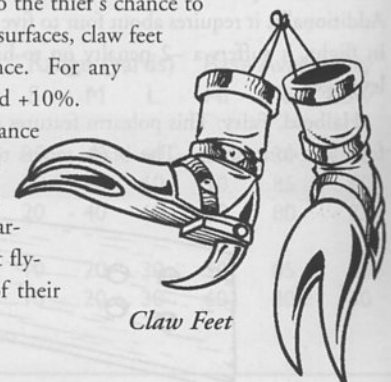
Bow, Great, Pixie Fairy: The pixie fairy great bow stands two feet tall, and is made from multiple pieces of wood and hardened leaf-stem.

Cat O' Nine Tails: This particularly vicious weapon consists of a wooden handle to which nine short leather thongs are attached. Each thong is knotted at the end and fitted with a spike or jagged piece of iron that does normal, not subdual, damage.

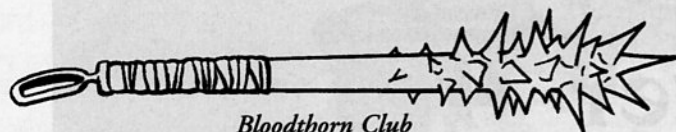
Claw Feet: These special overshoes allow the pixie-kin to attack with his feet while flying for impressive amounts of damage. The boots are modeled after the feet of hawks, ending in talons. Claw feet require no weapon proficiency for a character of the thief group. A successful hit inflicts the listed damage in addition to that normally delivered by a kick attack. All damage is real.

On very smooth surfaces where almost no nooks and crannies exist, claw feet add nothing to the thief's chance to climb walls. For smooth/cracked surfaces, claw feet add +5% to the climb walls chance. For any other type of surface, claw feet add +10%.

The use of claw feet reduces the chance to move silently by -10%. Claw feet cannot be used while walking, as the rear claw throws off the wearer's balance, but they do not affect flying movement (except in terms of their added encumbrance, of course).



Claw Feet

*Bloodthorn Club*

Club, Bloodthorn: This club has a number of very long thorns sticking out of one end. When swung, bloodthorn clubs make a very unique whistling sound as the thorns snap through the air. Some pixie fairies call this sound the “thorn singing.”

Club, Great Whiffle: This big wooden club stands nearly as tall as a pixie fairy, and resembles a large, thorn-shaped paddle with at least four holes drilled in the striking end. Though it can be used offensively, it is actually a bat for the pixie fairy game known as “whiffle bug.” As a weapon, it is mostly favored by the Seznime clan, though pixie brownies and pixie leprechauns also enjoy it for the sound it makes as the wind passes through the holes.

Club, Seelie: This ivory club has a large conical head, often shaped to resemble a woodland animal (or a dolphin, shark or other marine animal when used by pixie nixies). It is made of moon crystal, and glows eerily under the light of the moon.

Club, Unseelie: A short bone club with a tiny grip and a large head, the Unseelie club is so-called because it is most often used by those of evil alignment. Most good aligned pixie-kin believe wielding the bones of another creature dishonors the sacrifice of the dead.

Crossbow, Peashooter: Peashooter crossbows hold two tiny darts, fired simultaneously. Strength bonuses or penalties do not apply to peashooter crossbows, since they are purely mechanical devices. The peashooter crossbow is easily held in one hand and cocked with the other. It fires only peashooter darts. (Damage listed is for one volley of two darts, not for each dart.)

Note: the peashooter crossbow can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Eye Closer: This small, hollow box-like device is a most unusual weapon. One end of the box is fitted with a mouthpiece and the opposite side ends in a short tube. The eye closer can be opened and filled with any number of powders (poisons, dust or ground glass, for example). These powders are then blown into the eyes of an opponent to cause temporary or permanent blindness.

Flagellum: This short, three-pronged whip features a wooden handle. At the end of each prong is a knotted leather ball.

Flail, Aviator's: This light flail features a handle, chain and head much like a tiny version of a horseman's flail. It is most commonly used by pixie fairies mounted on the back of a flying creature.

Glaive-guisarme, Fairy: This weapon features a single-edged, spike or hook-backed blade attached to a three- to four-foot-long shaft. Unfortunately, it is not as sturdy as its counterpart used by larger races. Each time it deals penetration damage, it must save vs. crushing blow as wood. Additionally, it requires about four to five feet of swinging space. When used in flight, it suffers a -2 penalty on to-hit and damage rolls due to lack of leverage.

Halberd, Fairy: This polearm features an axe blade attached to a three- to four-foot-long shaft. The blade tapers to a long spear point, while on the

back is a hook for attacking armor or dismounting riders. It is mostly used against small land-based animals or insects. It suffers the same problems and penalties as a fairy glaive-guisarme.

Hammer, Aviator's: This weapon appears similar to a normal warhammer, but much smaller and designed to be wielded one-handed. Like the aviator's flail, it is a common pixie fairy weapon for mounted flying combat.

Lance, Pixie Fairy: This pixie fairy lance is typically made of ash or another hardwood and used in jousting competitions. The tip of the lance is covered with a sharp iron tip, and the total lance is generally around four feet in length. A metal or leather guard known as a vamplate protects the hand. Each time it deals penetration damage, it must save vs. crushing blow as wood.

Mace, Aviator's: This light mace features a handle, chain and head much like a tiny version of a horseman's mace. Like the aviator's flail and hammer, it is a common pixie fairy weapon for mounted flying combat.

Moon Blade: This thrusting dagger has a hilt and guard and is made entirely of moon crystal. They are also known as “bodkin daggers.” Like all items made of moon crystal, it glows eerily under the light of the moon.

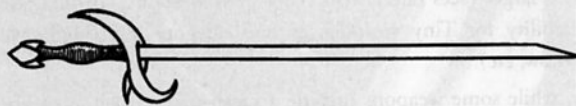
Moon Knuckles: This simple weapon is a heavy piece of moon crystal with four holes through which the wielder slips his fingers. It is also known as a “face bruiser,” for it allows the wearer to make punching damage “real.” Damage rolls for moon knuckles still do not penetrate, however. Cost and weight given in the table are for a single hand only.

MOON CRYSTAL

This uncommon crystal can be found throughout many caves on Garweeze Wurd. It glows dimly when exposed to the light of the moon, and is as hard as iron. A character that succeeds at a gem cutting skill check, followed immediately by a successful weaponsmithing skill check or armorer skill check can construct a weapon or suit of armor out of moon crystal. One pound of moon crystal generally sells for 5 gp. A weapon or suit of armor made of moon crystal typically sells for at least five times (5x) its normal value.

Pick, Aviator's: This weapon appears similar to a horseman's pick, but much smaller and designed to be wielded one-handed. Like the aviator's flail, hammer and mace, it is a common pixie fairy weapon for mounted flying combat.

Quarterstaff, Bloodthorn: This nearly two-foot-long flexible staff is specially treated for durability, and has a number of very long thorns sticking out along one end.

*Petite Rapier*

Rapier, Petite: This very thin and short long sword does minimal damage, but its speed factor allows for quick attacks and consequently better spell disruption. Because of its fine size and difficulty of manufacture, these weapons

*Great Whiffle Club*

Table 4A: Common Pixie Fairy Weapons

Weapon	Cost*	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.						Base Availability*		
						T	S	M	L	H	G	Hi	Med	Low
Adze	3 gp	2	T	H	-2	1d6-2	1d6-3	1d6-4	1	1	1	80	65	50
Awl	1 sp	-	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	70	60	50
Ball and chain	6 gp	4	-	C	0	1d8	1d8-1	1d6	1d6-1	1d4	1d4-1	95	80	65
Battle axe, brownie	5 gp	4	S	H	0	1d6	1d6	1d6	1d4	1d4	1d4	90	85	80
Boomerang	2 gp	2	T	C	-2	1d6	1d5	1d4	1d4-2	1	1	60	40	30
Bow, Great, pixie fairy	75 gp	0.5	S	-	-	*	*	*	*	*	*	80	75	70
Cat o' nine tails	8 gp	2	-	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	60	40	20
Claw feet	15 gp	1	T	H	3	1d4-1	1d4	1d6	1d6	1d4	1d4	50	35	10
Club, Bloodthorn	3 gp	1	T	C/P	-1	1d6	1d6-1	1d4-1	1d4-2	1d4-3	1	85	80	75
Club, Great Whiffle	1 sp	2	S	C	0	1d8	1d6	1d4	1d4-2	1d4-3	1	90	85	80
Club, Seelie	2 gp	0.5	T	C	-1	1d6	1d6-1	1d6-3	1d6-4	1	1	90	85	80
Club, Unseelie	1 gp	0.5	T	C	-1	1d6-1	1d6-3	1d6-4	1	1	1	90	85	80
Crossbow, peashooter	350 gp	0.5	T	-	-	*	*	*	*	*	*	55	40	25
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Eye closer	10 gp	1	S	C	-1	-	-	-	-	-	-	50	30	15
Flagellum	10 gp	2	-	C	4	1d6	1d5	1d4	1d3	1d4-1	1d4-2	70	50	35
Flail, aviator's	8 gp	5	T	C	1	1d4+1	1d4	1d4	1d4-1	1d4-2	1d4-3	90	85	80
Hammer, aviator's	5 sp	1	T	C	-3	1d6	1d4	1d4	1d4-1	1d4-2	1d4-3	90	85	80
Hurled rock	-	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7	95	85	75
Knife	5 sp	0.5	S	H/P	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Lance, pixie fairy	20 gp	10	S	P	5	1d4-3	1d4-3	1d4-2	1	1	1	85	80	75
Mace, aviator's	2 gp	3	T	C	0	1d6+1	1d6	1d4+1	1d4	1d4-1	1d4-2	90	85	80
Moon blade	10 gp	1	T	P	-2	1d4	1d4	1d4-1	1d4-1	1d4-2	1d4-3	50	45	40
Moon knuckles	4 gp	-	T	C	0	-	-	-	-	-	-	50	45	40
Pick, aviator's	2 gp	2	T	P	-1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	1d6-5	90	85	80
Polearm, fairy														
Glaive-guisarme	10 gp	5	S	H/P	4	1d4-1	1d3-1	1d4	1d8	1d8	1d6	85	80	75
Halberd	10 gp	7	S	H/P	4	1d4	1d4	1d6	1d6	1d6	1d6	85	80	75
Spetum	5 gp	4	S	P	3	1d4-1	1d4	1d4+1	1d8	1d8	1d4	95	90	85
Quarterstaff, Bloodthorn	4 gp	1	S	C/P	-1	1d4	1d4	1d4	1d4	1d4-1	1d4-2	85	80	75
Ripper	25 gp	1	S	C/H	2	1d4-1	1d4-2	1d4-3	1	.50 pts	.25 pts	95	90	85
Scourge	1 gp	2	S	H	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Sewing needle	5 sp	0.1	T	P	-4	.25 pts	.25 pts	.25 pts	.25 pts	.125 pts	.0125 pts	95	90	80
Shuriken	1 gp	1/2	T	P	-2	1d4-1	1d4-1	1d4-2	1d6-3	1d6-4	1d6-4	50	40	30
Sickle	6 sp	3	S	H	-1	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Spear, nixie	8 sp	0.5	T	P	1	1d4-2	1d4-2	1d4-1	1d4	1d4	1d4-1	90	85	80
Stiletto, Bloodthorn	12 gp	0.5	T	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3	75	70	65
Sword														
Antennae sword	20 gp	2	S	H/P	1	1d6-1	1d6	1d8	1d8	1d6	1d6	85	80	75
Rapier, petite	15 gp	0.5	T	P	-4	1d6-3	1d6-2	1d6-1	1d6	1d6-1	1d6-2	80	75	70
Short sword	10 gp	3	S	P	-2	1d6-2	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Sprite sword	5 gp	2	T	H	-4	1d4-2	1d4-1	1d4	1d6	1d6	1d4	90	85	80
Throwing irons	4 gp	1	T	P	-1	1d6-1	1d6-1	1d6	1d6-1	1d6-2	1d6-3	40	20	5
Throwing sticks	1 gp	1	T	C	-2	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	50	40	30

*The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table 4B: Ammunition.

Table 4B: Ammunition

Weapon	Cost*	Dmg Type	ROF	Damage vs.						Range (yards)			Base Availability		
				T	S	M	L	H	G	S	M	L	Hi	Med	Low
Bow, Great, Pixie Fairy															
Arrow, flare	3 sp	P	2	1d4-3	1d4-3	1d4-3	1d4-3	1d4-3	1d4-3	20	40	60	50	30	10
Arrow, flight	3 sp/12	P	2	1d4	1d4	1d4	1d4	1d4	1d4	20	40	60	90	85	80
Arrow, sheaf	3 sp/6	P	2	1d6	1d6	1d6	1d6	1d6	1d6	20	40	60	85	80	75
Crossbow, Peashooter															
Quarrel, peashooter	10 sp	P	2	1d6-2	1d6-3	1d6-4	1	1	1	10	20	30	90	85	80
Quarrel, silver jacketed	25 gp	P	2	-	-	-	-	-	-	10	20	30	60	40	30

*Ten Tiny arrows/quarrels weigh one-half pound.

are rather pricey. Still, no stylish pixie fairy would be caught in a fight without one.

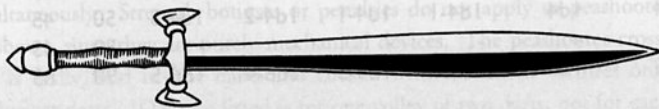
Note: the petite rapier can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Ripper: This forked fairy polearm consists mostly of two sharp beetle mandibles on the end of a stick. Like the human mancatcher, it is designed to encircle and grasp the neck of a fleeing Tiny opponent, but it can also pinch Small and larger creatures. Unlike its human counterpart, it deals damage due to the serrated mandibles. If used in warfare, the ripper can be used to unseat a mounted opponent (again, Tiny-sized only). This weapon is favored by worshippers of Merryzot, as it rips off bits of flesh with each attack.

Scourge: This special kind of leather whip has one or more leather straps attached to a leather wrapped wooden handle. Many pieces of iron, glass, stone and other sharp objects are imbedded into the strap(s). This gives the scourge the ability to rip flesh and muscle from the bones, even to the extent of exposing internal organs.

Sewing Needle: This is an ordinary sewing needle. *Note:* the sewing needle can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Short Sword: The universal characteristic of a short sword is its short, double-edged flat blade. Many different designs and styles are generically referred



Sprite Sword

to as short swords. Like all Small weapons, pixie fairies must use two hands to wield it, and so they often erroneously refer to this as a "long sword."

Shuriken: These "throwing stars" are small, two- to three-inch-diameter flat pieces of iron. They are usually star-shaped, hence their nickname.

Sickle: Farmers have used this traditional tool for centuries, both for agriculture and physical protection.

Spear, Nixie: This spear is thought to be originally of nixie design, for it glides amazingly through water as easily as through air. It has a long, flat, triangular head and a shaft about one and one-half to two feet long. If a character uses a ready action to set a spear against a charge, he deals double damage if he scores a hit against a charging character. A spear cannot be "set" while flying.

Spectrum, Fairy: The fairy spetum is a modification of the nixie spear. The shaft increases to four feet long and side blades are added. These side blades angle back, dealing half damage when pulling the weapon out of a wound. These blades can also trap and block weapons or catch and hold an opponent.

Sprite Sword: This is a finely honed, one-handed sword favored by many faerie-kin. They sometimes refer to it as a "short sword," confusing the larger races.

Stiletto, Bloodthorn: This tiny, secret weapon of the fairy-kin appears to be little more than a small thorn from a common rose. Upon hitting a secret switch, however, a blade shoots from the center, creating a sturdy, albeit miniscule, metal knife. Besides its secretive nature, it is also an extremely quick weapon, able to strip the wings from a mosquito in the blink of an eye.



Bloodthorn Stiletto

Table 4C: Tiny Armor and Related Items

Item	Standard Cost (gp)	Tailored Cost (gp)	AC	HP	Weight (lbs.)	Bulk	Base Availability*		
							Hi	Med	Low
Leather	5	8	8	2	1.5	non	95	90	85
Padded	4	6	8	2	1	fairly	95	90	85
Ring mail	65	95	7	6	3	fairly	90	85	80
Studded leather	40	60	7	4	2.5	fairly	95	90	85
Scale mail	120	180	6	7	4	fairly	90	85	80
Hide	75	110	6	5	3.5	fairly	95	90	85
Brigandine	120	180	6	6	3.5	fairly	90	85	80
Chain mail	350	525	5	8	4	fairly	95	90	85
Chain mail, elven	700	1,050	5	8	2	non	30	20	10
Bronze plate mail	1,000	1,500**	4	12	4.5	bulky	85	80	75
Banded mail	900	1,350**	4	9	3.5	bulky	90	85	80
Splint mail	600	900**	4	8	4	bulky	95	90	85
Plate mail	2,000	3,000**	3	12	5	bulky	85	80	75
Field plate	4,000	6,000**	2	24***	6	bulky	70	65	60
Full plate	6,000-10,000	9,000-15,000**	1	36***	7	bulky	65	60	55
Helmet									
Great helm	30	45**	-	-	1	bulky	70	65	60
Basinet	8	12	-	-	0.5	fairly	95	90	85
Shield									
Buckler	5	5	+1	3	0.3	non	90	85	80
Buckler, spiked	15	15	+1	3	0.4	non	90	85	80
Small	20	20	+2	4	0.5	non	90	85	80
Medium	30	30	+3	5	1	fairly	90	85	80
Body****	100	100**	+4 (+6)	6	2.5	bulky	90	85	80

*Larger races rarely stock Tiny-sized armors and always charge more for them. In this case, reduce base availability for Tiny armor proportionally (High=Medium, Medium=Low, etc).

**Pixie-kind may wear bulky armor specially tailored to fit around their wings or antennae, but such tailoring still does not allow them to fly with bulky armor.

***Field and full-plate absorb 2 hit points per die.

****A body shield affords +6 AC against missile weapons.

Note: the bloodthorn stiletto can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Throwing Irons: These are primarily steel weapons with multiple blades, forks and barbs. Many different varieties exist, but the basic shape is that of a flat piece of steel with a small handle that has many sharpened protrusions. The irons are usually not shaped to represent anything specific, only to have as many sharp edges as possible. To increase accuracy, throwing irons are thrown horizontally. They are slightly larger and heavier than shurikens.

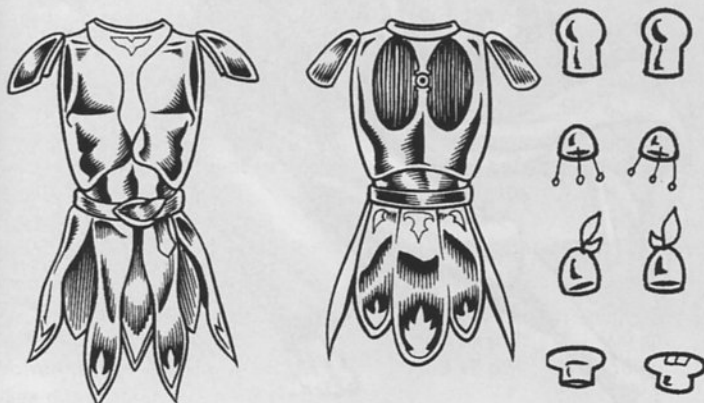
Throwing Sticks: Throwing sticks are the oldest missile weapons of all. However, recent throwing sticks are not simple rough branches or sticks, but carved and balanced weapons used for hunting small game.

ARMOR

Winged pixie fairies can wear armor (tailored to accommodate their wings at a significant cost) but doing so makes it more difficult to fly, due to the added encumbrance. Pixie fairies using bulky suits of armor, helms or shields, or pixie fairies that are severely encumbered, cannot fly. Some players may argue with this, but should remember that we spent hours standing in a cold and muddy field watching birds and tying weights to their little bodies. Besides, our superior intellects and research are better suited to determining these things than players' random guesses.

Pixie fairy armor does not protect their exposed wings, and some dedicated pixie fairy warriors have their wings cut off so they can wear bulky armors. Such characters tend to rely on giant butterfly steeds or ginger moth mounts, and usually pursue the cavalier class.

The Player's Handbook lists the details and statistics for the various armors commonly used by the races of Aldrazar (see PHB Chapter 9 and PHB Table 9S: Armor and Related Items). Although a pixie fairy requires a much smaller suit than a human, there are few pixie fairy armorers (and even fewer armorers of larger races with the skill to construct tiny suits). Thus, the armor for a pixie fairy or other pixie hybrid is at least as expensive as that for a human, and even more if tailored to fit a winged character. Helmets, if any, must also be specially tailored to account for the wearers' antennae (no cost reduction if he has only one antenna). The cost for a suit of armor or helmet tailored to fit a pixie fairy with wings and antennae is listed on Table 4C: Tiny Armor and Related Items. While this tailoring does not affect the overall AC value in standard combat, called shots to the wings or holes are treated as AC 10. Of course, attacks against the wing hole must be made from the rear.



Armor customized for a winged user, accompanied by several antenna caps.

When choosing armor for your pixie hybrid, you should choose from Table 4C: Tiny Armor and Related Items here instead of PHB Table 9S: Armor and Related Items. Small armor (for fae-born) weighs 5x the amount listed here, while Man-sized armor (such as for elvariels) weighs 10x the amount listed. However, elvariel culture prohibits the wearing of armor, and an elvariel loses 75% of his Honor every time he dons any armor, helmet or shield. He does not regain this Honor upon removing the armor – it is lost.

Effects of Armor on Flight

Characters with armor tailored to fit around their wings must be particularly aware of their encumbrance (the total number of pounds carried/worn by the character, including clothing) and how it affects their movement. This is especially important for severely encumbered characters, for they cannot fly. See PHB Chapter 9 and PHB Table 9Y: Character Encumbrance for full details, as well as Chapter Five: Rules of the Road, in this book.

EQUIPMENT

This section lists some new items for pixie fairy (and other pixie hybrid) characters. Common items are listed in the Player's Handbook, although these costs may vary by the merchant, the region, etc. Tiny-sized variants of items on the PHB tables generally weigh one-tenth their listed weight. Use common sense, of course. You can't buy a "Tiny" gallon of ale, nor can you buy a "Tiny" pack ape.

In general, a Tiny creature like a pixie fairy can expect to pay at least twice as much for Tiny items from merchants from the larger races. After all, it's not very likely that even a gnome merchant will have a fully stocked range of Tiny clothes, unless he happens to be a doll-maker. The same is true for a human looking for a fitting longsword among a pixie fairy community – unless it's a trophy or loot, they're not likely to have it.

Pixie fairy versions of standard Man-sized equipment in the PHB (not including weapons and armor, detailed above) have 1/27th the weight and 1/27th the volume. They cost at least three times as much when purchased outside of pixie fairy settlements, the final value being up to the GM. For example, the cost of a belt in the PHB is listed as 3 sp. A pixie fairy can buy a Tiny belt in a pixie fairy or pixie brownie settlement for 3 sp, but such a belt might cost him at least 9 sp from a dwarf, gnome or human merchant. Equipment costs are rarely lower than the listed values, since most merchants don't get rich by lowering prices. Only when supply outstrips demand do items generally cost less than mentioned above.

As with weapons and armor, larger races rarely stock Tiny-sized equipment. In this case, treat base availability for Tiny equipment as one category less (High=Medium, Medium=Low, etc). Among their own kind, base availability of equipment is generally the same as listed on the appropriate PHB tables.

Antenna Cap: Antenna caps are metal jewelry worn over the ends of a pixie-kin's antenna, common in formal social situations. Antenna caps are as socially acceptable among pixie hybrids as necklaces and rings are among humans. Once primarily worn by females, they are now increasingly worn by males, particularly the young and "rebellious" youth of rich families. Cost and weight given in the table are for a single antenna only.

Dandelion Wine: This wine is a favorite of pixie-kin, though it has not caught on among the larger races, probably due to its cost. It has a potency of 65% per drink.

Glide Wing: A glide wing is sometimes also called a "pixie prosthetic" and is used by Tiny pixie hybrids that have lost their wings. It can be flown and landed with no other energy requirements than the wind, gravity and the pilot's muscle power. Its main components are the canopy (the "wings"), a

Table 4D: New Items

Item	Type	Cost (gp)	Weight (lbs.)	Base Availability		
				Hi	Med	Low
Antenna Cap, gold	Clothing	20	0.1	90	80	70
Antenna Cap, silver	Clothing	2	0.1	90	80	70
Dandelion Wine (pint)	Alcohol	60	1	60	40	20
Glide Wings	Transport, Air	1,000	7	45	30	15
Ink, Magic Tattoo (pot/vial)	Scribe Materials	50	1	60	50	30
Ink, Tattoo (pot/vial)	Scribe Materials	10	1	90	80	70
Needle, Magic Tattoo	Scribe Materials	10	0.1	60	50	30
Needle, Tattoo	Scribe Materials	2	0.1	90	80	70
Perfume (vial)	Miscellany	4	0.5	70	55	35
Rations, Dragonfly Wing (1 week)	Provisions: Rations	9	5	85	80	75
Rations, Glitter Berry (1 week)	Provisions: Rations	30	6	80	70	60
Saddle, Flying Bombardier	Tack and Harness	20	4	75	65	55

harness that suspends the pilot below the canopy, and brake cords (provide speed and directional control).

Glide wings are launched by running along a moderate slope for a distance of three times the character's land-based movement rate, or by launching off an elevated platform at least five feet high. Glide wings grant a flying movement rate of 6" with maneuverability E. Attempts to make glide wings for creatures larger than Tiny have failed. The materials used to make the glide wing simply lack the strength to support larger creatures. Glide wings fold down into a package the size of a backpack.

Ink, Magic Tattoo: This is enough special ink for four magical tattoos or power runes. Like standard tattoo ink, it comes in eight basic colors (black, blue, green, indigo, orange, red, violet and yellow). It contains a cremated Treant's remains, the blood of an Aarnz hound, and a colored dye. Each vial requires one hour to make and requires a successful spell tattooing skill check. If the roll fails, the tattoo ink is worthless for magical sigils, though it can still be used for normal tattoo ink.

Other recipes are possible, but rarely do these other recipes work as well as the standard. For example, some enterprising adventurers have substituting other intelligent plant ashes for the ashes of a Treant. Unfortunately, there is a 60% chance that such inks cost the tattooed character the loss of a permanent hit point, in addition to the other Constitution and/or BP costs of gaining the sigil in question.

Hell Hound blood, on the other hand, can be used to create an explosive effect. This mixture costs twice as much as normal magical ink, but some consider it worthwhile. If the tattooed character dies, any sigil that used this mixture immediately explodes in a 5-foot-radius, dealing 1-6 points of fire damage. Damage is cumulative for multiple sigils. A single saving throw versus breath weapon applies to all the tattoos exploding from a single body; successes suffer only half damage.

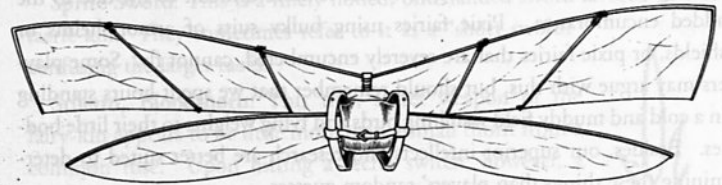
Ink, Tattoo: This is enough ink to inscribe four non-magical tattoos. It comes in eight basic colors (black, blue, green, indigo, orange, red, violet and yellow).

Needle, Magic Tattoo: This special needle is crafted from a Gorecupine quill, and required for inscribing magic sigil tattoos. Each needle may only be used 1+1d4 times before it wears out.

Needle, Tattoo: This needle is suitable for inscribing normal tattoos.

Perfume: Pixie fairies make an outstanding array of different colognes and perfumes, each representing a different mood or intention. However, only pixie fairies, fae born and pixie sprites notice the subtle differences. Other races simply notice an interesting smell.

For example, "Joy" is the most popular scent. It represents happiness, and smells like roses. It is considered bad form to wear this to a Final Death



Glide wing



Loaded up and ready to go

funeral or into battle. On the other hand, whenever a pixie fairy is sad and wants comfort from those around him, he splashes on a dab of "Mourning." The smell of mourning is much like smoke from a fireplace.

Other scents include Confidence (sea/salt breeze), Lust (elderberry) and Stench (skunk, to avoid predators), though merchants and herbalists are always on the lookout for new scents. A typical vial of perfume contains 12 applications. Each application lasts one hour.

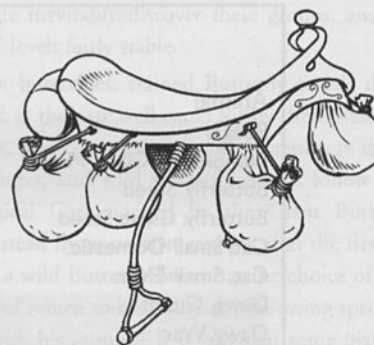
Rations, Dragonfly Wing: Dragonflies are among the insects that absorb ambient magic and as such are suitable for a pixie-kin diet. Dragonfly wing rations last for up to one month.



Rations

Rations, Glitter Berry: These small, round white berries attract and absorb magic, and are a staple of the pixie-kin diet. When glitter berries ripen, they develop a sparkling appearance as if dusted with glitter. Glitter berry rations can last only one week, but are healthier than most dry or iron rations. Non-fae creatures that eat a glitter berry must save versus poison or act as if under a Confusion spell for 1d4 turns (+1d4 turns for each additional glitter berry eaten).

Saddle, Flying Bombardier: This saddle is favored by those pixie-kin that ride flying mounts. It has inverted saddlebags that can be easily opened while in flight by means of an attached cord. These bags are loaded with rocks, vials of oil, or other nasty things and then opened on opponents from above. A character needs the dropped missile weapon proficiency to make effective use of this item.



