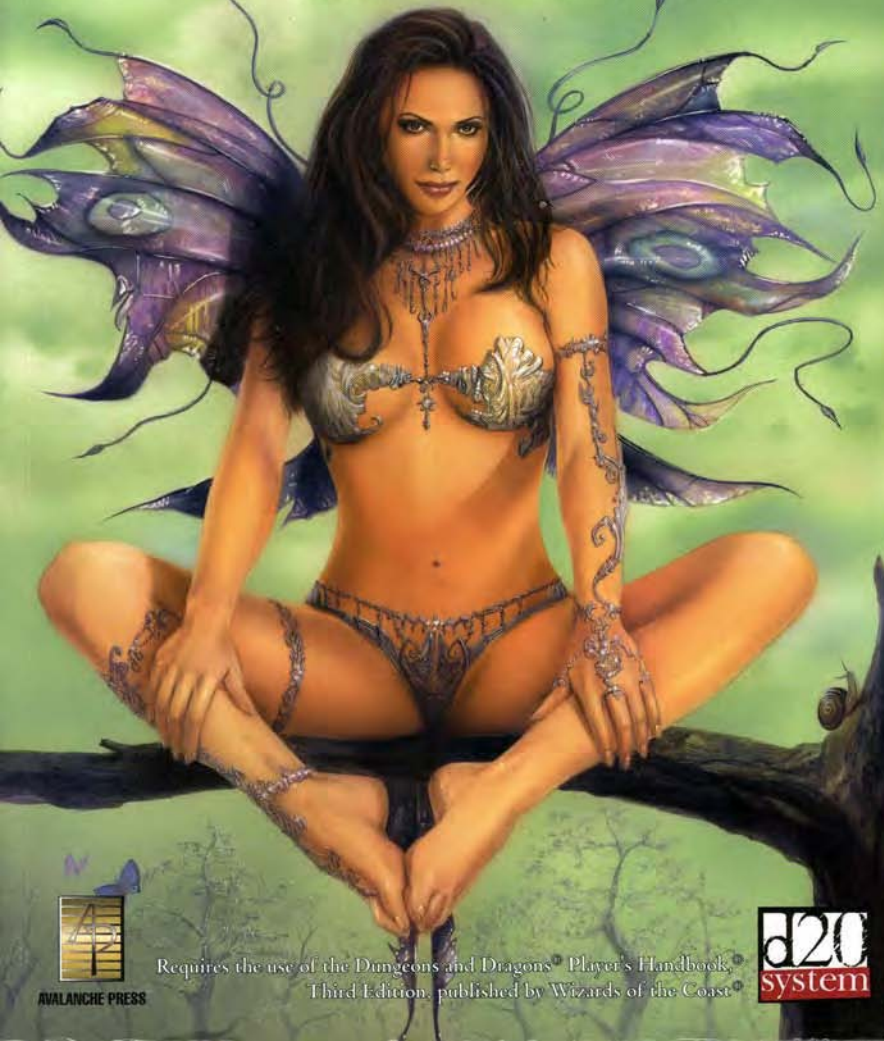


A CELTIC AGE Sourcebook

The Little People

A d20 Guide to Fairies



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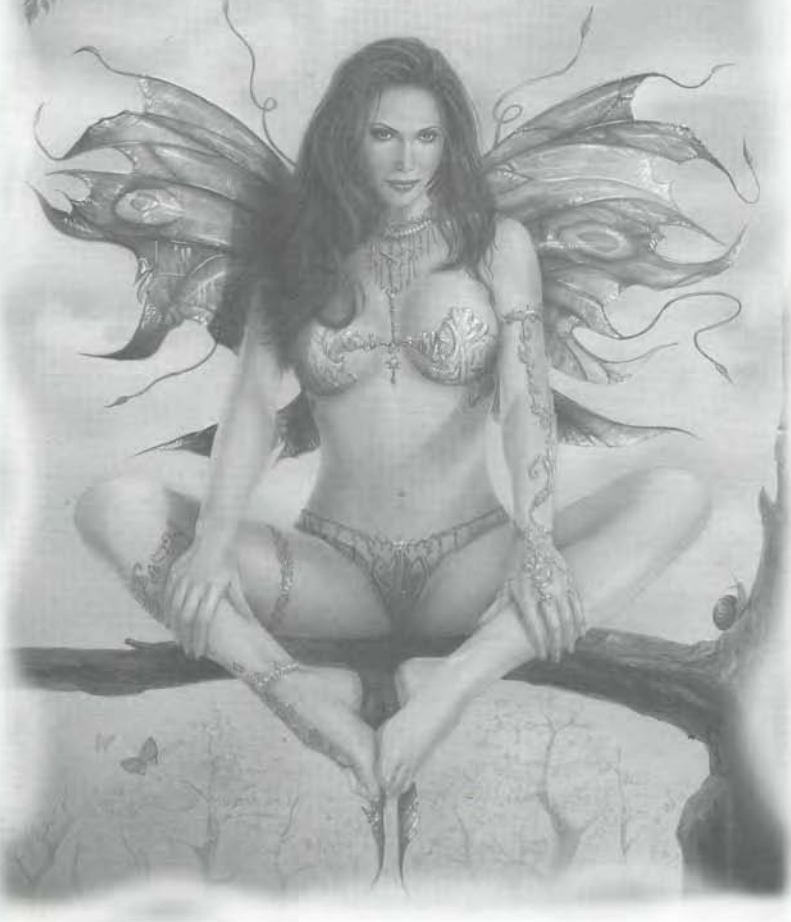
Requires the use of the Dungeons and Dragons® Player's Handbook®,
Third Edition, published by Wizards of the Coast®



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Avalanche Press Ltd.

P.O. Box 4775, Virginia Beach, VA 23454 USA
1-800-564-9008 • www.AvalanchePress.com

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ISBN 1-9320191-06-8

Printed in the United States of America. First Printing, 2002.

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Foreword

When I first began researching monsters for *CELTIC AGE*, I fully expected to put fairies into it. In a sense, I did. Several of the creatures in that book are often classified as "fairy animals." However, it became obvious early on that there was far too much material and folklore to do the subject justice there, even if I dedicated several entries. So I put fairies aside, reserving for them their own volume.

When I began researching them for this book, I was struck by a second realization: not only is there a lot of source material from which to work, it varies from country to country. I found it interesting that Welsh fairies were different from English ones, who were in turn different than Irish fairies. To be sure, all of the fairies about which I read shared certain characteristics, but they differed depending on which country and in some cases which county the legend originated. It quickly became obvious to me that the best way to write this book was to organize it by region.

I had another goal in the presentation of this material, though. I didn't just want to write a d20 book on fairies. There are a lot of good books on the market detailing this type of monster or that for your campaign. I didn't want to create just another one of those. I wanted a book that was, for lack of a better word, "authentic." The fairies in this book are all based on actual legends. Some of them — such as Oberon and Puck — are well known. Others — like the Groach and the Old Woman of the Mountain — are a little less so. In every case, though, I have tried to recreate them so that they reflect the legends of the people who believed in them. These are historic fairies, if you will. Their stories are fascinating and charming, and they reveal a little about the cultures from which they sprang.

The book is organized into seven parts. The first gives an overview of fairy myth. It highlights general trends and similarities in the fairies of various regions in the Celtic World. Here, we explore just what a fairy is in general terms. Parts 2 through 6 examine several countries' fairy myths. General descriptions of each kind of fairy that can be found within them are discussed, and

legendary fairies from each country are treated with both capsules of the myths and stats for the game. Part 7 focuses on games rules. All of the material in that section is Open Game Content and is designed to help put the "fair folk" into your campaign. There are rules for building and customizing fairies for your game, tips on how to integrate them into your adventures, and even suggestions for fairy player characters.

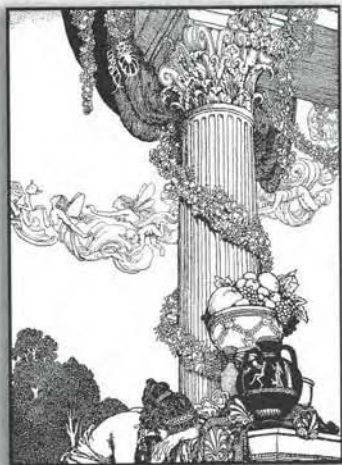
Keep in mind that this is a supplement for Avalanche Press's *CELTIC AGE*. Some of the new rules presented in that book are used herein. You can use this product separately, but you'll have to make up the gaps on your own.

One final note on the organization of the book: I have tried to place the "legendary fairies" where they are most famous. In many cases, a particular fairy appears in the myths of several countries. For example, Oberon is seen as the king of the fairies in England, Wales, and Gaul. I placed his entry in with the English fairies since his appearance in Shakespeare's *A Midsummer Night's Dream* has caused him to be most closely associated with that country's myths. In other cases, a fairy would appear by several different names. When there was some difference in the story, I separated them and made separate characters of them. For instance, Titania and Queen Mab are frequently seen as the same character, but there are other cases where they are not, and the differences were substantial enough that it seemed wise to create separate entries.

Fairies were a key piece of Western mythology. They have a rich tradition throughout Europe, and the many, many stories of their interaction with humanity are truly charming. Sometimes they are helpful, sometimes a nuisance, and still other times they are the enemy. But they are all around mortals and constantly connecting with human culture. Now, they can do the same in your d20 campaign. So anoint your eyes with some Fairy Ointment so that you can see through their Glamour. The Little People await you.

John R. Phythyon, Jr.
Lawrence, Kansas
September 2002

Part 1: Fairy Tales



Somewhere between the gods and human beings lie fairies. They are magical, they are immortal, and they are somehow more than human. But they are not quite gods. They are not worshipped even though some of them do offer aid and succor to mortals. They cannot be appealed to for help, though, and their powers are not sufficient to hold nations in their sway. In fact, only the most evil of them (and such beings are rare) are interested in bringing permanent and serious harm to humanity even after their anger has been roused.

Most mortals fear fairies. They have a reputation for mischief and other trouble, and they wield strange magic. And yet, these diminutive beings are willing to coexist peaceably with humanity (most of the time, anyway). With the exception of the dreaded Unselvie Court in Scotland and the fiendish Gwyllion in Wales, most fairies can be seen as charming. They have a character all of their own, and they have fascinated human imagination for millennia.

Origins

The term, "fairy" derives from the Old French word, "*fay*," meaning "fates." Fairies were originally associated with the Three Fates (Latin, *fata*), and later came to mean all such magical creatures.

Ainsel

Ainsel is a playful spirit that is the subject of a fairy tale in Northumberland. A willful son of a widow refused to go to bed one night. He preferred to sit by the fire. His mother warned him that fairies come into the house at night, and, if he wasn't in bed, they would get him. Tired, she went to bed herself, expecting that he would follow her.

The son, however, continued to sit by the hearth. Shortly thereafter, a small fairy child came down the chimney and began flitting about the house. Amused, the boy asked her name. She replied that it was Ainsel. In the dialect of the area, this translated to "own self." When she asked his name, he replied delightedly, "My Ainsel" (i.e., "my own self").

The fire grew dimmer, so the boy poked at it to stir it up the embers. Sparks flew out in Ainsel's direction, and she screamed. Just then, a loud voice – that of the fairy mother – boomed down the chimney, "Who has hurt you?" Terrified that his own mother had been right after all, the boy jumped into bed just as the fairy mother arrived down the chimney.

Ainsel replied that My Ainsel had hurt her. Furious with her daughter for being the cause of her own injury, the fairy mother kicked her back up the chimney for being foolish.

Fairies have been associated with spirits of the dead. Some legends tie them to humanity more firmly in this fashion: occasionally a fairy funeral might be seen by a human onlooker.

The person would see a miniature version of himself or herself in the casket. This typically presaged the individual's own death. Thus, it is possible that the fairy spirit was a little ahead of the soul of the person in question.

Early Christians believed them to be Fallen Angels. Sometimes they were rebels who had defied the will of God and been cast out, and at other times, they were seen simply as bad angels who were deemed too villainous to remain in Heaven but not vile enough to be condemned to Hell.

Over time, however, they came to be seen as a magical race of little people with special powers of their own. They were frequently troublesome, mischievous, and occasionally helpful. They lived apart from humanity but still took an interest in human affairs.

This book most closely follows this last approach. However, there are a great number of spirits and other nature forces that fall into the fairy category, and they are treated here as well. Fairies are best defined as supernatural, usually immortal beings that are both a help and a hindrance to humanity. They sometimes mean well and other times don't, but they live in our world or adjacent to it. They are more than humans but less than gods.

Characteristics

Like human beings, fairies have disparate appearances and abilities. However, they do have certain similar characteristics. These are discussed below.

Size

While fairies come in all shapes and sizes they tend for the most part to be small. Most are either tiny enough to fit in the palm of an adult human hand, or they stand about as high as a male human's knee. The smaller set tends to be more beautiful than their taller companions. While this is not a universal rule, the larger the fairy is the more likely that it will have a malignant disposition towards humanity.

