

Fairy



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Fairy

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Strength no higher than 9, Dexterity 13 or higher, Charisma 13 or higher

Prime Requisite: DEX and CHA

Hit Dice: 1d4

Maximum Level: 8th

Fairies are tiny elfin creatures with gossamer wings. They are only a foot tall and rarely weigh more than a few pounds. Whimsical and flighty, they often join adventuring parties just for the fun of it. They adventure for sheer fun and though they do not make use of many magic items, they love treasure and unique enchanted items.

Because of a kinship with elves fairies have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to

detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, fairies are completely unaffected by the paralysis ghouls can inflict. Fairies can speak their alignment language, common, elvish, gnoll, hobgoblin, and sylvan – the language of the fairies.

Because of their tiny size, fairies may only wield daggers in combat – which they wield as a human-sized person would wield a sword. In addition, fairies may use a unique bow sized for their tiny frames called an “elf-shot.” However, their small size grants them a +2 bonus to their armor class. They always prefer to be in flight and this combined with their tiny size means they do not wear armor and cannot use shields.

Fairies do not receive a +5% bonus to all experience points earned if both their Dexterity and Charisma are 16 or higher.

Fairies are also uniquely restricted in their use of magical items. They may only use two magical rings, which they wear as bracers. They may use any wand that a magic-user or elf can use, though they typically carry it like a staff. They may not use magical bracers, cloaks, clothing or boots. While they may use potions, these consumables must typically be administered by another larger member of the party – though in order to receive the effects of magical potions they still must drink the whole thing. Miscellaneous magic items are judged on a case-by-case basis and how applicable the item may be, given the fairy's size.

Fairies use the attack values and saving throws of a halfling of equal level. Because of their fey nature they may not be lawful in alignment. They may only be neutral or chaotic.

Reaching 8th Level: When a fairy reaches 8th level they become known as a *sidhe* (pronounced *shee*). They may establish a tiny

stronghold, typically crafted from the hollow of a tree, in any densely forested area. This stronghold is extremely difficult to find, and typically requires magical scrying to locate. While the fairy does not attract traditional followers, all the woodland creatures of the forest will report to the fairy and let that character know events transpiring in their domain.

Dancing Light: All fairies can fly at a speed of 120'. This is a natural ability that they can do, even while sleeping. In addition, as long as the fairy is alive, they radiate a gentle light from their bodies. This light illuminates 30' in all directions and is centered on them. It can be dimmed at will.

Fairy Dust: Fairies are masters of mischievous magic. Their magic is not learned like a traditional magic-user and they do not carry spell books. They innately know all spells noted below, but must reach the appropriate level to make use of them. They simply cast fairy dust at their target to activate their chosen spell. Using any of these abilities requires a fairy to have their pouch of magic fairy dust. Otherwise this functions just like any other magic-user/elf spell.

A fairy who loses their magical bag must spend three days in the wilderness and spend 100 gold pieces in components to harvest and replace their fairy dust.

Elf-Shot: Beginning at 2nd level, a fairy may apply magical enchantments to the tiny bows they wield, known as elf-shot bows. At 2nd level they may apply a minor enchantment to a one of their little arrows. This enchantment is instant and the fairy may still apply it and attack in the same round. The first enchantment they learn is a distracting shot. This tiny, stinging arrow leaves the target with an annoying pain that imposes a -2 penalty to their next attack roll.

At 5th level their elf-shot can cause a target to fall into an enchanted stupor. The target must succeed in a saving throw vs. spells or immediately fall asleep, as per the 1st level magic-user/elf spell.

When a fairy reaches 7th level they may

enchant their elf-shot with a powerful enchantment that mimics the *Confusion* spell. The target must make a successful saving throw vs. spells to resist this effect.

This ability may be used three times per day. In order for any elf-shot ability to be successful, the fairy must declare using this ability before the attack roll is made and if the attack misses, then the use of this ability is expended.

Fairy's Luck: The uncanny luck of the fey is well known and often saves the fairy in a death defying situation. A 3rd level fairy may, once per day, re-roll any failed saving throw. They must take the second roll if it is a failure. In addition, because of their small size and agility, they automatically take no damage if they succeed in a saving throw that reduces damage taken from a source by half. If they succeed completely, they take no damage at all. This ability may be used twice per day at 5th level and three times per day at 8th level.

Fairy's Curse: Fairies are vexing, frustrating little creatures. After reaching 5th level the fairy may select a target of a fairy's Fairy Dust spell that has succeed in a saving throw. The fairy may use this ability to force them to re-roll a successful saving throw. This ability may be use ability once per day at 5th level, and twice per day at 8th level.

Believe: Fairies thrive on belief. It can even save their life. Beginning at 7th level, a fairy can be brought back from the dead by this powerful belief. If a fairy is slain or reduced to zero hit points, an individual of the same alignment may spend one round clapping and focusing on this belief in an attempt to bring the fairy back from the dead. The fairy may make a Saving Throw vs. Death. If successful, the fairy is restored to a single hit point.

This ability must be used within one round of the fairy being slain and can only be used once per year.

Experience	Level	Hit Dice	Special Ability	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells
0	1	1d4	Dancing Light, Magic Dust	1	-	-	-
4065	2	2d4	Elf-Shot: Distraction	2	-	-	-
8125	3	3d4	Fairy's Luck	2	1	-	-
16251	4	4d4	Elf-Shot: Sleep	2	2	-	-
32501	5	5d4	Fairy's Curse	2	2	1	-
65001	6	6d4	Elf-Shot: Curse	2	2	2	
130001	7	7d4	Believe	3	2	2	1
200001	8	8d4		3	3	2	2

Fairy Dust Spells

1st Level Spells: Charm Person, Detect Magic, Light, Sleep, Ventriloquism

2nd Level Spells: Continual Light, Detect Invisible, Invisibility, Locate Object, Phantasmal Force

3rd Level Spells: Dispel Magic, Haste, Hold Person, Protection from Normal Missiles

4th Level Spells: Charm Monster, Confusion, Hallucinatory Terrain, Plant Growth

New Item:

Elf-Shot Bow: This is a tiny bow crafted from a curved shaft of oak and strung with a single strand of spider silk. It fires dart-like arrows and does minimal damage. Fairies typically use these weapons to taunt their foes, or to make use of their magical elf-shot abilities. All fairies know how to craft these bows. It takes three days of time to craft a single bow and a single day to craft twenty arrows for the bow. The cost to make the bow is 50 gold pieces and the twenty arrows can be crafted for 15 gold pieces.

Enchanted and magical elf-shot bows do exist, though they are extraordinarily rare

Name	Damage	Short Range	Medium Range	Long Range
Elf-Shot Bow	1d3	Up to 40'	...to 80'	...160'



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