Bombardier Saddle

ANIMALS

While elvariel and larger races favor large quadrupeds for their steeds, pixie fairies (and similar pixie hybrids) use smaller mammals or even unusually large flying insects. However, some of these creatures suffer such use lightly, and these "trained" animals can shrug off their training and bolt if mistreated. Overloading such animals, not feeding them for long periods and pushing them without rest is sure to make even the most loyal of beasts turn on a character.

Animals bonded with their masters get modifiers for their morale and saves vs. fear when their master is present. There is a 1d20 day bonding period between masters and their mounts, or six weeks for beasts used as guards, pack animals, and so on - instead of mounts. (See GMG Chapter 16: Goods and Services for more information.) Tack and harness costs for these new mounts are equal to the tack and harness costs for horses (PHB Table 9P), due to their special nature and construction.

Pixie fairy woodland thralls (see the pixie fairy entry in Chapter One: Races) generally include the badger, fox, gopher, muskrat, rabbit, raccoon, shrew mouse, squirrel and wolverine. Other animals commonly seen accompanying pixie fairies as companions are domestic cats, dawgs, war dawgs, ferrets, and pack goats (see PHB Table 9F). Mounts generally include Giant Bumblebees, Butterfly Steeds, Ginger Moths and Large Hawks, though dawgs, goats, wolves and wolverines are possible options as well. All are listed on Table 4E: New Mounts/Steeds and Related Animals, as well as PHB Table 9F and 9Z.

Special care must be taken with dawgs, Tiger Fairies and wolves, for their mentality often leads them to try and establish a pecking order to determine the alpha male and female. Generally, such establishment/re-establishment of the pecking order results in 5% to 10% casualties.

GM Option: Use the qualities and traits of horses (GMG Chapter 16) for any mount.

Table 4E: New Mounts/Steeds and Related Animals

Animal	Reference	Cost	Base Availability		
			Hi	Med	Low
Badger	HoB v1 p42	10 gp	90	85	80
Bumblebee, Giant, Mount (trained)	*	4,000 gp	30	20	10
Butterfly Steed	HoB v1 p102**	150 gp	75	65	55
Butterfly, Giant, Steed	HoB v1 p102**	600 gp	15	10	5
Cat, Small Domestic	HoB v2 p8	1 sp	95	90	85
Cat, Small Elven	HoB v2 p8	100 gp	50	40	30
Dawg, Guard (per skill)	HoB v2 p51	50 gp	80	70	60
Dawg, War	HoB v2 p51	100 gp	75	65	55
Ferret (trained)**	HoB v8 p77	70 gp	60	40	20
Fox	*	30 gp	90	85	80
Goat, Pack (trained)	HoB v3 p80	10 gp	70	50	40
Gopher	*	3 sp	90	85	80
Hawk, Large, Mount	HoB v1 p77	800 gp	75	55	35
Moth, Ginger, Steed	HoB v5 p49**	60 gp	85	75	65
Muskrat	*	5 sp	90	85	80
Otter, River or Sea, Mount (trained)	HoB v6 p45	125 gp	60	40	20
Rabbit	HoB v6 p106	1 sp	90	85	80
Raccoon	*	1 gp	90	85	80
Shrew Mouse	HoB v7 p58	2 cp	90	85	80
Squirrel	HoB v7 p109	1 sp	90	85	80
Tiger Fairy (trained)	HoB v7 p143	3,000 gp	40	30	20
Wolf, trained (per skill)	HoB v8 p91	100 gp	70	60	50
Wolverine	HoB v8 p94	150 gp	60	50	40

* See this chapter.

** Also see clarifications below.

*** Use statistics for the common weasel.

Table 4F: Carrying Capacities

Animal	Base Move	2/3 Move	1/3 Move	Max Carry Weight*
Badger	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Bumblebee, Giant, Mount	0-55 lbs.	56-73 lbs.	74-109 lbs.	125 lbs.
Butterfly Steed	0-30 lbs.	31-50 lbs.	51-65 lbs.	75 lbs.
Butterfly, Giant, Steed	0-90 lbs.	91-135 lbs.	136-195 lbs.	225 lbs.
Cat, Small Domestic	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Cat, Small Elven	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Dawg, Guard	0-25 lbs.	26-38 lbs.	39-57 lbs.	75 lbs.
Dawg, War	0-27 lbs.	28-40 lbs.	41-60 lbs.	80 lbs.
Ferret	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Fox	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Goat, Pack	0-20 lbs.	21-35 lbs.	36-50 lbs.	60 lbs.
Gopher	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Hawk, Large, Mount	0-30 lbs.	31-50 lbs.	51-65 lbs.	75 lbs.
Moth, Ginger, Steed	0-55 lbs.	56-73 lbs.	74-109 lbs.	125 lbs.
Muskrat	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Otter, River or Sea, Mount	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Rabbit	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Raccoon	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Shrew Mouse	0 lbs.	0.25 lbs.	0.5 lbs.	0.75 lb.
Squirrel	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Tiger Fairy	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Wolf	0-34 lbs.	35-50 lbs.	51-75 lbs.	100 lbs.
Wolverine	0-12 lbs.	13-16 lbs.	17-24 lbs.	28 lbs.

*Movement rate of 1".

NEW ANIMALS

BUMBLEBEE MOUNT, GIANT

DESCRIPTION: Giant Bumblebee Mounts look just like other Giant Bumblebees, except they are usually mounted by one or two pixie fairies. Like their wild counterparts, these mounts buzz quite loudly while in flight.

COMBAT/TACTICS: Giant Bumblebee Mounts are raised and trained to fight only when necessary. They are bred and trained by a special pixie fairy tribe that uses them as mounts. Two pixie fairies can ride comfortably on the backs of one of these prized steeds. This allows the pixie fairy not controlling the beast's flight to fight or perform other tasks while mounted (fire missiles, fight in melee against nearby targets, and so on). Riders use special saddles with these beasts that allow for the use of dropped missiles (see New Equipment in this chapter).

The bees themselves can attack if necessary. Often they swoop down and grasp enemies with their legs, dropping them from great heights. Falling damage applies unless the victim has a way of avoiding such damage. As a last resort, the bees can sting for 1d6 points of damage. The sting releases venom into the blood of the victim that inflicts an additional 1d6 points of damage per round until the victim is healed or dies. However, the bee dies 1 round after stinging.

Most of the times these bees are encountered, battalions of pixie fairies are riding them. Between 10-40 of these bees will be encountered at once, each mounted by a pixie fairies.

HABITAT/SOCIETY: Giant Bumblebee Mounts are raised in a sunny secret valley inhabited by a clan of pixie fairies with special skills in animal husbandry. They breed these bees to be obedient and effective mounts. They treat them with the utmost care, lavishing them with flowers to pollinate, fruit to eat, and daily grooming.

ECOLOGY: Years ago, three elders from the Wildthorn clan of pixie fairies decided they would try to domesticate Giant Bumblebees for use in battle. The Wildthorns were fighting against the grel at the time, and the

fight was not going well. The task was not easy, and only one of the elders survived. The remaining elder managed to gain the trust of one bee that was ready to lay eggs.

The clan began to raise the young to be gentle with pixie fairies and to carry riders. The pixie fairies' breeding process was so successful that the bees raised became fiercely loyal mounts to the pixie fairies. They will not turn on a pixie fairy unless severely abused or charmed.

Seeing the success of the Wildthorn clan, other faerie-kind have attempted to duplicate the process of domesticating Giant Bumblebees. Only one tribe of pixie brownies has so far been successful (and that is only because they stole documents and eggs from the Wildthorn clan).

Giant Bumblebees live for 12+2d10 months.

BUMBLEBEE MOUNT, GIANT

A.K.A.: Buzz Bombers, Bumble

Bombers, Bumblekin

HACKFACTOR: 5

EP VALUE: 420

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 10-40

SIZE: L (7'-12')

MOVEMENT: 6", 24" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6 + poison

SPECIAL ATTACKS: Sting

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6+4

THRESHOLD OF PAIN: Yes

FATIGUE FACTOR: N/A

YIELD:

Medicinal: "Royal Jelly," a substance secreted from glands in the heads of worker bees and fed to bee larvae and queens, is found only 20% of the time, and equal to 2-5 Potions of Extra-Healing and will Cure Disease (as if cast by a 9th level cleric). Alternatively, 2-5 doses can be made into an unguent to treat the symptoms of aging (it preserves a youthful look for up to

one year). Comeliness scores are unaffected by aging when this balm is used continually. It is greatly prized by rich noble women, who will pay 3,000-8,000 gp per dose. Pixie fairy owners of these beasts automatically attack anyone trying to harvest royal jelly from their bees. The bees also attack automatically in this instance.

Spell Components: A Giant Bumblebee wing can be used for a Fly spell in place of other material components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: One dose of stinger poison can be retrieved from dead bees that have not stung yet. This poison does not lose its potency if sealed (if unsealed, it loses potency in 1-3 days) and is used by assassins and other nefarious characters. It sells for about 250 gp per dose.

BUTTERFLY STEED (clarifications and additions)

Butterfly Steeds have a movement rate of 1", 26" Fly (C). Giant Butterfly Steeds are nearly 5 feet long (classified as Man-sized), and otherwise vary as detailed in HoB v1.

Butterfly Steeds begin their lives as caterpillars in the Realm of Faerie. After cocooning and transforming into Butterfly Steeds, they seek out Giant Butterfly Steeds and follow them onto the Prime Material Plane. They then search for riders, or others of their kind, in temperate or tropical areas. Once the pixie fairies realized this, they began to seek out Butterfly Steeds. As these riders and their steeds attracted more Butterfly Steeds, large groups began to form, leading to the creation of butterfly ranches. Many new arrivals from

the Realm of Faerie inevitably discover these groups, and join with them, keeping the "herd" levels fairly stable.

Unlike common butterflies, trained Butterfly Steeds do not migrate to avoid cold weather, as they are well cared for by their pixie fairy grooms and ranchers. However, wild Giant Butterfly Steeds return to the Realm of Faerie during fall and winter, and wild Butterfly Steeds follow them if possible. Without the magical Gate opened by the Giant Butterfly Steed, wild Butterfly Steeds instead fly to warmer regions after the first frost. The pixie fairy that captures a wild Butterfly Steed has the choice of allowing the butterfly to migrate and return to his home the following spring, or of flying to warmer climates with his mount. It is said that some pixie fairy clans have actually adopted nomadic lifestyles, following their butterfly companions' natural migration.

On occasion, a wild Butterfly Steed will choose his own rider, simply by alighting near the character and refusing to fly away. Most often, however, a pixie fairy "purchases" a trained steed from a Butterfly Steed rancher. These ranchers protect and care for their butterfly companions, and can play matchmaker by introducing a pixie fairy to several steeds chosen for likely compatibility. The price for a butterfly mount is the fee they charge for this service.

Butterfly Steeds live for 12+2d10 months. Giant Butterfly Steeds live for 2 years and 1d10 months.

FOX, COMMON

DESCRIPTION: There are three types of foxes commonly found on Aldrazar: the gray, red and polar (or arctic) fox. Most foxes stand 15" at the shoulder, and about 26" from the tip of their nose to the base of their 12" to 24" long tail. Foxes have very acute senses of hearing and smell, but their eye-



Animal companions come in all shapes and sizes.

FOX, COMMON**A.K.A.:** Foxy Red, Foxy Gray, Foxy White**HACKFACTOR:** 0**EP VALUE:** 9**CLIMATE/TERRAIN:** Cold to Temperate**FREQUENCY:** Uncommon**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Omnivore**INTELLIGENCE:** Low (2)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-4**SIZE:** T (1'-2')**MOVEMENT:** 15", 8" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 5**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1d3**SPECIAL ATTACKS:** Sting**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** d4+4 hp**THRESHOLD OF PAIN:** Yes**FATIGUE FACTOR:** 6

sight is not as well developed. There is a 30% chance they will ignore a non-moving creature unless they hear or smell it, or have already seen it move.

COMBAT/TACTICS: Foxes rarely attack on their own initiative, but will fight to protect its family, if there is no other choice. Most foxes prefer to lead an enemy away from the den without doing battle.

HABITAT/SOCIETY: Most foxes live in woodlands, or mountains and hills adjacent to woodlands. They build their dens in hollow logs, beneath large rocks, boulders and buildings. Foxes generally have only one mate, although social groups of one male to several females do exist. Cubs are weaned at about one month and are sexually mature by 10 months.

ECOLOGY: Foxes are omnivores, with diets consisting of invertebrates, fruits and berries, grains, birds and other small mammals and reptiles, fish, insects, eggs and even carrion.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Fox pelts are

worth between 2-10 gp each.

Treasure: Nil**Other:** Nil**GOPHER, COMMON**

DESCRIPTION: This gray, tan, or dark brown rodent has a combined head and body length of five inches to one foot, depending on the species. Its tail is short. Gophers have long upper and lower teeth, which are always exposed, and broad forepaws armed with enormous claws. It uses these teeth as picks and forepaws as shovels to tunnel through the ground.

COMBAT/TACTICS: Unless enthralled, driven by hunger or panicked, gophers are unlikely to attack. However, if a gopher invades another gopher's burrow, the two fight until one flees or is killed. Owls are the gopher's greatest natural enemy, followed by snakes, hawks, foxes, coyotes and cats.

GOPHER, COMMON**A.K.A.:** Miner Rodent**HACKFACTOR:** 0**EP VALUE:** 5**CLIMATE/TERRAIN:** Temperate**FREQUENCY:** Uncommon**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Herbivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral**NO. APPEARING:** 1**SIZE:** T (5" to 1')**MOVEMENT:** 8", 12" Burrowing**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Weak (3)**ARMOR CLASS:** 7**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** d4+2 hp**THRESHOLD OF PAIN:** Yes**FATIGUE FACTOR:** 5

HABITAT/SOCIETY: Except for brief encounters during the mating season, gophers are solitary - a single gopher occupies each tunnel system. Gophers are usually only seen above ground when the food supply is exhausted, or when looking for mates. If possible, young gophers prefer to remain less than 1,000 feet from their mother's nest when claiming their own territory.

ECOLOGY: Because gophers do not hibernate, they store food for the winter. They live and do most of their foraging underground, feeding primarily on roots and tubers. The popular human misconceptions of drowning, gassing or using noisemakers to frighten away gophers seldom work. Gophers plug their burrows at the first whiff of gas, and trying to drown them in porous soils is of little use, particularly since most gopher burrows have one or more drainage tunnels.

YIELD:**Medicinal:** None**Spell Components:** Gopher feet can be used in a Dig spell in lieu of other components.**Hide/Trophy Items:** There is no demand for gopher pelts as fashion items, but their hide can be used to make Gloves of Digging that enable the wearer to burrow at 4" per round through loose soil or 2" per round through rocky soil.**Treasure:** Nil**Other:** Nil**MOTH, GINGER (clarifications and additions)**

Wild Ginger Moths have a movement rate of 3", 15" Fly (B). However, domesticated Ginger Moths have a speed of 3", 36" Fly (B). These are specially bred temperate Ginger Moths with no other variation. It is said that the Wildthorn clan was the original breeder of such Ginger Moths, but they may now be found among other clans as well. These Ginger Moths are the standard found among pixie fairy adventurers.

Ginger Moths of all sizes and varieties are attracted to bright lights. There is a 10% chance that domesticated Ginger Moths will dive directly into bright lights or spells (such as Fireballs or Pyrotechnics). Wild Ginger Moths have an 80% chance to do so.

Unlike Butterfly Steeds, the Ginger Moth is native to Aldrazar, rather than the Realm of Faerie. Its name comes from the drab ginger color of its wings, with occasional brighter colors or eyespots on the hind wings. The Ginger Moth has both tropical and temperate varieties. Tropical varieties can be trained to be active in winter if they are kept warm and well fed. If not quarantined in a warm building or tent, it hibernates until spring.

Ginger Moths live for 12+2d8 months.



MUSKRAT, COMMON

DESCRIPTION: Muskrats look somewhat like a cross between an otter and beaver, but with a long, naked scaly black tail. They have dense, rich brown fur overlaid with coarse guard hair and usually silver belly fur. Muskrats are 20% likely to be mistaken for otters. With their partly-webbed hind feet and rudder-like tail, they are excellent swimmers but slow on land.

COMBAT/TACTICS: Most muskrats are non-aggressive. If handled roughly, there is a 50% chance they will bite.

HABITAT/SOCIETY: They live in freshwater and saltwater marshes, lakes, ponds, and streams. Muskrats often build dome-shaped houses in marshes, the only entrance to which is underwater. Other muskrats live in burrows on the bank.

ECOLOGY: If more than one muskrat is encountered, it will be part of a mated pair with young. Young have 1 hp and bite for 1 point of damage.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Certain muskrat glands can be used in the creation of perfume and fetch 1 to 3 sp (per muskrat).

MUSKRAT, COMMON
A.K.A.: Old Musky
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: T (1'-2')
MOVEMENT: 5", 16" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Coward (5)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-3
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: d4+4 hp
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 4

RACCOON, COMMON

DESCRIPTION: These furry animals have a combination of light brown, reddish brown and "salt and pepper" fur, with a black mask marking on a whitish face. They are further distinguished by their small ears, and a bushy tail with four to six alternating black and brown strips. Their tracks are quite distinctive, for their long narrow hind feet rest on the ground like a bear's, and the front paws resemble hands, with long, well separated toes. Though they do not have opposable thumbs, this allows them to manipulate items and objects with nearly as much agility as a human.

COMBAT/TACTICS: Raccoons attack creatures of their own size or smaller (usually birds) for food, and have no qualms about defending themselves.

When possible, a raccoon attacks by biting the head or upper neck area. If unable to reach, they attack the legs. Raccoon are not surprised on a 1 in 10, and can see in the dark (when they are most active, hunting food and mating).

HABITAT/SOCIETY: Raccoons prefer hollow trees, brush piles and the abandoned burrows of other creatures, near wooded streams, but can also live in urban areas where there are attics and basements for them to inhabit. In this case, they subsist off garbage from larger races, getting their water from puddles or artificial water sources (such as horse troughs).

ECOLOGY: Except when breeding or caring for young, the raccoon is solitary. During cold spells, it may sleep for several days at a time (but does not hibernate). Contrary to popular belief, raccoons do not "wash" their food before eating, although they like to play with it in water. The wetting of the paws actually enhances their sense of touch.

YIELD:
Medicinal: Nil
Spell Components: Raccoon hands can be used in a Perpetual Shocking Grasp spell or Zarba's Grasping Hand spell in lieu of other components.
Hide/Trophy Items: Raccoon pelts are worth 5 to 10 sp.
Treasure: Nil
Other: Nil

RACCOON, COMMON
A.K.A.: Arakun, Masked Bandit
HACKFACTOR: 0
EP VALUE: 4
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Nocturnal
DIET: Omnivore
INTELLIGENCE: Low (2-3)
ALIGNMENT: Neutral
NO. APPEARING: 1-3
SIZE: S (2'-3')
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2-8 hit points
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 4

Chapter 5

RULES OF THE ROAD

This chapter provides the aspiring pixie fairy and other pixie hybrids with advice, rules clarifications and additions (including new tattoos, power runes, spells and magic items).

AERIAL TRAVEL

Standard movement rules generally apply to flying just as they do to walking, with any little changes or modifiers as dictated by the GM. However, it's worth mentioning the basics here. Just as a pixie fairy can normally walk his land-based movement rate in tens of yards in a single round, so can he fly in the same manner. An unencumbered pixie fairy can fly 180 yards (540 feet) in one minute. This brisk flight can be kept up for long periods.

In combat, a dungeon, or similar setting, his movement rate corresponds to tens of FEET (not yards) in a single round, as it is assumed that the character is moving more cautiously. In this setting, when the character increases his flying movement to greater than his normal flying pace, he suffers a +2 penalty to his chance of being surprised (unless he is a pixie fairy, fae-born or pixie sprite, of course). However, regardless of his race, he still gives a bonus (-2) to others against their likelihood to be surprised by him (perhaps he drops something in his haste, brushes up against the wall or ceiling, or his wings buzz more loudly than usual, but he somehow alerts the enemy to his presence). Furthermore, the character does not notice traps, secret doors or other unusual features.

Table 5A: Flying While Encumbered

Encumbrance	Maneuverability Class	Flying Movement Rate
Unencumbered	Normal	Normal
Light	Reduce by one	Reduce to 2/3
Moderate	Reduce by two	Reduce to 1/2
Heavy Laden	Reduce by three	Reduce to 1/3
Severe	Incapable of flight	Incapable of flight

Table 5B: Flying Movement (miles/day)*

Weather Is	Fair	Poor	Bad**
Burden			
Unencumbered	60	40	20
Light	40	26	13
Moderate	30	20	10
Heavy Laden	20	13	6
Severe	-	-	-

*These values are based on a movement rate of 18". Characters with a movement rate other than 18 should adjust the values proportionally.

**Bad weather includes rain and high winds. In very bad weather (powerful thunderstorms, hurricanes, and such), characters cannot fly at all.

If the character is carrying equipment or wearing armor, of course, he might not be able to move as quickly or maneuver as well due to his encumbrance (see "Encumbrance" in PHB Chapter 9, and below). Table 5A: Flying While Encumbered shows how flying maneuverability and speed are reduced as encumbrance increases. Note that severely encumbered pixie hybrids CANNOT fly. It's as simple as that.

For long distance air travel, every 3 points of a creature's movement rate equals one mile per hour. Thus, a pixie fairy with a speed of 18" can fly long distances at an average speed of 6 mph, covering about 60 miles in a day (assuming ten hours of semi-continuous – including rest breaks – travel during daylight hours). Naturally, the above formula does not necessarily apply to short-distance travel. That's what you've got a movement rate for.

Weather, encumbrance, and other factors can reduce your movement rates significantly, of course. Your GameMaster has rules on movement that he can easily apply to flying, but players with pixie fairies need all the help they can get, so we present a few guidelines here on Table 5B: Flying Movement so you can plan your next trip.

In addition, all flying creatures climb in altitude at one-half their movement rate, and dive at twice their movement rate. This means they can climb 1 foot for every 3 feet they move forward, but they dive up to 1 foot downward for 1 foot traveled. They can also glide at their normal movement rate, moving 1 foot down for every 2 feet forward (a character cannot glide upwards).

Only creatures with Maneuverability Class A can use their hovering ability to move straight up or down. For example, a pixie fairy (Class B) can easily fly down to the bottom of a 2-foot-wide well by zigzagging back and forth, and remain hovering there, but he does not have enough horizontal room to fly up and out again.

AERIAL COMBAT

Most members of pixie-kind are blessed with the ability to hover (requires Maneuverability Class A or B) at one altitude. Those without this ability must be constantly moving forward whenever they are airborne. A pixie fairy may cast spells while hovering.

Maneuverability Classes

Now, I can hear some of you saying "Hold on a minute, what EXACTLY does my maneuverability class let me do?" Well, I'm glad to hear that question, because it means you haven't been sneaking peeks at your GM's books. So, to reward you, I'll let you in on that secret.

Maneuverability Class A: These characters have total command over their movements in the air. They can freely hover, turn 180 degrees per round when moving at full speed, and attack during each round (where permitted by their class or other influencing factors). However, they require one segment to reach full airspeed, and one segment to come to a full stop in the air.

Maneuverability Class B: Such characters can hover, turn 120 degrees in one round, and attack in each round (again, when permitted by their class or other influencing factors). They require six segments to reach full airspeed, and five segments to come to a full stop in the air.

Maneuverability Class C: This creature can turn 90 degrees per round, requires one round to reach full airspeed, and one round to come to a full stop in the air.

Maneuverability Class D: This creature can turn 60 degrees per round, requires two rounds to reach full airspeed, and one round to come to a full stop in the air.

Maneuverability Class E: This creature can turn 30 degrees per round, requires four rounds to reach full airspeed, and two rounds to come to a full stop in the air.

Diving Attack

Of course, while you may just hover in the air and trade blows with your opponent, your best bet is to keep moving. When diving (moving 1 foot forward and 1 foot downward at twice your movement rate), a flying creature's physical attacks do double damage to all targets which are not themselves diving. However, note that double damage from diving attacks requires that the dive must begin at a height of 30 feet or more from the target. There is no damage bonus for attacks while climbing.

Regardless of how far you dive, the physical attack still deals only double damage – it does not increase with greater distance. You cannot combine a dive (a downward movement) with a glide or a charge (a forward movement, detailed in the GMG) in hopes of gaining additional bonuses. Common sense, people.

If you plan on diving, you must declare this attack when it is time to begin initiative (just as a magic-user must declare his spells). You must yell "Dive!" at this time or forfeit the right to begin your dive until the next round. You may change direction during a dive (in the same manner as you change direction when walking on the ground) but must continue to move downwards.

COMBAT, OTHER

Ambidexterity and Fighting With Two Weapons

If an ambidextrous character fights with two weapons, one of their weapons must be smaller in size and weight than the other one, the exception being daggers and hand axes. Both weapons must also be usable by that character in one hand, so a pixie fairy may not use two daggers (these Small-sized weapons are two-handed weapons for a pixie fairy).

Attack Bonuses

As you should be aware, the pixie fairy gains a +2 bonus to hit in mounted combat and/or flying combat, with an additional +1 bonus on joust or charge attacks. However, it is important to note that this bonus only applies to melee attacks, not attacks with ranged weapons or spells.

Critical Hits

When your character suffers a critical hit, you roll a d10,000 on the appropriate critical hit table. As any good GM already knows, size modifiers to critical hit location do not generally apply to pixie fairies and other flyers. See the footnote in GMG Table 8EE: Critical Hit Location Size Adjustments. However, it's mentioned here for players who may be unaware of this knowledge.



Flight is a big advantage over other races.

Of course, the standard critical hit charts do not mention wings, for a very simple reason – most characters don't have them! However, determining whether a winged character suffers damage to his wings is easy. Whenever a winged character suffers a critical hit to his back, there is a 75% chance that a wing may be hit. These locations are: "upper back" for primary wings, and "lower back" for secondary wings. Treat results for "small of back" and "upper middle back" as normal critical hits to those areas. Since a character cannot wear armor on his wings, armor does not modify the severity of a hit to a wing.

So, whenever a critical hit determines that the wound is to the upper back or lower back, roll a d100. There is a 75% chance the damage is to the primary wings (if the hit was to the upper back) or secondary wings (if lower back). There is a 25% chance the damage was to the back itself, in which case you follow critical hit procedure as normal. On a hit to the wing, roll a further d4 to determine the injured wing. On an odd result of 1 or 3, the left wing is injured. On an even result of 2 or 4, the right wing is injured.

Treat any movement penalty results (m1-m10) as penalties to both flying and land-based movement, and ignore chances/results of profuse bleeding (pb) and internal bleeding (ib), except in cases where these are a result of a greater injury (listed below; see GMG p118 for more details). Note: If the character loses 50% or more of his hit points, whether to the wing or not, see also Damage, Flight and Falling, below.

(vX) Vital Organ Damage: On this result, the character's fragile wing is severed from his body. The stump can be cured by magical means or by natural healing at one-third the normal rate. A character with a missing primary wing can fly no faster than half speed. A character with a missing secondary wing has their maneuverability reduced by 1 (from A to B, or from B to C, or so on). After 4+1d4 months, he gains 25 points to his fractional Strength Ability Score, as he has been using his remaining wings much more

than most flyers in order to compensate. (Naturally, if he has rarely or never been flying since the injury, or has no remaining wings, he does not gain this bonus until 4+1d4 months after he does so.)

(mtX) Muscle Tear: On this result, the character tears one of his wing-powering muscles. The character drops his weapon and suffers a 3% x severity level chance of profuse bleeding (pb). A character with a torn primary wing muscle can fly no faster than three-quarters speed. A character with a torn secondary wing muscle has his maneuverability reduced by one (from A to B, or from B to C, or so on). These wounds heal naturally at half the normal rate. Dexterity and Strength reduction as a result of such a hit last for 20 – Constitution days, then are reduced by half for like periods until reduced to zero (fully healed). This lasting effect occurs regardless of whether the wounds have been healed fully by spell (tissue has been shifted, moved or even removed). Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bX) Broken Bone: Treat as “Broken Wing.” However, the character does not suffer from paralyzation (p), weapon drop (ws), internal bleeding (ib) or profuse bleeding (pb). Due to the pain, a character with a broken primary wing can fly no faster than half speed. A character with a broken secondary wing has his maneuverability reduced by one (from A to B, or from B to C, or so on). The wing heals or can be cured in the same manner as a broken bone, and must be set properly before healing or suffer the consequences. These wounds can be cured by magical means or through natural healing at one-tenth the normal rate. Successfully setting a broken wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bfX) Broken Bone, Compound Fracture: Treat as “Broken Wing, Compound Fracture.” The wing is broken in two places, one of them at the base. The character does not suffer from paralyzation (p), but he does suffer weapon drop (ws), and 10% chance of profuse bleeding (pb) at the base. Due to the pain, a character with a compound fractured primary wing can fly no faster than one-fourth speed. A character with a compound fractured secondary wing has his maneuverability reduced by two (from A to C, or from B to D, or so on; this cannot drop maneuverability below E). These wounds can be cured by magical means or through natural healing at one-tenth the normal rate. Successfully setting a broken wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bmX) Broken Bone, Multiple Fracture: Treat as “Broken Wing, Multiple Fracture.” The wing is broken in multiple places, one of them at the base. The character does not suffer from paralyzation (p), but he does suffer weapon drop (ws), and 30% chance of profuse bleeding (pb) at the base. Due to the pain, a character with a multiple fractured primary wing can fly no faster than one-eighth speed. A character with a compound fractured secondary wing has his maneuverability reduced by three (from A to D, or from B to E, or so on; this cannot drop maneuverability below E). These wounds can be cured by magical means or through natural healing at one-twelfth the normal rate. Successfully setting a multiple fractured wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be perma-

nent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bsX) Bone Shatter: Treat as “Wing Shatter.” The character's fragile wing is shattered, becoming useless. The wounds can be cured by magical means or by natural healing at one-third the normal rate. A character with a shattered primary wing can fly no faster than half speed. A character with a shattered secondary wing has their maneuverability reduced by one (from A to B, or from B to C, or so on; this cannot drop maneuverability below E). After 4+1d4 months, he gains 25 points to his fractional Strength Ability Score, as he has been using his remaining wings much more than most flyers in order to compensate. (Naturally, if he has rarely or never been flying since the injury, or has no remaining wings, he does not gain this bonus until 4+1d4 months after he does so.)