Fairies are frequently referred to as "the Little People." Ironically, this has nothing to do with their size. It is the limitations of their powers. However, many people make this mistake.

Appearance

Despite their diminutive stature, most fairies look human. Good fairies are extremely beautiful, wear the finest of clothes, and have gossamer wings that allow them to fly. They often have luminous blonde hair and very fair skin, though this varies from region to region.

Evil fairies tend to be ugly in appearance. Their faces and bodies are reflective of their vile designs on human beings, and they use these contorted visages to invoke fear in their victims.

In Wales, there is a definite relationship between size and beauty. The smaller a fairy, the more comely its appearance. This has some parallel to good fairies being smaller. Because evil Little People tend to be uglier and because larger specimens are more generally malignant, size does appear to have an impact on the beauty of a fairy. While this is specifically true for Welsh fairies, it does hold largely true throughout the Celtic World.

Magic

All fairies work magic of one sort or another. Some cast spells, others grant wishes, and still others weave illusions. They sometimes carry magical items to assist them in this work. In fact, at one time the word, "fairy," meant "enchantment." It later came to mean the people who used these powers.

All fairies share certain magical qualities that are collectively referred to as "Glamour." These properties shield them from the sight of human beings most of the time. It allows them to become invisible or otherwise remain unnoticed. Glamour operates as the basis for fairy illusions and generally prevents mortals from meddling in their affairs. It is not perfect, though, and lucky humans have been able to penetrate it and spy on fairies. Moreover, it does not last forever when applied. This is why fairy illusions such as turning leaves into coins ultimately break down. Most mortals spot a fairy when its Glamour unexpectedly cuts out.

In addition to being the means by which they remain hidden, Glamour also allows fairies to shape-shift. While its normal size is as a tiny, winged person, a fairy can assume the form of an animal or a fully-grown human being. They use these illusions for a variety of purposes, not the least of which is to infiltrate human society and then test people for good behavior. Once again, though, this magic can wear off and expose the fairy for what it really is.

Finally, all fairies have the ability to see through Glamour. While their magical powers may screen them from mortals or allow them to appear in other shapes and forms, they do not fool fairy eyes. The Little People see things as they truly are and are not misled by their own illusions or those of their companions.

Dependence on Mortals

Despite their insistence on privacy and the plans of some of their number to destroy human beings, fairies seem dependent on mortals. They demand, for example, that water be left out for them at night so that they will have something to drink, and they wreak havoc on a home where this is not done. The Manx believe that water must be left out or fairies will suck the blood of the living while they sleep instead.

Likewise, the Little People frequently steal milk, butter, grain, and sometimes even cattle. They take these things as tithes, and, if they cannot get them, they punish the locals who do not provide them before moving on to more fertile territory. Most Celts tolerate this behavior because the alternative is worse. A slighted fairy can wreak all sorts of havoc on a home or a community. They are far better to appease than anger. Additionally, some of them will leave gifts in return for the generosity. It's a strange sort of extortion. If the mortal does what they want, he or she is rewarded, but if not the person is severely punished.

Fairies are also famous for stealing women and children. Both seem to be for reproductive purposes. Children are exchanged for a weakling known as a "changeling." The healthy child is then raised as a fairy and given access to magical powers he or she would never have had

Holly

While traditionally used in modern times as a decoration for Christmas, the use of holly during the winter has ancient traditions. Celts string holly leaves in and about their homes as a kind of decoration, but it is one with a practical purpose. It is intended to be an invitation to the fairies to come in from the cold. At night, fairies can nestle in the leaves as proof against foul weather. The tradition likely is rooted in observation of woodland animals sheltering in holly bushes during the winter.

Christians would adopt the practice at first so that they would not be persecuted or singled out. Once Christianity became the dominant religion, decorating with holly would come to be seen as part of the Christmas tradition since the holiday coincided with the winter snows.

Druids also hold holly to be sacred. It is a coniferous plant, and thus keeps its greenness throughout the winter when deciduous sacred trees such as the oak and ash lose their leaves. The druids believe that holly's purpose is to keep the Earth beautiful during the long winter months.

as a human. More information on changelings appears on pages 16-17.

Human women are kidnapped for mating. Such individuals give birth to half-fairy children and then raise them as fairies too. These children lack the full powers of a true fairy, but they are educated in the ways of the Little People and do acquire some measure of magical ability.

Fairies have their own children, but they do so far less frequently than they steal those of mortals. It seems that, for all their desires to remain apart from humanity, they are dependent upon them to propagate the race.

Fairy Culture

Fairy culture varies by region and tends to reflect the beliefs of the particular place in question. In this way, fairies mirror human beings both in their paralleling the values and beliefs of the local people and in the fact that they, like humanity, have regional differences. However, they can be organized into two basic groups: Trooping Fairies and Solitary Fairies.

Trooping Fairies

This first group is the one most often thought of in conjunction with the term, "fairy." These Little People live in miniature societies that are similar to human ones. They have tribes and kings and queens and courtiers. They perform work (usually creating their treasures) and they enjoy celebrating festivals. Just as the Celts celebrate certain times of the year such as Beltaine and Samhain, so do the fairies. There is more magic in the air on these special nights, and this is at least partially due to the fact that the Little People are celebrating as well.

Trooping Fairies are much more human-like in their behavior than their Solitary counterparts. Where the latter are sometimes alien and unknowable, the former seem to be much like miniature human beings, albeit with wings, magic, and a slightly different set of morals. Still, Trooping Fairy culture is, on the whole, human culture in miniature.

It is these fairies that some mortals encounter accidentally. Many fairy stories concern a person stumbling onto a fairy funeral or a fairy celebration or some other societal activity.

Trooping Fairies are also the ones that most often inspire mortals to steal. They make treasures to please themselves, and foolish and greedy humans sometimes attempt to rob them, usually with disastrous results.

Despite Trooping Fairies' generally benevolent and peaceful nature, it is the rare human being that is able to befriend their society and interact with it. Fairies jealously guard their privacy, and they seem to feel doubly violated when their society is exposed. Most react angrily, punishing the mortal who discovers them before he or she can ever befriend them.

Solitary Fairies

These fairies typically are found outside of any social organization. Sometimes they travel in small groups or with a family, but more often they are, as the name implies, solitary figures. Such fairies are often associated with places or with concepts such as charity or vengeance. In this way, they are more akin to spirits than fairies.

Solitary Fairies are encountered in the wilderness and in the home. They will beset travelers, often testing them or playing pranks to amuse themselves. Those who have favorable reactions to the fairy are sometimes rewarded with trinkets, coins, or favors. Those who react furiously are tormented further.

Just as many of the Solitary type come into the home at night. There they flit about, playing in the house. If they are welcomed and treated well (by having a nice clean hearth and water set aside for them), they may perform chores to help the homeowner. More often, they simply cause trouble. Those who are not welcomed tend to wreak havoc on the home in payment for their "host's" poor behavior.

While Trooping Fairies are the ones most often found by mortals, Solitary Fairies typically find humans. They either hassle travelers, come into the home, or simply observe from a distance and then take action if they feel so inclined. A human being who has a run-in with fairies usually encounters the Solitary variety.

This group of Little People is more varied in their behavior. Some are simply malignant. They exist to plague humanity and do so at every opportunity. Others prefer to sit in judgment. They appoint themselves arbiters of good behavior and punish those they encounter who do not meet their standards. There are others, though, who seek to help humanity. These kind souls perform chores at night or offer gifts or advise human beings on how best to proceed with a problem. Such gifts never come without a price, and should the human being fail to keep up his or her end of the bargain, retribution is swift and painful. Still, it is these fairies that are best loved since they have something to offer human beings in addition to magical mischief.

Seelie versus Unseelie

The terms "Seelie" and "Unseelie" are Scottish designations and not applicable to all groups of fairies. However, the general meanings of them are reflective across fairy culture.

The Seelie are those fairies who generally are benevolent in nature. While they may not be actively looking to support humanity, they are content to live in peace with them. They may be mischievous, but they are not malicious.

Unseelie are those fairies who are dedicated to the downfall of humankind and strive towards this goal at all times. They are hateful, mean-spirited, nasty creatures who delight in making human beings suffer. Outside of Scottish tradition, most of the fairies that fall into this classification are of the Solitary variety. While it is difficult for a human being to encounter and befriend a society of Trooping Fairies, said group has no ill designs on the mortal communities with whom it shares the region. It is perfectly willing to coexist peaceably so long as it is left alone and respected. Solitary Fairies are more varied in their views towards mortals, though, and it is far more likely that one of these individuals has humanity's downfall as a goal.

Fairy Help

Some fairies are interested in helping human beings. They will come into the home and perform chores, make repairs, or provide other sorts of assistance. They are most typically inspired by those with extraordinary circumstances. Either the mortal cannot hope to do all that is required of him or her, is desperately poor, or has done a favor for the fairy. Frequently, the Little Person sees an opportunity to right injustice.

Unfortunately, fairy help does not always work out as planned. Sometimes this is because the fairy simply does not understand the peculiarities of human society. Other times it is because the magic that the fairy employs is simply too limited. Little People have been known to turn vegetables into coins or mice into fine horses or other useful tricks. However, the magic usually runs out after a short time

Oak

The Oak tree is perhaps the most sacred plant in the Celtic world. It is revered by druids, and most of their rituals are conducted in oak groves.

A twig of oak offers protection from magic. Those with such a ward gain a +2 Circumstance Bonus to all Saving Throws against spells. Two such twigs bound with red cord and hung in the home offer protection against evil. This acts as though a Protection from Evil spell had been cast by a druid.

Because the oak tree is so long-lived, it is associated with immortality and youthful vitality. The person who carries an acorn in his or her pocket is afforded some protection against the effects of aging. Those who do so faithfully only age 11 months in a year's time. Such behavior also promotes virility. A character with an acorn gains a +1 Circumstance Bonus to any Charisma checks dealing with seduction.

Finally, planting an acorn on the night of a new moon promises that money will come into the planter's life very soon. Just as one lays the seeds of a new generation (planting the acorn) so is one laying the foundation for great fortune.

The oak tree is part of the Fairy Tree Triad. If it grows in conjunction with hawthorn and ash, the area is blessed and powerful. This is a place in which fairies enter the mortal world, and where they may be seen.

and the transformed item reverts to its previous shape. This can be convenient such as when tribute is paid to an overbearing lord only to have the money later turn into leaves, but it can also backfire such as when that same money reverts to its natural state before it can be spent

The Wife Who Could not Spin

This story is a common one in Scotland. The name of the fairy varies – sometimes it is Habetrot and sometimes it is Whoopity Stoorie – and so does whether the woman's husband is a laird or a commoner. The essence of the tale is the same, though.

A woman could not spin. No matter how hard she tried, she could not make thread. Her husband grew angry with her and told her that if she could not make a certain number of garments for him by the end of the month, he would divorce her.

Distraught, she left the house and went out into the field. She sat on a rock and began to weep since she felt she could not possibly fulfill her husband's demand. After a time, she became aware of fairy music around her. She lifted up the rock on which she had been sitting and discovered a fairy underneath. This fairy woman – Habetrot – had an ugly lip and a lopsided mouth. She asked the wife why she had been crying. When she explained her problem, the fairy told her she would solve the problem.

or if the trickery is discovered and traced back to the person the fairy was "helping."

Fairies have also been known to cause chaos in their attempts to assist humans. They can manufacture too much of a product for a craftsman, or they cease working long after a reasonable amount of work has been done.

Most of these errors are accidental. The fairies are well-meaning and want to help, but they manage somehow to flub it up. Dealing with fairies is always a difficult endeavor for humans. Even the most beneficent Little People

can cause more trouble than the poor mortal had before.

Fairy Morality

Fairies operate from a very strict sense of morality. They believe in certain types of behavior, abhor others, and punish those who violate their tenets severely. This is one of the reasons they are greatly feared by the Celts. Fairies have little sense of mercy for those they deem worthy of suffering, and they have the means, generally through magic, to make a victim pay dearly for perceived transgressions. For fairies, justice is the only end, and those who cross them wish that they had not.

General Tenets

Most fairies, at least those of the trooping variety, are very like humans. They live within societies that are remarkably close to ours and adhere to basic customs that humans

The Wife Who Could not Spin (cont'd)

Habetrot spun the thread for the garments the husband wanted. The thread was so beautiful that the wife was able to create for him the finest clothes around. So pleased was he that he asked that she repeat the feat. Knowing that she could not, the wife once again went to the fairy for assistance.

Habetrot agreed to help, but this time she had a different idea. She bade the wife to invite her and her fairy sisters to dinner. The wife agreed. After dinner, the husband asked Habetrot how her mouth had become so deformed. The fairy replied that it was the result of frequent spinning. Horrified, the husband declared that his wife should never spin again.

recognize. However, there are some distinct differences, and it is these transgressions that usually cause a human being to fall victim to fairy wrath. They are not fond of people who are overly curious, who are mean or cruel, who abuse gifts or otherwise take advantage of fairy hospitality, who are gloomy, dull, or bad-tempered, or those who have bad manners. These sorts of individuals should avoid fairies at all costs because they will only come away worse for the encounter.