Damage, Flight and Falling

Faerie-kin wings are of the delicate membranous type. Pixie fairies taking 50% or more of their initial hit points in damage are incapable of flight. If that damage threshold is exceeded while the character is in flight, he must immediately glide to earth in the direction he was flying. This decent can be no steeper than 1 foot for every 2 feet moved forward. For example, if the character is 100 feet in the air when he sustains damage forcing him to descend, he must cover at least 200 feet in his direction of travel while descending.

If a character in flight sustains damage exceeding 75% of his hit point total, he is incapable of gliding to earth. He immediately falls into a tailspin, suffering damage upon impact. This damage is equal to 1d6 hit points per 10 feet of his elevation when he began to fall.

TRIBAL TATTOO MAGIC

The tribal tattoo magic of the faerie-kin comes down from ages past, its origin lost in the mists of time. Though other races have learned certain aspects of tattoo magic, using it to create spell tattoos, the art of faerie-kind tattoo magic has evolved little from its tribal roots.

Only pixie fairies, pixie sprites and grixies have the ability to draw upon the power of an inscribed tattoo. The only race not of pixie-kind that can use tribal tattoo magic are the grel, though they must consume the magical flesh of a tattooed pixie fairy or pixie sprite to do so.

Tattoos

These magical tattoos serve as focal points, allowing the pixie fairy to draw from his own inherent magical energies to achieve perpetual spell-like results. However, because the tattoos draw their power directly from the character, there is a significant drawback – each tattoo permanently removes a point or more of the character's Constitution ability score.

Characters may have as many magical tattoos as they have “slots” available (one tattoo per slot, six total slots). Slot locations are as follows: forehead (two slots), upper arm (left), upper arm (right), lower arm (left), lower arm (right). Certain tattoo types can only go in a specific slot. Once a tattoo has been placed, it cannot be removed and replaced with another.

GM Option: Allow pixie fairy tattoos in other locations (even locations normally slotted for power runes) at twice the cost in BP and/or Con. Of course, if your player's not responsible enough to handle this, then don't do it!

Tattoos do not transcend the rebirth process and so are lost when a character reincarnates (see the section on pixie fairy life and death, in Chapter One: Races. However, the tattoos continue to function upon the dead body. Thus, it is possible to skin a pixie fairy and, if the tattoo is not damaged in

Tatoos

1. Acckrink
2. Ardkrin
3. Botakrin
4. Carnkrin
5. Clikrin
6. Clokrin
7. Drinkrin
8. Durykrin
9. Elfkrin
10. Emphkrin
11. Ecrikrin
12. Fakrin
13. Feaykrin
14. Gawdlikrin
15. Glittykrin
16. Gorkrink
17. Grekrin
18. Hurdkrin
19. Jukarin
20. Krinkrin
21. Magkrin
22. Merrokrin
23. Nekkrin
24. Nokrin
25. Obfuskrin
26. Rinkrin
27. Rorkrin
28. Seamskrin
29. Shewkrin
30. Shunkrin
31. Speakrin
32. Subakrin
33. Tarkrin
34. Yiskrin



Table 5C: Tattoos

Type/Name	Effects	Location	Penalty	BP Cost*
Acckrink	+1 to damage (missile attacks only)	Upper Arm	-1 CON	10
Ardkrin	+1 AC against all melee attacks	Lower Arm	-1 CON	5
Botakrin	Speak With Plants***	Forehead	-1 CON	5
Carnkrin	+1 to Intelligence	Forehead	-1 CON	10
Clikrin	Alter hair, eye and/or skin coloration at will	Any	-1 CON	2
Clokrin	Alter coloration of worn clothing at will	Any	-1 CON	2
Drinkrin	Halve the amount of alcohol in drinks consumed	Any	-1 CON	2
Durykrin	Read Magic***	Forehead	-1 CON	10
Elfkrin	Aura of Innocence***	Forehead	-1 CON	10
Emphkrin	Never surprised****	Forehead	0	0
Ecrikrin	Poker Face***	Any	-1 CON	2
Fakrin	Detect Evil***	Any	-1 CON	5
Feaykrin	+1 to Wisdom	Forehead	-1 CON	10
Gawdlikrin	Hands and face always seem clean	Forehead or Upper Arm or Lower Arm	-1 CON	2
Glittykrin	+1 to Comeliness	Forehead	-1 CON	2
Gorkrin	+1 to damage (melee attacks only)	Upper Arm	-1 CON	10
Grekrin (2 slots)	+2 to Strength	Lower Arm (both L & R)	-1 CON	15
Hurdkrin	+1 to hit points**	Upper Arm	-1 CON	10
Jukarin	Speak With Animals***	Forehead	-1 CON	5
Krinkrin	Flutter Soft***	Lower Arm (L or R)	-1 CON	5
Magkrin	Detect Magic***	Any	-1 CON	5
Merrokrin	Water Breathing***	Any	-1 CON	5
Nekkrin	Detect Undead***	Any	-1 CON	5
Nokrin	Detect Invisibility***	Any	-1 CON	5
Obfuskrin	All tattoos become invisible (at will)	Upper Arm	-1 CON	5
Rinkrin	+1 Dexterity	Arm (upper or lower)	-1 CON	10
Rorkrin	+2 Honor	Any	-1 CON	5
Seamskrin	All clothing (not armor) worn does not naturally fade, fray or wear	Any	-1 CON	2
Shewkrin	+1 AC against all missile attacks	Lower Arm	-1 CON	5
Shunkrin	+1 on all saves	Forehead	-2 CON	10
Speakrin	Comprehend Languages***	Any	-1 CON	5
Subakrin	Detect Charm***	Any	-1 CON	5
Tarkrin	Diminish Evil (-2 to attacks from evil creatures)	Any	-1 CON	10
Yiskrin	+1 to Charisma	Forehead	-1 CON	2

*Pixie fairy characters can use BPs during the character creation process to purchase beginning tattoos. Tattoos purchased with BPs result in only 50% of the total Constitution penalty (rounded up).

**Gives you these extra hit points any time you roll a Hit Die, in any situation and for any reason. This includes the cavalier sub-levels and multiple Hit Dice instances.

***Works like the spell of the same name.

****This tattoo is free to pixie fairies and pixie sprites, and only they can use it. It gives them their telepathic ability, which prevents them from being surprised.

the process, magical items can be made from the cured skin/leather. This is something that grels and other races often take advantage of. (See the Magic Items section in Chapter Four: Goods, Services and Equipment.) A pair of Shewkrin Gloves makes the perfect gift for that ranger-type person in your life, and a tattooed pixie fairy arm makes a serviceable wand.

Obtaining Tattoos

Tattoos may be purchased with BPs during the character creation process (in which case the character suffers only half the total Constitution penalty – round up – so this is the best time to get multiple tattoos). After character creation, a 1st to 5th level pixie fairy, pixie sprite or grixie can attempt to apply tribal tattoos or power runes if he has the spell tattooing skill and knowledge of the sigil he wishes to inscribe.

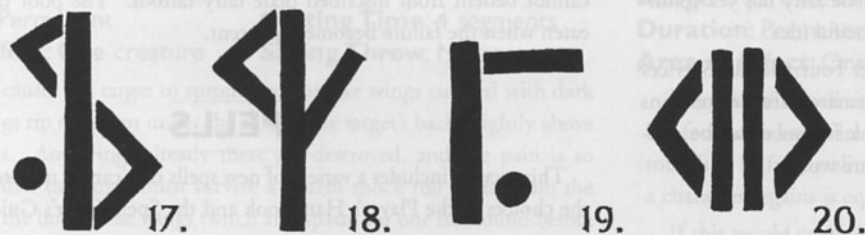
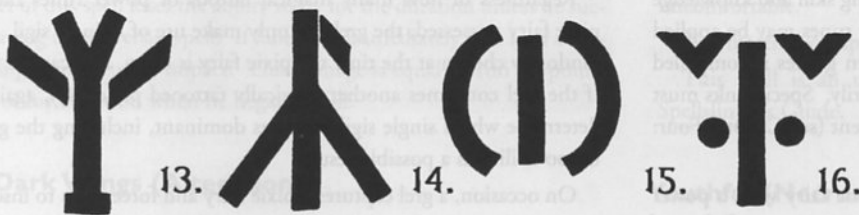
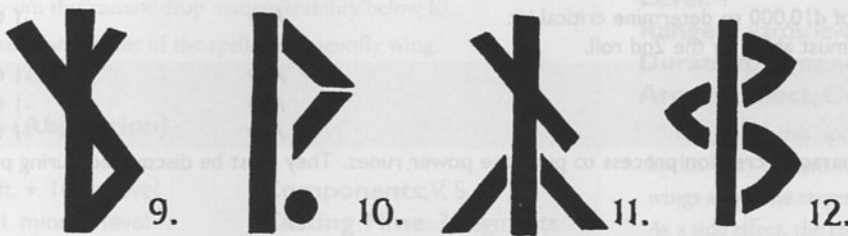
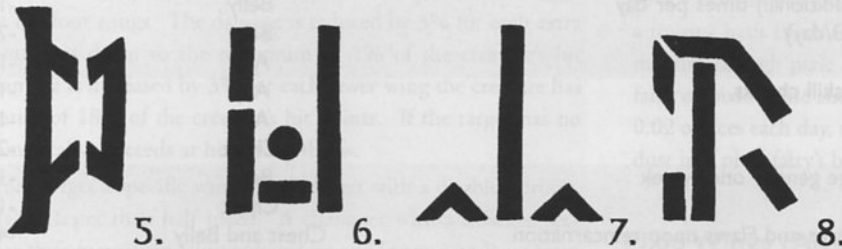
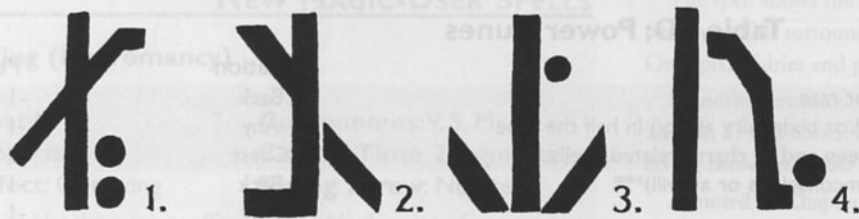
At 6th level, all pixie fairies gain full knowledge (either through practice or some mystical racial memory) of how to apply any tattoo they learn. In game terms, a 6th level or higher pixie fairy (but no other race) automatically succeeds at his spell tattooing skill check (for tattooing magical pixie fairy sigils,

not spell tattoos), even if he does not possess the spell tattooing skill or its prerequisites. Grixies and pixie sprites, even if 6th level or higher, must continue to make spell tattooing skill checks as normal.

These magical tattoos may be applied to himself, other pixie fairies and pixie sprites, or even grixies if compelled through force or threat of bodily harm - never voluntarily. Special inks must be used, as well as a particular quill for the needling agent (see Chapter Four: Goods, Services and Equipment).

POWER RUNES

Naturally, when they discovered that only a limited number of tattoos worked upon certain areas of the body, pixie fairy magic-users determined to find a way to break this restriction. Over many lifetimes, the greatest pixie fairy mages consulted ancient tomes, dark magicks and other races in hopes of solving this puzzle. It took a great many generations and reincarnations before they came upon a solution – power runes.



Power Runes

1. Aeikkrun
2. Bakrun
3. Chakkrun
4. Dowkrun
5. Forkrun
6. Hoikrun
7. Leprekrun
8. Lookrun
9. Lukkrun
10. Morkrun
11. Nekkrun
12. Nikrun
13. Orkkrun
14. Oksykrun
15. Rekkrun
16. Spekrun
17. Strikrun
18. Summekrun
19. Visikrun
20. Wintikrun

While some say that the power runes are based on ancient dwarven magicks of dark power, and that such magicks are why most dwarves shun the arcane arts, no one has yet confirmed this. The dwarves give nervous looks and deny any knowledge, the pixie fairies claim to neither know nor care since the origin is long since lost, and the other races are completely clueless. However, it seems there might be some truth to the dark magicks, at least, for with each power rune inscribed on the flesh, the pixie fairy's coloration seems to change slightly. The skin becomes slightly paler, and hair and eye coloration turns a little darker, towards solid black. Furthermore, every two power runes inscribed brings the character's alignment one step closer to chaotic, and then one step closer to evil. For example, a lawful good pixie fairy with two power runes becomes neutral good. With a fourth power rune, he turns chaotic good. With a sixth, he becomes chaotic neutral. With an eighth, he turns chaotic evil (and has dark black hair, solid black eyes, and very pale skin). Each power rune permanently removes one or more points of the character's Constitution ability score.

Like tribal tattoos, power runes can only go in a specific slot. Characters may have as many power runes as they have slots available (one tattoo per slot, eight total slots). Slot locations are as follows: back (two slots), chest, stomach, upper leg (left), upper leg (right), lower leg (left), lower leg (right). Once a power rune has been placed, it cannot be removed and replaced with another.

Power runes are discovered through roleplaying, depending on how and when the GM decides to introduce them. Inscribing power runes is a crime in all predominantly good or neutral-aligned pixie fairy settlements, and characters found to possess a power rune are stripped of treasure and property, and then exiled.

Obtaining Power Runes

Unlike magical tattoos, a character cannot purchase power runes with BPs during the character creation process. However, a character of any level can

Table 5D: Power Runes

Type/Name*	Effects	Location	Penalty
Aeikkrun (2 slots)	+6" to Fly movement rate	Back	-1 CON
Bakrun	Reincarnate (as spell or pixie fairy ability) in half the time	Any	-1 CON
Chakkrun	30% resistance to Sleep and all charm-related spells	Chest	-2 CON
Dowkrun (2 slots)	Feather Fall (when unconscious or at will)**	Back	-1 CON
Forkrun	Detect Good**	Any	-1 CON
Hoikrun	Heal 2 (additional) hit points per day	Chest	-2 CON
Leprekrun	Turn invisible two (additional) times per day	Belly	-1 CON
Lookrun	Fascinate*** (at will; 3/day)	Belly	-2 CON
Lukkrun	Diminish Good**	Any	-1 CON
Morkrun	+5 bonus on arcane skill checks	Any	-1 CON
Nekkrun	Speak With Dead***	Any	-1 CON
Nikrun	Immune to Fear	Chest	-2 CON
Orkkrun	Character may change gender once/week	Belly	-1 CON
Oksykrun	Filter*** (SG)	Chest	-1 CON
Rekkrun (2 slots)	Lose all previous Quirks and Flaws upon reincarnation	Chest and Belly	-4 CON
Spekrun (2 slots)	+6" to land movement rate	Upper Leg (both L & R)	-1 CON
Strikrun	PC may force re-roll of d10,000 to determine critical hit locations against him; must abide by the 2nd roll.	Any	-1 CON
Summekrun	Resist Fire***	Any	-1 CON
Visikrun	Premonition***	Any	-1 CON
Wintikrun	Resist Cold***	Any	-1 CON

*Pixie fairy characters cannot use BPs during the character creation process to purchase power runes. They must be discovered during play.

**Gives -2 to all attacks from good creatures.

***Works like the spell of the same name

attempt to apply power runes if he has the spell tattooing skill and knowledge of the power rune he wishes to inscribe. These power runes may be applied to himself, other pixie fairies and pixie sprites, or even graxies if compelled through force or threat of bodily harm - never voluntarily. Special inks must be used, as well as a particular quill for the needling agent (see Chapter Four: Goods, Services and Equipment).

Some sages speculate that, should a dwarf eat a pixie fairy with a power rune, the dwarf would gain that ability just as do grels who consume magically tattooed pixie fairies. However, no dwarf or pixie fairy has yet volunteered to test this theory, and both dispute such a fanciful idea.

Special needles and inks must be used (see Chapter Four: Goods, Services and Equipment). These require the ashes from a cremated Treant's remains and the blood of an Aarnz Hound. Other tattoo ink formulas can be concocted, but it is up to the GM to decide if the mixture works.

Types of Tattoos and Power Runes

There are many magical tattoos and power runes, each with different effects. See Table 5C: Tattoos and Table 5D: Power Runes. Magical tattoos and power runes are collectively known as sigils.

Grel and Tattoo Magic

Every six years, during the time of the Pixie Meet, pixie magic reaches its peak. It is predominantly at this time that the grunge elves hunt and eat pixie fairies and pixie sprites (who look just like pixie fairies to the grel). After all, with the wee folk gathered together, it makes hunting much easier.

A grel that consumes a tattooed pixie fairy or pixie sprite gains the ability to use one magical tattoo or power rune (not both) - if the character was so inscribed. Only one tattoo or power rune per pixie fairy eaten can result in magical benefits, and the Constitution loss from such a sigil is the same as the cost paid by the pixie fairy.

Regardless of how many magical tattoos or power runes the consumed pixie fairy possessed, the grel can only make use of a single sigil. This sigil is randomly chosen at the time the pixie fairy is eaten, and cannot be changed. If the grel consumes another magically tattooed pixie fairy, again randomly determine which single sigil becomes dominant, including the grel's current tattoo ability as a possible result.

On occasion, a grel captures a pixie fairy and forces him to inscribe tattoos or power runes on the grel's flesh. Naturally, such efforts prove futile, as grel cannot benefit from inscribed pixie fairy tattoos. The poor tattoo artist is eaten when the failure becomes apparent.

SPELLS

This section includes a variety of new spells that can be used to supplement the choices in the Player's Handbook and the Spellslinger's Guide.

Spell Components

In accordance with the listings in the Player's Handbook, material components are given below for the spells that require them. The GM decides the precise amounts of these materials, as well as any other details that may come up later.

Verbal and somatic components also should have their precise nature determined by the GM. Specific verbal and somatic components are not required, but they add color to the game by giving players a clearer idea of exactly what procedures must occur in order for the PC magic-users to cast spells. Verbal components can be single words, brief phrases, snatches of poetry, chants or nonsense syllables. They can be spoken, whispered, shouted, sung, groaned, grunted, coughed, whistled, or so on. Somatic components can be any type of physical gesture, including pointing, touching, rubbing the hands or wiggling the fingers.

NEW MAGIC-USER SPELLS

Disable Wing (Necromancy)**Level:** 2**Range:** 10 yards**Duration:** Special**Area of Effect:** One wing**Components:** V, S, M**Casting Time:** 2 segments**Saving Throw:** Negates

This spell enables the caster to effectively disable the wing of one creature. The creature takes an amount of damage equal to 10% of his normal hit point total if it has four wings. The damage is reduced by 3% for each extra wing the creature has down to the minimum of 1% of the creature's hit points. The damage is increased by 3% for each fewer wing the creature has up to a maximum of 18% of the creature's hit points. If the target has no wings, he automatically succeeds at his saving throw.

The caster may target a specific wing. A character with a disabled primary wing can fly no faster than half speed. A character with a disabled secondary wing has their maneuverability reduced by one (from A to B, or from B to C, or so on; this cannot drop maneuverability below E).

The material component of the spell is a dragonfly wing.

Grounded (Abjuration)**Level:** 3**Range:** 10 ft. + 10 ft./level**Duration:** 1 minute/level**Area of Effect:** One creature**Components:** V, S**Casting Time:** 3 segments**Saving Throw:** Negates

The target of this spell loses the ability to fly for the duration unless he succeeds at a saving throw versus spell. If failed, he immediately falls into a tailspin, suffering damage upon impact. This damage is equal to 1d6 hit points per 10 feet of his elevation when he began to fall.

Lizenz's Dark Wings (Alteration)**Level:** 3**Range:** Touch**Duration:** Permanent**Area of Effect:** One creature**Components:** V, S, M**Casting Time:** 4 segments**Saving Throw:** Negates

This spell causes the target to sprout two bat-like wings covered with dark fur. The wings rip out from under the skin of the target's back, slightly above the shoulders. Any wings already there are destroyed, and the pain is so excruciating that the target must survive a system shock roll or die from the stress put on the body. The wings twitch and spasm for one full round before they come fully under the target's control. These wings are appropriately sized to the target's body (each wing being approximately as long as the character is tall). The character now has a Fly movement rate of 15" and a Maneuverability Class of C. If the character practices flying with these wings at least once per day, his Maneuverability improves to Class B after one month.

The material component of this spell is the wing of a Huge Bat and blood from a Nefarian. The caster must place his palm firmly on the target's back at the culmination of the spell to complete the process.

Merge Pixie Dust (Abjuration, Alteration)**Level:** 1**Range:** 10 yards**Duration:** Permanent**Area of Effect:** 10 ft. x 10 ft. area**Components:** V, S**Casting Time:** 1 segment**Saving Throw:** Negates

The spell allows the caster to magically gather all loose pixie dust from his person and his surroundings, and neatly arrange it into a small pile at his feet. Only pixie fairies and pixie sprites are affected by this spell.

If another creature other than the caster has pixie dust on his person (on his skin or in a container) and is within the area of effect, he may attempt a saving throw to enable the pixie dust on his person to resist the effect.

As noted in Chapter One: Races, a roving pixie fairy adventurer generally doesn't remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie fairy remains in the same area on a routine basis (such as living in the same house for a time), he usually accumulates enough pixie dust to scrape it up and sell it. Remember, the pixie fairy or pixie sprite sheds an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. Heck, the floor dust in a pixie fairy's bedroom is sometimes as much as 90% pixie dust!

Pixie Wings (Alteration)**Level:** 4**Range:** 5 yards/level**Duration:** Permanent**Area of Effect:** One creature**Components:** V, S, M**Casting Time:** 4 segments**Saving Throw:** Negates

Targets of this spell grow two pairs of dragonfly-like wings from their backs. Any current wings fall off, to be replaced by these new wings. These wings allow the target to fly with a speed of 18" and a maneuverability of B. As a side effect, the recipient's skin becomes glossy and shimmers in the light. The wings make wearing bulky armor impossible and fairly bulky armor very uncomfortable.

The material component for this spell is pixie dust from a pixie fairy.

This spell is an updated version of the same spell appearing in the Spelllinger's Guide.

Youthful (Necromancy) [Woeful]**Level:** 8**Range:** 5 yards/level**Duration:** Permanent**Area of Effect:** One creature**Components:** V, S, M**Casting Time:** 8 segments**Saving Throw:** None

The Youthful spell causes a target to physically grow younger, regaining his life force at a vastly increased rate. The actual youthening effects take 1d4 rounds to be fully realized, but the effect is permanent. The amount of youth a character regains is equal to 1d4 years.

If this would cause a character's age to be zero or less, the character turns into an amorphous, lifeless puddle of goo. Interestingly, blood mages have been rumored to use this spell to keep their most hated prisoners from dying of old age. However, the caster need not be a blood mage to cast this spell.

Like all Woeful spells, this spell ignores magic resistance. It also causes the caster to lose 1d3 points of Constitution, then fall into a comatose slumber for 36 hours. After each 12 hours, there is a 34% chance that the caster regains one Constitution point. If he fails a roll, the loss of that point is permanent. Roll separately for each point lost.

Each successive time this spell is cast on the same character, it reduces age by only one year.

NEW CLERIC SPELLS

Last Resort (Alteration, Enchantment)

Level: 5 **Sphere:** Necromancy
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** Two rounds
Area of Effect: Two creatures **Saving Throw:** Negates
 of equal level/HD

The spell merges two minds into one. It is rarely used, but occasionally two pixie fairy lovers cannot bear to part from one another, and use this spell when one lover's "final death" approaches. Characters must be of the same level or Hit Dice.

One body is chosen as host, and both minds now permanently occupy that body until its own final death. Both minds become one, with all the memories, skills, talents, proficiencies, quirks and mental flaws of both characters. If two characters have the same skill or proficiency, use the better of the two. Intelligence and Wisdom scores also use the better of the two. Other Ability Scores are unchanged. The joined character does not gain any new classes or abilities of a different class. For example, a fighter host joined with a magic-user's mind does not gain the ability to cast spells. Such knowledge came about through intense training on the dying character's part, and so does not transfer.

However, two characters of the same class may pool their knowledge, as both minds are already receptive to such information. For example, two joined magic-users may know different spells. The joined character now knows all these spells, but cannot cast more than his normal allotment.

There is a 90% chance that the host body is the dominant mind, with the secondary mind in the "background" of his thoughts as no more than a comforting presence. However, there is a 10% chance that the dying character's mind becomes dominant and takes over the host body, relegating the host's mind to the background.

Leaves to Bees (Alteration)

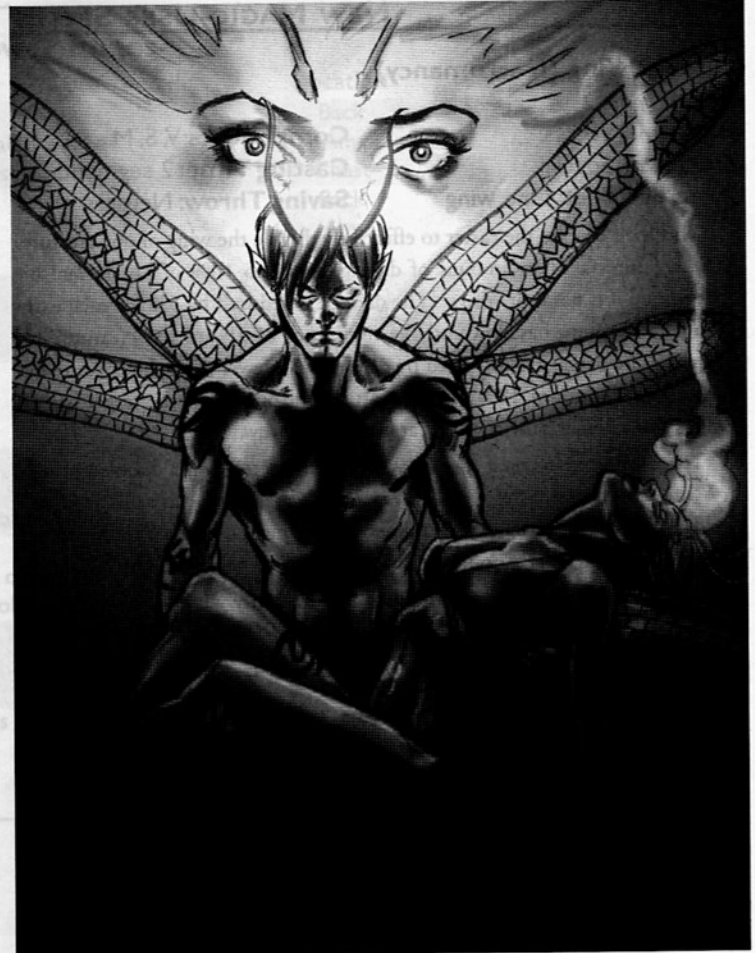
Level: 4 **Sphere:** Animal
Range: 20 yards **Components:** V, S, M
Duration: 2 rounds/level **Casting Time:** 9 segments
Area of Effect: 1d4 leaves +1 leaf/level **Saving Throw:** None
 in a 10-ft. cube

By means of this spell, the cleric can change 1d4 leaves, plus one additional leaf per experience level, into bees. Thus, a 9th level cleric can change 10-13 leaves into an equal number of bees. These insects attack as commanded by the cleric.

There must, of course, be leaves to grow into bees. Such a leaf cannot be smaller than a human's fist. Magical or carved items, such as a leaf made entirely out of gold, are not affected by the spell. The spell typically creates Giant Worker Bees (HF 2, EP VALUE 175 each, Int 6 (low), AL N, AC 6, MV 9", 30" Fly (D), HD 3+1, hp 11 each, SZ M, #AT 1, D 1-3 + poison (5d4) save at +0, SA poison, SD n/a, TOP n/a, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 62).

However, there is a 2% chance per level of the caster for any particular bee to actually be a Giant Soldier Bee (HF 3, EP VALUE 270 each, Int 6 (low), AL N, AC 5, MV 12", 30" Fly (C), HD 4+2, hp 16 each, SZ M, #AT 1, D 1-4 + poison (5d4+1) save at -1, SA poison, SD n/a, TOP n/a, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 62). Thus, a 10th level cleric has a 20% chance of any single leaf becoming a Giant Soldier Bee instead of a Giant Worker Bee.

The spell lasts for two rounds per experience level of the spell caster. The material components of the spell are some twigs and a bit of honeycomb.



The last resort spell brings two lovers together - forever.

Protection From Grel (Abjuration)

Level: 4 **Sphere:** Warding
Range: 0 **Components:** V, S
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell protects the cleric and all within 10 feet of him from grunge elves (grel). A maximum of 3 Hit Dice per caster level of grel are affected. Grel with a hit point bonus of +3 or better are counted as having an additional Hit Die. In the case of attack by multiple grel, the weakest foes (in terms of Hit Dice) are first repelled, up to the maximum efficacy of the spell. No grel protected against can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course) against any creature held at bay. The protection moves with the cleric.