Hawthorn

Hawthorn is one of the three magical plants in Celtic lore that are often associated with fairies. It has several magical properties that make it sacred to the Celts.

It is most commonly associated with fertility. Hawthorn is used to decorate Maypoles and is also used in weddings, particularly those performed in the spring. It promotes a bountiful household. Ironically, it can also be used to promote chastity. The leaves of the plant are placed under the mattress when this is its intended purpose.

Fishermen are encouraged to carry hawthorn branches with them and call upon Llyr to provide them with a greater bounty in their catch. The depressed and the sad can receive succor from the leaves. Those that do so will find happiness come into their lives.

It is also a powerful ward for the homestead. A branch will protect the house from storms, and no evil ghosts may enter a home so protected. Evil spirits of any variety cannot enter as though a Protection from Evil spell had been cast, and the house benefits as though Protection from Elements had been cast upon it.

Hawthorn (cont'd)

However, one must properly placate the bush before taking any of its branches. The bush must be respectfully addressed and appeased. If this is not done, the hawthorn's fairy guardians will punish the person who violates this tenet. Hawthorn bushes that grow singly should not be harvested. Branches should only be taken when the bush grows in a grove of others.

When a hawthorn bush grows in the same location as an ash tree and oak tree, it is a sign of great fortune and magnificent power. It is at these places that fairies are more likely to enter the mortal world and be seen.

Privacy

Fairies value their privacy very highly. Though their ways are generally no different than human beings, they do not wish for mortals to poke their noses into fairy business. Partly, this is because fairies accomplish much of what they do through magic, and greedy, lazy people often have designs for capturing fairies and making slaves of them. Thus, the fair folk prefer to keep to themselves so as not to tempt would-be taskmasters.

However, like anyone, a fairy doesn't care for being watched or interrogated about his or her ways. Those who like to snoop are generally busy-bodies with little better to do with their time than make trouble for others. Much like modern game publishers, they spend their time minding other people's business instead of concentrating on accomplishing anything of their own. Such people are irksome, and fairies rightly punish them.

Fairies use Glamour to conceal themselves from mortals. Most of what they do cannot be seen

Melusine

Melusine was the daughter of a fairy named Pressina. Her father was a mortal – a Scot. When he married Pressina he did so with the vow that he would never see her while she gave birth. After all, his children would be supernatural creatures, and a mortal should not see how they were brought into this world.

As is the case with most taboos in fairy tales, though, he broke his promise. He saw Pressina as she gave birth to the last of his daughters. Consequently, Pressina and her three girls – Melusine, Melior, and Platina – left him forever.

Or so it seemed. Upon reaching their majority and coming fully into their powers, the three fairy daughters returned to punish their father by sealing him in a cave in Northumberland forever. When Pressina discovered what they had done, she became furious and cursed them. Melusine in particular was enchanted so that one day a week she would transform into a serpent from the waist down. She would never find love until she met a man who would agree not to see her on this day, and, the curse continued, if he were to break that vow, she would be permanently changed completely into a snake.

by human eyes, and this is just how they like it. However, there are those rare individuals who do see the Little People and observe their practices. There are also magical means of penetrating Glamour such as Fairy Ointment (see Part 7). Thus, despite their love of secrecy and the magic to maintain it, there are still people who are able to spy on fairies.

The usual punishment for spying on a fairy is pinching. This involves the fairy attacking the person mercilessly, using his or her diminutive size to flit away from trouble and then zooming back in for another stinging attack. Fairies use miniature weapons for this attack whenever possible, but they will also bite, kick, squeeze, or do whatever else they can to hurt the offender.

The victim of a fairy pinching can only hope he or she has offended only one fairy. If there are multiple fairies involved, this attack can be totally debilitating. The poor fool receives several pinches at once, and the attacks do not cease until the fairies are satisfied. Such an event is far worse than angering a hive of bees. Sometimes pinching is deemed not to be enough, and occasionally it carries greater consequences. Those who spy upon important fairy gatherings or those who boast of having gained fairy favors are stricken with horrible ailments. Offenders have been known to acquire rheumatism, palsy, a chronic cough, and other diseases that do not heal. Sometimes, these are conveyed with spells, but other times they are the result of an especially vicious pinching. Fairies typically, restrain such villains with cobwebs and then pinch them until dawn (which can be a long time depending on when they are caught) or torture them in other fashions. Once released, these unfortunates hobble home only to discover that their torment is not over.

Cruelty

While the Little People are sometimes cruel in their punishments, they despise unnecessary cruelty, and their most severe punishments are usually reserved for those who have truly earned them. Fairies like making the sentence fit the crime, and, thus, those who are mean or ruthless find such behavior returned to them.

The proud, spiteful, or needlessly mean person generally gets his or her comeuppance if fairies witness such behavior. They do not have to be the victims of this treatment. They will inflict their morality on a human being that offends them (which is true of all their tenets). Pinching is typically not good enough for

despots. They usually receive debilitating punishments like those mentioned above for severe cases of spying. Whenever possible, fairies will also seek to conduct their punishments in such a way that the person suffers public humiliation and loss of status.

Wife-beaters are especially despised. Those who beat their wives usually do so because they lack the talent, the courage, or both to defeat another warrior on the field of battle. They therefore choose to inflict this frustration on their spouses to make themselves feel less worthless. Such a man is a coward and has no honor. Fairies who discover this dark little domestic secret will punish the man severely, pinching him mercilessly and making certain that the whole world knows what a coward he is.

Bad Behavior

In addition to their dislike of cruelty, fairies are not fond of other poor personality traits. They dislike miserly people. Wealth is nice to have. It connotes status and affords one greater opportunity. But fairies dislike those who hoard riches or pursue them excessively. The mark of a successful chieftain is one who can provide for his or her people. All Celts should endeavor to beneficence wherever possible. It, after all, demonstrates how successful the person is. To covet riches and to keep them for one's self demonstrates that one does not understand what they are for.

The best way to punish a miser is to take his or her wealth away. Fairies therefore often steal from those who hoard their riches, or they use their magic to make the holdings disappear. For those who are pursuing wealth to the exclusion of all else, the Little People typically offer some lure that the target will find exceptionally enticing. That thing is kept just out of reach like a carrot on a stick while the poor fool suffers all sorts of humiliation and pain in pursuit of it. The object is to teach the person a valuable lesson about placing too much emphasis on worldly goods. Those who don't learn it often put themselves in great danger as they continue to suffer any punishment in the quest for the object of their desires. Fairies see

this as simple justice. If the individual is too stupid to learn better, whatever happens to him or her is well deserved.

Likewise, fairies are intolerant of selfishness. Those who think only of themselves are punished by isolating them. A fairy is sure to set up a situation wherein the person desperately needs the help of others and cannot get it. They often make certain of this by filling the person's companions' ears with negative stories about the individual. Such tales always involve the target having said something mean about the companion. Fairies are not above lying in this case. The goal is to make certain that those who think only of themselves learn that treating others poorly has bad results.

Rudeness is another personality trait that causes the Little People to become angry. Those who are rude, mean, or impertinent are punished directly. They are pinched, or the fairy plays pranks upon them. The fairy might steal from the person or cause all of his or her tools to break or cause a social *faux pas* or some other onerous fate to befall the transgressor. Fairies take great delight in pulling pranks under these circumstances. They laugh delightedly whenever one of their tricks succeeds, and they often allow the victim to



Melusine (cont'd)

She did at last meet a man, and he built a castle in which for her to live. They had several children, the first few of whom were hideously deformed. The last two, though, grew up as normal, healthy children should. Like her father did, though, Melusine's husband broke his vow. She was changed into a great winged serpent immediately, and flew from him, never to be seen again. Her children though, were reputed to be the ancestors of the French monarchs.

hear and sometimes even see them. They attempt to teach such oafs humility, and the person therefore needs to know that he or she was deliberately sabotaged.

Humorless Individuals

These poor folks suffer the greatest at the hands of fairies they encounter. In general, the Little People are jocular and merry. They have little patience for dour, serious, severe persons. They have a slight tendency to be overly cruel to such individuals.

Fairies often test those they meet or observe. They play a mild prank to see what the result is. Perhaps the person is swatted with a low-hanging branch, or he or she is tripped into the mud. If the target laughs at himself or herself or at least sees the humor in the event, the fairy will likely reward that person. He or she will be given a coin or offered a service or some other reward. Those that do not react in overly angry fashion but are also not amused are generally ignored.

But the people who become extremely upset and reveal themselves to be without humor are tortured mercilessly. The fairy will follow this person home, pulling pranks the whole way. He or she will enter the mortal's house and plague him or her with any kind of mischief of which the fairy can think. This goes on at length until at last the Little Person becomes bored and moves on to some other entertainment.

Such punishments are also exhibited if a fairy witnesses a mortal who is just "too serious." If the human never smiles and is short with everyone he or she knows or just plain appears to be no fun to be around, a fairy is sure to torment him or her. To fairies, life is meant to be enjoyed. Those who do not are wasting their time and are punished in the hopes that they will learn to do better. Once again, though, if the lesson does not take, a fairy has no problem with punishing the person cruelly. After all, those who cannot learn a lesson deserve what they get.

Theft

Perhaps the gravest mistake a mortal can make is to attempt to steal from a fairy. The Little

People already guard their privacy jealously and punish severely those who violate it. To take something from them without their permission nets the severest reaction possible. Fairies often kill those who steal from them. While they do not always invoke this ultimate penalty, it is not unusual for them to do so, particularly when something valuable is taken.

Fairies have all kinds of treasure. They possess gold coins, fine cloths, and magic. Many are the people who have been tempted to steal fairy riches. Few have ever gotten away with it, though. Most often, would-be thieves are caught before they can even pull off their crimes. Something goes wrong during the robbery, or the Little People discover their intent and surprise them before they can snatch whatever they were after. Some do manage to make the theft, but these robbers are usually tracked down and punished soon after. It takes luck, guile, and a great deal of daring to successfully steal a fairy treasure.

A common theme in the theft of fairy treasure is a mortal being given access to fairy magic and told specifically for what it should be used. This almost never includes the person being able to use it on himself or herself or for his or her own gain. Curiosity, jealousy, or plain greed usually gets the better of the human, though, and he or she gives in to the temptation to employ the magic on himself or herself. Usually, the person somehow gives away the secret that he or she has used this forbidden magic personally, and the fairy punishes him or her.

Fairy Ointment is frequently abused in such a fashion. This is a special ointment that, when anointed on the eyes, enables a mortal to see through a fairy's Glamour and perceive things as they truly are. Usually in such instances, the person has been given charge of fairy children and asked to anoint their eyes once a day. Such children are generally at least half-human (i.e., the progeny of a fairy-human coupling) since all fairies can see through Glamour naturally. Eventually, the mortal tries the ointment on himself or herself, accidentally reveals the transgression and gets punished for it. The most common sentence for this crime is having

the person's eye put out. Sometimes it is just one; other times it is both. The punishment clearly fits the misdeed, though. For seeing things he or she should not have, the poor victim is blinded.

The most lenient punishment handed out for stealing is severe pinching with a debilitating condition. Other sentences include blindness, lameness, being struck mute, being changed into an animal, and death. The exact choice is determined both by the severity of the infraction and the anger of the fairy violated.

Cleanliness

Fairies do not tolerate a slovenly home. When they enter the house at night, they expect the hearth to be swept clean and water left out for them. If they find a home that is not in such condition, they will break things, steal, and otherwise cause trouble.

Likewise, they expect a person to keep himself or herself in generally good health and to be neat. Slobs are tormented. So are fat people. A person who does not take care of himself or herself and take pride in his or her appearance has no honor. What sort of person wouldn't keep himself or herself in good shape? A person should remain attractive for his or her spouse and able to perform as a productive member of the tribe at all times. Those who don't do so have no pride and no sense of duty to others. Such people deserve to suffer.

As usual, fairies attempt to make the punishment fit the crime. They pull pranks or steal or humiliate the offending individual. If the Little Person can't think of anything truly appropriate, pinching is a good substitute.

Fairy Trees

Fairies, particularly those of Britain and Ireland, revere certain trees as sacred and powerful. Such trees have magical properties that can benefit mortals greatly. However, fairies do not let human beings simply take what they want from them. A Fairy Tree must be properly respected first. The mortal must ask the tree for its bounty and thank it for offering it. To do otherwise is to meet with punishment from the fairies that watch over

Ash

The ash tree is one of the three magical plants that is sacred to the fairies of the Celtic World. Its magical properties are related in part to Norse mythology. The Norse believed that Yggdrasil, the one tree from which the Nine Worlds grew, was an ash.

Wood from the ash tree is frequently crafted into wands by druids. The magical properties of the wood make it very suitable for storing magical effects. Any wand crafted with ash wood has its cost to create reduced by 10%.

Ash is otherwise principally associated with healing. Its leaves may be added to a healing poultice to increase its effectiveness (heal one additional Hit Point of damage), and wands of healing crafted from ash wood heal one extra point of damage per die rolled. Thus, a Wand of Cure Serious Wounds would heal three extra points of damage if made of ash since Cure Serious Wounds rolls three dice to determine how many Hit Points are recovered.

As part of the Fairy Tree Triad, the ash is sacred to fairies, and mortals who defile them will be cursed or worse by the Little People who guard them. An ash tree that grows together with an oak and a hawthorn bush is a sign of great fortune and power. Such groves are places where fairies enter the mortal world, and where they can be more frequently seen.

the particular tree. Sometimes the punishment is pinching. Other times it is worse. Those who defile a Fairy Tree or a grove in which it grows can expect to be cursed.

There are three trees that make up what is collectively known as the Fairy Tree Triad. These are the ash, the oak, and the hawthorn. Each has its own particular magical properties, but together they are especially powerful. When the three appear in the same grove it is a sign of great fortune. Such an area is truly blessed, and mortals and fairies alike hold it to be sacred. Only a madman would defile such a place. These locales are strong in fairy magic, and it is here that they often enter the mortal realm from their otherworldly kingdoms.

Changelings

Fairies covert human babies. They do so for a variety of reasons. The most usual is that they need them to replenish their own stock or that they simply adore the beauty of mortal children. Regardless, a newborn babe must be carefully guarded so as not to tempt fairies to steal it. A necklace of daisies is proof against this abduction. It also must be carefully watched. Any failure in this vigilance opens the door to tragedy.

Fairies leave behind changelings in exchange for the babes they steal. These are most typically

ugly children of their own. Sometimes, an elder member of the fairy tribe will consent to act as the changeling. Such volunteers are usually too old to be useful anymore and more than happy to pretend to be children, completely cared for by humans. This method is most usual if the fairies have further designs on the family beyond simply taking the baby. This allows them to put a spy in the household. If they have no child or elder to leave behind, fairies will leave a log, which is enchanted to appear living for a short time; then it "dies."


Changelings are characterized by weak bodies. They are usually underdeveloped and precocious – much more so than one would expect for someone of their age. They are also ugly, though not hideously so.

They grow into weak adults. Much like runts of the litter, they are never able to effectively compete with others. They simply lack the physical prowess. However, they do have enhanced minds and a connection with the supernatural. This is sometimes helpful to them later in life, and a few become druids or vates to make best use of these abilities.

There are numerous tests to determine if a child is a changeling. Most of them are incredibly inhumane. Pelting a child with nails to see if he or she cries out is one method. Another is to place the child in the hearth – many Celts believe that fairies can be exorcised by fire; if it is a changeling, the fairy spirit will fly up the flue. Exposure is another common test, either leaving the child out in the cold or on a dung heap.

Most of these tests center around the idea that, if the changeling is made unwelcome, it will leave, and the family's true child will be returned. Thus, everything from "benign" neglect to torture is used to encourage the changeling to leave and bring back the stolen baby.

There are some instances of kindness having the desired effect. One method of exorcism is to make the changeling laugh. If this can be done, it will be delighted with the mortal's cleverness and vanish, returning the original child. Showing kindness to the foreign child has also been known to move the thieving fairies to pity.



Changeling

Changelings are created as if they are human characters. However, they have the following modifiers:

- 6 Strength (minimum score: 3)
- 2 Dexterity (minimum score: 3)
- 2 Constitution (minimum score: 3)
- +2 Intelligence
- +2 Wisdom
- +4 Racial Bonus Spellcraft checks

Changelings also Detect Magic at will and may select one Fairy Power from Table 7-3. They advance by Character Class.

Feeling that such a family is worthy of its own child, the switch is made back.

The idea of changelings likely has its roots in a pre-industrial society's attempt to deal with unwanted children. Because belief in fairies and their mischief is strong, it is a simple matter to declare that an ugly child or a squalling one is a changeling. Few children can survive the "tests" that would vindicate them. Further, it is a simple matter to carry one's baby off into the woods and bury it, then replace it with a log in the crib and claim that a fairy stole the child.

It was also likely an easy way to excuse a weak child. A weaking isn't one's true son or daughter. It was left by a fairy. There's nothing to be done about it. As with all such

Fairy Protection: Herbs

Characters in possession of a four-leaf clover are unaffected by Glamour and the Fairy Power, Illusion. The herb acts as though the person had True Seeing cast on him or her. A four-leaf clover will not reveal the true identity of a polymorphed Little Person, however, like Fairy Sight does.

St. John's Wort and Red Verbena grant a +2 Anti-Magic Bonus for all Saving Throws against the effects of Fairy Powers or spells from fairies. The leaves must be worn in a garland or in some other fashion, such as in pendant, for the protection to be effective.

A chain of daisies prevents any child from being abducted and replaced with a changeling. Daisies worn in the hair or elsewhere force any fairy to make a Will Save at DC 10 to approach a character who wears them. This does not prevent the fairy from using any powers that will operate from a distance.

Fairy Protection: Action

Fairies can be turned similar to Undead creatures by those with the right tools. Bells and clappers work extremely well. A person ringing a bell or sounding a clapper may attempt a Turn Fairy check. The DC for the roll is 20, and the character may add his or her Charisma Modifier.

Whistling offers a character extra protection from Fairy Powers. A character who whistles gains a +2 Morale Bonus to all Saving Throws against a fairy's magic. He or she must be whistling in the round that the power is used to gain this bonus.

things from the beginning of time to the present, it is easy to blame supernatural forces for misfortune or lack of success than it is one's self.

Protection from Fairies

Good or evil, friendly or mean, fairies cause trouble for mortals. Thus, a prudent human keeps several remedies in mind and at hand to deal with the Little People. There are numerous ways to protect one's self from fairy mischief. They can be classified into three basic categories: Actions, Herbs, and Objects. A great many of them are common. One critic has noted somewhat sarcastically that, with so many wards available, it is a wonder that fairies were able to cause quite as much trouble as their reputation claims.

Actions

Certain actions drive fairies away. The most common is the sounding of bells and clappers. Gallie fairies in particular seem to be prone to bell-ringing. Fairies don't like these noises and will attempt to get the person making them to stop. Failing that, they leave.

Fairy Protection: Objects

Scattering bread and salt in the path of a fairy forces it to make a Will Save at DC 15. If this Saving Throw is failed, the fairy cannot cross the bread and salt. Most Celts will place this in a ring around the house, but this does not prevent the fairy from flying in the house from the chimney. The range of this ward's power only extends 5 feet into the air.

Self-bored stones are described in the "Fairy Magic Items" section in Part 7. However, hanging one over a stable forces fairies to make a Will Save at DC 15 to enter. A failure keeps the fairy out.

Specific fairies can be turned by brandishing an iron knife. The mechanics for doing so are described in the listings of the individual fairies that can be affected. All fairies suffer from the touch of iron, though. A fairy that is touched by iron suffers 1d4 points of damage. Additionally, the Little Person must make a Fortitude Save or also take 1d3 points of Constitution Damage.

A fairy that is bound in iron loses all of its Fairy Powers and any other special abilities it has. It also takes 1d3 points of Constitution Damage per week. If its Constitution score is reduced to 0 in this fashion, it dies. Once the iron is removed, though, all of its powers return instantly.

prey. With fairies' early association with spirits of the dead, this may be the origin of the practice of "whistling past the graveyard."

Herbs

There are several herbs that offer proof against fairy magic, chief among them a four-leaf clover. This rare plant enables the wearer to see through Glamour and other illusions. In fact, it is one of the ingredients in Fairy Ointment.

St. John's Wort, also known as the herb of midsummer, is proof against fairy magic. Those with its leaves can use them as a ward against the enchantments of the Little People. Red Verbena also works in this capacity.

Daisies are intolerable to fairies. A chain of daisies around the neck of a baby will prevent the Little People from abducting it and replacing it with a changeling.

Objects

There are several objects that can be used to ward off fairies. The first are bread and salt. These two items – the first representative of life and the second of eternity – are spread over the paths one expects the fairy to take to the home. This prevents it from coming in that direction. Of course, it might find another way to enter.

Self-bored stones offer some protection for the individual who carries one. They are proof against fairy magic, and they are also hung over stables to prevent the Little People from riding the horses all night. More information on self-bored stones is available in the "Fairy Magic Items" section in Part 7.

Finally, most fairies cannot tolerate the touch of iron, and some will even shrink from its presence. These latter can be forced to flee simply by brandishing an iron object – usually a knife – in a threatening manner. The rest can be harmed or their powers taken away if they are bound in iron.

Whistling offers proof against fairies, especially on a dark night when one is walking home alone. This is a fine time for the more malicious fairies to mislead a person or worse, and whistling helps convince them to find other

Part 2: English Fairies

While fairies exist across the Celtic World, they seem to gather most prominently in Britannia. There, the English and Irish seem to have the most, and fairies in those two countries interact regularly with humanity. Indeed, they will have a profound impact on the culture and arts of these two peoples long into the future.

Like most areas, England's fairies are divided into Trooping and Solitary Fairies. The latter are further divided into three basic types: Goblins, Hobgoblins, and Brownies. Each is detailed further in the section on Solitary Fairies.



Trooping Fairies

These fairies are of the extremely diminutive variety. They stand roughly six inches tall and resemble human beings. Like most fairies, they have gossamer wings that enable them to fly. They are exquisitely beautiful, with blonde hair and fair skin. They dress in flowing garments made of silk that are usually green, gold, or blue.

The Trooping Fairies of England organize themselves into a court. Their king is Oberon and their queen Titania. Oberon is a fair king, but he is mischievous, playing pranks on his courtiers and on human beings.

They live in castles and communities built underground or in the magical kingdom of

Fairyland. The former are typically constructed beneath the earth of sacred and magical places such as burial mounds, oak groves, and the ancient stone circles. Fairyland, on the other hand, exists parallel to the world of mortals and can be accessed easily at certain times of the year (festivals, equinoxes, solstices, eclipses, etc.) and by accident year-round.

While their intent is not malicious, English Trooping Fairies are more dangerous than their Solitary cousins. They delight in luring humans into Fairyland during festivals and encouraging them to celebrate with them.

However, time moves differently in Fairyland, and a mortal can become lost there forever.

Moreover, sometimes a mortal can stumble into Fairyland by mistake.

Entering uninvited is a serious offense and usually results in the transgressor receiving a horrible pinching. There is great treasure to be had here, though, and a few enterprising thieves have contrived to enter the strange land and attempted to make off with the gold they find there. Few succeed, and fairies have been known to kill for such crimes.

English Trooping Fairies

English Fairies use the Diminutive Fairy Base Statistics. They also receive the following modifiers:

+2 Charisma

+8 Racial Bonus Diplomacy checks

Trooping Fairies gain one extra Fairy Power and the following Spell-like Abilities:

Charm Person – at will, Caster Level 5

Haste – 3/day, Caster Level 7

Hypnotic Pattern – 3/Day, Caster Level 3

Table 2-1: Finding Fairyland Modifiers

To find and enter Fairyland, a character rolls d% when searching. The base chance to locate the strange realm is 5%. However, there are several modifiers that can increase and decrease his or her chance for success. All modifiers stack.

Circumstance	Modifier
Celtic Feast Day	+5%
Feast of Beltaine*	+5%
Feast of Samhain*	+10%
Full Moon	+3%
Equinox	+5%
Solstice	+3%
Seeking to Rescue another Mortal	+5%
Seeking Fairy Riches	-5%
Searcher Has Been to Fairyland before	+5%
Searcher Has Fairy Magic Item	+15%
Searching Grove of Fairy Tree Triad	+15%

* - This modifier is in addition to the modifier for it being a Celtic Feast Day.

Note that this is if the person is actively seeking entrance. A GM may automatically have his or her party stumble into Fairyland at any time during an adventure.

Still, England's Trooping Fairies bear humanity no ill will. They are perfectly happy to co-exist peaceably. Unfortunately, their pranking natures, quick tempers, or magical qualities cause unintended results. Unless a fairy is punishing a person, he or she never intends to cause serious harm. Sadly, they often do.

Fairyland

Fairyland is the magical realm where Oberon and Titania rule the fairy kingdom. It exists out of time and out of space with the mortal world, but it is accessible from this plane. Many travelers have found themselves inadvertently drawn into Fairyland without realizing what has happened until its denizens declare them trespassers and savagely drive them off.

Fairyland resembles the mortal world, but it is brighter and, though there is work that must be and is done, it is generally a happy place, given over to celebration and merriment. Here, the people enjoy life, singing and dancing at every opportunity. It is also a rich place. There are great treasures to be found here by the enterprising and the foolish.

Entering Fairyland from the Mortal World

Getting there is not easy, though. One has to be in the right place at the right time. In general, a character searching for Fairyland will find his or her way in 5% of the time. Table 2-1 lists modifiers to this base percentage chance.

However, those who actively seek Fairyland are not the only ones who find it. Some travelers stumble upon it quite by accident. They will be out on a journey, only to discover that they seem to have lost their way. In fact, what has happened is that one of the many gateways to the realm was open and in their path. They wandered in without even noticing.