This spell is only effective against full-blooded grunge elves, not other types of Elves. Grixies and characters with only some grel blood are unaffected.

Surrogacy (Alteration, Enchantment)

Level: 3 **Sphere:** Devotional
Range: Touch **Components:** V, S
Duration: Special **Casting Time:** 1 hour
Area of Effect: Two pixie fairies **Saving Throw:** None

This spell allows a pixie fairy to choose his rebirth mother. The spell works for one reincarnation only. It must be cast again (on the same target or another target) once the target pixie fairy reincarnates.

Telepathy (Enchantment/Invocation)

Level: 2 **Sphere:** Charm
Range: 10 yards **Components:** V
Duration: 1 turn/level **Casting Time:** 4 segments
Area of Effect: One creature/level **Saving Throw:** Negates

This spell allows the caster and a number of companions equal to his level to communicate telepathically. Unwilling targets are allowed a saving throw to not participate. The range of this telepathy is 20 feet from the caster. Anyone who moves farther than 20 feet from the caster will no longer be able to communicate telepathically until he returns to within 20 feet.

NEW DRUID SPELLS**Leaves to Bees (Alteration)**

Level: 4 **Sphere:** Animal
Range: 20 yards **Components:** V, S, M
Duration: 2 rounds/level **Casting Time:** 9 segments
Area of Effect: 1d4 leaves +1 leaf/level in a 10-ft. cube **Saving Throw:** None

Except as noted, this spell is the same as the 4th level cleric spell Leaves to Bees.

Surrogacy (Alteration, Enchantment)

Level: 4 **Sphere:** Devotional
Range: Touch **Components:** V, S
Duration: Special **Casting Time:** 1 hour
Area of Effect: Two pixie fairies **Saving Throw:** None

Except as noted, this spell is the same as the 3rd level cleric spell Surrogacy.

Thicket (Conjuration/Summoning)

Level: 7 **Sphere:** Plant
Range: 80 yards **Components:** V, S
Duration: 1 turn/level **Casting Time:** 9 segments
Area of Effect: One 10-ft cube/level **Saving Throw:** None

This spell is the same as the druid spell Wall of Thorns, except that size Tiny creatures may move through the gaps in the thorns freely.

MAGIC ITEMS

The following section presents certain magic items of pixie-kind. As usual, a GM should carefully consider the magical items he gives out in his campaigns. Sometimes, however, the GM has more pressing game matters on his mind and must leave things to chance.

If you need to randomly determine what magical items can be found in an area heavy with pixie-kind, roll on Table 5E: Pixie-Kind Magical Items. This table may direct you to subtables as well.

Note: EP Value is the number of experience points a character is awarded for using potions and scrolls. Weapons, armor and long-term miscellaneous items are awarded 1/10th the EP Value listed, per use or per week (GM's call).

Antenna Caps of Jamming

These metal caps, placed on the end of a pixie fairy's antennae, are favored mostly by the upper class. However, Antenna Caps of Jamming have been enchanted such that a pixie fairy wearing them is undetectable by psionics or telepathy. Furthermore, such a character may surprise another pixie fairy and his party as normal, even if the opposing pixie fairy has the Emphkrin tattoo.

Antenna Caps of Telekinesis

As long as the character wears this jewelry, he can manipulate objects in the same manner as the 5th-level magic-user spell, Telekinesis. The wearer can lift a maximum of 75 pounds.

Armor of Flying

This appears to be a normal suit of armor. However, upon command, the Armor of Flying enables the individual to move vertically and horizontally at a rate of 18" (half that if ascending, twice that if descending in a dive), and with Maneuverability Class B. Unless worn by a creature that once had natural flight ability and is accustomed to flying (like a pixie fairy who lost his wings), the character must hover or move at a rate of 3" to cast spells.

Aviator's Scarf of Speed +2

The Aviator's Scarf of Speed enables the wearer to fly at twice his natural Fly speed. For every hour of continuous use, the wearer must rest for 2 hours. No more than 4 hours of continuous fast movement are possible before the wearer is forced to rest. The Aviator's Scarf of Speed also gives a +2 bonus to Armor Class when airborne. When mounted on a flying creature, the wearer of the Aviator's Scarf of Speed is able to imbue his mount with one-and-a-half times its normal movement rate.

Bolt of the Firefly +4

A Bolt of the Firefly gives a +4 bonus to attack and damage against all targets. A +6 bonus to-hit takes effect against chipmunks, rabbits, shrew mice and squirrels, including variants, such as the Giant Black Squirrel, Giant Rabbit or Giant Shrew Mouse, and the Carnivorous Flying Squirrel and Predatory Rabbit. Bolts of the Firefly are usually sized to fit peashooter crossbows.

Coinpouch of Pixie-kind

The Coinpouch of Pixie-kind appears to be nothing more than a standard, if small, belt pouch. It radiates strong magic but otherwise appears quite ordinary. Standard metal coins placed in this pouch shrink and become standard pixie fairy flower coins of equivalent value and weight (100 coins = 1 pound). When dumped out of the pouch, any formerly metal coins transform back into metal, and immediately enlarge to their previous size, weight and appearance. Standard pixie fairy flower coins are unaffected by this pouch. The Coinpouch of Pixie-kind holds or carries 1/4 cu. ft.

Eternity Wine

Eternity Wine is a potent magical liquor. Any character not of pixie-kind who drinks Eternity Wine must save versus poison at -4, or sleep for 4d10 years. The character cannot be woken without magical means, and awakening requires 1 full round. A single drink of Eternity Wine has a Potency of 20% and a Value of four drinks. Eternity Wine grants a +4 bonus (not cumulative with multiple drinks) to all saves versus spells when consumed by pixie-kind.

Lipstick of Life Draining

Rumored to have been invented by insane sprites, this lipstick allows the wearer to inflict an energy drain attack (one level) by kissing the target. The lipstick's power wears off after four hours if not used before then. If the wearer attempts to kiss an unwilling target, he must make an attack roll against AC 10 plus the victim's Dexterity bonus. If the roll succeeds, the target is

Table 5E: Pixie-Kind Magical Items

Roll (1d1000)	Item*	EP	GP
01-180	Roll on GMG Table A2: Potions and Oils	-	-
181-190	Roll on GMG Table A3: Scrolls	-	-
191-240	Roll on GMG Table A4: Rings**	-	-
241-250	Roll on GMG Table A5: Rods	-	-
251-260	Roll on GMG Table A6: Staves	-	-
261-290	Roll on GMG Table A7: Wands	-	-
291-300	Roll on GMG Table A8: Misc Magic: Books	-	-
301-320	Roll on GMG Table A9: Misc Magic: Jewels	-	-
321-340	Antenna Caps of Jamming	500	5,000
341-360	Antenna Caps of Telekinesis	1,000	10,000
361-380	Armor of Flying	500	5,000
381-400	Aviator's Scarf of Speed +2	1,000	15,000
401-420	Bolt of the Firefly +4	100	200
421-440	Coinpouch of Pixie-Kind	1,000	15,000
441-460	Eternity Wine	250	400
461-480	Lipstick of Life Draining	1,500	20,000
481-500	Mushrooms of Psychedelic Enhancement	1,000	15,000
501-520	Silverthorn Club +3	1,500	15,000
521-540	Skin Clothing, Grel	500	10,000
541-560	Tattooed Skin Clothing, Pixie-Kind	500	10,000
561-580	Tri-Corner Hat of Rainguard	500	5,000
581-600	Roll on GMG Table A10: Misc Magic: Cloaks	-	-
601-620	Roll on GMG Table A11: Misc Magic: Boots	-	-
621-630	Roll on GMG Table A12: Misc Magic: Girdles	-	-
631-650	Roll on GMG Table A13: Misc Magic: Bags	-	-
651-660	Roll on GMG Table A14: Misc Magic: Dusts	-	-
661-670	Roll on GMG Table A15: Misc Magic: Household	-	-
671-680	Roll on GMG Table A16: Misc Magic: Musical	-	-
681-700	Roll on GMG Table A17: Misc Magic: Weird	-	-
701-850	Roll on Table 5G: Pixie-Kind Magic Armor	-	-
851-990	Roll on Table 5H: Pixie-Kind Magic Weapons	-	-
991-1000	Roll on GMG Table A24: Misc Magic: Artifacts	-	-

*If you, as GM, feel that an item is inappropriate for a pixie fairy (such as a cloak that would interfere with the wings), roll again or choose as you see fit.

**There is a 20% chance that such an item is a ring-equivalent item (a ring or stud worn elsewhere on the pixie-kind's body). In this case, roll a d8. 1=lip, 2=tongue, 3-4=ear, 5-6=navel, 7=nose, 8=other.

Table 5F: Mushrooms of Psychedelic Enhancement

Roll (1d100)	Effect
01	Adds one point to Str (18 max) for 1d4 hours
02	Adds one point to Int (18 max) for 1d4 hours.
03	Adds one point to Wis (18 max) for 1d4 hours
04	Adds one point to Dex (18 max) for 1d4 hours.
05	Adds one point to Con (18 max) for 1d4 hours
06	Adds one point to Cha (18 max) for 1d4 hours.
07-08	Affected as by the Haste spell.*
09-10	Affected as by the Enlarge spell.*
11-12	Affected as by a Potion of Healing.
13-14	Gives +1 protection for 1d4 hours.
15	Gain permanent +25% to Str ability score.
16	Gain permanent +25% to Int ability score.
17	Gain permanent +25% to Wis ability score.
18	Gain permanent +25% to Dex ability score.
19	Gain permanent +25% to Con ability score.
20	Gain permanent +25% to Cha ability score.

*As cast by a 6th-level magic-user.

kissed and the energy drain occurs. The kiss must touch flesh, thus an enemy with no bared skin cannot be affected.

The Lipstick of Life Draining comes in a number of shades and has 2d10 applications when found. Note that any race can use the lipstick, but it is generally sized only for pixie fairies. Larger creatures require multiple applications to use. Small creatures require two applications, Man-sized creatures require four, Large creatures require eight applications, and so on.

Mushrooms of Psychedelic Enhancement

These dangerous mushrooms are said to be the result of an experiment by the wild mage Aynemon. Anyone eating a Mushroom suffers one random effect as noted on Table 5F: Mushrooms of Psychedelic Enhancement. The effects from multiple Mushrooms are cumulative, but each additional Mushroom consumed deals 1d4 hit points of damage.

Table 5G: Pixie-Kind Magic Armor

Roll (1d100)	Armor
01-05	Banded mail
06-10	Brigandine
11-15	Bronze plate mail
16-20	Chain mail
21-25	Chain mail, elven
26-30	Field plate
31-35	Full plate
36-38	Helmet, basinet
39-40	Helmet, great helm
41-45	Hide
46-50	Leather
51-55	Padded
56-60	Plate mail
61-65	Ring mail
66-70	Scale mail
71-73	Shield, body
74-76	Shield, buckler
77-79	Shield, medium
80-82	Shield, small
83-85	Shield, spiked buckler
86-90	Splint mail
91-95	Studded leather
96-100	Special (roll on GMG Table A20)

Pixie-Kind Magic Armor

To determine the magic armor found, roll for the type of armor on Table 5G: Pixie-Kind Magic Armor, and then the magical adjustment on GMG Table A19: Armor Class Adjustment. If a Special armor is found, roll on GMG Table A20: Special Armors. All armor is sized as appropriate for the character's race. There is a 10% chance that pixie-kind armor is specially tailored to fit around the wings or antennae.



Pixie-Kind magic weapons are rare and highly prized

Table 5H: Pixie-Kind Magic Weapons

Roll (1d100)	Weapon
01	Adze
02-04	Arrow, flare (2d6)
05-07	Arrow, flight (3d6)
08-10	Arrow, sheaf (4d6)
11	Awl
12-13	Ball and chain
14-15	Battle axe, brownie
16-17	Boomerang
18-20	Bow, Great, pixie fairy
21	Cat o' nine tails
22	Claw feet
23-25	Club, bloodthorn
26-27	Club, great whiffle
28-29	Club, Seelie
30-31	Club, Unseelie
32-36	Crossbow, peashooter
37-40	Dagger or dirk
41	Eye closer
42	Flagellum
43-44	Flail, aviator's
45-46	Hammer, aviator's
47-50	Knife
51	Lance, pixie fairy
52-53	Mace, aviator's
54-55	Moon blade
56	Moon knuckles
57-58	Pick, aviator's
59	Polearm, glaive-guisarme
60	Polearm, halberd
61	Polearm, spetum
62-63	Quarrel, peashooter (1d6)
64-65	Quarrel, silver jacketed (1d4)
66-70	Rapier, petite
71-72	Ripper
73-74	Scourge
75	Sewing needle
76-81	Short sword
82	Shuriken
83	Sickle
84	Spear, nixie
85-90	Sprite sword
91-95	Stiletto, bloodthorn
96	Sword, antennae
97	Throwing irons
98	Throwing sticks
99-100	Special (roll on GMG Table A23)

Pixie-Kind Magic Weapons

Any time a weapon or magic weapon is found on a faerie-kin, the GM may use Table 5H: Pixie-Kind Magic Weapons to determine the type of weapon. Then roll on GMG Table A22: Attack Roll Adjustment to determine the plus (or minus) of the weapon. If a Special result is rolled, roll on GMG Table A23: Special Weapons to determine the exact weapon found. A range of numbers in parentheses represents the number of items found. All weapons are sized as appropriate for the character's race.

Silverthorn Club +3

The Silverthorn Club appears as a bloodthorn club made from solid silver. In combat, a Silverthorn Club acts as a Bloodthorn Club +3. Ten percent of Silverthorn Clubs encountered are enchanted to give its possessor a +1 to Wisdom as long as it remains in his possession. These clubs are only given as presents by the royal family of Fernwickle Isle. Should anyone display or carry this weapon, but not be entitled to it, word surely returns to the royal family, who will dispatch well-armed and trained guards to retrieve it.

Skin Clothing, Grel

While grel are not naturally infused with magic, some grel have gained the magic of a sigil by consuming a pixie fairy or pixie sprite. With such grel, no inscribed tattoo or power rune is visible, and there is no danger of harming the sigil while skinning the corpse. This grel skin clothing acts like pixie-kind skin clothing, except that the Enchant An Item spell must be cast on the corpse within ten minutes after death. Otherwise, the magic fades away. There is a 90% chance this spell keeps the magic of the consumed tattoo active for the next $10+3d4$ years, and a 10% chance that the skin becomes permanently magical. The caster may then cast a Permanency spell if he wants to ensure a permanent result. All clothing made from this skin bestows the ability of the sigil upon the wearer.

Tattooed Skin Clothing, Pixie-Kind

When a pixie fairy dies, the magic inherent in his tattoos or power runes remains with the corpse. However, to be of any use to others, the skin must be removed without damaging the magical sigils and then treated for preservation (a single successful skinning check). Afterwards, the treated skin is made into clothing (a successful leatherworking skill check).

Unlike many other articles of magical clothing, pixie-kind tattooed skin does not shrink or increase to fit the wearer. In general, one tattooed creature produces just enough material for one jerkin, chemise, or pair of pants for a wearer of the same size as the corpse. Alternatively, the same creature produces enough material for two pairs of boots, three pairs of gloves, three belts, two sashes, or two hats/headresses.

Of course, in the above cases, the intended wearer is of the same size as the tattooed corpse. For larger creatures, the amount of skin needed triples with each size category. For example, a Small creature requires three Tiny corpses to make one jerkin or two pairs of boots, while a Man-sized creature needs nine Tiny corpses, a Large creature needs twenty-seven Tiny corpses, and a Huge creature requires eighty-one Tiny corpses to make one jerkin or two pairs of boots.

Larger pieces of clothing require even more bodies. For example, a tunic or robe requires double the amount of corpses. Thus, a Tiny size creature needs the skin of two Tiny corpses to make a robe, and a Small creature needs six Tiny corpses to make a robe. In cases of uncertainty about how many corpses are required, the GM has the final say.

All sigil-bearing, pixie-kind skin clothing radiates magic, but most are impossible to recognize as pixie-kind skin unless the tattoos are prominent. No skin clothing radiates good or evil. No more than two pixie-kind skin items can be worn by a character at the same time. If more are worn, none will function. No more than one magical skin can be worn on the same body part. For example, a magical skin jerkin worn over a magical skin chemise, or two magical skin hats worn on top of each other, causes both to be useless. However, a single pair of gloves may bear two functioning tattoos, because each tattoo and glove is on a different hand.

The innate abilities of the tattooed skin clothing function just as they did for the former living tattooed creature. Note that the clothing must bear a

Table 51: Pixie-Kind Skin Items

Roll (1d8)	Item
1	Hat/headress/cap
2	Jerkin/chemise
3	Pants
4	Boots/shoes
5	Gloves
6	Belt

tattoo or power rune to be magical. A character can make three belts from a corpse with only one tattoo, but only one belt can be magical and use the effects of that tattoo. The remaining two are normal skin belts.

Regardless of how many magical tattoos or power runes the clothing possesses, all of them can no longer draw on the original bearer's life force, and so only one sigil is ever active. This sigil is chosen at the time the clothing is crafted, and cannot be changed. For example, let's say that a pixie fairy skins another pixie fairy corpse with the Clokrin, Emphkrin, Grekrin and Hurdkrin tattoos. If constructing a jerkin, he must choose which tattoo will be active, even though he needs to use all the skin and thus the jerkin will bear all four tattoos. He chooses to make a Grekrin Jerkin. The skin still bears the other three tattoos, but they do not function.

While pixie-kind skin is an unusual clothing choice for other fae, there are occasions when non-evil pixie fairies wear such clothing. The most common reason is: "Promise me that when I die you'll have my skin tanned into a nice leather outfit so I can use my tattoo magic in my next incarnation." Whatever the origin, the wearer suffers a -2 to Charisma against any other pixie-kind that knows what he's wearing. Even if it was once his own skin, it's still icky.



Evil among the Pixie Fairies is not unknown.

To determine the faerie-skin clothing found, roll on Table 5I: Pixie-Kind Skin Items. Alternatively, the GM may choose a particular item.

Tri-Corner Hat of Rainguard

The Tri-Corner Hat of Rainguard is made of a quite stylish green felt, and is said to have been created by a pixie fairy magic-user that liked flying in the rain. When worn, this Tri-Corner Hat creates a magical barrier around the recipient at a distance of six inches. The barrier moves with the wearer and keeps him completely dry, as rainwater rolls off the barrier as if it were solid. The Hat also protects against other water falling from above, such as a waterfall or a bucket of water poured down onto the wearer. It does not keep him dry if the water originates from somewhere to his front, back, side or beneath him, nor does it allow him to remain dry when stepping in or immersed in water.

UNDEAD PIXIE FAIRIES

Many sages have wondered what happens when a pixie fairy is turned into an undead. Do they reincarnate, or is the spirit trapped in the undead body? The answer to this varies. If the undead is not intelligent, such as a Skeleton or Zombie, the spirit reincarnates as normal. If the undead is intelligent, as in the case of a Vampire or Spectre, the spirit is trapped in the body of the undead and unable to reincarnate. When the undead creature is slain, the pixie fairy spirit may now reincarnate.

However, for every year spent as an undead, there is a cumulative 3% chance that the pixie fairy's spirit does not reincarnate and instead is destroyed for all time (the Final Death). Only a Wish spell or similar magic may alter this chance. If a pixie fairy does reincarnate after being undead, his spirit is severely disturbed by the event. For every four months spent as an undead, he must roll once on PHB Table 6A [PHs]: Flaws and Quirks d100 (see Chapter Three: Priors and Particulars). He receives no BPs for these flaws or quirks.

Furthermore, for every four months spent as an undead, the pixie fairy moves one alignment closer towards that undead's normal alignment. For example, a Common Vampire has an alignment of chaotic evil. A lawful good pixie fairy that spends at least four months as a vampire, and then reincarnates, becomes neutral good. After eight months, his alignment upon reincarnation becomes chaotic good. After twelve months, it would be chaotic neutral. After sixteen months or more, he turns chaotic evil upon reincarnation.

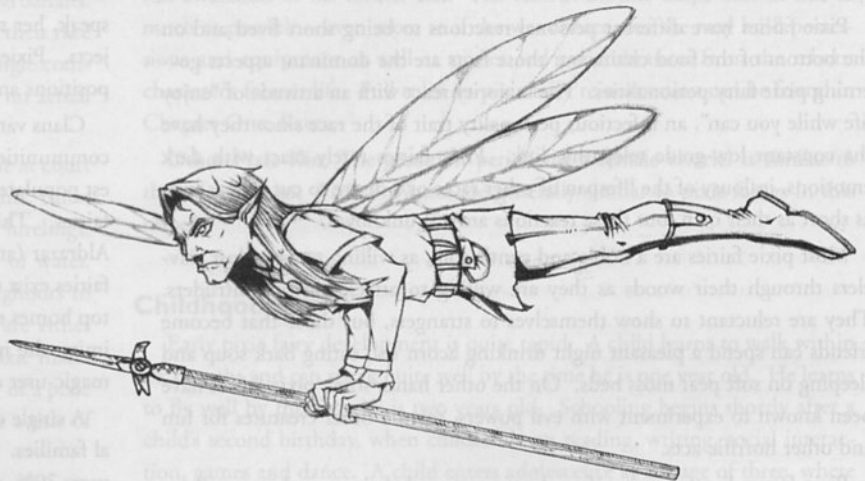
HONOR

In addition to the normal Honor adjustments the GM calculates at the end of a gaming session, pixie fairies may receive the awards (or penalties) listed on Table 5J: Special Honor Point Awards [Pixie Hybrids].

Table 5J: Special Honor Point Awards [Pixie Hybrids]

Points Awarded Based on Alignment

Action/Event	Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Act as rebirth mother	3/3/3	2/2/2	-3/-3/-3
Attend clan Pixie Meet	2/2/2	2/2/2	2/2/2
Attend Croator Pixie Meet	4/4/4	4/4/4	4/4/4
Create new magic tattoo	5/5/5	5/5/5	5/5/5
Fail to attend Pixie Meet (Amber Guard)	-75%	-75%	-75%
Fail to attend Pixie Meet (pixie fairy or pixie sprite)	-50%	-50%	-50%
Fail to attend Pixie Meet (pixie brownie or pixie leprechaun)	-25%	-25%	-25%
Lose all wings	-2/-2/-2	-2/-2/-2	-2/-2/-2



An undead Pixie Fairy hunts for the living.

Chapter 6

CUSTOMS AND CULTURE

Asked to envisage a pixie fairy, images of tiny, blond haired winged elves in brightly colored clothes and a whimsical attitude come to mind. In truth, pixie fairies come in many forms, not all of which fit the stereotypical image. The variety of pixie fairies is nearly as wide as that of the human races.

The pixie fairy name for a member of his or her own species is "paelifa," which roughly translates into Common as "the joined ones." Pixie fairy physiology is as described in Chapter One: Races. Further details on their psychology, social structure, government, and so forth are detailed below.

The fae-born, pixie leprechauns, pixie nixies, pixie sprites and most pixie brownies have customs and culture very similar to those of the pixie fairy, as they live and work alongside them. When such customs and culture differ greatly, these differences are detailed at the end of each relevant section.

PSYCHOLOGY

Pixie fairies have different personal reactions to being short lived and on the bottom of the food chain, but those facts are the dominant aspects governing pixie fairy personalities. The majority react with an attitude of "enjoy life while you can", an infectious personality trait of the race since they have the constant low-grade telepathic link. Pixie fairies rarely react with dark emotions, jealousy of the lifespan of other races or a desire to cut other's lives as short as their own, but these reactions are not unknown.

Most pixie fairies are a noble and gentle folk, as willing to assist lost travelers through their woods as they are willing to attack obvious intruders. They are reluctant to show themselves to strangers, but those that become friends can spend a pleasant night drinking acorn tea, eating bark soup and sleeping on soft peat moss beds. On the other hand, some pixie fairies have been known to experiment with evil powers, torture other creatures for fun and other horrific acts.

Pixie fairies live for only a few short years, and their mental state reflects this. Matters of long-term import matters seem insignificant to many, mere distractions in pursuit of living life to the fullest. Pixie fairies know that their life is short and often make snap judgments about friends or enemies. However, this does not mean that pixie fairies are friendly creatures that immediately forgive and forget. A pixie fairy may wait months to enact revenge, but you can rest assured he will strike back. After all, he wants to be sure to get revenge before he or his intended victim die.

Some pixie fairies become obsessed with survival. They want magic items that minimize their disadvantages, like Rings of Regeneration or Potions of Longevity, to try to grab as much of life as they can. If a pixie fairy has the "sadistic" quirk, or becomes evil, chances are that it is because he feels that if he suffers from a shortened life span, weakness, and low position on the food chain, so should others.

Humans often label pixie fairies as nature lovers or "tree huggers," but the race's respect for nature is simply a matter of appreciating the beauty of the world. Pixie fairies that live in urban environments may care little or nothing

for the beauty of nature, but prefer finely sculpted statues, beautiful paintings, and attractive clothing and jewelry instead.

SOCIAL STRUCTURE

Pixie fairy society is intertwined with that of pixies and to a lesser extent that of pure-blooded fairies and other pixie kind. With an affinity for character classes normally only associated with pixie fairies, many of them have become defacto ambassadors for the wee folk to the world at large. Thus, while pixie fairies prefer life among their clans, many of them live among men and even adopt local customs to blend in as much as their Tiny size allows.

Pixie fairy society prides itself on independence and freedom. Though there are royals and nobles, their leadership is more guidance than dictation. For the most part, an individual pixie fairy is free to act as they wish, so long as no one within the clan suffers as a result. When the leading noble does speak, her subjects listen, for what she says is of importance to all her subjects. Pixie fairy society is egalitarian; females and males hold equal social positions and are not restricted in their choice of profession.

Clans vary in size from a few pixie fairies to many dozen. Most pixie fairy communities are small settlements of one or more clans, though their greatest populated land, Fernwickle Isle, is rumored to hold several thousand pixie fairies. This island is considered the center of faerie-kind civilization on Aldrazar (at least by its inhabitants). Individual clans and families of pixie fairies exist throughout Garweeze Wurld, usually living in small wooded tree-top homes or in large human cities. When multiple clans live in close proximity, the nominal ruler of the joint settlement is usually the eldest female magic-user or cleric.

A single clan can number as many as 100 adults, and may comprise several families. Within each clan, nobles account for approximately 5%, magic-users 20%, clerics 10%, artisans 25%, military 10%, workers 25%, and others around 5%. Children increase the clan size by a further 15%, the elderly or infirm by 5%.

Other Pixie-Kin: Where elvariels and pixie brownies live apart from pixie fairies, their society is centered round the tribe. A typical tribe comprises around 100 adults formed into five or more families. Within a tribe, the tribal leader and his or her immediate family account for less than 5% of the total strength, shamans 10%, druids and clerics 5%, crafters 30%, hunters/warriors 40%, and magic-users 10%. These figures include both males and females, though much of the crafter and magic-user numbers comprise females. Children add only another 10%, and the elderly around 5% extra. As with most fae, the majority of the clan can fight when required.

GOVERNMENT

Pixie fairy government promotes individual freedom and happiness, caring for all members of society. The rich help the poor and the strong help the weak. However, not everyone receives the same rights at the same level of

personal power. With power comes responsibility, and the nobles shoulder that burden for the good of their kin.

Laws are moral guidelines, designed to promote well-being and safety within a community. Nobles plan for the long-term future of that community, setting events in motion that may take lifetimes to come to fruition. Most pixie fairies are happy to not make decisions that affect other members of their race on a daily basis.

Outside of Fernwickle Isle, pixie fairy society is ruled by the clan leader, or elder. Each clan chooses one leader to lead the clan, and deal with other clans and outsiders. The most influential pixie fairies of the clan advise the clan elder. They tend to be old, rich, bored, lazy, and conservative - for pixie fairies. They do look out for their community after a fashion, although one can be sure that any dealing with outsiders benefits them personally.

Fernwickle Isle, on the other hand, is run more like a human monarchy. The current ruler of Fernwickle Isle is Queen Maorisa. She is currently in her seventh reincarnation having been assassinated, killed by a falling tree, and died of old age four times. She is a fair, albeit somewhat flighty, leader. She is not cruel or evil, but she is often distracted from her duties and largely lets her ministers run the Isle.

Other Pixie-Kin: Pixie brownies chafe under the rulership of the pixie fairies. In fact, rumor has it that the pixie brownies were granted the right to provide security during the Pixie Meet not because of their warlike nature, but as a political compromise to keep them from revolting. Pixie brownie tribes are organized much like those of pixie fairies, except for those tribes that have degenerated to barbarism. Barbarian pixie brownie tribes tend to be fiercely xenophobic and deal only with themselves and brownie barbarians. Pixie brownie barbarian tribes are ruled by the strongest member of their race - until another member challenges the leader and defeats him in single combat. Among elvariels, the female princesses (elected by tribal vote; no actual "royal blood") and priestesses control the government and religion.

Pixie nixies love political subterfuge and spend a great deal of time at court trying to gain the favor of various nobles and grants of various rights, titles, powers, and waters. The wealthiest pixie nixie with the most hirelings, guards, charmed servants and other followers, rules a given body of water. Justice involves the pixie nixie gathering his kin, servants, and neighbors to hunt down the offender and take him prisoner. These prisoners are either made into slaves or kept in unpleasant prisons until ransomed. Pixie nixies are fond of titles and often will have several. One may get the better of a pixie nixie in negotiations, if one can authoritatively offer the pixie nixie a title of some kind, i.e. Knight, Defender of the Faith, Dogcatcher, etc.