There are also those who are invited in by the residents. Fairies, including the king and queen, will entice human beings to follow them into a forest or a grove of trees. In reality, a door to Fairyland waits within the branches, and the unwitting mortals walk right through them and into the other realm.

Fortunately, doorways to the mortal world from Fairyland are much more obvious. They still must be found, but they can plainly be recognized. Thus, those who find themselves in Fairyland have an easier time leaving.

However, there are those mortals who find Fairyland the hard way and are unable to leave. They are kidnapped by fairies. The vast majority of these unfortunates are children who are snatched from their cradles. However, there are some women and even the occasional man who are carried off to be consorts or spouses. Frequently, it is some fairy noble who engages in this act. He or she becomes stricken by the beauty of a human and simply must have him or her.

There are accounts of such victims being rescued. This is not considered theft by fairies. They will not retaliate against a mortal for attempting to reclaim a lost spouse or child. However, it is difficult to accomplish. First the would-be rescuer must somehow find his or her way into Fairyland. Then he or she has to locate the kidnap victim. The act of bringing the captive home is very rarely one of snatch and grab. Fairies are willing to forego their prizes, but only if the mortal rescuer can prove to be both courageous and cunning. Thus, there is usually some test that the person must perform. If he or she passes it, the fairies will allow him or her to escape with the captive. If not, though, the individual loses the kidnapped mortal forever. The character finds himself or

herself thrust out of Fairyland and back onto the mortal plane. For the rest of his or her life, the failed rescuer can never find the way back into Fairyland again. To prevent the rescuer from simply grabbing the victim and taking off, the magic of Fairyland obfuscates him or her from the hero's sight. If he or she succeeds at the test, the kidnapped individual appears before him. If not, he or she remains hidden.

Time

Time moves differently in Fairyland than it does in the mortal world. It is exceptionally fast. This means nothing to immortal fairies, but for human beings who wander in, they

**Table 2-2: Fairyland
Time Table**

During most of the year, Fairyland moves at the following speed:

Fairyland	Mortal World
1 hour	1 day
1 day	1 week
1 week	1 year

During the equinoxes and solstices, this rate is doubled. Thus, one hour in Fairyland equals two days in the mortal world. On feast days, the speed is tripled. So, one day equals three weeks.

The feasts of Beltaine and Samhain are special. On these nights, the fairies dance all night long, and they encourage any mortals who happen upon them to join in. Those who do must make a Will Save at DC 25. If it is failed, the human will dance with the fairies until dawn. In the morning, roll d%. The result is the number of years that have passed overnight.

Brownie

Brownies use the Tiny Fairy Base Statistics. In addition they gain the following modifiers:

+2 Strength

+4 Constitution

-2 Dexterity

-2 Wisdom

-2 Charisma

+4 Racial Bonus to Craft checks

They also gain the following special abilities:

Accelerate Feat

Raze

Teleport 1/Day

Raze (Sp): This is the power of the Brownie to wreak vengeance on those who have profoundly insulted him. He simply points at an object and it is destroyed. Glass shatters, chairs are smashed, plants are blighted, fields are plowed over, whatever will ruin the household or undo the work that the Brownie has done occurs. Magic items are immune to this effect and so is the structure of the home itself, but everything else within it and outside are not. Animals need not worry. The Brownie will not harm them for the stupidity of their owners.

Teleport (Sp): Once per day, a Brownie may cast the Teleport spell.

often find that they return home days, weeks, and even years later, though they would swear they were only there a short time.

The rate at which time moves in Fairyland varies according to the time of year. It moves at one speed during most of the year, but it is faster during equinoxes and faster still on feast days. The great irony of this is that these are

also the times when Fairyland is easier for mortals to find. Thus, they may accidentally wander in and then lose years as they move rapidly forward in time. While all Celts enjoy celebrating on the high feast days, it is important to exercise some caution at these times since there is much more "magic in the air." A drunken celebrator can wander into a fairy party, get caught up in the revels, and wake the following morning to find that it is many years later.

Solitary Fairies

English Solitary Fairies break down into three basic types: Brownies, Goblins, and Hobgoblins, each of which is described in fuller detail below. On the whole, Solitary Fairies are mischievous in English folklore. They delight in playing pranks on humans and seem to gain no end of amusement from the trouble they cause. However, most of them are also helpful to humans. Brownies in particular seem to greatly be concerned about the welfare of mortals. All of the Solitary Fairies have some redeeming qualities to them, even the repugnant goblins. However, all of them turn very wicked if angered or crossed.

English Solitary Fairies are larger than the Trooping variety. They typically are as big as a house cat, and stand as tall as the average man's knee. Like their cousins, they use Glamour to shield themselves from detection (although their mischievous behavior often undercuts this defense). They do not usually steal children or kidnap women, though. They live with human beings rather than apart from them, and their pranks are usually intended for amusement, not for harm.

Brownie

Of all the Solitary Fairies in England, the Brownie is the most human-looking. It appears as a small shaggy-brown man either naked and covered with thick, brown hair or with very shabby brown clothes. They come up to the knee in height.

A Brownie is a treasure to any household. He does any work that needs to be done. He will plow, reap, grind grain, clean, churn butter,

mend, or anything else that needs to be done. In fact, the more tedious the job, the more a Brownie would like to do it. They are extremely industrious workers and can be used to motivate or report lazy workers in the fields. The Brownie has no patience for those who do not work hard and will punish anyone who does not meet its standards. In this way, they are very useful to warriors and chieftains, who use them as overseers.

Brownies must be paid for their services, though. For their work, they must receive a dish of the finest cream in the house and freshly baked bread or cakes, the latter being particularly desired. To withhold payment or to offer something else in return is an insult. Offended Brownies vanish, never to be seen again by the people who betray them. If a Brownie is deeply offended, he will wreak havoc in the home before he leaves. There are two surefire means to make a serious enemy of a Brownie: offer him a new set of clothes or criticize his work. Both will ensure not only that the fairy leaves for good, but that he also leaves the household in much worse shape than he found it.

For the most part, Brownies are good-natured and friends to human beings. They enjoy working and love to help out the mortals whose homes they inhabit. Their fees are entirely reasonable, and they are considered both a blessing and a sign of good fortune in the home.

Goblin

A Goblin is not a green-skinned humanoid hiding in a mountain cave and waiting to beset unwary travelers. It is a spirit, and a very malicious one at that. In many ways, Goblins are the opposite of Brownies. They exist largely to pester humans in their homes, creating as much mischief as possible.

Goblins come into houses and start causing trouble. They break tools, furniture, and other items. They upset kettles and pots. They steal anything they can carry. They cause things to fall over. And they do all of this at night, making great noise while they do so.

Unfortunately, when the concerned homeowner comes out to see what has happened, the Goblins have used their Glamour to disappear, making them extremely difficult to catch.

When they can be seen, Goblins are hideous in appearance. They have scaly skin of green, blue, or grey color. They have devilish smiles and bat's wings rather than the gossamer ones common to most fairies. Unlike Brownies, which are usually solitary, Goblins generally travel in packs – an infestation requires getting rid of not just one of them but many.

In addition to causing havoc in the home, Goblins enjoy practical jokes. They will happily trip passers-by, let tree branches loose so that they unseat riders, drop heavy objects on people as they pass underneath, and any other painful but otherwise harmless tricks of which they can think. Their activities are almost always accompanied by maniacal laughter. They are greatly amused by their own jokes, and this sometimes allows the unfortunate who has fallen prey to their tricks to catch them: they simply roll around laughing uncontrollably at their own jests.

Goblin (Fairy)

Goblins use the Tiny Fairy Base Statistics. In addition, they receive the following modifiers:

- 2 Constitution
- 2 Charisma
- +4 Racial Bonus to Disable Device checks
- +4 Racial Bonus to Escape Artist checks
- +4 Racial Bonus to Pick Pocket checks

Goblins also get two additional Fairy Powers, two additional Feats, and the ability to cast Telekinesis at will as though they were 5th Level casters.

Ironically, Goblins are extremely fond of children. While they infest homes with their mischief, they will give presents and other rewards to good little boys and girls who mind their parents and act properly. Perhaps this is so that they will have an ally in the house.

Perhaps it is so that they will appear to be earning their keep and therefore cause the homeowner to put up with their devilry.

The only way known to get rid of Goblins is to scatter flax seed across the entire floor of the home. Goblins cannot stand this particular mess and will set to cleaning it up immediately, gathering the seeds as rapidly as they can.

However, there are far too many for them to finish the job in a single night. Repeated dustings force the Goblins to start over. After a few nights of this, the Goblins simply give up and move on in search of a house where they can have more fun.

Hobgoblin

Sometimes called simply, "Hobs," Hobgoblins are also spirits, not humanoid monsters living in the wilderness. Unlike Brownies, who seem to be good at everything, and Goblins, who are

bent on mischief, Hobgoblins are benevolent sprites that specialize in caring for the home. In fact their name is made up of two words – "hob," meaning "hearth," and "goblin," meaning "spirit" – that together translate as "spirit of the hearth."

Hobgoblins focus on tasks around the home. They clean, mend, cook, and do other things that keep the home and hearth warm and orderly. They expect to find the hearth swept clean and water left aside for them. If they find such, they will perform all manner of work to make the home nicer. Like Brownies, Hobgoblins tend to be solitary, though bands of two to five are known (and greatly appreciated since they can do many times more work).

However, they do bear several similarities to their Goblin cousins. First, they are ugly. Some appear scaly and demonic-looking like Goblins do. Others look simply outlandish. One of the most famous hobgoblins, Robin Goodfellow, has a human upper body, but the legs of a goat, so that he resembles a faun. Regardless, all Hobgoblins have an alien appearance.

They also love to prank, even on those whom they are benefiting. Like Goblins, Hobgoblins simply love to laugh at their own jests, and the best jokes they know are made at the expense of another. Still, their pranks are largely harmless unless they become angry, in which case they are far worse than any Goblin. Most homeowners who suffer from light-hearted Hobgoblin pranks choose to put up with it. The benefits to the home are too great. Oftentimes, Hobgoblins test travelers and humans in their home. They will perform some trick on them. If the person becomes angry they are tormented or the Hobgoblin leaves. If they respond favorably, though, it stays and offers some reward.

Legendary English Fairies

Listed below are some of the most important and memorable fairies in English culture.

Oberon

Oberon is the King of the Fairies in England. He rules them from Fairyland along with his wife and queen, Titania. However, he likes to

Hobgoblin (Fairy)

Hobgoblins use the Tiny Fairy Base Statistics but add the following modifiers to the template:

- +1 Hit Die
 - +2 Intelligence
 - 2 Charisma
 - +4 Racial Bonus Animal Empathy checks
 - +2 Racial Bonus Craft checks
 - +2 Racial Bonus Sense Motive checks
- Hobgoblins receive three additional Fairy Powers and one extra Feat.

Oberon (*King of the Fairies*)

Size: Diminutive Fey
(English Trooping Fairy)

Hit Dice: 6d6+6

Hit Points: 27

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 16 (+3 Size, +3 Dex)

Attacks: Pinch +9 melee (1d6-2)

Face/Reach: 1 foot by 1 foot / 0 feet

Special Attacks: Compel, Dazzle,
Hold Person, Spell-like Abilities

Special Qualities: Blink, Curse,

Fairy Feast, Fairy Sight, Fairy
Subtype, Glamour, Polymorph Self

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 6, Dex 17, Con 12,
Int 13, Wis 15, Cha 15

Skills: Animal Empathy +6,
Bluff +10, Craft +10,
Diplomacy +10, Heal +6,
Hide +7, Spellcraft +8

Feats: Trip, Weapon Finesse (Pinch)

Challenge Rating: 3

Alignment: Chaotic Good

Blink (Sp): Oberon may "blink" at will as though the Arcane Spell of the same name had been cast on him. All attacks on him suffer a 50% chance to miss. Spells cast against him fail 50% of the time. However, there is a 20% chance for Oberon's own attacks to fail too. He can cancel this ability as a Move Equivalent Action.

Compel (Sp): Oberon's version of Compel is a little different than normal. It does not work if the mortal has not addressed him. Until such time, Oberon cannot use this power. Once the person does speak to him, though, the DC for the Will Save to resist the effect is 25.

Glamour (Su): Like all fairies, Oberon can remain hidden from mortal view. This ability allows him to be invisible to human beings but has no effect on animals or on magical creatures. Unfortunately, it's not perfect. Some humans can see through it. Any human character can make a Will Save at DC 14. If it is made, the character can see Oberon.

Oberon can make his presence known to mortals at any time. He simply needs to drop the Glamour. Attacking a human will also cause Glamour to drop just as if Oberon had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Oberon before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Oberon attacks him or her. These bonuses are cumulative.

Hold Person (Sp): Oberon can cast Hold Person at will as if he were a 10th Level caster.

Polymorph Self (Sp): Oberon can shape-shift at will. He can transform himself into any creature (including a human) up to Medium Size. The transformation lasts as long as he wishes, but it does sometimes fail. Once per day, Oberon must make a Will Save at DC 12. If it is failed, he reverts to his natural state. Because this is, in essence, an illusion, he may not notice that something has gone wrong and must make a Spot check at DC 12 or continue acting as though still in his polymorphed form.

haunt the woods of the mortal world with his retinue, playing pranks on any humans he encounters there. Oberon is just but extremely impish, and few mortals who encounter him leave the experience without some level of harassment. He attempts to detain all travelers and draw them into Fairyland, whereupon they lose time (see above).

Like most English Trooping Fairies, he is very small. In fact, he is shorter than most of his subjects, standing only four and a half inches tall. Despite his short stature, he is very handsome. He was once extremely ugly, and his name was Tronc. However, the fairies took pity

on him. They used their magic to make him beautiful and then made him their king.

Aside from attempting to detain travelers, Oberon has frightening influence over mortals. Those who speak to him are forever in his power, willing to do what he says. Thus, Celts are taught not to speak to Oberon if they encounter him, no matter what he does. He may rage or use great magic to intimidate human beings into addressing him, but, so long as they resist, he will eventually give up and move on to other prey — usually after performing some final prank for not amusing him further.

Oberon (King of the Fairies) (cont'd)

Spell-like Abilities: Oberon can cast the following spells:

Charm Person — at will, Caster Level 5

Haste — 3/day, Caster Level 7

Hypnotic Pattern — 3/Day, Caster Level 3

Skills: Oberon gets a +8 Racial Bonus to Diplomacy checks.

Curse (Sp): Oberon places curses on mortals who particularly displease him. Targets of this ability suffer a permanent -2 Magical Penalty to their Armor Classes. Additionally, they must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful. The character must keep the less fortunate of the two results. A successful Will Save at DC 28 will prevent this nasty power from taking effect.

Dazzle (Sp): Oberon can create a burst of brilliant light, affecting an area with a radius of 5 feet. The embers of this explosion zip back and forth, seeking the eyes of other targets. Those in the area of effect when this power goes off must make a Reflex Save at DC 17 or be Blinded for 1d10 rounds. Additionally, the embers cause all non-Blinded characters to suffer a -4 Circumstance Penalty on their attack rolls for 16 rounds.

Fairy Feast (Sp): Oberon can create a small feast for up to eight people of Medium or Small Size. Unlike the Divine Spell, Create Food and Water, the food is quite excellent. However, rather than decaying in 24 hours, this food turns to twigs in four hours. The meal is nourishing, but it doesn't last as long as normal food. Those who partake of it, find themselves hungry again in only two hours.

Fairy Sight (Su): Oberon is immune to the effects of Glamour. He can see through all illusions and can identify anyone no matter how they are disguised including polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Titania (Queen of the Fairies)

Size: Diminutive Fey
(English Trooping Fairy)

Hit Dice: 5d6+5

Hit Points: 24

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 16 (+3 Size, +3 Dex)

Attacks: Pinch +3 melee (1d6-2)

Face/Reach: 1 foot by 1 foot / 0 feet

Special Attacks: Chaos, Entangle,
Spell-like Abilities

Special Qualities: Cure Light
Wounds, Fairy Sight, Fairy

Magic Item – Fairy Dust,
Polymorph Object, Polymorph Self

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 6, Dex 17, Con 12,
Int 13, Wis 15, Cha 15

Skills: Animal Empathy +12,
Bluff +6, Craft +10,
Diplomacy +8, Heal +6,
Hide +7, Spellcraft +6

Feats: Fly-by Attack,
Quicken Fairy Power

Challenge Rating: 3

Alignment: Neutral Good

Chaos (Sp): This power works similar to the Confusion spell. There are a few differences, the most important of which is that the effect lasts until Titania cancels it or until the subjects make a Saving Throw to resist its effects. The effective range is a circle with a radius of 20 feet. The Save to resist it is a Will one, and it must be made at DC 22. A new Saving Throw may be attempted every round, but it must be made at a -2 Circumstance Penalty. This penalty does not increase no matter how many times the target character fails the Save.

Affected characters roll on Table 7-3 (page 70) to determine what action they take. At the beginning of each round there is a 50% chance that the affected character will continue in his or her "chosen" action. If not, roll randomly to determine a new one.

Cure Light Wounds (Sp): Titania may cast Cure Light Wounds as though she were a 5th Level caster at will.

Entangle (Sp): Titania may cast Entangle at will. Caster Level is 10th.

Fairy Sight (Su): Titania is immune to the effects of Glamour. She can see through all illusions and can identify anyone no matter how they are disguised including polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Like all fairies, Titania can remain hidden from mortal view. This ability allows her to be invisible to human beings but has no effect on animals or on magical creatures. Unfortunately, it's not perfect. Some humans can see through it. Any human character can make a Will Save at DC 14. If it is made, the character can see Titania.

Titania

Titania is the Queen of the Fairies in England. She is the wife of Oberon. She is has an extremely regal bearing, is magnificently beautiful, and is attended by an

entourage of fairies only a little less comely than she.

Like Oberon, her home is Fairyland, but she spends a great deal of her time in the woods of the mortal world. Here, she weaves magic

Titania (cont'd)

Titania can make her presence known to mortals at any time. She simply needs to drop the Glamour. Attacking a human will also cause Glamour to drop just as if she had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Titania before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Titania attacks them. These bonuses are cumulative.

Illusion (Sp): Titania can create illusions that are visible, make sounds, have smells, etc. The only thing that they cannot be is touched. Once someone touches one of her illusions, it vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. When it is seen, every person gets a Will Save at DC 17. Those who succeed do not see the illusion. Those who fail see it and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Magic Item – Fairy Dust: Titania has a pouch of Fairy Dust that she keeps handy. It contains enough dust for five uses before it must be refilled. She makes certain it is full each night before she goes out into the mortal world.

Polymorph Object (Sp): Titania can turn one inanimate object into another. However, there are two important limitations to this power. First, only inanimate objects can be affected. Second, there is a time limit to the effect. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Titania can create precious metals and other valuables through the use of Polymorph Object, but they have little value since they will not retain their shape. This sort of thing is usually done to assist a human since Titania no use for gold or silver herself.

Polymorph Self (Sp): Titania can shape-shift at will. She can transform herself into any creature (including a human) up to Medium Size. The transformation lasts as long as she wishes, but it does sometimes fail. Once per day, Titania must make a Will Save at DC 12. If it is failed, she reverts to her natural state. Because this is, in essence, an illusion, she may not notice that something has gone wrong and must make a Spot check at DC 12 or continue acting as though still in her polymorphed form.

Spell-like Abilities: Titania can cast the following spells:

Charm Person – at will, Caster Level 5

Haste – 3/day, Caster Level 7

Hypnotic Pattern – 3/Day, Caster Level 3

Skills: Titania gets a +8 Racial Bonus to Diplomacy checks.

Puck

Size: Tiny Fey (Hobgoblin)
Hit Dice: 7d6+7
Hit Points: 34
Initiative: +3 (Dex)
Speed: 10 feet, Fly 40 feet (Good)
AC: 15 (+2 Size, +3 Dex)
Attacks: Pinch +4 melee (1d6-1)
Face/Reach: 2 1/2 feet by 2 1/2 feet / 0 feet
Special Attacks: Blight, Curse, Hold Person, Polymorph Other
Special Qualities: Blink, Fairy Sight, Fairy Subtype, Glamour, Illusion,

Polymorph Object,
Polymorph Self, Ventriloquism

Saves: Fort +3, Ref +8, Will +7

Abilities: Str 8, Dex 16, Con 13,
Int 13, Wis 15, Cha 12

Skills: Alchemy +8, Animal
Empathy +4, Bluff +7,
Craft +12, Heal +7,
Intimidate +7, Sense Motive +14

Feats: Accelerate, Trip

Challenge Rating: 4

Alignment: Chaotic Neutral

Blight (Sp): This is a devastating power feared by mortals everywhere. It enables Puck to inflict a permanent debilitating condition on the target, usually in punishment for violation of some tenet of fairy morality.

To use it, Puck chooses the condition he or she wishes to inflict. It could be blindness, deafness, rheumatism, palsy, or any other affliction that comes with a lifetime guarantee. The target makes a Fortitude Save at DC 27. If the Saving Throw fails, the character suffers from the effects of the condition. The duration for this ability is permanent unless Puck revokes it.

Blink (Sp): Puck can "blink" at will as though the Arcane Spell of the same name had been cast on him. All attacks against him suffer a 50% chance to miss. Spells cast against him fail 50% of the time. However, there is a 20% chance for Puck's own attacks to miss too. He can cancel this ability as a Move Equivalent Action.

Curse (Sp): Puck can curse mortals to suffer a permanent -2 Magical Penalty to their Armor Classes. Additionally, afflicted targets must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful, keeping the less fortunate of the two results. To avoid this fate, target humans must make a Will Save at DC 28.

with her fairy retinue. She is the friend to the forest and is fond of the woodland creatures that live there.

She is tolerant of human beings and bears them no particular ill will. However, she has little patience for those who despoil the woods she so loves. These mortals she punishes as severely as she is able. It is rare that she allows a human

being to see her. Those that do have usually earned her wrath.

Puck

Along with Robin Goodfellow, with whom he is sometimes confused, Puck is the most famous Hobgoblin in English tradition. He is extremely crafty and seems to enjoy pranking

Puck (cont'd)

Fairy Sight (Su): Puck is not fooled by illusions. He is immune to the effects of Glamour and sees the true identity of anyone he encounters, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Puck can remain invisible to human beings. This power has no effect on animals or on magical creatures. It's not perfect, though. Some humans can see through it. All people who encounter Puck make a Will Save at DC 16. If it is made, the character can see through Puck's Glamour.

Puck can make his presence known to mortals at any time. He simply needs to drop the Glamour. Attacking the human causes the Glamour to drop as well, just as if he had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Puck before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Puck attacks them. These bonuses are cumulative.

Hold Person (Sp): Puck can cast Hold Person at will as if he were a 10th Level caster.

Illusion (Sp): Puck can create illusions that are visible, make sounds, have smells, and any other effects of which he can think. The only thing that they cannot be is touched. Once someone touches one of Puck's illusions, it vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. Every person who encounters one of Puck's illusions gets a Will Save at DC 17. Those who succeed do not see it at all. Those who fail see the illusion, and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Polymorph Object (Sp): This ability enables Puck to turn one inanimate object into another. The only limitations on this power are: only inanimate objects can be affected, and the object only remains transformed for a short amount of timer. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Puck can create precious metals and other valuables through the use of Polymorph Object, but he usually does so as a prank. He offers riches to silly mortals who are not wise enough not to accept such things from a fairy they met in the dark. Then he laughs heartily when the poor dupes discover they have turned back into leaves or sticks. Puck has no use for gold and loves to torment those who do.

Polymorph Self (Sp): Puck can shape-shift at will. He can transform himself into any creature (including a human) up to Medium Size. The transformation lasts as long as he wishes. Puck's Polymorph Self ability never fails like other fairies' does. Additionally, he has changed forms so many times, that, while he can be recognized as Puck no matter what guise he takes, Fairy Sight will not reveal what his true form is.

Ventriloquism (Sp): Puck can cast Ventriloquism as if he were a 5th Level caster. This power works at will.

Skills: Puck gets a +4 Racial Bonus to Animal Empathy checks and a +2 Racial Bonus to Craft and Sense Motive checks.

more than any other fairy. It is, it appears, part of his very nature.

Puck is impossible to describe. He uses his shape-shifting abilities so often that no one can authoritatively say what his true form is. Most

Robin Goodfellow

Size: Tiny Fey (Hobgoblin)	Wounds, Fairy Sight, Fairy Subtype, Glamour, Polymorph Object, Polymorph Self
Hit Dice: 6d6+6	
Hit Points: 29	Saves: Fort +3, Ref +8, Will +7
Initiative: +3 (Dex)	Abilities: Str 8, Dex 16, Con 13, Int 13, Wis 15, Cha 12
Speed: 10 feet, Fly 40 feet (Good)	Skills: Alchemy +8, Animal Empathy +4, Bluff +7, Craft +12, Heal +7, Intimidate +7, Sense Motive +14
AC: 15 (+2 Size, +3 Dex)	Feats: Accelerate, Trip
Attacks: Pinch +4 melee (1d6-1)	Challenge Rating: 4
Face/Reach: 2 1/2 feet by 2 1/2 feet / 0 feet	Alignment: Chaotic Good
Special Attacks: Blight, Chaos, Curse, Entangle	
Special Qualities: Cure Light	

Blight (Sp): Robin Goodfellow can inflict a permanent debilitating condition on a human being. Robin chooses the condition he will inflict. It could be blindness, deafness, rheumatism, palsy, or any other affliction that lasts a lifetime. The target makes a Fortitude Save at DC 28. If the Saving Throw fails, the character suffers from the effects of the condition. The duration for this ability is permanent unless Robin revokes it.