Pixie leprechauns and pixie sprites generally prefer to avoid politics, though some pixie sprites have been persuaded to serve the Queen. Pixie fairies appreciate having pixie sprites in positions of guidance, if not power, since they know that the pixie sprite considers the long-term effects more so than most pixie fairy rulers do. Grixies, naturally, have no political standing in any faerie-kind settlement.

LIFE AND DEATH

Like most species, pixie fairies have two sexes. Their sexual physiology is little different from humans, and the process of sexual reproduction is virtually identical. Most pixie fairies are keen on sex, and there is no shame attached to being free with one's body - provided it is kept inside where it doesn't intrude upon others (except in the case of festival orgies) or frighten the children. That said, there are two notable differences when it comes to reproduction.

First, a female pixie fairy's gestation period lasts only four months, as opposed to the nine months of a female human. A newborn pixie fairy

weighs little more than a pound. Twins are exceptionally rare and are viewed as great blessings. Triplets and other multiple births are even rarer. Pixie fairy children, like those of larger races, are helpless at birth and rely on adults for everything they need to survive. Most pixie fairies are born with white hair, which alters to black, blonde, brunette or redhead within a few weeks. The natural offspring of two pixie fairies is always another pixie fairy, with no tendencies towards either pixie or fairy blood.

Second, when a pixie fairy dies, if he is not Raised or Reincarnated (by the spells of the same name) within two weeks, the deceased's spirit enters a surrogate pixie fairy mother of adult age and induces pregnancy without the need for sex. The pixie fairy is thus reincarnated within 1d4 months of his date of death, and comes back as a pixie fairy of the same gender with no changes in his androgyny. (The varying gestation period is due to the unusual magicks involved.)

Because reincarnated pixie fairies emerge from the womb as slightly larger than normal pixie fairy infants, birthing such a hybrid is no simple task, and the midwife uses special herbs and potions to ease the delivery and prevent the loss of the mother's and infant's life. Pixie fairies usually choose their rebirth mothers before dying (by means of the Surrogacy spell; see Chapter Five: Rules of the Road). Partly due to the dangers of delivery, making such arrangements is a very serious business and usually takes place as part of Pixie Meet (see below). If a pixie fairy does not choose his rebirth mother, he is reborn in the closest available pixie fairy host.

After birth, a reborn pixie fairy grows quickly, reaching full size in about three months. Three months after his rebirth, the pixie fairy begins to regain full awareness of his former self. His rebirth mother helps him in this as much as possible - even more so if she was chosen, for she may hold possessions and equipment as well as stories and remembrances from the reborn character's former life. Full rules on pixie fairy reincarnation can be found in Chapter One: Races.

Other Pixie-Kin: The gestation period for a female elvariel is similar to that of a human. Pixie brownies are generally similar to pixie fairies in this respect.

Childhood

Early pixie fairy development is quite rapid. A child learns to walk within six months and can speak quite well by the time he is one year old. He learns to fly well by the time he is two years old. Schooling begins shortly after a child's second birthday, when children learn reading, writing, social interaction, games and dance. A child enters adolescence at the age of three, where he begins training in his chosen profession. He also undergoes similar changes to those of other races, such as facial hair (males only) and other distinguishing male or female characteristics. Whether male or female, few pixie fairies grow any body hair. Like humans, adolescent urges to discover sex are advanced in pixie fairies and many experience mating before becoming an adult at the age of four.

Adulthood

Adulthood is not marked by any noticeable physical or mental change, though many new adults feel a need to explore the world beyond their homeland. As well as a desire to meet other races, pixie fairies hope to witness the myriad wonders of the natural world, to climb mountains, touch the sea, and see the vast wealth of animals and plants away from their home. Many return home after a year or two, while others choose to live the life of a professional adventurer.

When an adventurer does return home, he has the choice of what to do for his remaining years. Adventurers make fine soldiers, for they encountered

many dangers along the road, but their wide experience of other cultures also means they are well suited for teaching roles. Magic-users are especially favored, for their lives of adventure usually mean that they are more powerful than one who remained within the settlement and cast his spells without danger to life and limb.

Those who marry often do so at around middle age, simply to give them chance to watch their children grow before old age creeps into their bones.

Courtship

Pixie fairy courtship is generally a public affair. Couples have no shame in showing outward emotions, holding hands, laughing together and even kissing in front of others. Their culture precludes prudishness as well. Sex is a perfectly natural act, and characters of either sex are free to suggest it, with or without courtship.

This “enjoy life while you can” attitude has led many to believe that pixie fairies are shamelessly wanton, but few are that unrestrained. Their unique biology however, makes their moral outlook on reproduction different from other races. After all, if a pixie fairy woman can become pregnant without sex, it makes it hard to prove wanton behavior. While not all pixie fairies approve of frequent bed hopping, they don't lose Honor in their own society for doing so.

Courtship begins with one pixie fairy stating his interest in romance to his intended partner. She possesses the right to say no, though that need not be the end of the matter. The pixie fairy may bring gifts of food, flowers or jewelry in an attempt to woo the female. Again, she may say no. Many pixie fairies give up after one refusal, not because the challenge is too difficult, but because they believe strongly in the concept of “love at first sight.” If there is no immediate attraction, then there is little hope of future romance.

Marriage

Pixie fairies love weddings. In addition to the clerical blessing, exchange of vows, and big party afterwards, pixies tattoo each other instead of exchanging rings. Bride and groom each receive an ornate circular tattoo on the forefinger of the right hand (the tattoo design is chosen by the bride).

Pixie fairies have both standard marriages and Life Marriages. Life Marriages last only for the current incarnation of the two pixie fairies. Upon the death of either pixie fairy, the marriage is dissolved and both are considered single again. An interesting custom among many pixie fairy tribes is for the pixie fairies to marry themselves without the aid of clergy. On this occasion, the two pixie fairies planning to marry gather all their friends and family to observe the ceremony. The ceremony is reasonably simple. First, the groom draws a one-foot-diameter circle on the ground. The groom, followed by the bride, then states the reasons for the marriage. These reasons normally include eternal love, beauty, special skills, and so on. After that, they enter the circle as one, kiss, and then fly upwards to a height of at least 1,000 feet, kiss again, and return for the reception and the after-party.

There is no stigma to divorce or to marrying a divorcee - mistakes happen. Children are raised by the mother's clan, but the father and his clan are given full access. Divorce is rarely acrimonious and couples tend to stay close friends, having shared something special - if only for a few months. Dowries, however, are never returned. Their loss is simply part of the risk one takes when entering into a long-term union.

Other Pixie-Kin: Fae-born, pixie brownie, pixie leprechaun and pixie sprite marriages are similar to those of pixie fairies. However, pixie sprite ceremonies take place entirely in air. Pixie sprites do not often choose to marry, preferring to remain “unentangled” as they see it.

Elvariels take and leave mates as they choose, the male and child becoming part of the female's family. They have no official marriages or divorces. Grixie marriages are unheard of.

Upon reaching adolescence, pixie nixie females of upper class status are expected to have at least one mate and are looked down upon if they do not have two or more. Rumor has it that the female pixie nixie's sex drive has something to do with this, along with the fact that only upper class females can afford the upkeep of multiple mates. Pixie nixie marriages range from very large parties for the wealthy to simple, almost businesslike affairs for the commoners. All that is actually required for a pixie nixie marriage is the presence of a cleric, the groom, and the father or eldest male relative of the bride.

Advanced Years

Old age comes at around ten years of age. Fortunately, pixie fairies suffer only cosmetic deterioration in appearance. Muscle power, agility, constitution and mental abilities are unaffected. Death of old age can take several years, though most see only another two to four summers. The oldest known pixie fairy (not including reincarnations) lived to be 22 years old. Information on funeral services can be found in the Religion section below.

HABITAT

While most humans assume that pixie fairies live only in temperate woodland homes, pixie fairy settlements exist in many lands, from the deep hearts of jungles to the cold and bitter northern regions. Of course, they are most common in well-forested lands, for all pixie fairies prefer to build their homes high in the trees, away from the ground.

These treetop settlements are difficult to detect, especially from the ground. As pixie fairies are flying creatures, no paths lead into the communities, except for recent trails used by woodland thralls and local game. Most are constructed near small (or large) bodies of water.

Strangers making camp close to the pixie fairy settlement must be investigated, for a large number may signify a raiding party or group of loggers come to destroy their home. If the defenses are weak, the pixie fairies attack immediately, using surprise and stealth to slaughter the intruders before they can muster a consolidated defense. Even should the clans be forced to search for a new home, they return to enact revenge on the intruders.

The area between the trees is strung with trip wires, small pits full of sharp spikes, and snares, all designed to thwart an enemy attack. Further out from the center are still more traps, though these are fewer in number to avoid trapping animals. Sentries sit in the trees, their eyes scanning the forest for unusual sounds or sights, their weapons ready to defend their kinfolk. Pixie fairies do not build sentry posts in the trees; they simply find a comfortable spot with a good view of the approaching trails and wait.

Locating a settlement is not easy, for most are isolated on islands, in deep valleys or in areas where the trees form a living maze. Minor cultivation of the forest encourages creepers and vines to shadow their habitats from casual observers on the ground. All one sees when looking up is thick vegetation, though for those in the know this can be very revealing.

BUILDINGS

A typical treetop home is a circular wooden structure measuring ten to fifteen feet across. Walls are generally three feet high, reaching up to a flat ceiling. Openings in the walls are oval and large enough to be used as doors or windows. These are sealed by shutters at night. A wooden platform encircles the house, usually with one foot clearance on all sides. This serves primarily as a porch where pixie fairies can sit and play music or talk with

friends. Governmental buildings, temples and noble houses are similar, but larger and with arched roofs.

Within each building, thin wooden walls break up the area into living space, along with a small shrine or workshop. Most are ornately decorated with carvings, rugs, and so on. Furnishings tend to be high stools or benches, topped with cushions stuffed with leaves or feathers. Buildings are heated by carefully tended (often magical) braziers, and candles or magically glowing items are used for illumination when required. Clay jars hold food stores and water for the occupants.

Granaries, forges, smokehouses, bakeries and water cisterns are constructed in dried mud-lined hollows within the thickest of tree trunks. Smoke funnels out and up into the highest branches through cleverly designed funnels. Most communities also have a jail, though it is rarely used. Intruders captured and brought to the settlement are kept here before interrogation, as are pixie fairies that break the law. Cells are furnished with only a single cushion, a washbasin, and a miniscule window to provide light.

Though sturdy, pixie fairy homes are easy to rebuild, for the threat of destruction at the hands of vicious insects or mammals, or the searing flames of a forest fire, are ever present. A typical treetop structure can be rebuilt in a matter of days.

Other Pixie-Kin: Elvariels prefer tents that sleep five to fifteen individuals, with families sharing the space available. Tents are most often made from sheets of untanned leather, sewn together with sinew. The word “tent” is actually misleading, for they rarely have sides and a floor, and few can be tied shut. Instead, they tend to resemble tarpaulins, strung between trees and supported by a central poll to allow rainwater to run off. A layer of skins, topped with furs, lines the floor.

Pixie brownie tribes, however, use simple tree-borne shelters. Branches are tied with vines or lengths of sinew. Long branches are tied horizontally between them, with smaller, suppler branches woven in vertically. The completed framework is covered with ferns and leafy branches.

Mixed Settlements

Pixie fairies and other faerie-kind often live in cooperative communities, but how do two races with different social structures and cultures manage to cohabit so happily? Simply put, the smaller populations accept the governmental structure of the larger pixie fairy race. The minority often integrates customs from the majority, simply because of their frequent exposure to them. In these circumstances, it can be hard to tell where one race ends and the other begins.

Fernwickle Isle

While smaller treetop settlements and buildings certainly exist on Fernwickle Isle, its main attraction is the great city of Croatoor. Here, travelers claim to have seen strange stone buildings, floating platforms and magical lights, among even more bizarre magicks. Further information on the buildings of Fernwickle Isle can be found below, in the section of that name.

RECREATION

While the more martial pixie fairies practice daily with their sword and bow, and magic-users hone their arcane skills as a form of recreation, most pixie fairies (including the fighters and magic-users) also dance, sing, engage in sexual activity, write poetry, play music and so on.

The temple of Titania is the hub of clan entertainment. Here, the pixie fairies perform plays, dances, music recitals, singing and mass parties (often for a small fee). Songs can also be heard at the temple of Melusine, but are

more holy and sedate. Taverns and inns often have singers, musicians or comedians providing entertainment, but not to the same extent as the temple. Drinking games are always popular.

Another popular activity is “whiffle bug,” a game similar to both baseball and tag, but played with a flat wooden club, a hardened and rolled-up bug corpse, and five bases. Of course, pixie fairies also enjoy more intellectual games, and a game of chess has been known to take more than one lifetime to complete. Most adults are familiar with a variety of card and dice games, including “chariots,” “dwarven downs,” and “twenty-one.”

Cerebral relaxation comes in many forms. Pixie fairies are renowned as poets and singers and much of their lore is passed on through oral transmission. Much of their recreational poetry and singing is spontaneous, and seldom does a pixie fairy spend time composing, for creativity should be spontaneous, not meticulously detailed in advance. Pixie fairies are also fond of riddles and memory games that stimulate the mind. Many pixie fairies create works of art as a form of relaxation. Paintings, statues, even clothing and rugs all keep the mind active and stimulate creativity.

Pixie fairies also use their woodland thralls for races. Upon a starting signal, the animals race along a track. The winner is the first to cross the finish line. Every participant is rewarded with food and grooming, through the winner gets a little extra. Dozens of competitions are held during festivals and fairs, with money changing hands frequently. Animals refusing to play are never forced to participate against their will. With larger animals, the pixie fairies act as jockeys.

Other Pixie-Kin: Few elvariels or pixie brownies take enjoyment from cerebral arts, such as painting or writing poetry. They do enjoy dances and races, however.

CLOTHING

Pixie fairy clothing comes in as many styles and colors as human clothing, if not more. Lone pixie fairies encountered by adventurers are typically dressed in outdoor clothes, comprising soft leather boots or shoes, knee-length trousers, and a short-sleeved shirt, normally finely spun wool or cotton. These garments are generally brown or green, which help with concealment in wooded areas.

However, in the safety of their settlements, pixie fairies often go barefoot and wear very short trousers or loincloths. Males go bare-chested, and females wear a small shirt or strip of clothing that leaves little to the imagination. What little clothing they do wear is colored in bright hues, often orange, yellow, pink or light blue or green. Darker shades are more common among magic-users or the more somber clerics, and purple is worn only by nobles. Pixie fairies may or may not wear undergarments, depending on the weather.

Pixie fairy adventurers traveling in groups with larger races tend to dress as they would in their settlement, presuming that they are already seeking danger and that less attractive and more subtle clothing would do them little good. Generally, only the most martial pixie fairies wear armor, even armor specially tailored to fit around the wings.

Pixie fairies are fond of jewelry, and both sexes wear headbands, bracelets, brooches, clasps, and rings (including earrings, belly button rings, and other piercings). Tattoos (whether magical or otherwise) are also quite common and most adolescents have at least two or three tattoos by the time they reach adulthood.

Other Pixie-Kin: The elvariels and more savage pixie brownies have never been at the cutting edge of fashion. Their clothing is simple, practical and sturdy. Most clothing is handmade from untanned leather, woven plant

fibers or furs. Clothes are worn until they fall apart from use; rips or tears are repaired with sinew stitches, and worn areas patched over.

MEDICINE AND GROOMING

Pixie fairies take their sick and wounded to the local clerics, who can attend to the patient's needs. This service is not free, but fees are nominal and based on the amount of work and spells the cleric must perform. Most pixie fairies are somewhat skilled in herbal remedies to cure common ailments such as bruises, colds, cuts and fevers, and nearly all houses have stores of creams, lotions, purgatives and powders made from natural ingredients.

As well as getting regular haircuts and beard trims, pixie fairies also pride themselves on bodily cleanliness. They bathe at least once a week, whether in a light rain shower or in a small pool near their settlements. Pixie fairies that live in drier climates may use their thralls to provide tongue baths, just as the animal would groom itself. Pixie fairy waste is deposited outside the settlement, or in slop buckets to be deposited as fertilizer. Some settlements have isolated buildings for this very purpose.

LAW AND ORDER

Most pixie fairies are of good alignment, and criminal behavior is rare, especially against a member of one's own race. Though they are strong believers in freedom and individual liberty, they also know that a society must have laws, if only to punish outsiders.

However, there are no law courts in pixie fairy society. Prisoners are brought before the ruling noble for trial, though the worst of crimes are brought before the Queen. The captors present their evidence and the Queen makes her decision. Prisoners may speak in their own defense, and are allowed to call upon witnesses or character witnesses, but there is no such thing as a pixie fairy lawyer. There is merely the defender, the accuser and the judge.

Any act that brings harm to another (generally bodily injury or theft) is considered a criminal act. Punishments for mild crimes primarily involve fines or indentured servitude for a set period. Harsher crimes are punished by banishment or death by beheading.

In fact, the death penalty is very common in pixie fairy clans. After all, for the pixie fairy, death is temporary. Most of the time, simple beheading is the solution. This punishment is a "minor death penalty." However, for very serious crimes (such as betraying a clan to the grell), something more insidious is prepared. In this case, a deadly poison (the ingredients are known only to the royal family) is prepared. Aside from executing the criminal, it causes total rebirth amnesia. When he reincarnates, he remembers nothing of any former lives.

It is a crime to tell a pixie fairy that he underwent the procedure, as the reincarnate is treated as a completely different being, with a new name and personality. Revealing the prior life of a criminal that underwent the change may be punished with a minor death penalty.

Other Pixie-Kin: The pixie brownie chieftain or elvariel princess passes judgment after he or she hears the evidence and the will of the people. Criminals can expect to be exiled or executed (a spear thrust to the chest). Outsiders face execution in 90% of cases, for these savages do not tolerate outside interference in their culture, nor do they fear recrimination from vengeful relatives. Those that escape with their lives may be branded or maimed (depending on the crime).

RELATIONS WITH OTHER RACES

Pixie fairies have had beneficial dealings with few races other than humans, gnomes, halflings, elves, and the occasional dwarf, throughout their history. For the most part, the pixie fairies are content to remain in their own isolated territories and let the other races "live and let live." War is a matter of last resort.

What follows is a brief look at how pixie fairies relate to other races. This is a broad overview on a racial level and does not mean that every pixie fairy always reacts in the same way.

Other Pixie-Kind

Pixie fairies tend to view most natural pixie-kind in the same way as they would a distant cousin. Few ever rise through the pixie fairy clan structure, but pixie fairies are at least willing to give them a chance to prove themselves worthy. After all, they share a common bond of pixie heritage.

Pixie brownies do not cohabit well with pixie fairies. The pranks of the pixie brownie are a little too cruel for the pixie fairy, and bad feelings are a frequent result. In addition, pixie brownies resent the rulership of the pixie fairies, as they tend to be more rebellious, and more interested in political boundaries and status, than normal pixie-kind. Pixie brownies live in their own isolated tribes or with other pixie fairies (as a matter of pride and status, and protectors of the Pixie Meet).

Like pixie brownies, pixie leprechauns do not cohabit well with pixie fairies, due to their wild and unruly behavior – even pixie fairy society has its limits! Young pixie leprechauns usually contribute nothing to the community other than pools of drunken vomit and graffiti carved into buildings, and are often banished until they can "act like civilized fae." As they mature, pixie leprechauns grow more sedate, and relations between the two races are much less strained. In fact, older pixie leprechauns often run the inn or tavern in pixie fairy settlements.

Pixie nixies and pixie fairies get along well, though the pixie nixies are seen as somewhat strange and aloof. Of course, pixie nixies are rarely seen at all, unless the pixie fairy settlement lies near a large body of fresh or salt water.

For the most part, younger pixie sprites live and act much like pixie fairies. As they age, pixie sprites are more content to live solitary lives and let the shorter-lived pixie fairies do as they will. Older pixie sprites begin to look upon pixie fairies as children playing at adult games. They usually refer to them as "child" or "whelp," rarely even bothering to learn their names. In pixie fairy communities, the pixie sprite often serves as a royal advisor, sage or teacher of magicks.

Then there are the "other" pixie-kind, such as the elvariels, fae-born and grixies. These are the unnatural pixie-kind, whose presence may be considered anything from a mere affront (fae-born and civilized ["slightly more polite"] elvariels) to an all-out attack (grixies and savage elvariels).

In general, pixie fairies prefer to ignore the elvariels, many of whom are too violent to treat as anything other than outcasts. Most elvariels are turned away from a Pixie Meet or pixie fairy settlement, should any actually care enough to attend (extremely unlikely). Pixie fairies that especially despise elvariels may even swarm these creatures and kill them, out of a sense of removing a dangerous magical aberration.

Fae-born may enter pixie fairy settlements, but are usually shunned and rarely spoken to, if at all. By choosing an elf as a rebirth mother, pixie fairies feel that the fae-born have turned their back on their own heritage, just to earn themselves a few more years of life. Most fae-born eventually come to regret such a rebirth, and fae-born adventurers often try to prove themselves worthy of respect by taking unnecessary risks to show their value.

Grixies are even worse than grel, for their existence is proof of frequent pixie fairy consumption. Any self-respecting pixie fairy will have nothing to do with a grixie, and attempt to kill him as soon as possible.

Dwarves

Pixie fairies respect dwarves for their power and integrity but have great difficulty understanding their culture or their ways. As such, they tend to leave them well alone. Contact between the races is rare outside of adventuring, for they have little the other needs that they cannot find elsewhere. It is rumored that there was frequent contact between magic-users in the past, and that the pixie fairy power runes are in fact derived from ancient, dark dwarven magicks. However, none (save perhaps the respective royal family sage) knows the truth of this.

Pixie fairies and dwarves have little in common save for their wanderlust and desire to explore. Dwarves may tell good stories, but their dislike of dance, their rigid adherence to traditions, and their belief that “trees are for the forges” do not rest easy with pixie fairies. There may be respect, but true friendship is quite rare.

Elves, Grunge

Topping the current list of enemies are the grunge elves, or grel. Every six years, during the Pixie Meet, large numbers of grel seek pixie fairies out and devour them, in hopes of gaining magical energy from their corpses. Grel know this time as “The Running.” That any race eats another sentient being is foul enough, but to do it while the prey is still alive to enjoy the screams is truly evil. Grel are natural hunters and attack from ambush, and pixie fairies receive no mercy. Even the wounded, females, and young are dispatched without hesitation.

When the two races encounter one another, combat is usually constant and savage. In dire circumstances, grel have been known to adventure with pixie fairies to achieve a common goal. Occasionally, however, grel pretend to be friendly (or at least non-aggressive) in order to track the pixie fairy back to the Pixie Meet when the time arises. Only the most foolish pixie fairies trust a grel.

Elves, Other

Of all the larger races, pixie fairies most resemble the high elves, only much smaller, and bearing wings and antennae. Contact between the two races occurs often during elven religious ceremonies, when the pixie fairies join the elves in their celebrations. Still, it is not uncommon to see a lone pixie fairy flitting through an elven community looking to join in a dance or helping itself to fruit and berries from the abundant sources the elves cultivate.

The relationship between pixie fairies and wood elves, and pixie fairies and gray elves, is similar. Of course, the more scholarly pixie fairies prefer gray elf settlements, while the wilder pixie fairies prefer the company of the wood elves. Dark elves are almost never seen, and less talked about, among pixie fairies, though they have heard of aquatic elves from their pixie nixie kin.

There has always been disagreement among human scholars as to whether elves or pixie fairies appeared first on Aldrazar. The consensus is that the pixie fairies were present first, and elves came later. Elven mythology, naturally, reverses the situation – elves came first.

Gnomes and Halflings

Outside of cities, contact with gnomes or halflings occurs on infrequent occasions, when traders from one race approach the other for exchange of goods. Military units may work together, tracking down enemies that have

violated any mutually held territory. Though contact is friendly, they respect each other's privacy and never intrude each other.

Pixie fairies are often in attendance at gnome or halfling festivals, where the singing, dancing, and storytelling invoke their sense of fun. A pixie fairy adventuring with a gnome or halfling has much in common, and friendships are not uncommon.

Humans

As a race, pixie fairies treat humans with suspicion, for history teaches them that humans can be excellent liars and deceivers, or pure examples of good and truth, as well as somewhere in between. Still, the humans are the most liked race, for their personalities are most similar to those of the pixie fairies. However, they are still human, and relationships have not always been peaceful. Because of their Tiny size, even the best-intentioned humans tend to be over-protective of pixie fairies and treat them like children, which most pixie fairies resent.

Outside of their own settlements, pixie fairies are most often found living in human cities, though they tend to congregate together and avoid the politics of the land. Pixie fairies prefer to live in attics or other high areas with window access. Most find work as magic-users or clerics, though illusionists and entertainers can achieve great fame at court. Humans find it difficult to take pixie fairy fighters seriously, at least until after both have survived a common battle or two.

Half-Ogres and Half-Orcs

These brutish creatures are treated like common ogres and orcs, who the pixie fairies despise for their senseless destruction of pixie fairy settlements. Of course, to the ogres and orcs, it is not senseless – it is good dirty fun. Although violent encounters may occur when a lone half-ogre or half-orc ventures into pixie fairy territory, there are rarely prolonged bloodbaths between the two. Pixie fairies adventuring with half-ogres or half-orcs treat them as beasts best kept on a short chain. Communication between the two is often antagonistic, with the pixie fairy treating the other like some mindless savage. Arguments or fights easily break out if the half-ogre or half-orc displays too much of his bestial heritage. Friendships are extremely rare.

TRADE AND TRIBUTE

Due to their size, pixie fairies have little to offer the larger races, save for pixie dust and a few special wines. As such, pixie fairies tend to sell weapons, armor and equipment only to others of their kind. Pixie fairies are, however, willing to allow known merchants to enter their communities without interference.

Pixie fairy traders, their goods packed securely on the back of a flying mount or woodland thrall, pass through several times a year, and are cause for an impromptu party. Visitors are treated like nobles and offered accommodation in private homes. Woodland clearings are also used as temporary marketplaces, though it is not unheard of to see a pixie fairy merchant in a large human city. Such merchants sell pixie fairy-sized items to others of their kind, as well as to rich nobles who often purchase such items for the dolls of their children. Note: pixie fairies love to haggle.

Pixie fairies neither demand nor give tribute, though they may make a token payment of goods or services to the high elves, if their treetop settlement lies in elven lands.

Table 6A: Pixie Fairy Coin Equivalents

Coin (Human)	Coin (Pixie Fairy)	Color
Copper Piece (cp)	Urha Piece (up)	Yellow
Silver Piece (sp)	Argid Piece (ap)	Gold (metal coin)
	Tashan Piece (tp)	Light Blue
Electrum Piece (ep)	Veain Piece (vp)	Orange
Gold Piece (gp)	Fasgluath Piece (fp)	Red
	Jannoo Piece (jp)	Platinum (metal coin)
Hard Silver Piece (hsp)	Kartashan Piece (kp)	White/Cream
Platinum Piece (pp)	Plaveen Piece (pp)	Purple

Currency

Until discovering currency as used by the larger races, faerie-kind used a barter system - trading goods and services. Eventually, however, the pixie fairies found it useful to establish a monetary system among themselves.

Among their own communities, pixie fairies rarely use the standard metal coins common among the larger races. Though based on the currency of the humans, pixie fairy monies resemble miniscule hand-minted coins with a similar texture and feel to baked clay. However, the ingredients in their manufacture are pixie dust, crushed flower petals and a special adhesive. Due to their special properties, pixie coins float when dropped in water.

Unlike human coins, pixie fairy coins are approximately 1/10 the size and weight of a human's gold coin, and weigh in at 100 to the pound. Traditionally, a stylized portrait of the reigning Queen or noble is printed on the obverse (head) of the coin, with an image of the flower used to create the coin on the reverse (tail). As different flowers grow in different lands, coins of the same type may have slightly differing shades and different flowers stamped on them. Though the variety of coins poses no difficulty for pixie fairies, it leads some human sages to wrongly speculate that pixie fairies have dozens of coins and a bewildering economy. All flower coins are of a standard size and weight. Exchange rates are the same as for common coins as detailed on PHB Table 8A: Standard Exchange Rates.

However, after first attempting to use their flower coins with other races, pixie fairies quickly discovered that their coins made from pixie dust, flowers, and adhesive were treated as little more than "congealed fairy sweat." As such, after consultation with dwarven smiths, pixie fairies now also make "trade coins" from precious metals. Trade coins come in two values only. The "argid" piece (ap) is equivalent to a human silver piece, while the "jannoo" piece (jp) is equivalent to a human gold piece.

The argid piece is made of gold, but is 1/10 the size and weight of a human gold coin, so 1 ap = 1 sp. The jannoo are made of platinum, but are 1/5 the size and weight of a human platinum coin, so 1 jp = 1 gp. Their equivalent value is clearly stamped on them, along with a dwarven seal of metallic purity, and they are widely accepted at standard conversion rates. They are often called "Fairy Silver" and "Fairy Gold" coins.

Pixie fairy adventurers prefer to carry a Coinpouch of Pixie-kind (see Chapter Five: Rules of the Road), when possible, as it makes buying and selling with other races much easier.

Other Pixie-Kin: Elvariels and pixie brownies rarely trade outside of their own race, except when they need better metal weapons and armor (their metalsmiths are simple crafters). Otherwise, they produce very few goods of their own, certainly never enough for export, and seek little that they cannot find or produce for themselves. Potters manufacture plain but functional clay pots for storage or cooking; most males can construct spears and arrows; and both sexes are equally skilled at making and repairing clothes. Trade between tribes or other races is conducted through bartering rather than exchanging coin for goods or services.