Chaos (Sp): This power works similar to the Confusion spell. There are a few differences, the most important of which is that the effect lasts until Robin cancels it or until the subjects make a Saving Throw to resist its effects. The effective range is a circle with a radius of 20 feet. The Save to resist it is a Will one, and it must be made at DC 23. A new Saving Throw may be attempted every round, but it must be made at a -2 Circumstance Penalty. This penalty does not increase no matter how many times the target character fails the Save.

Affected characters roll on Table 7-3 (see page 70) to determine what action they take. At the beginning of each round there is a 50% chance that the affected character will continue in his or her "chosen" action. If not, roll randomly to determine a new one.

Cure Light Wounds (Sp): Robin can cast Cure Light at will as if he were a 5th Level caster.

Curse (Sp): Robin can curse target human beings with a permanent -2 Magical Penalty to their Armor Classes. Additionally, the target must roll a d6 each time he or she makes an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful, keeping the less fortunate of the two results. A successful Will Save at DC 26 prevents the Curse from taking effect.

Robin Goodfellow (cont'd)

Entangle (Sp): Robin can cast Entangle at will. His Caster Level is 5th.

Fairy Sight (Su): Robin is not fooled by illusions. He is immune to the effects of Glamour and sees the true identity of anyone he encounters, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Robin can remain invisible to human beings. This power has no effect on animals or on magical creatures. It's not perfect, though. Some humans can see through it. All people who encounter Robin make a Will Save at DC 16. If it is made, the character can see through Robin's Glamour.

Robin can make his presence known to mortals at any time. He simply needs to drop the Glamour. Attacking the human causes the Glamour to drop as well, just as if he had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Robin before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Robin attacks them. These bonuses are cumulative.

Polymorph Object (Sp): Robin can turn one inanimate object into another. There are two limitations to this power. First, only inanimate objects can be affected. Second, there is a time limit to the effect. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Robin Goodfellow can create precious metals and other valuables through the use of Polymorph Object. He frequently gives these back to the poor and suffering. Unfortunately, because they revert to the leaves from which he makes them, his help is often short-lived. Prudent mortals who receive such gifts from Robin spend the money quickly.

Polymorph Self (Sp): Robin can shape-shift at will. He can transform himself into any creature (including a human) up to Medium Size. The transformation lasts as long as he wishes, but it does sometimes fail. Once per day, Robin must make a Will Save at DC 14. If it is failed, he reverts to his natural state. Because this is, in essence, an illusion, he may not notice that something has gone wrong. Robin must make a Spot check at DC 14 or continue acting as though he were still in his polymorphed form.

Skills: Robin gets a +4 Racial Bonus to Animal Empathy checks and a +2 Racial Bonus to Craft and Sense Motive checks.

believe him to look like a normal Goblin, but this is only because no one can say for sure what he really looks like. He chooses alien forms, but he frequently wears a new one each night. All fairies recognize him for who he is no matter what his guise.

Puck is at once sinister and helpful. He often acts much like a Will o' the Wisp, luring travelers astray. He encounters them at night with a candle in his hand. He offers to guide them to safety. However, instead, he leads them to a ravine or other hazardous obstacle, blows

out his candle, laughs hysterically, and then leaps away, leaving the poor souls to find their own way back in the dark.

He revels in human folly, taking advantage of any mistake a person makes and punishing the poor fool for it. Whatever the person's shortcoming, that's what Puck exploits. He does not do so to cause harm. Like most fairies, he simply can't help but be amused by practical jokes played on human beings. Thus, he looks for opportunities wherever they appear, using a person's shortcomings against them.

However, Puck has his softer side. Like most Hobgoblins, he will perform household chores for a dish of cream. He never stays very long, though. He grows bored with such things and must find amusement elsewhere. He is especially moved by scorned lovers. He will seek out those who have done them wrong and punish them severely.

Robin Goodfellow

Another famous Hobgoblin in English mythology, Robin Goodfellow is sometimes mistaken for Puck. He is the son of Oberon and a mortal woman. He appears much like a faun. He has the legs of a goat but the upper body of a man and horns on his head.

Like Puck, he is a playful trickster who leads mortals astray and performs other mischief to amuse himself. However, he is also more like other Hobgoblins in that he can be very helpful around the house. He will perform any undone household chores, for which he expects to be left a dish of the finest cream.

He also is renowned as a champion of the poor and the oppressed. Celtic lords who oppress their lessers (in essence, all of them) can expect great torment from him until such behavior ceases. He will especially help the poor with their housework so that they may enjoy a few carefree moments.

In later years, he will come to be associated with Robin Hood. The famous robber was thought by many to be a wood spirit, not an

actual man, and his affinity for stealing from the rich and giving to the poor echoes Robin Goodfellow's reputation strongly.

Like many spirits, Robin can be vicious when angered. He torments those who have offended him unmercifully, and his name is sometimes a euphemism for bad luck as a result.

Part 3: Irish Fairies



Irish Fairies follow a slightly different model than those of other Celtic countries. While they do have their Little People – both Trooping and Solitary – the Irish fairy legend has a strong connection to the Tuatha dé Danann, the magical race of beings that founded the island nation. Thus, some of the fairy types in this part of the book do not follow the templates established elsewhere. These are noted in their individual descriptions.

The Sidhe

The Sidhe (pronounced, “shee”) comprise the Trooping Fairies in Ireland, but they are not the minute, winged creatures that are other Little People. The vast majority of them are the same size as human beings. They are known

euphemistically as "the Lordly Ones," "the People of the Mound," and "the Good People." They are descended from the Tuatha dé Danann, who were defeated by the Milesians. Afterwards, they withdrew to the sanctuary of fairy cairns, dwellings under mounds, and the magical kingdom of Tír na nóg, located on an island to the west of Ireland.

The Sidhe are tall and regal-looking on the rare occasions they allow themselves to be seen. They are, on the whole, benevolent towards

mortals, seeing Irish citizens as under their care and protection. However, they can be angered by mortals showing disrespect such as violating sacred trees and mounds. They are fearsome protectors of the Fairy Trees and will not tolerate their being defiled. Those who do so are cursed.

They can be detected by a strange humming sound that always accompanies their presence. This sound resembles a swarm of bees, and it can be heard even when the Sidhe remain invisible.

Sidhe

The Sidhe do not use any of the Fairy Base Statistics templates. They are their own race, and thus use the following statistics.

Size: Medium Fey

Hit Dice: 6d6+12 (33 Hit Points)

Initiative: +2 (Dex)

Speed: 20 feet

AC: 19 (+2 Dex, +7 Magical Chainmail Armor)

Attacks: Greatsword +4 melee (2d6+1), or Celtic Throwing Spear +5 ranged (1d6+1)

Face/Reach: 5 foot by 5 foot / 5 feet

Special Attacks: None.

Special Qualities: 4 Fairy Powers, Fairy Sight, Fairy Subtype, Glamour, Polymorph Self

Saves: Fort +4, Ref +7, Will +7

Abilities: Str 12, Dex 14, Con 14,

Int 15, Wis 15, Cha 17

Skills: Alchemy +6, Craft +7, Heal +7, Hide +7, Knowledge (Nature) +10, Scry +10, Spellcraft +6, Wilderness Lore +10

Feats: Select 3

Climate/Terrain: Any Temperate Land, usually Forest

Organization: Solitary, Group (2-5), or Clan (20-50)

Challenge Rating: 3

Treasure: Standard (3 x Standard if encountered at home)

Alignment: Usually Lawful Good

Advancement: 7-12 HD (Medium)

Fairy Powers (Sp): When creating the Sidhe, select any four Fairy Powers from Table 7-2. If you advance the Sidhe, select one additional power for every two additional Hit Dice.

Fairy Sight (Su): Like other fairies, the Sidhe are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Sidhe (cont'd)

Glamour (Su): The Sidhe can remain hidden from mortal sight – they are completely invisible. Animals and magical creatures can see them, however. Unlike other fairies, a Sidhe's Glamour is perfect in that it cannot be seen through casually. However, their presence is accompanied by a humming sound that is perceptible to human ears. Noticing requires the human being to make a Listen check at DC 10. If successful, the character hears the sound and may look around to see if he or she can find its source. Doing so is not easy. The noise seems to come from all around, and pinning it down requires a Wisdom check at DC 20.

If the character makes the Wisdom check, he or she notices an occasional glowing that is almost imperceptible. By following this glowing as it moves, the mortal can track the Sidhe's movements. Attacks on it are -2 to the attack roll, however, until such time as the Sidhe drops the Glamour.

The Sidhe can, of course, make his or her presence known to mortals at any time. He or she simply needs to drop the Glamour and the human being can see him or her. Note too that attacking the human will cause the Glamour to drop as well, just as if the Sidhe had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots the fairy before this can be done, Glamour will not work.

Polymorph Self (Sp): Sidhe can shape-shift at will. The fairy can transform itself into any creature (including a human) up to Large Size. The transformation lasts as long as the Sidhe wishes.

Skills: Sidhe gain a +4 Racial Bonus to Knowledge (Nature) and Wilderness Lore checks.

The Sidhe instruct the Irish mortals not to build their houses on Fairy Paths, which are akin to Ley Lines. These are lines of great power that run through the earth that the Sidhe use to power their magic. Homes built on them are plagued with problems. They shake periodically, they attract strange creatures, and those that live within their walls are continually smitten with misfortune. Consequently, a druid or other expert is often called in to consult on the building of any home prior to construction to make certain the site does not cross a Fairy Path.

Tír na nÓg

Known as the Land of Perpetual Youth, Tír na nÓg is the home of the Sidhe. It lies on a small

island somewhere to the west of Ireland. It is a land of paradise. It is never too hot and never too cold on Tír na nÓg. It is, on the whole, Edenic. Like Fairyland, time moves differently on the magical island. It speeds along at an incredible pace. There, a day seems like only an hour and a year like only a day. However, despite this rapid pace of time, no one ever ages on Tír na nÓg. Any mortal who comes to the island may stay there forever and never die. However, he or she must be willing to give up all contact with his or her friends and family, since those remaining in the mortal world will likely die before the refugee returns to see them.

Finding Tír na nÓg is not easy. It lies out in the middle of the ocean, and it cannot be found by any standard ship. After crossing the sea, the

The Gentry

The Gentry use the Diminutive Fairy Base Statistics as their template. They add the following modifications:

+1 Hit Die

+4 Racial Bonus Bluff checks

+4 Racial Bonus Diplomacy checks

The Gentry do not have wings and, therefore, cannot fly. Thus, they only have a Base Speed of 10 feet. They receive two additional Fairy Powers and one extra Feat.

When they can be seen, they appear as tiny wingless fairies about the size of a toad. They are, like most fairies, exquisitely beautiful. They dress sometimes in the richest of clothes and other times in the poorest of rags, but the color of these garments is always green. As is usual, they enjoy feasting and dancing, particularly on the Celtic feast days. The Gentry are very secretive about their ways and are among the most vindictive fairies if discovered when they want their privacy.

Legendary Irish Fairies

Following are some of the most famous fairies in Irish lore.

Bodb Dearg

Bodb Dearg is the King of the Sidhe. He is the son of the Dagda and was one of the chieftains of the Tuatha dé Danann when they were defeated by the Milesians. He earned the job of King of the Sidhe as the result of a council of leaders. He and four others, among them Angus Og, conferred to determine who should be the leader of all the Sidhe, and he was unanimously selected.

Bodb Dearg originally owned the White Bull, Findbennach, that was the cause of the famous Cattle Raid of Cooley. He does not live in Tír na nÓg but rather under the mound Sidh-ar-Femhin, which is on the plain of Cashel. The great musician, Cliach, once gained entrance to Bodb's demesne by standing at the foot of the mound and playing his harp until the music of it pleased the fairies beneath, and they granted him access.

Leprechaun

Perhaps the most famous of the Irish fairies, the Leprechaun is a tiny little man with a wizened face and a long grey beard. Its original name was "luchorpan," which translates as "little body."

The Leprechaun is a shoemaker and a very talented one at that. He is sometimes described as wearing a red jacket with silver buttons and others as dressed all in green. However, he is almost always wearing a leather apron and busily repairing a shoe. The tapping sound of

voyager must plunge beneath the waves and travel for a time submerged before re-emerging again to find the strange island. The Sidhe ride Fairy Horses that cross the ocean as if it were dry land to journey back and forth between Ireland and their magical homeland.

The Gentry

"The Gentry" is one of many colloquialisms for those Irish fairies that are not Sidhe. "The Little People" is another common phrase and is used with the utmost respect. The Gentry are organized loosely into clans, but they qualify as Solitary Fairies much more than Trooping ones because they are usually encountered singly.

While Solitary Fairies in other countries tend to be more malevolent than the Trooping variety, they are not so in Ireland. The Gentry are, for the most part, as benevolent and as kind as the Sidhe. They are more mischievous, but they are not maliciously so. They generously lay *bannocks* — little cakes — on the road for hungry travelers. However, if the *bannocks* are refused or otherwise not eaten, the fairies become angry and beat the travelers who do so. Such punishment generally takes the form of an invisible pinching. It does not do well to ignore the hospitality of the Gentry. They take offense very easily.

his hammer is what can alert mortals to his presence. While Leprechauns do use their Glamour to remain hidden wherever possible, this tapping helps to give them away.