LANGUAGE

Pixie Fairy, or "Faelige," is a sylvan language spoken by pixie fairies and most other pixies, fairies and pixie hybrids. Generally, only pixie hybrids speak Faelige as a traditional, native language, but other races that deal with pixie fairies on frequent or infrequent occasions (grunge elves and the occasional high or wood elf) also speak it. These larger races, along with humans, sometimes refer to the language as Fae-Tongue or Fairy Speak.

There are a number of different dialects of Faelige, the major ones being found in Fernwickle Isle (as well as among the fairies found on the mainland of Saryn Ar'Keet), Ara'Kandeesh and Kal Dez. Some typical features of Fernwickle Faelige are a slightly more nasal sound, and use of personal endings instead of pronouns with verbs. For example, "I must" is "laishhear" in the Fernwickle dialect, while other dialects prefer "laishsidh fa" ("fa" means "I").

Features of Ara'kandeesh Faelige include a preference for lengthened vowels and heavily reduced endings, while the Kal Dez dialect sounds very different and shares several unusual features with Elven, as well as having lots of characteristic words and shades of meanings.

Naturally, non-native speakers learn one of these dialects depending upon their teacher. For example, a non-native speaker of Faelige in Tarkreeb will likely learn the Kal Dez dialect, while one from Fern Grove will emulate the Ara'Kandeesh dialect, and one from Crijarri (Saryn Ar'Keet) does his best to sound like a Fernwickle native.

Faelige uses all five vowels (A,E,I,O,U) but only eighteen consonants (B,C,D,F,G,H,J,K,L,M,N,P,R,S,T,V,W,Y). Only barbarian tribes use the remaining three consonants (Q,X,Z). Interestingly, many pixie fairy words were long ago adapted into the Common tongue (with the same pronunciations but different spellings) as banshee, bard, bog, clan, crag, drum, gob, keen, leprechaun, loch, slew, slob and smithereens.

*Faelige is not a common tongue*

Table 6B: Faelige

Word or Phrase (Common)	Word or Phrase (Faelige)	Pronunciation
Hello! (to one person)	Fea fluit!	Fhee-ah flitch!
Hello! (to two or more people)	Fhea flibh!	Fhee-ah fleeve!
Goodbye.	Yan.	Yawn.
Thank you.	La vaibh raith ohat.	Law vow rah ohuth.
You're welcome.	Dá háilte vamhat.	Dhaw hoyle-cheh vaath.
What is your name?	Hej ish aisr huef?	Hedge is asar hoof?
My name is Aedan.	Aedan ish aisr fom.	Aedan is asar fum.
How are you?	Hosas ta bu?	Husas thaw bhoo?
I am fine.	Da re la raith.	Dhaw ray law rah.
Goodnight, see you tomorrow (to one person).	Uiche rhaith, heickidh re er gall yu.	Uh-heh rah, heck-kee ray ire goal you.
Goodnight, see you tomorrow (to two or more people).	Uiche rhaith, heickidh re er gall vibh.	Uh-heh rah, heck-kee ray ire goal viv.
I'd prefer you to a hundred butterfly mounts! (pick-up line)	G'fhéarr piom yhu so head pubull aflastar!	Garr pum you sew haid pupull aflastor!

For those interesting in peppering their character's language with Faelige, a few common phrases (with the original Fernwickle pronunciation) are presented on Table 6B: Faelige.

Numbers

When counting, pixie fairies usually add descriptors to their numbers. Asked how many grel are in the clearing, a soldier is more likely to reply, "One female and two males, one of which looks like a magic-user," rather than just saying, "Three." This gives the listeners a clear mental image of the creatures, allowing them to judge their appearance and likely temperament. When dealing with distances, pixie fairies may use human measurements, such as feet or miles, or they may refer to vague distances, such as "three days flight" or "six apples high."

Names

Pixie fairies and fae-born have a personal name and a clan name. Children are given a name by their parents, which they are known by among their own kind. Once a child passes into adolescence, he may give himself a nickname, which he uses when among other races. Nicknames are usually highly descriptive, and refer to something arboreal, colorful or seasonal, or a combination of the above. (Pixie nixie names, of course, often reference underwater plants and creatures instead.) A sampling of pixie fairy (and fae-born) names appears in Chapter Three: Priors and Particulars.

As mentioned therein, whenever a pixie fairy is reincarnated by means of his natural ability (not a spell), he also becomes part of his rebirth mother's clan. In this case, he adds his rebirth mother's clan name after his own. If he is somehow born into the same clan, he adds the name again. Obviously, multiple reincarnates can have extremely long names (such as Feather Nuckelavee Wichtlein Aughisky Gwyllion Nuckelavee Nuckelavee), but they only use these when someone inquires about their clan affiliation. Otherwise, the personal name and clan name (or nickname and clan name when among outsiders) suffice quite well.

Other Pixie-Kin: Elvariels tend to have only one personal name that is martial-sounding or arboreal, or a combination of the two, such as Bloodleaf, Greenfist or Sharptwig. They take their father's personal name as a surname. Grixies keep their grel name. Pixie leprechauns, pixie nixies and pixie sprites adopted by a pixie fairy clan follow the pixie fairy naming conventions. Those who are not, usually choose a personal name or nickname and use the region as their surname (such as "Willow Polst," or "Blue Coral Ar'Keet").

Pixie brownies are known by childhood names until they choose a single personal name upon reaching adulthood. Pixie brownies have no surnames, but use their mother's chosen name followed by the father's chosen name

when asked about their lineage. They then follow this name with "of [tribal name here]," so a pixie brownie might introduce himself to a pixie brownie from another tribe as "Firebird Hemlock Windcutter of the Barcenorans." Among their own tribe, they simply use their personal name and their father's name, such as "Firebird Windcutter."

Most humans are easily confused by fae naming conventions, but the faerie-folk themselves seem to have no trouble differentiating between persons of similar names.

WARFARE

Although pixie fairies rarely initiate conflict except when invaded, each pixie fairy settlement maintains a standing army. These soldiers are well trained and in swarms are more than a match for larger forces. Troops favors speed, stealth and mobility over static defense, and bows and magicks are the weapons of choice. Battles involving pixie fairies are often won or lost at a distance, though they are not afraid to swarm in melee combat if need be. Note that the term "soldier" does not refer to the fighter class of the same name, but is a general military term.

The smallest army unit is the ardyragh, or "armored unit," which comprises from five to ten soldiers (paochs), with five being the preferred number. It is the typical unit used when melee combat is necessary. Each paoch wears non-bulky armor tailored to fit around his wings, and carries a light shield and one or two swords. A vapaist, or "lieutenant," commands each ardyragh.

The next largest unit is the aeiste, or "cavalry." The aeiste is formed of five ardyragh, each individual riding a flying mount carrying an aviator's flail, hammer or mace, a polearm and a great pixie fairy bow. The aeiste believe in being prepared for all eventualities, and use whatever weapon is appropriate at the time. They usually wear light armor tailored to fit around their wings, with the exception of a single cavalier ardyragh known as the "flying death" unit, the members of which cut off their wings and wear bulky armor. The aeiste is led by a vassen, or "sergeant."

The last regular combat unit is the tilkane, or "distance soldier" unit. Its theoretical strength is fifty paoch, but in practice their numbers vary widely, depending on the size of the settlement. A standard tilkane contains twenty-five archers, fifteen magic-users and ten clerics and/or druids. Each of these three groups is commanded by a vapaist, who directs tactics under the command of a vassen tilkane, or "distance sergeant." Generally, the magic-users attack and distract the enemy, allowing the archers and other soldiers to attack while the clerics and/or druids heal the wounded and manipulate the greenery to slow or attack their foes. The entire army is commanded by a voshiagh, or "captain," who answers to the Queen or senior noble.

Pixie fairy communities rarely exist in isolation. If a threat is serious enough for the entire army to form, similar sized units from neighboring settlements accompany it into battle. The Queen or senior noble takes overall command of the joint force, assisted by a war council formed from the captains at her disposal.

Most pixie fairies admire bravery in battle and backbeat their wings, creating a melancholy humming-drone to pay tribute to brave deeds. Pixie fairy fighters salute one another by putting their left fist to their chest, raising their right arm and extending two fingers.

Other Pixie-Kin: Elvariel and pixie brownie tribes do not maintain permanent armies. Most or all members of the tribe are proficient combatants in one way or another, and the hunters, many of which are barbarians and rangers, double as soldiers and sentries as part of their regular duties.

Tactics

Pixie fairies keep track of intruders through scouts and animal spies. Scouts make frequent reports, passing on details on numbers, composition, and the best place to set the ambush. Any party entering pixie fairy territory is usually detected within a few hours and is watched closely until they decide what action to take.

The usual tactic is to wait in hiding until the enemy blunders into a pre-set trap or pit, and then begin the attack with Sleep or Web spells, aiming at the toughest opponents and obvious magic-users. Spells like Blindness and Charm Person are employed against leaders, rendering them ineffective. Druids, and clerics with the Plant domain, use Entangle or Thicket (see Chapter Five: Rules of the Road) spells to contain the enemy and prevent them from fleeing. Spells like Charm Monster, or Charm Person or Mammal, are also useful. The mounts or companions of enemy commanders are targeted, with orders to throw their rider or lash out against nearby troops.

Once the spellcasters fire their first volley, the archers and flying cavalry attack. Intruders that escape the ambush find they have nowhere to run; any trying to enter the forest run into armored troops, archers and magic-users lying in wait. Spellcasters trying to defend themselves or launch a counterattack are cut down with arrow fire. When the majority of the intruders are incapacitated, the pixie fairies emerge from their hiding places, bows aimed and ready to fire. An enemy receives one verbal order to surrender; refusal is met with a deadly rain of arrows and spells against the trapped forces, leading to a swift death. Any surviving leaders are then interrogated and executed. Pixie fairies take no chances.

With their natural invisibility, pixie fairies are also skilled at scare tactics. An enemy force camping in the woods is a sitting target for such tactics. A small number of invisible pixie fairies penetrate the camp, leaving a warning by the commander's head, often an arrow or a dagger, and then retreat into the night. The clear threat that the pixie fairies could have killed the commander in his sleep is enough to rattle even hardened veterans.

Amber Guard

The Amber Guard is thought to be the most respected fighting organization in all pixiedom. Members provide security for the Pixie Meet, guarding against grel and other intruders, and hunting grel before and after it. The Amber Guard is usually comprised of pixie brownie warriors, each of whom are the best of their tribe and feel that such a position is a great honor and their hereditary right.

Like the standard military of the settlement, the Amber Guard is divided into paochs of five members. Its theoretical strength is ten paoch, but in practice their numbers vary from 10 to 80. The Amber Guard has no aeiste (cavalry) or vassen (sergeant). Members of the Amber Guard who do not

attend/protect Pixie Meet lose 75% of their Honor. A new Amber Guard package can be found in Chapter Three: Priors and Particulars.

RELIGION

Pixie fairies believe in many gawds, though most place the Seelie Court above all others. The pantheon is also known as the Unseelie (evil) Court or the Inseelie (neutral) Court, depending on the gawd being discussed, the alignment of the speaker or the changing alignment of the Court. Legend says that there were dozens of gawds in the Seelie Court, but most were destroyed (an embarrassing number were consumed by grel deities) during the War of the Tablet of the Ages. Before the war, it was not unusual for these numerous gawds to actually spend time with their followers, descending openly among the mortals and partying with their congregations. After the restructuring of the Seelie Court, however, such visitations became rarer - and always unannounced.

While the gawds of the Seelie Court are the pixie fairies' first choice, they may worship the gawds of other pantheons. After all, the Seelie Court no longer covers all spheres of influence, as many gawds died in the War. Members of the Seldarine (elven pantheon; see Deities and Demi-Gawds pg 67) are also popular choices. In fact, the word of Erevan Ilesere is spreading among the elvariels, and Aerdie Faenya has begun courting this new race (though she is often confused by their chaotic nature).

Other likely options include: Benyar, Kazaar-Freem, Sumar-Fareen or Zeus (lawful good); Shang-Ti, Skraad, or Thrain (lawful neutral); Druaga, Francor'Dieus, Loviatar, or Set (lawful evil). More neutral worshippers favor Deneir, Enlil, Kishijoten, Lathandar, or Nudor (neutral good); Camaxtli, Hokalas, or Oghma (neutral); Alu, Grawdyng, P'Rakeke, Pyremius or Tobadzistini (neutral evil). Those with a more chaotic bent may favor Bast, Markovia, Nephthys, Thor, or Zelaur (chaotic good); Draper, Mangrus, or Par'Kryus (chaotic neutral); Arnuya, Kuchooloo, Yiders or Yi'Gor (chaotic evil).

The Seelie Court

The upper echelons of the Seelie Court are composed of a dozen individuals of demi-gawd status, with the lower Seelie Court consisting of various lesser immortal fairies, pixies, brownies, nixies and other such kin. Major figures are listed on Table 6C: The Seelie Court.

Their religious laws are sacrosanct and those that break them are banished or, in extreme cases, killed. Most pixie fairy communities possess at least a handful of temples, worshipping other gawds at shrines. A few of these shrines may even boast one or two full-time clerics.

Table 6C: The Seelie Court

Name	Alignment	Spheres
Mab	LG	Alliances, oaths
Melusine	NG	Rhythm, song and water
Titania	NG	Wee folk
Ariel	CG	Flight, love and air
Morgana	N	War, the moon (Shadara)
Auberon	LN	Magic and fire
Lygte	CN	Loneliness, wanderers, the sun and stars
Puck	CN	Chaos, curiosity, luck
Engue	LE	Fear, poison
Kielkrop	NE	Death
Caliban	CE	Greed, lust and earth
Merryzot	CE	Hate, hunger

Funerary Practices

Because pixie fairies die frequently, one's death is not a sad time, for friends and family know that the pixie fairy will soon be reborn. In most cases, the body is burned on a funeral pyre, its remaining essence drifting into the air where all pixie fairies belong. Meanwhile, the friends and relatives hold a "departure party," to celebrate the fact that they will soon be seeing their loved one again.

In the case of a final death, when the pixie fairy has no more reincarnations, the funeral is a more melancholy event, and friends and relatives from distant clans gather to pay respect to the deceased. The corpse is washed and dressed in gray clothes, the traditional color of mourning. After three days of mourning, a cleric mounted on a Giant Butterfly Steed takes the body to the Realm of Faerie, where it is buried beneath a tree. There is no pixie fairy graveyard, even in the Realm of Faerie.

On occasion, travelers in distant Faerie have reported that for a brief moment, while passing by a tree under which a loved one was buried, they seemed to hear the deceased's voice drifting on the wind, and feel a strange but comforting presence. The truth of this is unknown, but it does seem to suggest that a pixie fairy's spirit lives on, floating on the winds of Faerie.

Other Pixie-Kin: Pixie sprites receive the same final burial as pixie fairies. Elvariels, on the other hand, simply leave their dead in the depths of the forest to rot, and return to nature. Most fae-born receive funerals like the pixie fairy, but with fewer attendees and much less fuss. Grixies, not having communities of their own, generally rot where they fall unless the corpse is buried, eaten or stolen. Pixie brownie and pixie leprechaun funerals are more of a party than anything else. The living tell tales of their fallen friends and get rip roaring drunk.

Pixie nixies have very strange funeral customs. The wake doubles as a reading of the will, and the body is propped up to watch as his former belongings are distributed to his heirs. Pixie nixies believe that if the will is tampered with, or the deceased's wishes are not followed, the body will rise up and smite the offender. Other races believe this to be untrue, but many pixie nixies believe in it to the point of violence. After the reading of the will, the deceased is interred in a crypt much like a series of catacombs deep beneath the water.

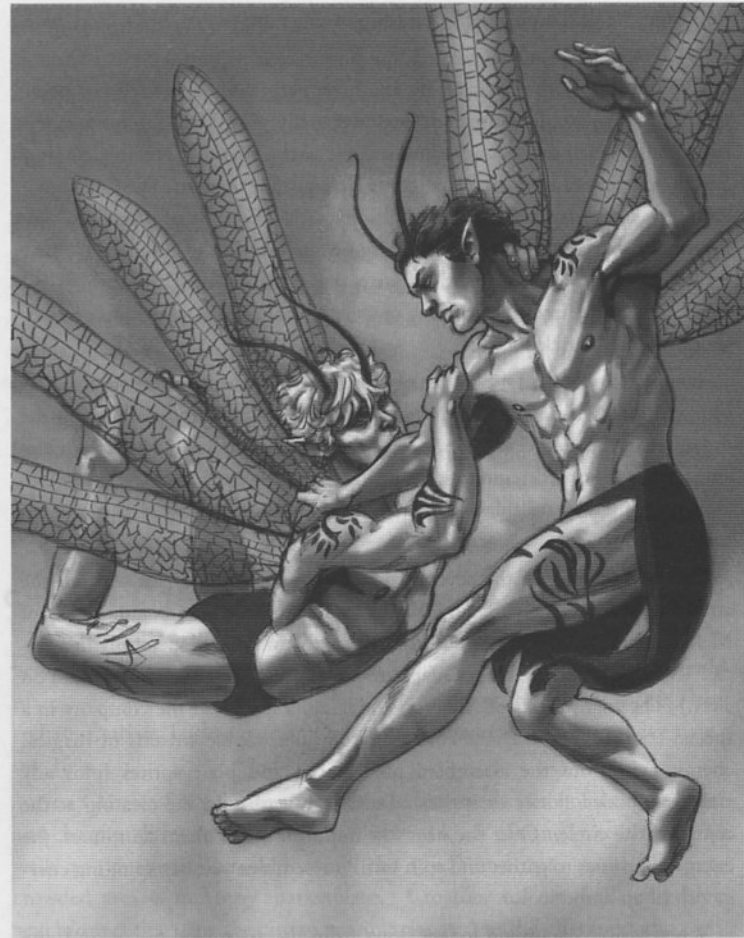
IMPORTANT CEREMONIES

As with their beliefs, there are dozens of pixie fairy ceremonies, many carried out as part of daily life. As well as holy days for the gods, there are numerous minor ceremonies to celebrate birthdays, deathdays, rebirthdays, clan events, and so on. The most prominent ceremony of all, however, is Pixie Meet.

Pixie Meet

Once every six years, all pixie fairies must make a pilgrimage of sorts back to the Village of the Elders – the traditional founding village/homeland of their particular clan – for a week-long festival. The journey to the Meet is a dangerous time for pixie fairies because grunge elves take advantage of the huge migration to lie in wait and ambush the tiny folk, who they eat in order to make use of their magical energies.

Pixie Meet is a matter of tradition and paying homage to the clan. However, at the culmination of Pixie Meet, any pixie fairy that chose not to attend suffers an immediate loss of 50% to his Honor for offending his racial/tribal peers. A pixie fairy who wanted to attend, but was unable to do so may regain the lost Honor by making a personal apology to his clan leader (though the clan leader must believe the apology and understand the reason – GM's call). For example, not attending because of a conflicting adventure



A wrestling event at Pixie Meet (day 3)

is not a valid excuse, but being locked in a cage by an evil magic-user is valid. Other pixie-kind may or may not lose Honor, depending upon their race. See Chapter One: Races for more information.

The entire month leading up to Pixie Meet is referred to as the Gathering. During this time, pixie fairies begin to arrive for the meet and the organizers set up pavilions, gazebos, tables, and other facilities in preparation.

The opening ceremony on the first day of Pixie Meet is a remarkable sight. The high priest (or priestess) of Titania is carried to the center of the Meet by flying pixie fairy clerics of the highest ranks. The high priest rides in a special basket-chair called the arboredan. As the high priest enters, every musician plays a lively tune written specially for the occasion and circulated six months before the Meet. Once he lands, the high priest gives a long - and usually somewhat boring - speech to the assemblage, extolling the virtues of pixie fairy life and praising the monarchy. After the speech, most pixie fairies mingle to seek out old friends and/or partners for entertainment (songs, poetry, sex and so on). Other pixie fairies begin the business of choosing birth mothers.

The second day of Pixie Meet is known as the Casting of Blessings. On this day, the clerics Bless all present and may join to summon great blessings on entire clans, settlements or kingdoms. Otherwise, this day is much like the first, and drinking and partying continues unabated.

Only during the third day of the Meet, the Forging of Friendship, are sex and other such intimate acts forbidden. Instead, all present socialize and try to meet as many pixie fairies as possible. Neutral representatives try to resolve disputes between individuals and clans (all members of such a clan must attend the mediation). For those not involved in disputes, many concerts, art displays, magical entertainment, plays, and games take place during

this time. The Forging of Friendship is the time when pixie-kind draw together.

The fourth day, the Feast of Joy, is a huge party with every delicacy possible. The feast lasts for hours and includes many pixie-kind entertainers trying to outdo each other for the amusement of the crowd. Dancing, singing, and the playing of musical instruments are constant themes. The first course is always accompanied by the traditional aria "Bounty of the Glen" (or Bounty of the Isle, or so on, depending on the location of the Meet). After the feast, from midnight on the fourth day until dawn of the fifth, is the Revel. The Revel involves drinking massive amounts of dandelion wine while singing silly limericks.

The fifth day is the Dispensing of Honors, where the clan ruler grants special positions within the clan, and other honors, including appointing the organizer of the next clan Pixie Meet. The sixth day includes more festivities and feasts. Closing ceremonies beginning at dusk, when the magic-users create a huge fireworks display filled with illusions and other magical pyrotechnics.

On the morning of the seventh day, the festival culminates with all the attendees pooling their magic into the Amber Horde. To begin, clerics of Melusine sing a somber hymn as rows of pixie-kind kneel respectfully in a circle. (Members of the Amber Guard are not expected to kneel, but remain on alert.) The high priests of Auberon and Titania then lead the company in a special chant. As the chant and song continue, visible streams of magical energy swirl from the assembled pixie fairies and pixie sprites (plus any attending pixies, fairies or sprites), and slowly gather in the clearing at the center of the circle. Over the next few minutes, as the chant continues, the energy continues to gather and spin until it resembles a slowly spinning energy orb of an amber color.

When visible energy no longer flows from the assembled faerie-kind, the clerics of Melusine sing in a livelier manner, and the chant becomes more melodious as well. The Amber Horde orb slowly begins to spin in the other direction, and the magical energy streams return and spread forth into the assembled multitude. After several more minutes, the orb dissipates entirely and both chant and song end. Each pixie fairy then rests for several moments in silence, until the high priest of Titania steps forward and declares that both the ceremony and the Pixie Meet are at an end. Most pixie fairies spend the next few hours saying goodbyes and partings to distant friends, before returning home.

The Amber Horde ceremony has no effect on the character in game terms. It is a matter of tradition and paying homage to the clan.

Coronation Anniversary

On the anniversary of the ascension of the Queen of Fernwickle Isle, a celebration is held among all residents of that isle. Parades and fireworks are always included among the events, as are archery contests and even butterfly jousting. The anniversary of the current ruler, Queen Maorisa, takes place on the 16th of Tomar'kiev.

Deathday

Most pixie fairies consider any day they died on to be bad luck and rarely go out on such days. Once done to cheer up the character, it is now a tradition for friends and family to bring him food and trinkets. Even the most greedy pixie fairies never claim a false Deathday, in fear that death will take special notice of them. On the other hand, worshippers of Kielkrop celebrate their Deathday as if it were a Birthday or Rebirthday.

Nature Day

While not as widely celebrated as Pixie Meet, Nature Day is very popular among rural pixie-kind. This holiday is celebrated by planting trees and crops. It is the only holiday when elvariels and other pixie-kind (excluding grixies) openly celebrate together.

Puck's Birthday

Legend says that this holiday was originally intended to prevent Puck from playing dangerous pranks on a community, by appeasing him with worship. Today, the holiday has degenerated into a children's celebration, where young pixie fairies are pampered with candy, toys and other gifts from dawn to midday. Adolescent faerie-kind, and worshippers of Puck, celebrate by perpetrating practical jokes from midday to dusk.

Rebirthday

Pixie fairies not only celebrate the day of their birth, but also any day upon which they were reincarnated. The first reincarnation day is referred to as the Rebirthday, the second as the Second Rebirthday, and so on.

THE REALM OF FAERIE

The Realm of Faerie is a nearby outer plane. Its exact relation to the other outer planes remains unclear, though many planar scholars believe it must be one of the layers of the Happy Hunting Grounds, Olympus or Alfheim. Exactly which plane and which layer is a matter of great debate.

Most visitors to the Realm of Faerie report it as a lush, beautiful garden that stretches for as far as the eye can see. Great stone castles sit in distant vales and atop immense mountains, yet it seems to take only a few steps to reach them. The sun is a pale yellow orb, somewhat dimmer than the sun of Aldrazar, but it still provides good light and comfortable warmth. Oddly, other visitors describe it as a harsh, snow swept land ruled over by a dark queen. Some scholars believe that the appearance of Faerie depends upon the viewer, while others argue that the realm's magical nature means that alternate versions of Faerie exist simultaneously, and that by somehow "shifting sideways," one may be able to visit the alternate Faerie realms. Like the land, the native creatures of Faerie seem to vary with each story brought back. Most are said to resemble the fairy folk of Aldrazar, but with more powerful aspects of beauty, good and evil.

Regardless, time flows strangely in this land, and visitors not of faerie-kind should be prepared, for they may find that a hundred years have passed in a single day. Even worse, they may age one or more decades upon their exit.

The Realm of Faerie is highly magical and all saving throws against magical effects on this plane are made at -1 (-3 vs. magic used by fae creatures). All magic resistance is reduced by 10%.

FERNWICKLE ISLE

The capital city of all faerie-kind, Croatoor, is an inland city in the center of the isle, which itself lies off the eastern coast of Saryn Ar'Keet. The city is the center of commerce for the entire isle and represents the main contact point faerie-kind have with each other, and the Realm of Faerie. Most building interiors in Croatoor are scaled to pixie fairy size, though a handful of public buildings, such as inns and taverns, have rooms large enough to accommodate members of the larger races (usually elves or an occasional "civilized" elvariel). Temples and courts, with their large doors and arched ceilings, also present little difficulty for Small or Man-sized folk.

The Queen resides in an opulent palace in the city's Old, or Eastland, District, which is a large, sparsely populated neighborhood that boasts the seats of all six of the major noble clans (Aeval, Ellyllon, Feeorin, Korred, Muryan and Tylwyth) as well as the great temple of Titania. The primary distinguishing feature of pixie mansions is the abundance of sunroofs and large windows. The greatest mansion in the quarter is the Palace of the Queen. The Royal Palace is protected by the Green Knights, pixie fairy cavaliers mounted on Butterfly Mounts. The Green Knights all wear green tabards bearing the Queen's coat of arms. The Palace is semi-open to the public, with tour groups being allowed to view parts of the building. The Royal Palace is home to literally thousands of pieces of art, and home to the seldom viewed Royal Gardens. Most of the Houses in the Old District have at least a small flower garden, if not a private arboretum. The streets in this district are lined with lampposts lighted by Continual Light spells.

The Great Market and the sporting arena (known as The Rounds) lie in the Merchant's District. The Merchant's District is exactly that. The only difference between Croatoor's Merchant's District and that of other cities seems to be the abundance of art galleries it possesses.

The Common District, (otherwise known as Westland), is a sprawling residential borough that extends beyond the original boundaries of the city past the northwestern gate. The few scattered homes and tenements just outside the city gates are known as "The Outers" to residents, but are still under the jurisdiction of the city. The northern Temple District is an upscale neighborhood that is home to the more wealthy and powerful merchants and landowners of the city. Naturally, there are also several large temples in the Temple District, including several smaller shrines. All members of the Seelie Court are openly represented here, save for Caliban, Engue and Merryzot (though they have hidden shrines within and without the city). The south-

ern district, known as "Low Town," consists of the city's granary, storehouses, army barracks, stables, seedier inns and boisterous taverns.

While the citizenry of Croatoor are very outgoing and friendly, some of the laws and regulations in the city are not very progressive. Citizenship is reserved only for those with at least true half-fae blood, (this excludes elvariels and grixies). Residency laws are relaxed, on the other hand, and as long as each resident is sponsored by a respected citizen, members of almost every race can reside legally within the city. Visitors are allowed to remain in the city without sponsorship for up to three days – and each visitor needs to register with the city officials when they first arrive. Croatoor is a very wealthy and magical city, at least among the fae, and as a result magic-users are often willing to put up with a great deal to be able to make the city their home.

All settlements on the isle owe fealty to Croatoor, and even those of other lands (except for elvariels, grixies, and the Faerie Realm, of course) send yearly tributes to show respect. While most pixie-kind recognize the leadership of Fernwickle Isle, few outside of it actually have much direct contact.

Croatoor, Independent City-State

Population: 4,500. Around 50% are pixie fairies, with another 11% being pixie brownies, 7% pixie sprites, 4% pixie leprechauns, nearly 3% pixie nixies, and less than 1% fae-born. Various pixies, brownies, sprites, leprechauns, nixies, fairies, elves and other sylvan creatures make up the remaining 25%.

At a Glance: Several inns and taverns have two entrances of different sizes, and chairs to different scales and two different levels of windows. Citizens fly, walk or ride small animals through the streets and open parks; the only crowded area is the busy marketplace. Croatoor has no wall, only high watchtowers that alert the city to possible danger. In the afternoon and early



The great and magical city of Croatoor.

evening, the wind is typically very brisk, dying down after dark. The rainy season brings storms almost daily.

Government: Despite the mix of fae races, the city's government remains a simple pixie fairy monarchy. The current (and for the last 250 years) ruling clan is the pixie fairy Clan Tylwyth. Queen Maorisa Tylwyth rules the city with the assistance of six advisors appointed from among those she considers the best and brightest (no more than three members of the noble class can serve as advisors). Her eldest son, Rosan "Redwing" Tylwyth, rules the clan in her name. She is currently in her seventh reincarnation having been assassinated, killed by a falling tree, and died of old age four times. She is a fair, albeit somewhat flighty, leader. She is not cruel or evil, but she is often distracted from her duties and largely lets her ministers run the Isle. She maintains a reasonably small personal guard of five of the best-looking pixie fairy male soldiers.

Croatoor has relatively limited laws. The Queen believes in personal freedom and places few restrictions on her citizens. Slavery is expressly forbidden and any slave that enters Croatoor is declared free upon entry.

Economy: The farmers of the area bring fruits, grains, roots, vegetables and nuts to the market, while anglers have access to many saltwater fish, as well as some from the isle's few small freshwater lakes. The citizens trade in coin, gems, and services or in works of art or more useful goods like tools, household items, and so on.

Military: With the Aludian Ocean surrounding the isle, and their city's existence little known to other races, the military threat to the city is not great. Despite the safety, the army presence is formidable by fae standards. Croatoor depends on 140 pixie fairy soldiers for defense. These proud fae guard the city and surrounding areas, and groups of two to three paochs (soldiers) make regular patrols. In times of great emergency, of course, nearly all local pixie fairies (save the children, the aged and infirm) will come to the aid of their beloved isle. The army's overall voshiagh (captain) is Ulyan "Firefly" Muryan, a male cleric of Morgana who sits on the Queen's council.

Marius Greensleeves is the captain of the Amber Guard. He is very serious for a pixie brownie, and lets nothing stand in the way of security during Fernwickle Isle's Pixie Meet.

Temples: Worship of Titania is most popular in Croatoor, followed primarily by Ariel, Melusine, Auberon and Puck. Smaller temples or shrines to the remaining good or neutral gawds are less popular. The city does not tolerate the open worship of evil faiths, with one exception. Dugrain, a Zealot of Kielkrop, openly operates a small shrine in the Temple District. This seemingly benevolent zealot and his few followers preside over all funeral rites, and profess that Kielkrop merely celebrates the passing of lives into new bodies, and does not require the taking of lives. Secretly, of course, they practice the dark rituals of the faith. Shrines to Caliban and Engue are hidden away in dark basements, though followers of Merryzot are so far unheard of in Croatoor.

Every follower of Titania makes at least one trip to her Grand Temple. It is rumored that Titania herself occasionally attends parties at this temple - in disguise, of course. It is believed that if Titania has a good time at the party she will bless the entire city for a year, thus the parties at the temple are the best in Fernwickle Isle. There is a daily tea social that may be attended at invitation or for the price of a reasonable "donation" of 20 gp.

Mages & Sages: The city is a center of magic, and many magic-users would give their left leg (or wing) to reside here. Magic-users can actually receive training in the Croatoor Military Academy, but the courses are strict, the competition is fierce, and the Academy requires all graduates to serve in the military for three years. See SG Chapter Six: Magical Academies and Organizations for more information on courses and prerequisites.

Mid-level magic-users are fairly common in Croatoor, common enough that they have formed a loose organization not quite worthy of being called a guild. Two dozen wizards call themselves the Keepers of Magick. The Keepers have two purposes. First, they share ideas and spells to increase their knowledge and improve the quality of life within the city. Secondly, and more importantly, they provide support for the army, preferably well distant of the action.

The most famous magic-user is a pixie sprite named Shaelafoon. He is nearing 150 years old, but retains the youthful appearance and vigor of a debutante heartbreaker. Shaelafoon is a staunch traditionalist who warns other pixie-kin against adopting the ways of humans and other races. He serves as one of the Queen's advisors.

Underworld: Croatoor has little crime, for many clan members are related, and all keep close tabs on one another, precluding much violence or theft. Such criminals that do exist are minor thieves and con artists trying to sell worthless spellbooks or gems to pilgrims, fraudulent sages and fortune-tellers.

Twinkle, a pixie fairy thief, advertises herself as a "freelance information specialist." She is expensive, but she always produces results. She occasionally hires herself out to an adventuring party, if the adventure has a suitably interesting goal. She always demands at least 15 diamonds (or gems of equivalent value) up front and no less than a full share of all treasure, including magic-items, to join a group.

The remainder of the underworld, such as it is, consists of the practice of evil faiths, and the Wingclippers - a secret society that seeks to claim the throne. One fanatic member of the Wingclippers, Keera, has been chosen to actually assassinate Queen Tylwyth. Keera practices her archery for the attempt every single day. Her target is a fairy-like dummy wearing a crown. The dummy rests against a tree deep in a secluded grove under a loose camouflage of leaves. The city's flamboyant hedge wizard Taim "Greenpetal" Aspara is trying to develop the perfect poison for the arrow. This league represents a very real threat to the crown, and the Queen would be mortified to hear of their existence in her city.

Perhaps the most distasteful threat is the followers of Merryzot, a group of religious cannibals who meet in a well-hidden treetop building some distance outside the city. As pixie fairies frequently come and go from Croatoor, the city so far knows nothing about any missing persons.

Interesting Sites: An enormous sapodilla tree stands near the center of the city and serves as both formal and informal meeting place. It radiates strong magic, and superstitious pixie fairies claim that to harm the tree brings bad luck. Most magic-users scoff at this belief.

The Royal Garden is said to contain the most spectacular display of flora on Aldrazar, for there are several plants in the garden that can be found nowhere else. In addition to being quite beautiful, the garden contains several trees whose fruit duplicates the effects of several beneficial potions when eaten. The Royal Garden is also home to the world famous Bloodthorn Rose. The Bloodthorn Rose is a special variety of red rose with thorns that can reach up to an inch or more in length. On occasion, the petals become so deep red that they actually appear black. These roses are referred to as death roses, and their appearance is taken as an ominous warning of things to come.

The Public Gardens are not a single location, but range throughout the city. Oiwin "Snapdragon" Portune is the senior gardener at the Public Gardens. His family is not on the best of terms with House Tylwyth, thus he has never been offered an appointment to the Royal Gardens. Oiwin is widely believed to be at least as good as the royal gardener and much more approachable. Anyone seeking information on plants, herbs, flower arranging, or edible vegetation should speak to Oiwin. He brooks no defacement of the gardens, however, and any who damage the Public Gardens will find

Oiwin leading an armed group of gardeners, ready to avenge any disturbed vegetation.

The Tippy Human Inn is a fixture of local entertainment. This inn appears to be made for humans – the furnishings, the doors, the dishes and the tableware are all Man-sized. In the inn's tavern, the pixie leprechaun bartender stands on a tall stool, giving him the illusion of greater height. While visitors favor the 'Man when staying overnight, locals fill the tavern every night. The atmosphere is friendly, non-violent, and a bit expensive, and its patrons would not have it any other way.

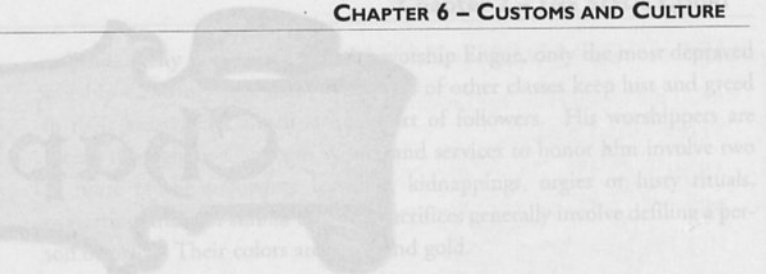
Despite the place's traditions, some trouble has snuck in. An enterprising captain of the guard has pinpointed the 'Man as a meeting place for the Wingclippers. Several soldiers have moved in as residents, disguised as travelers from Kal Dez (Teaka "Fieldfrost" Ferrishyn, the group's leader, is a pixie fairy native of Kal Dez origin and can back up her disguise). Any suspicious activity earns closer observation, and the soldiers are prepared to act on treason or sedition immediately.

The Galleria Faerie is the largest art gallery in all of Fernwickle Isle. The Galleria is open 24 hours a day less to encourage sales and spectators than to enhance security by ensuring that someone is there at all times. The Galleria is the second most secure building in Fernwickle Isle, it is also the largest building, a full five stories high with each level covering a half square mile. Spectators and shoppers are not allowed to bring weapons into the Galleria. Pixie brownie guards watch all ground floor entrances and a half-dozen pixie fairy guards patrol each floor at all times.

Special Notes: Croatoor could easily serve as the destination for high-level pixie fairy adventurers. Adventurers might have to visit Croatoor to bring news of a deceased pixie fairy to his kin, open a gate to the Faerie Realm, or return a stolen artifact, while evil characters might seek to infiltrate the city and stir up trouble in general.

The lands outside the city limits are home to famous Butterfly Mount trainers and breeders. The ranchers celebrate each spring with a parade that includes over 300 of the finest Butterfly Mounts on Aldrazar. Several other flying mounts can also be found here, but the Butterfly Mount ranchers are the finest and proudest.

While travel to the Faerie Realm is not a common occurrence, neither is it unheard of. Travelers seeking passage to the Faerie Realm can actually book passage to this mysterious realm by applying in person at Gate House, a small stone building at the center of the Old District, nowhere near the city gates as the name might suggest. The magic-users here work directly for the Queen, and carefully scrutinize all hopeful travelers before asking the Queen for permission to open a Gate. After a traveler passes through the Gate to Faerie, the magic-users reopen the Gate every twenty-four hours for the next four days. If the traveler does not return through the Gate at one of these times, he must find his own way back. The cost in gold is quite high, guided tours of Faerie are not provided, and travelers must proceed at their own risk.



ARIEL (DEMI-GAWDESS)
 AKA: Callian's former Daughter of the Wind, the Great Wind
 TURF: Realm of Faerie
 ARMOR CLASS: 12
 MOVE: 20", F: 78" (A)
 HIT POINTS: 813
 NO. OF ATTACKS: 2
 SPECIAL ATTACKS: 2
 SPECIAL DEFENSES: 3
 SPECIAL RESISTANCE: Charm, Fear, Spell
 SPECIAL DEFENSES: +3 or better weapon to hit immune to falling and
 line, invisibility it will never surprise, flight control
 MAGIC RESISTANCE: 80%
 SIZE: 2
 ALIGNMENT: Chaotic good
 SPHERES OF CONTROL: flight, love and air
 SYMBOL: stylized flying bird on a branch
 CLERIC: 14th level cleric
 FIGHTER: 4th level fighter
 MAGIC-USER: 14th level wizard (C), 11th level mage
 Their colors are blue and gold.

Chapter 7

THE SEELIE COURT

ARIEL (DEMI-GAWDDESS)

AKA: Caliban's Bane, Daughter of the Wind, the Great Matchmaker

TURF: Realm of Faerie

ARMOR CLASS: -12

MOVE: 26", Fly 78" (A)

HIT POINTS: 513

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30 (+4)

SPECIAL ATTACKS: Charm Person, spells

SPECIAL DEFENSES: +3 or better weapon to hit, immune to fatigue and tiring, invisibility at will, never surprised, shape change

MAGIC RESISTANCE: 65%

SIZE: S

ALIGNMENT: Chaotic good

SPHERES OF CONTROL: Flight, love and air

SYMBOL: Stylized flying bird on a cloud

CLERIC: 14th level cleric

FIGHTER: 4th level fighter

MAGIC-USER: 15th level air elemental (SG), 11th level magic-user

THIEF: 3rd level thief

S: 16/22 (+2, +4) D: 29/35 C: 24/43 I: 17/57

W: 26/07 CH: 21/88 COM: 24/01

Ariel, demi-gawd of flight and love, has many worshippers, for both spheres are important aspects of pixie fairy life. Flight, in particular, is as natural to pixie fairies as walking is to humans. Ariel usually appears to mortals as a beautiful maiden with pale skin and short, bright pink hair. She dresses in little clothing except what is required for her modesty, but always wears the traditional bridesmaid's sleeves or arm lacings. Her wings are dappled with rose color, and twice as large as any other pixie fairy's. She is a frequent visitor to the court of Aerdrie Faenya of the Seldarine (elven pantheon), for the two have much in common and spend many hours flying and talking together.

Ariel and Caliban are brother and sister, though the two rarely speak except to argue. She has sworn an oath not to kill her brother, though she will help someone else do so if he gets beyond the control of Faerie. It is doubtful he has vowed the same about her. However, if she is in need of aid there is a 5% chance that Caliban will come to help.

Though dedicated to spreading love, Ariel is not at all a pacifist, though she prefers to talk or charm her way out of a tense situation. She carries Pureshock, a Petite Rapier of Quickness +2 that inflicts 3-30 points of damage when it hits, though she usually only draws it to indicate her displeasure. Ariel never tires or suffers from fatigue (even magical forms), and magicks that negate flight do not affect her. Once per round, she can cast Charm Person, Fly or Lightning Bolt (2-20 points of damage, up to 300 yards) at

will. She regenerates 1 hp per round while flying, and can use any spell involving wind as a 30th level caster.

Clerics of Ariel often mediate arguments, and officiate at all weddings and flying contests. They wear light blue and white. Ariel does not require sacrifices.

AUBERON (DEMI-GAWD)

AKA: Lord of Ink, the Winged Wizard

TURF: Realm of Faerie

ARMOR CLASS: -8

MOVE: 18", Fly 48" (A)

HIT POINTS: 528

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6 (+6)

SPECIAL ATTACKS: Flame aura

SPECIAL DEFENSES: Immune to heat, invisibility at will, maximize spells, never surprised

MAGIC RESISTANCE: 97%

SIZE: S

ALIGNMENT: Lawful neutral

SPHERES OF CONTROL: Magic

SYMBOL: Open book crossed with a tattoo needle

CLERIC: Nil

FIGHTER: Nil

MAGIC-USER: 11th level fire elemental (SG), 20th level illusionist, 20th level magic-user, 14th level painted mage (SG)

THIEF: Nil

S: 18/92 (+3, +6) D: 25/24 C: 19/03 I: 27/93

W: 23/19 CH: 29/03 COM: 22/65

Auberon appears to mortals as a pixie fairy male bathed in blue fire. These flames cause 25 points of damage to any who come in contact with them (no saving throw). He is not affected by these flames or any other form of heat.

Auberon is the creator of the fairy tattoo art, and teacher of the Seelie Court, and in this role he acquired full knowledge of magic. His spells always inflict maximum possible damage (saving throws still apply), and the gawd can control all variable components, even those normally determined at random. His tattoos are ever-changing, and he has the power of every magical tattoo (but no power runes). He can use any tattoo at will, even if the tattoo normally may only be used once. When he inscribes tattoos on another person, they are such incredible works of art that each one bestows an additional 25 fractional points to Comeliness. Auberon possesses Heartfire, a Bloodthorn Quarterstaff +1. He can use any spell involving fire as a 30th level caster.

He is currently Titania's favored beau, and hopes to take the place of her late husband. He holds no position of rulership over the Realm of Faerie.

Instead, he serves mainly as advisor to the Queen. He takes this responsibility seriously, and is often angered by Puck's frequent shenanigans, though others assert that he chuckles in private occasionally.

He is most likely to intervene on behalf of his worshippers when they offer sacrifices of magic items. Followers make sacrifices by placing a magic item on an altar and then calling Auberon's name three times, after which the item is no longer magical. If Auberon is especially fond of a follower, he may "touch" a sacrifice, causing it to become even more powerful than before (e.g. +3 weapon may become a +4 weapon; GM's call). His followers wear blue and gray.

CALIBAN (DEMI-GAWD)

AKA: Ariel's Bane, Lord of Lies, the Lustful One

TURF: Realm of Faerie

ARMOR CLASS: -6

MOVE: 13", Fly 39" (A)

HIT POINTS: 532

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type +15

SPECIAL ATTACKS: Poison tail

SPECIAL DEFENSES: +1 or better weapon to hit, immune to fatigue and tiring, invisibility at will, never surprised, shape change

MAGIC RESISTANCE: 65%

SIZE: S

ALIGNMENT: Chaotic evil

SPHERES OF CONTROL: Greed, lust and earth

SYMBOL: Goat head with scorpion tails as curved horns

CLERIC: 8th level cleric

FIGHTER: 14th level fighter

MAGIC-USER: 6th level earth elemental (SG), 5th level magic-user

THIEF: 4th level brigand (GG), 15th level thief

S: 26/42 (+8, +15) D: 14/45 C: 28/09 I: 13/80

W: 10/99 CH: 19/17 COM: 13/99

Caliban usually appears to mortals as a nasty little imp with fairy wings, curved goat horns as well as antennae, a barbed scorpion tail and bright red hooves that strike sparks wherever they touch the ground. He has also been known to appear in the guise of a randy boar, nude pixie-fairy or other aroused creature. He carries Devilblade, a Ripper +2 that deals 2-20 points of damage (or 4-40 points of damage against Small demihumans). He can also attack with his poisonous tail. Anyone failing a save vs. poison dies instantly (saves take 3-30 points of damage). Though Caliban cannot be magically controlled, he can be affected by illusions (especially naughty ones) created by casters of 20th level or higher. He can use any spell involving earth as a 30th level caster.

Caliban is brother to Ariel, but they cannot seem to abide each other peacefully, and he spends much time on the Prime Material Plane attempting to satisfy his endless lusts. However, if he is in need of aid there is a 5% chance that she will come to help. Caliban lives within a deep cave in the Realm of Faerie where no one goes save himself. It is to here that he occasionally returns with his (sometimes living) trophies. Caliban also seeks to take Titania for his wife – though he has no hope of doing so, for even shape changing cannot hide his true personality for long. The other members of the Unseelie Court are afraid that Caliban's lust may drive him to do something rash, bringing the wrath of both Seelie and Inseelie Courts down on their heads.

While many thieves and assassins worship Engue, only the most depraved worship Caliban. Still, many characters of other classes keep lust and greed in their hearts, so Caliban is not short of followers. His worshippers are spread throughout Garweeze Wurld, and services to honor him involve two or more of the following: feasting, kidnappings, orgies or lusty rituals, overeating, theft, or similar actions. Sacrifices generally involve defiling a person or place. Their colors are black and gold.

ENGUE (DEMI-GAWD)

AKA: Nightshade

TURF: Realm of Faerie

ARMOR CLASS: -12

MOVE: 12", Fly 24" (A)

HIT POINTS: 449

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Fear gaze, poison touch

SPECIAL DEFENSES: Invisibility at will, never surprised

MAGIC RESISTANCE: 70%

SIZE: S

ALIGNMENT: Lawful evil

SPHERES OF CONTROL: Fear and poison

SYMBOL: Green teardrop (poison)

CLERIC: 14th level cleric

FIGHTER: Nil

MAGIC-USER: 16th level magic-user

THIEF: 20th level assassin

S: 19/19 D: 26/55 C: 19/77 I: 19/28

W: 22/44 CH: 18/88 COM: 19/32

Engue is often likened by his clerics to a great shadow reaching into all the dark places of the wurld. On a more mundane level, Engue appears as a pixie fairy of solid pitch-black, from his wing ends to the tips of his antennae. Even his eyes and hair are of the same ebony hue.

Nightshade loves poisons of all types and prefers to kill his victims with slow-acting, painful poisons. His skin is always coated with Class N poison (see the GMG p 206). He uses Pizen, a Dagger +4 that hits for 2-20 points of damage plus poison. In addition, Engue can coat any object with Class N poison, by touch. Looking into the eyes of Nightshade produces uncontrollable fear (no saving throw) and forces the victim to flee in terror for 1d20 rounds. Engue is said to always appear in the dreams of his chosen victims the night before he slays them. The dream will be the worst nightmare the victim has ever had.

Assassins sacrifice the hearts of their victims to the gawd for favor in their future deeds. Clerics of Engue dress in dark green garments, and decorate both their clothing and their skin with the gawd's symbol. Most places of worship are hidden, though some larger cities have small cults of his followers in the local thieves' quarter. Services include poisoning a tiny animal. Major rites include the sacrifice of pixie hybrids or other larger creatures.

KIELKROP (DEMI-GAWD)

AKA: the Death Fairy, the Laughing Killer, Lifetaker
TURF: Realm of Faerie
ARMOR CLASS: -15
MOVE: 16", Fly 48" (A)
HIT POINTS: 501
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 4-40 (+10)
SPECIAL ATTACKS: Energy Drain
SPECIAL DEFENSES: +3 or better weapon to hit, invisibility at will, never surprised, summon and control undead
MAGIC RESISTANCE: 80%
SIZE: S
ALIGNMENT: Neutral evil
SPHERES OF CONTROL: Death
SYMBOL: Fanged skull or black mushroom
CLERIC: 15th level cleric
FIGHTER: 12th level fighter
MAGIC-USER: 13th level magic-user
THIEF: 9th level assassin
S: 22/37 (+4, +10) **D:** 23/65 **C:** 25/71 **I:** 20/27
W: 25/90 **CH:** 27/58 **COM:** 14/66

Kielkrop appears either as a well-muscled, mostly nude male warrior covered from head to toe with tattoos and piercings, or as a pixie fairy lich (an undead sorcerer) clad in rotting finery. He has fangs in either guise, and laughs softly and frequently, as if chuckling over some private joke. He also wields Wingcrusher, a Bloodthorn Club +3 that inflicts 4-40 points of damage per strike. His touch drains a victim of two levels (no saving throw) as per the Energy Drain spell.

The Laughing Killer never speaks with mortals, communicating instead with gestures. He has never been known to do more than grunt or sigh. He hates grave robbers with a passion, and supposedly tortures them for days before allowing them to pass on. In addition, each day he can summon 2-20 undead pixie hybrids to his aid.

Openly, his clerics are in charge of all burials and hold an annual gathering to celebrate the passing of all lives over the last year. Secretly, a cleric of Kielkrop is expected to sacrifice a sentient life on each full moon. Reincarnated pixie fairies are an especially favored target. If Kielkrop is fond of a mortal (GM's option; must have performed a number of sacrifices equal to or greater than three times the character's level), he returns as undead within 24 hours after death.

LYGTE (DEMI-GAWD)

AKA: Companion, He-Who-Stands-Before-The-Shadows, Light Lord
TURF: Realm of Faerie
ARMOR CLASS: -7
MOVE: 12", Fly 36" (A)
HIT POINTS: 458
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-20
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: +1 or better weapon to hit, immune to heat and maze spells or effects, invisibility at will, never surprised

MAGIC RESISTANCE: 85%
SIZE: S
ALIGNMENT: Chaotic neutral
SPHERES OF CONTROL: Loneliness, sun and stars, wanderers
SYMBOL: Star with asymmetrical rays
CLERIC: 20th level cleric
FIGHTER: 9th level fighter
MAGIC-USER: 12th level magic-user
THIEF: 5th level minstrel (GG)
S: 21/42 **D:** 25/23 **C:** 20/01 **I:** 19/73
W: 23/85 **CH:** 27/32 **COM:** 29/18

Lygte lost his entire family during the War of the Tablet of Ages, and spent many years thereafter wandering and wondering, attempting to redefine his "reason to shine" in the new Seelie Court. During these travels, he became associated with wanderers and the lonely, even before he realized it as his new sphere. Upon his return to the Seelie Court, Lygte found solace in Ariel and, though the two are no longer romantically involved, they are still close friends.

Lygte most often appears to mortals as a well-dressed traveler with beautiful blonde hair and green eyes. He has also appeared as a creature made entirely of light, his form constantly changing. He is said to be able to inspire direction (emotional or map-oriented) in those he visits. A particularly devout cleric of Lygte states that, while wandering lost in a deep cave, he made an offering of a large patch of glowing fungi to the gawd, saving only the smallest piece to light his way. So pleased was the gawd with this offering that, so the cleric says, he appeared in the form of a ball of light and led him safely out of the cave.

He wields Shadowkiller, a Sprite Sword of Sharpness +2 that deals 2-20 points of damage on contact and requires any shadow creature struck by it to succeed at a save vs. death or die by sudden evaporation. Lygte can cast Adjustable Light, Aura of Comfort, Blessed Warmth, Continual Light, False Dawn, Find the Path, Know Direction, Light, Starshine or Sunray once per melee round.

Advancement within the church is based upon service in the form of missions to rescue those who are lost, conversion of followers, and battling creatures of shadow or those who create such darkness. Followers are expected to remain always in the light, even to the extent of keeping a lit candle or oil lamp by their bedside while they sleep. There are no penalties for occasionally placing oneself in total darkness, though increased frequency leads to the gawd's displeasure. His colors are yellow and white.

MAB (LESSER GAWDDESS)

AKA: Mistress of the Old Ways, Once-Queen
TURF: Realm of Faerie
ARMOR CLASS: -9
MOVE: 12", Fly 36" (A)
HIT POINTS: 383
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-36 (+11) each
SPECIAL ATTACKS: Killing oath breakers
SPECIAL DEFENSES: Invisibility at will, never surprised
MAGIC RESISTANCE: 90%
SIZE: S
ALIGNMENT: Lawful good

SPHERES OF CONTROL: Alliances and oaths

SYMBOL: Broken crown

CLERIC: 14th level cleric

FIGHTER: 10th level fighter

MAGIC-USER: 18th level magic-user

THIEF: Nil

S: 19/51 (+3, +7) **D:** 26/55 **C:** 16/77 **I:** 28/12

W: 21/44 **CH:** 18/88 **COM:** 19/32

Mab appears to her worshippers as a pale, middle-aged pixie fairy dressed in blue and white robes and fashionable jewelry, with a broken golden crown slowly revolving about an inch above her head. In the olden days, Mab ruled the Realm of Faerie as Queen, but even by the War of the Tablet of Ages her power was already beginning to dwindle. Desperate to regain her power, Queen Mab made (then broke) several alliances with gawds from other pantheons as well as Faerie, once she gained what she sought. Yet, her actions were of no avail, for the grel gawds joined with those whom she had spurned, causing even greater losses among the Seelie Court than would have been incurred otherwise. With the end of the war and the reformation of the Court, Queen Mab became simply Mab, taking the broken crown as her symbol of penance and regret, and passing rulership of the wee folk to Titania.

Mab occasionally drives a flying chariot, pulled by six enchanted tiger fairies (HOB VII, page 143) that cannot be controlled by any being (using magic or otherwise) except for Mab herself. The chariot travels at a speed of 36" or Fly 54" (B). When she flies in the chariot, no creature can touch her.

Mab carries a pointed crystal wand that combines the power of a Wand of Conjunction and a Wand of Illusion. Mab also wields Honorable, a Seelie Club +4. This weapon slays any oath or promise breaker (who has not yet made true penance or received forgiveness from the other person) on contact. She wears one bracelet that prevents anyone from knowingly telling a falsehood within 100 feet of her, and another that dispels all natural or magical darkness within 100 feet of her. A slap of her hand (or punch) deals 6-36 points of damage.

With the exception of punishing those who break their oaths, Mab has largely lost the will to interfere in mortal affairs. She lives quietly in a tower near the border of the Realm of Faerie. Many believe that Puck is the child of Mab, though official canon has it that Puck is the child of Titania.

MELUSINE (DEMI-GAWDDESS)

AKA: The Artiste, Daughter of the Waves, Lady Cadence, Undine

TURF: Realm of Faerie

ARMOR CLASS: -6

MOVE: 18", Swim 72"

HIT POINTS: 507

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-20 (+11) or per weapon

SPECIAL ATTACKS: Entrhall, spells

SPECIAL DEFENSES: Water breathing, shape change

MAGIC RESISTANCE: 55% (85% in water)

SIZE: S

ALIGNMENT: Neutral good

SPHERES OF CONTROL: Rhythm, song and water

SYMBOL: An open mouth over a tidal wave

CLERIC: 7th level cleric, 9th level druid

FIGHTER: 5th level fighter



Puck and Queen Mab.

MAGIC-USER: 14th level water elemental (SG)

THIEF: 13th level bard

S: 23/55 (+5, +11) **D:** 24/25 **C:** 21/19 **I:** 17/99

W: 21/83 **CH:** 22/12 (28/12 to aquatic creatures) **COM:** 29/45

Legend has it that Melusine was once a simple pixie fairy named Undine, in the days before the War. After nearly drowning in the ocean, she was adopted and raised by the greater gawd Markovia, and given the gift of water breathing. (Some say she may have been the first nixie or water sprite, but this has not been proven to anyone's satisfaction.) Under the waves, she studied the beauty of the coral reefs and the colors of fish, let herself flow with the pulse of the tides, and learned the wild songs of the waves and its creatures. After the restructuring of the Seelie Court, Melusine claimed the spheres of rhythm, song and water, and none who knew her cared to stand in opposition.

Melusine often appears as a nixie or water sprite with hair of flowing white, blue-green skin, eyes of quicksilver and a mellifluous voice. Each viewer sees her as his own artistic ideal of the female form (small or large, petite or heavy, etc), though her coloration and other features are unchanged. Her fist strikes for 2-20 points of damage (+11 for Strength), and her singing voice can Entrhall mortals within 50 yards (as the spell; no saving throw). She can cast Airy Water and Slow at will, and can use any spell involving water as a 30th level caster.

She wields Truenote, a Peashooter Crossbow +4, as well as Bluetongue, a Staff of the Waves +2. This unique staff is made of coral and bound with silver, and effective only in the hands of a nixie, water sprite or other such aquatic fae. It has the following powers, which expend no charges per use: Conjure Water Elemental, Wall of Water (SG) and Water Bomb (SG). (Staves of the Waves created by non-divine characters always expend one

charge per use.) In addition to these powers, a Staff of the Waves has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day. The +4 staff has no additional powers; the +3 staff also confers the power to Create Water; +2 staff confers the powers of Create Water and Water Breathing; the +1 staff confers the powers of Create Water, Water Breathing and Water Walk.

Melusine's temples and shrines always encircle a pool, or sit adjacent to a larger body of water. Those near oceans time their religious ceremonies to coincide with the tides. Services to honor her involve singing and rhythmic chanting as background, while bathing. Most followers completely disrobe, though others wear something small for the sake of modesty. Favored colors are blue, green and white.

MERRYZOT (DEMI-GAWDDESS)

AKA: Always-Hungry, Hatebringer, the Slaving One

TURF: Prime Material Plane

ARMOR CLASS: -7

MOVE: 12", Fly 36" (A)

HIT POINTS: 444

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30 (+7)

SPECIAL ATTACKS: Per character class

SPECIAL DEFENSES: +2 or better weapon to hit, summon allies

MAGIC RESISTANCE: 75%

SIZE: S

ALIGNMENT: Chaotic evil

SPHERES OF CONTROL: Hate and hunger

SYMBOL: Mushroom with a bite taken out

CLERIC: Nil

FIGHTER: 11th level fighter

MAGIC-USER: 14th level magic-user

THIEF: 9th level assassin, 5th level thief

S: 19/34 (+3, +7) D: 20/52 C: 22/90 I: 19/63

W: 19/17 CH: 23/54 COM: 21/88

According to legend, Merryzot was the very first cannibalistic fairy (HOB III, p 26-28). After eating a strange mushroom, she became overwhelmed with the urge to devour the flesh of her kin. Eventually, Merryzot had eaten dozens, if not hundreds of fairies, pixies, and other sylvan creatures, and with their magic inside her became an Immortal. Soon, other fairies followed her and the corruption quickly spread to the Realm of Faerie. Although the good Queen was able to drive the corruption from her realm, this urge still lurks among certain sylvan folk on many worlds.

Accounts of how Merryzot became a Demi-Gawdness are conflicting. Some say she was elevated by a greater gawd. Others claim Merryzot actually challenged, defeated and ate a member of the Seelie Court (the former gawd of hate), who was greatly weakened after the War of the Tablet of the Ages. Regardless, Merryzot now leads a mostly solitary existence, having long been banished from the Realm of Faerie (though she still sneaks back from time to time). She is the only known fairy who makes Ariel, her arch-rival, draw her weapon on sight. The Slaving One loves to spread discord throughout the Realm of Faerie as well as the mortal worlds, and those who have turned their back on her soon found themselves within her digestive tract.

Merryzot appears as a female or male carnivorous fairy with wild hair, ocean teal eyes and bloodstained lips. She carries Faecarver, a Bloodthorn Stiletto +2 (+4 vs. elves, fairies, pixies and pixie hybrids; +3 vs. half-elves and gnomes) that deals 3-30 points of damage. She can consume any dead or unconscious mortal creature in two melee rounds per size category and regenerates hit points equal to those of the creature consumed (though she cannot use this to exceed her maximum hit points). In addition, each day the Slaving One can summon up to 2-20 Carnivorous Fairies to her aid.

Merryzot is the patron gawd of carnivorous fairies, and other corrupt pixie hybrids with a taste for unnecessary slaughter. The most common sacrifice is fae blood poured on her altar. Her color is red.

MORGANA (DEMI-GAWDDESS)

AKA: Lady Blood, Mistress of Might, Morgana the Fae

TURF: Realm of Faerie

ARMOR CLASS: -14

MOVE: 12", Fly 36" (A)

HIT POINTS: 601

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-16 (+12)

SPECIAL ATTACKS: Critical Hits, Eye Beams, Shape Change

SPECIAL DEFENSES: Invisibility at will, never surprised

MAGIC RESISTANCE: 60%

SIZE: S

ALIGNMENT: Neutral

SPHERES OF CONTROL: War and the moon (Shadara)

SYMBOL: Crescent moon

CLERIC: 14th level cleric

FIGHTER: 20th level fighter, 16th level soldier (CG)

MAGIC-USER: 4th level illusionist, 6th level magic-user

THIEF: Nil

S: 24/56 (+6, +12) D: 22/41 C: 25/03 I: 19/21

W: 20/16 CH: 24/12 COM: 28/45

Legends say that the fairy named Morgana led the Seelie Court in the War of the Tablet of the Ages, preserving the Realm of Faerie even at the cost of most of its gawds. As the war progressed, she slowly drifted from good to neutral alignment as she saw that motives meant nothing once battle was joined. Morgana also now controls the moon sphere of Shadara, once held by her mate who died in the War. As such, she is greatly influenced by its phases. During the New Moon, she acts impulsively, while in its Crescent stage she grows even more restless and may spur conflict between lawful and unlawful factions. At the Quarter Moon phase, she is quieter and more contemplative. During the Full Moon, she is more apt to be influenced by the emotions of gawds she associates with.

Morgana appears as a stern-faced fairy warrior with long, flowing black hair. She always wields Battle, a silver Aviator's Mace +5 (+8 vs. lycanthropes) that deals 2-16 points of damage. Every hit she makes during actual melee combat counts as a critical hit, regardless of the nature of the victim or her actual attack or damage roll. Morgana is proficient with every known weapon. At will, Morgana can cast a light beam from her eyes for a maximum range of 100 yards, once per melee round. Any lycanthrope struck by this beam is immediately cured.

Due to her love of battle, Morgana occasionally visits the Prime Material Plane in another shape to watch great battles in action. There is a 1% chance that she is a common foot soldier in a major war, and there is a 5% chance

that she rewards the leader of the victors with a silver Mace +1 of appropriate size.

Fighters of all sorts worship Morgana, and the proper ritual sacrifice to her requires the tossing of a weapon into a pool of water in which can be seen the reflection of Shadara itself. This weapon vanishes before reaching the bottom of the pool, to reappear in a place where it is needed (such as a battlefield, the bedside of a sleeping warrior, and so on). Those who perform this ceremony at least four times a year are much more likely (GM's call) for Morgana to reward them with such a weapon in their own time of need.

PUCK (DEMI-GAWD)

AKA: The Little Jester, Mischievous One, the Trickster

TURF: Realm of Faerie

ARMOR CLASS: -5

MOVE: 9", Fly 27"

HIT POINTS: 358

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-20

SPECIAL ATTACKS: Change shape, manipulate luck, spells

SPECIAL DEFENSES: Invisibility at will, never surprised

MAGIC RESISTANCE: 70%

SIZE: S

ALIGNMENT: Chaotic neutral

SPHERES OF CONTROL: Chaos, curiosity and luck

SYMBOL: Crown of red and green leaves

CLERIC: Nil

FIGHTER: 3rd level fighter

MAGIC-USER: 16th level illusionist, 7th level magic-user

THIEF: 6th level minstrel (GG)

S: 14/12 D: 27/77 C: 15/67 I: 28/78

W: 16/44 CH: 26/56 COM: 24/21

Puck is a notorious trickster and loves to play practical jokes, even on other gawds. It was rumored that he died during the War of the Tablet of Ages, though whether this was false or whether a new gawd now bears his name is unknown. Many believe that Puck is the child of Mab, though official canon has it that Puck is the child of Titania. The Unseelie Court speculate that Puck's father was not Titania's late husband, though they do not know who is. Some suspect it may have been a nefarian in his guise, while others believe he was the child of Once-Queen Mab. Since both Titania and Mab show great affection for Puck, the Unseelie Court's curiosity is so far confounded – which is just how Puck likes it.

Puck most often appears to mortals as an adolescent boy with curly brown hair and sparkling green eyes, though he also takes the shapes of other creatures, races and even sexes. He wields Scamp, a Petite Rapier +3 that can deal any cantrip, A Day in the Life (SG), Elenwyd's Majestic Bosom (SG), Mericutyn's Grottesquely Distended Nose (SG), Munari's Irresistible Jig, or Proadrus' Uncontrollable Fit of Laughter on command (saving throw applies). If used in combat, it deals 2-20 points of damage. At will, Puck himself can cast Confusion or Forget (saving throw applies).

Puck loves toying with mortals, and can alter any single event (e.g. die roll) of theirs at his whim. The die must be re-rolled, with the result taken regardless of whether it is good or bad. Worshippers set aside one day per week for worship of Puck (called "funday"), a day that most spend at play. They wear brown with accents of red and green. Sacrifices to Puck are dice, toys, playing cards and other similar items burned in a temple brazier.

TITANIA (DEMI-GAWDDESS)

AKA: Queen of Pixie Fairies, Queen Titania of the Forest-Hidden

TURF: Realm of Faerie

ARMOR CLASS: -12

MOVE: 18", Fly 48" (A)

HIT POINTS: 449

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon +3

SPECIAL ATTACKS: Per character class

SPECIAL DEFENSES: Invisibility at will, never surprised

MAGIC RESISTANCE: 100%

SIZE: S

ALIGNMENT: Neutral good

SPHERES OF CONTROL: Wee folk (faerie-kind)

SYMBOL: Beret woven from sticks and leaves

CLERIC: 9th level cleric

FIGHTER: Nil

MAGIC-USER: 20th level magic-user

THIEF: 10th level bard

S: 15/57 (+1, +3) D: 28/24 C: 19/03 I: 27/93

W: 21/19 CH: 29/03 COM: 30

Queen Titania is a stunning example of the elegant beauty of fairy kind. She is rumored to be of pure pixie stock, but it is widely held that she is responsible for the successful union of pixies and fairies. As such, she is the patron of pixies, pixie fairies and many other good-natured fae folk. The Queen is very popular among all the good gawds and she often has many suitors. Titania possesses Defender, a Petite Rapier of Disruption +4 (see Mace of Disruption in the GMG) that strikes for 3-30 points of damage with every hit. While Titania is in the Faerie Realm, she is 100% magic resistant. Titania occasionally visits the Prime Material Plane in another shape to attend parties. There is a 1% chance that she is a disguised attendee at any Pixie Meet on Fernwickle Isle.

The Queen holds her court in the mysterious Realm of Faerie. This elusive plane is rumored to be a heartbeat away from the Prime Material Plane, yet even the most learned planar sages have difficulty getting there intentionally. Of course, sometimes when one least expects it, the inhabitants of the Realm of Faerie come looking for mundane souls upon which to spread their pixie dust. They do this with their Queen's blessing to try to spread a little bit more magic, love and happiness in what they see as the rather drab Prime Material Plane. Her colors include all light floral colors (such as carnation pink, dandelion yellow, lavender, mint green and periwinkle) and white.

Chapter 8

MONSTERS

This chapter provides a list of opponents commonly faced by pixie fairies and their kin. The following monsters are intended for use by the GameMaster only. Players should ignore the information herein, since it will just confuse them. Hey, I see you! Stop reading, already!

Note that the player character elvariels and grixies differ somewhat from those described here. Such differences are intended to preserve game balance. If you need an in-game explanation for whiny players, you may tell them that sickly parents, genetic anomalies, or bad (or good) magicks or omens that occurred on the character's birth explain these differences.

ELVARIEL

Description

As mentioned in Chapter One: Races, these recent additions to Garweeze Wurd were first created in the laboratory of the elven magic-user Ko'lien Longbranch. At the time, Ko'lien was unsuccessfully wooing the comely half-elven druid Clair, and the elvariels were to be his ticket to her heart (and hopefully bed). Clair's love of the natural environment, particularly the forest home of her mother, was well known and went beyond even the beliefs of the traditional druid. Ko'lien respected his woodland home, but he feared that his environmental beliefs were not enough for Clair. In order to appear

as much more of a nature-friendly fellow than he actually was, he set out to design a new race of forest guardians.

Like many plans motivated by lust, however, Ko'lien's design for the elvariels were half-baked. He wanted to combine elves with fairies to create the purest, nature-loving creatures. Unfortunately, he was not able to find any fairy volunteers, and had to settle for pixie fairies. The result was the first elvariell, a magical creature with a fully-grown elf body and delicate pixie fairy wings.

Clair was suitably impressed, and Ko'lien considered his little experiment a success. At first, the two elvariels (Ko'lien only had the funds to create two) followed the happy couple around, learning of the forest and how to preserve nature. Soon Clair realized that Ko'lien was only interested in the carnal aspect of the relationship, things took a turn for the worse. Embarrassed that she had fallen for the mage's deception, she began to express her anger at Ko'lien. When Clair finally dumped Ko'lien, the elvariels had been warped by her bitterness, and set out to establish their own tribe.

In no time at all, the elvariels had established a large tribe of their kind. Witness to the abusive relationship of Ko'lien and Clair during their impressionable years, the elvariels had developed a militant form of environmentalism. Believing that all others were too "soft" in protecting their natural surroundings, they set out upon a campaign of eco-terrorism that persists to this day.

ELVARIEL	Berserker	Enforcer	Fighter	Gladiator	Guard
A.K.A.:					
HACKFACTOR:	3	2	3	3	1
EP VALUE:	120	65	65	120	35
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Highly (13-14)	Highly (13-14)	Very (11-12)
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1	2-4	2-16	1-4	2-8
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Unsteady (8)	Courageous (13)	Brave (14)	Average (11)
ARMOR CLASS:	6	7	7	6	7
NO. OF ATTACKS:	3	1	2	3	1
DAMAGE/ATTACK:	by weapon +6 or 1-6+6	by weapon or 1-4	by weapon +2 or 1-4+2	by weapon +1 or 1-6+1	by weapon or 1-4
SPECIAL ATTACKS:	Nil	Pain	Fly-by	Multiattack	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	See text	See text	See text	See text	See text
HIT DICE:	2+3	1+3	2	2+2	1
THRESHOLD OF PAIN:	Yes	Yes	Yes	Yes	Yes
FATIGUE FACTOR:	5	5	5	5	5

Recently, several tribes have been cut off in remote areas, and returned to a life of barbarism. These savage tribes still carry out their agenda of militant environmental protection, but their tactics are less refined and ultimately less successful. To make up for it, these tribes have become more brutal and ruthless in combat, and are even more feared than their civilized brethren.

Combat/Tactics

The Fighting Classes

Elvariels have developed several forms of fighting, and as a result, there are several different types of combatants that can be encountered. There are six elvariel fighter-types, and each approaches combat differently.

Elvariel Guards: Elvariel guards are the lowest type of combatant. They are rarely encountered outside of the settlement, as their role is to defend the tribe while the true muscle is out on a raid or other mission. They usually carry voulgues (70%), long bows (20%) or two-handed swords (10%). Their main priority is to keep raiders away from important buildings, and they will not risk themselves needlessly.

Elvariel Fighters: Elvariel fighters are more capable than the guards, and form the backbone of elvariel raiding parties. They study extensively in hit and run tactics, and can execute a fly-by attack. An elvariel fighter can attack at any point during a move with no penalty. They usually wield voulgues (40%), two-handed swords (30%) or long bows (30%).

Elvariel Veterans: Veterans are fighters that have survived several raids. Like standard fighters, they can execute a fly-by attack, but they have also learned a new maneuver: the skewer. When fighting with a polearm, on a successful hit the opponent is skewered on the polearm. The veteran can then carry them into the air and drop them on the next round (this counts as an attack). Veterans usually wield voulgues (70%), long bows (15%) or two-handed swords (15%).

Elvariel Berserker: Every year, a few elvariel suffer from the "green rage." Usually happening to seasoned combatants, some elvariels cannot stand to see the environment mistreated, and are so filled with rage that they gain unusu-



Savage Elvariels on the hunt.

ELVARIEL	Illusionist	Magic-User	Necromancer	Priestess	Princess
A.K.A.:					
HACKFACTOR:	2	2	4	2	6
EP VALUE:	120	65	175	65	270
CLIMATE/TERRAIN: :	Any	Any	Any	Any	Any
FREQUENCY: :	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Genius (17-18)	Genius (17-18)	Supra-Genius (19-20)	High (13-14)	Genius (17-18)
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1	1	1	1	1
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Pliant (10)	Average (11)	Average (11)	Defiant (17)
ARMOR CLASS: :	7	8	7	8	5
NO. OF ATTACKS:	1	1	1	1	3
DAMAGE/ATTACK:	by weapon +6	by weapon	by weapon +2	by weapon +1 or 1-4	by weapon or 1-6+1
SPECIAL ATTACKS:	Spells	Spells	Spells	Spells	Leadership
SPECIAL DEFENSES:	Spells	Spells	Spells	Spells	Nil
MAGIC RESISTANCE:	See text	See text	See text	See text	See text
HIT DICE:	1	1	2	1	4
THRESHOLD OF PAIN:	Yes	Yes	Yes	Yes	Yes
FATIGUE FACTOR	4	4	4	5	5

ELVARIEL

	Ranger	Savage	Shaman	Thief/Assassin	Veteran
A.K.A.:					
HACKFACTOR:	2	1	2	1	4
EP VALUE:	65	35	120	35	120
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
DIET:	Herbivore	Omnivore	Omnivore	Herbivore	Herbivore
INTELLIGENCE:	High (13-14)	Average (8-10)	High (13-14)	Very (11-12)	High (13-14)
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1-4	4-16	1-2	1	1-4
SIZE:	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')	M (6'-7')
MOVEMENT:	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)	12", 18" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Unsteady (8)	Unsteady (8)	Pliant (10)	Daring (15)
ARMOR CLASS:	6	7	8	6	6
NO. OF ATTACKS:	2	1	1	1	2
DAMAGE/ATTACK:	By weapon +1 or 1-4+1	By weapon or 1-6	By weapon or 1-6	By weapon or 1-4	By weapon +2 1-4+2
SPECIAL ATTACKS:	Nil	Nil	Spells	Backstab	Fly-by, Skewer
SPECIAL DEFENSES:	Nil	Nil	Spells	Nil	Nil
MAGIC RESISTANCE:	See text	See text	See text	See text	See text
HIT DICE:	2	1	1	1	3
THRESHOLD OF PAIN:	Yes	Yes	Yes	Yes	Yes
FATIGUE FACTOR:	5	5	5	5	5

al Strength. Berserkers will travel with raiding parties, though a raider party never has two or more berserkers. They arm themselves with vougles (50%), two-handed swords (30%) or battle axes (20%).

Elvariel Gladiator: Occasionally an elvariel will become so enamored with combat and fighting that they will forget the elvariel cause and practice fighting all the time. These are the gladiators, and while the other elvariels look down on them for their lack of conviction, they recognize that they are very valuable in a fight. Elvariel gladiators can multiattack, which allows them to target multiple foes with their multiple attacks. They usually wield two-handed swords (60%), two hand-axes (25%) or vougles (15%).

Elvariel Rangers: Perhaps the most important members of the raiding party, every group of elvariels encountered outside of their tribal home will include a ranger. They lead the parties through the woods, track prey, and identify targets. They carry long bows (65%), two-handed swords (20%) or vougles (15%).

The Magic-User Classes

Due to their magical creation and their elvish heritage, elvariels are very talented magic-users. They still use spell books, but they are often non-standard types, the most common being animal bones. A captured spell book will have 1d4+2 spells of each level the elvariel could cast.

Elvariel Magic-User: These elvariels are the standard magic-users. One will usually accompany each raiding power to provide magical support. Magic-users have a caster level of three and can cast 1st and 2nd level spells. Their spells lists typically include: Magic Missile, Sleep, Wall of Fog, Bash Door, Charm Person, Blindness, Heat Seeking Fist of Thunder, Invisibility, Levitate, and Munz's Bolt of Acid.

Elvariel Illusionist: Occasionally, an elvariel will specialize in the school of illusion. These magic-users are valued for their ability to create a diversion while more important deeds are done elsewhere. Illusionists have a caster level of four and can cast first and second level spells. Their spell lists typically include: Audible Glamour, Faerie Phantoms, Phantasmal Force, Throw

Voice, Blindness, Deafness, Fascinate, Invisibility, Improved Phantasmal force.

Elvariel Necromancer: Experienced elvariel magic-users inevitably become morbid later in life, and turn to necromancy. Elvariel necromancers have a caster level of five and can cast 1st, 2nd and 3rd level spells. Their spell lists typically include: Magic Missile, Sleep, Wall of Fog, Bash Door, Chill Touch, Blindness, Spectral Hand, Invisibility, Levitate, Munz's Bolt of Acid, Feign Death, Hold Person, Lightning Bolt, Vampiric Touch.

The Thief Classes

Elvariels do not have thieves as most humans and demi-humans understand the class, but their thieves do reconnaissance and assassination.

Elvariel Thief/Assassin: The thief/assassin is a scout, assassin, spy and more. They can backstab as a 1st level thief. They typically carry daggers (70%), short bows (25%) or short swords (5%).

Elvariel Enforcer: The enforcer has a very specialized role in elvariel society. Whenever the elvariels make an alliance or other diplomatic effort, the enforcers are sent to make sure the deal is finalized. While not superior combatants, they can easily incapacitate an opponent without causing lasting harm. Using their pain attack, they can cause temporary damage to an opponent instead of real damage. This temporary damage functions exactly like real damage except that it will not cause permanent harm and heals at 1 point per hour. They usually carry morning stars (40%), clubs (40%) or daggers (20%).

The Royal Classes

Leading the elvariels are the priestesses and princesses. Because of the influence of Clair, all elvariel leaders are female. They make all the decisions both on and off the battlefield.

Elvariel Priestess: The elvariel priestess is really a druid, not a priest. Every raid has a priestess of some note, and many scouting parties carry a priestess for extra protection. Elvariel Priestesses have a caster level of three and can

Elvariels, Witch**A.K.A.:****HACKFACTOR:** 1**EP VALUE:** 120**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Tribal**DIET:** Omnivore**INTELLIGENCE:** Genius (17-18)**ALIGNMENT:** Chaotic neutral**NO. APPEARING:** 1**SIZE:** M (6'-7')**MOVEMENT:** 12", 18" Fly (B)**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Unsteady (8)**ARMOR CLASS:** 8**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** By weapon or 1-6**SPECIAL ATTACKS:** Spells**SPECIAL DEFENSES:** Spells 1**MAGIC RESISTANCE:** See text**HIT DICE:** 1-1**THRESHOLD OF PAIN:** Yes**FATIGUE FACTOR:** 4

cast 1st, 2nd and 3rd level spells.

Elvariel Princess: Don't be fooled by the name (an elected title), because these elvariels are the top of the heap. They are adept administrators, great motivators and excellent fighters. Any elvariel fighting within 30 ft. of a princess gains the benefit of her leadership ability. They get +1 to-hit, damage, and saves and can use the princess's morale value.

The Savage Elvariels

The savage elvariels are similar to their "civilized" counterparts. In general, their raiding parties are larger but more disorganized. All the savage elvariels (savage, witch and shaman) wield hand axes (40%), spears (30%), or short

bows (30%). The savage is otherwise like the guard, the shaman is like the priestess, and the witch is like the magic-user.

Habitat/Society

The elvariels are a tribal society. The female priestess and princesses control the government and religion. Elvariels are almost all fanatic in their beliefs about the environment, and do not see any action taken in defense of the natural world as wrong. They spend their time attacking nearby civilizations and harassing travelers. The savage elvariels are less focused, and generally attack anyone that has food or supplies that they need.

YIELD

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: Elvariel wings, when ground into a fine powder, make a fine metal polish. Weapons and armor polished with ground elvariel wings will not require maintenance for a week per application.

Treasure: M individually, H in village

Other: Many countries and cities offer bounties for elvariels (dead or alive) as they tend to be quite a nuisance.

GRIXIE**Description**

Pixie grel are a corrupted form of pixie fairy. In actuality, they were once true grel – now hideously transformed because of overindulging in the consumption of pixie fairy flesh. These horrid, dark creatures are to be feared. Filled with spite and bitterness over their fate, their short lives are consumed with acts of doing harm to others. When not actively inflicting pain on living creatures they plot new ways to do so.

Combat/Tactics

Pixie-Grel employ similar ambush tactics to those that grel use, with the added factor that they can fly. Grixie lairs will be rife with pitfalls, dead falls,

log traps, tiger traps, snares, and pieces of lettuce with precariously balanced boxes over them. Fifty percent of pixie grel wield pixie fairy great bows or peashooter crossbows tipped with sleep poison that causes victims to save at -4 or fall asleep for 1-6 hours. The victims will not be asleep that long, as the tiny monsters kill almost any victim. Those that are spared remember nothing of the previous 24 hours before the poisoning.

The other 50% of the time, grixies wield tiny melee weapons. By gathering speed in flight, the creatures can charge for double damage for one attack per round.

Due to the unstable magic flowing through the veins of a grixie, there is a 50% chance (-5% per level of the caster) that any spell cast against them will cause an unwanted additional side effect. Roll on the GMG Table 7E: Spell Mishap Table. The effect is centered on the pixie grel.

GRIXIE**A.K.A.:** Pixie Grel**HACKFACTOR:** 2 (plus 1 per level above 1st)**EP VALUE:** 125 plus 65 per level**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Clan**DIET:** Carnivore**Intelligence:** Very to Exceptional (11-16)**ALIGNMENT:** Chaotic evil**NO. APPEARING:** 1-8**SIZE:** T**MOVEMENT:** 4", 16" Fly (B)**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 6**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** By weapon**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** See text 1**MAGIC RESISTANCE:** 50% chance**HIT DICE:** 10 hp +1/2 Hit Die per level**THRESHOLD OF PAIN:** Yes**FATIGUE FACTOR:** 5

Beware the Pixie Grel, my child...

HACKMASTER COUPON



I'VE GOT MY EYES ON YOU

Detect Invisibility for 1 hour

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



JUMPIN' JANNOO

Find 1d100 jannoo coins

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



FAE-VORABLE OUTCOME

Add +2 to any die roll

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



HIT ME WITH YOUR BEST SHOT! FIRE AWAY!

Good for two +3 peashooter quarrels (one volley)

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



SUGAR & SPICE AND EVERYTHING NICE

Good for 1d10 points of healing

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



PIXIE STIX

Good for two weeks rations of Glitter Berry flavored sugar snacks

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



TEMPORARY TATTOO

You gain a tattoo of your choice provided you have an available slot for it. Tattoo fades away in 24 hours.

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



DANCE OF THE SUGAR PLUM FAIRY

Play this coupon to cast *Munari's Irresistible Jig* (target must still be touched with a 'to-hit' roll)

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



SIGNAL BOOSTER

Telepathic linkage increased to 60 feet for 1 hour. Afterwards you suffer a migraine (per the flaw) for 1d4 hours.

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



OOPS!... I DID IT AGAIN

Instantly sober up (all negative effects of alcohol negated)

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



... BABY ONE MORE TIME

Reroll any die

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON



BLING BLING

Receive a silvered weapon from Table 4A (weapon must be metallic or have a metallic head/point)

To Redeem: present to Game Master. No cash value. Authorized by the HMPA. Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.





You begin play with half the hit points of larger characters.
You only have a few years to live.
No one takes you seriously.
Your comrades like to use you as bait.
Even the halfling is taller than you.
Sure, you're quick and agile, and pit traps aren't really a problem.
But your foes are big. Really big. Finally, help arriveth:

The Adventurer's Guide to PIXIE FAIRIES

Learning to Hack When You're Knee High to a Kobold

by Mark Plemmons and Eric Neumann

LIVE FAST. DIE YOUNG. REPEAT.

Whether you profess to be the greatest pixie fairy adventurer in the Wurld, or need to gird yourself for battle with a swarm of these elusive faerie folk, this book is for you! What you hold in your hands is the codex that will guide your quest for knowledge like a brilliant beacon amidst a coastal storm. This tome will assist your rise about the petty humans, dwarves, elves and other land-bound races you've ever met. This thoroughly researched and finely detailed reference work includes everything you ever wanted to know about the masters of the air. Here's just a sampling from the inventory of secrets revealed herein:

- Detailed information on the pixie fairy and seven new player character races, including the elvariel, faeborn, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite.
- 13 new classes, including the Animalist, Arcanist, Eater of Love, Fellow of Fear, Friend of the Wee Folk, Keeper of Oaths, Lovewing, Lustlord, Messenger of Light, Minister of Death, Soldier of Faerie, Trickster, and Wavesong.
- 22 new pixie fairy quirks and flaws including antennae and wing amputee, fear of flying, magically impotent, multiple reincarnate disorder, pixie meat addiction, and telepathic impairment.
- 9 new skills, talents and proficiencies including Aerial Acrobatics, Aerial Wrestling, Dropped Missiles and Great Maneuverability.
- Over 30 new weapons, including the antennae sword, brownie battle axe, claw feet, pixie fairy great bow, ripper and sprite sword, plus full details on pixie fairy armor.
- 44 new magical tattoos and power runes, plus full details and clarifications on the special Emphkrin tattoo.
- 10 new spells, including Grounded, Lizen's Dark Wings, Merge Pixie Dust, Protection from Grel and Surrogacy.
- 13 new magic items, including Armor of Flying, Bolts of the Firefly, Mushrooms of Psychedelic Enhancement, Pixie-Kind Magic Armor and Weapons, and Tattooed Skin Clothing.
- An expanded equipment list, including antennae caps, flying bombardier saddle, glide wings, magic tattoo inks and needles, flying mounts, animal companions.
- New pixie fairy priors and particulars, including details on clans and places of origin.
- New rules and clarifications for aerial combat, aerial travel, flying while encumbered, honor, critical hits, falling damage, pixie fairy reincarnation, and more.
- Details on available packages and personalities, including the new Amber Guard package.
- Detailed analysis about pixie fairy life, including social structure, military forces and tactics, and pixie fairy practices of courtship, religion, trade and tribute, recreational habits, the Pixie Meet and a myriad of other subjects.
- Descriptions of the Faerie Realm and the capital city of the pixie fairies, Croatoor.
- And much, much, more!



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