However, Leprechauns are typically of ill temper. They do not like to be disturbed from their work, and they do not care much for human beings. Those who approach them and

Bodb Dearg

Size: Medium Fey (Sidhe)

Hit Dice: 12d6+24

Hit Points: 78

Initiative: +2 (Dex)

Speed: 10 feet

AC: 19 (+2 Dex, +7 Magical Chainmail Armor)

Attacks: Greatsword +7/+2 melee (2d6+1), or Celtic Throwing Spear +8/+3 ranged (1d6+1)

Face/Reach: 5 foot by 5 foot / 5 feet

Special Attacks: Compel, Curse, Dazzle, Hold Person

Special Qualities: Cure Light Wounds, Fairy Sight,

Fairy Subtype, Glamour, Mirror Image, Polymorph Self

Saves: Fort +6, Ref +10, Will +10

Abilities: Str 12, Dex 14, Con 14, Int 15, Wis 15, Cha 17

Skills: Alchemy +6, Craft +7, Diplomacy +12, Heal +7, Hide +7, Knowledge (Nature) +10, Scry +10, Spellcraft +6, Wilderness Lore +10

Feats: Behead, Celtic Spear Proficiency, Leadership

Challenge Rating: 7

Alignment: Lawful Good

Compel (Sp): Bodb can make target mortals do whatever he wishes. The Will Saving Throw to resist this effect is DC 22. The effect lasts for 10 rounds, and while it does the target can do nothing but what Bodb requests. He or she is completely powerless. Orders that threaten the character's life must be obeyed, but such demands grant the character another Saving Throw, this time at DC 17. Bodb has used this ability to force wrongdoers to destroy themselves by forcing them to take actions that will put them in harm's way.

Cure Light Wounds (Sp): Bodb can cast Cure Light Wounds at will as if he were a 5th Level caster.

Curse (Sp): Those who anger Bodb Dearg find themselves cursed. Targets of this ability suffer a permanent -2 Magical Penalty to their Armor Classes in addition to having to roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful and keep the less fortunate of the two results. The only way to prevent this Curse is to make a Will Save at DC 35.

Dazzle (Sp): Bodb can cause an explosion of brilliant light, affecting an area with a radius of 5 feet. The embers of this explosion zip back and forth, seeking the eyes of other targets. Those in the area of effect when this power goes off must make a Reflex Save at DC 17 or be Blinded for 1d10 rounds. Additionally, the embers cause all non-Blinded characters to suffer a -4 Circumstance Penalty on their attack rolls for the duration of this powers effects, which last for 22 rounds.

Bodb Dearg (cont'd)

Fairy Sight (Su): Bodb is not fooled by illusions. This ability also makes him immune to the effects of Glamour, and he may see the true identity of anyone he encounters, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Bodb Dearg can remain hidden from mortal sight. Like other Sidhe, his presence is accompanied by a humming sound that is perceptible to human ears. Noticing requires the human being to make a Listen check at DC 10. If successful, the character hears the sound and may look around to see if he or she can find its source. Doing so is not easy. The noise seems to come from all around, and pinning it down requires a Wisdom check at DC 20.

If the character makes the Wisdom check, he or she notices an occasional glowing that is almost imperceptible. By following this glowing as it moves, the mortal can track Bodb's movements. Attacks on him are -2 to the attack roll, however, until such time as he drops his Glamour.

Bodb can, of course, make his presence known to mortals at any time. Note too that attacking the human will cause the Glamour to drop as well, just as if Bodb had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots him before this can be done, Glamour will not work.

Hold Person (Sp): Bodb can cast Hold Person at will. His caster level is 10th.

Mirror Image (Sp): Bodb can Mirror Image at will as if he were a 5th Level caster.

Polymorph Self (Sp): Bodb can shape-shift at will. He can transform himself into any creature up to Large Size. The transformation lasts as long as he desires.

Skills: Bodb gains a ++ Racial Bonus to Knowledge (Nature) and Wilderness Lore checks.

interrupt their work usually find themselves the victims of vicious pranks. The Leprechaun can be absolutely cruel and ruthless when punishing those that have bothered him, and he is a very crafty fairy indeed.

Still, many humans are willing to risk it because Leprechauns keep a crock of gold buried in some obscure or difficult to reach spot such as at the end of a rainbow. A person who can keep a



Leprechaun in his or her sight can compel the fairy to lead him or her to it. However, if the person loses sight of the Leprechaun for even an instant, the wily creature vanishes and then proceeds to punish the poor fool. Everything from pinching to curses are acceptable tricks to play on a mortal who has lost sight of him.

Leprechauns are also renowned for their fondness for alcohol. They love mead most of all, but also enjoy wine and ale. Clever

mortals sometimes try to use this against the fairy. They will offer the Leprechaun alcohol in an attempt to get him drunk enough to lead them to the pot of gold. While being inebriated is not enough by itself to compel the Leprechaun into doing so, a drunk Leprechaun has a much harder time slipping out of sight of the mortal. Drinking a Leprechaun under the table is extremely difficult to do, however. They

insist on the mortal drinking too (since it would be rude to drink alone), and they have incredibly high tolerances to alcohol.

Banshee

If not the most famous, the Banshee is certainly the most terrifying of the Irish fairies. She is a harbinger of death, and all mortals fear her appearance because it may mean their imminent demise.

Leprechaun

Size: Tiny Fey

Hit Dice: 4d6+4 (18 Hit Points)

Initiative: +3 (Dex)

Speed: 10 feet

AC: 15 (+2 Size, +3 Dex)

Attacks: Pinch +3 melee (1d6-1)

Face/Reach: 2 1/2 feet by 2 1/2 feet / 0 feet

Special Attacks: None.

Special Qualities: Fairy Sight, Fairy Subtype, Glamour, Grant Wish

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 8, Dex 16, Con 13, Int 11, Wis 15, Cha 14

Skills: Alchemy +8, Bluff +7, Craft (Cobbler) +16, Heal +7, Intimidate +7

Feats: High Tolerance

Climate/Terrain: Any Temperate Land, usually Forest

Organization: Solitary

Challenge Rating: 1

Treasure: Crock of Gold (1d10 x 100 gold)

Alignment: Chaotic Neutral

Fairy Sight (Su): Leprechauns are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Leprechauns can generally remain hidden from human sight (though they can be seen normally by animals and magical creatures). However, the tapping of the Leprechaun's hammer upon the shoes he repairs can alert mortals to his presence. A character within 10 feet of a Leprechaun can make a Listen check at DC 10 to hear this noise. If it is successful, the character may make another Listen check at DC 12 to pin down the location. Once done, the Leprechaun can be seen. If for any reason the character takes his or her eye off the Leprechaun, it can vanish again.

Leprechauns can make their presence known to mortals at any time if they wish by dropping their Glamour, but they rarely do so – they don't like mortals very much. If a Leprechaun attacks, its Glamour drops as well, just as if it had been under the influence of an invisibility spell.

Banshee

Size: Medium Fey

Hit Dice: 8d6+16 (44 Hit Points)

Initiative: +6 (+2 Dex,
+4 Improved Initiative)

Speed: 30 feet

AC: 12 (Dex)

Attacks: Claws +4 melee (1d4+1)

Face/Reach: 5 foot by 5 foot / 5 feet

Special Attacks: None.

Special Qualities: Fairy Sight,
Fairy Subtype, Glamour, Keening

Saves: Fort +4, Ref +8, Will +10

Abilities: Str 12, Dex 14, Con 14,

Int 15, Wis 15, Cha 17

Skills: Gather Information +6,
Intimidate +10,
Knowledge (Immediate
Future) +14, Knowledge
(Family History) +14,
Move Silently +6, Scry +10

Feats: Improved Initiative,
Iron Will, Track

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 3

Treasure: None.

Alignment: Always Neutral

Combat: The Banshee almost never fights. Only a fool would attack her, and she has no desire to fight another. She simply fulfills her purpose. On occasion, though, a terrified mortal will attempt to drive her off with physical harm. At such times, she rakes the fiend with long claws on her fingertips while turning her countenance fiendish. She will seek to retreat at the first opportunity.

Fairy Sight (Su): The Banshee can see through illusions as if she were under the effects of a True Seeing spell. This also enables her to see through Glamour. She is not fooled by any disguise, including a polymorph spell and will always find the person she seeks.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): While the Banshee reveals herself to mortals more often than any other fairy (since she must deliver her baleful warning), she has the power of others of her kind to hide herself from human sight. Because she is drawn to a particular person to give warning, though, she has a powerful presence that can be felt by anyone she passes. Any character passing within 50 feet of the Banshee can make a Wisdom check at DC 19 to detect her. If it is successful, her Glamour drops, and the mortal can see her passing by. She is instantly recognizable for who she is, and the character must make Will Save as though her Keening (see below) was directed at him or her. However, since it is not, such characters receive a +4 Morale Bonus to the Saving Throw. Those who fail the Save recover themselves after she has passed on.

The Banshee can, of course, make her presence known to mortals at any time. She simply needs to drop the Glamour for the human being to see her. She usually only does this, though, when she has reached her target. Note too that attacking a human will cause the Glamour to drop just as if she had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots the Banshee before this can be done, Glamour will not work.

Banshee (cont'd)

Keening (Su): This is the Banshee's frightful wail. She directs it at a particular family or group, warning them of the impending death of one of their members. The Banshee always knows who this person is but will not say. Sometimes it may be obvious, such as if a particular individual is very sick, but there is no way to know for sure, who has drawn the Banshee to the home.

Hearing this Keening is terrifying. All characters within 30 feet of the Banshee who can hear her must make a Will Save at DC 16. Those who fail cannot act. They are paralyzed with fear, and will remain so until the Banshee departs. Those who succeed at the Saving Throw are Shaken while in her presence.

As horrifying as the Banshee's presence and Keening are, she comes to warn. Those who can figure out in advance what her visit portends can sometimes avoid that fate.

Banshee is derived from two words: *Bean*, meaning "woman," and *Sidhe*, meaning "fairy" or "mound." Thus, the term literally means "fairy woman" or "woman of the mounds." She appears both as an old woman and a young maiden. The former has long white hair and red eyes in her sunken face. In the latter guise, she has long red hair and is very beautiful but cloaked in a mourning veil. She is usually dressed in green (the color of fairies) with a grey cloak, but sometimes is seen wearing all white (the color of death).

The Banshee's purpose is not immediately clear. When she appears it is always as a portent of doom. However, not everyone visited by her meets their fate. Thus, it is possible that she comes to warn people against great danger.

When the Banshee comes, she appears at the window of a family's house and begins wailing in a long, mournful tone. This keening is terrifying in its own right, and some people have died of fright at its sound (thus, perhaps, fulfilling the Banshee's prophecy). It always means that someone in the family is going to encounter a life-threatening situation.

Sometimes, if the family can determine who it is and what the situation might be, it can be avoided. Most often, though, death follows swiftly on the heels of the Banshee's cry.

While Banshees are often seen as horrible monsters, they really are not. They are attendant spirits that serve a family to give it a slight glimpse into the future, perhaps with the hope that things will be different.

Part 4: Welsh Fairies

Welsh Fairies are divided into three distinct groups. Two of these – the Ellyllon and the Tylwyth Teg – correspond to the usual definition of Trooping Fairies. The last – the Gwyllion – fit better into the Solitary Fairies category, though they do organize themselves into a group, the leader of which is the Old Woman of the Mountain.



Ellyllon

Ellyllon use the Diminutive Fairy Base Statistics, to which they add the following modifiers:

+2 Constitution

+2 Charisma

+4 Racial Bonus Heal checks

Ellyllon gain one additional Fairy Power. They also have the ability to impose a taboo on a mortal lover.

Taboo (Su): A human can marry a fairy, but he (or more rarely she) must accept a taboo of some sort. This is usually not to reveal the magical origins of the bride, to not rebuke her for being nonhuman, to not ever thank her, or some other such restriction. The taboo takes the form of a Moderate Level Geis (see *CELTIC AGE*). If it is broken, the character loses one Class Level and the fairy bride vanishes forever.

fairies they have gossamer wings. They dress in long, white garments made of the finest materials and have very fair skin and long, blonde hair.

Cleanliness is very important to the Ellyllon. They will visit human homes and inspect them to see if the mortals within are keeping themselves neat. Those that are receive gifts and services as a reward for their good behavior. Those that are not are punished. Sometimes the Ellyllon resort to pinching, but they much prefer to play pranks and inflict curses. They find this sort of punishment to be far better at

Still, they are usually encountered singly or in very small numbers, and thus seem to be more of the Solitary Fairy type.

Unlike Irish and English fairies, the Welsh variety does not have a magical kingdom they call home where time moves at a different speed. Instead, they inhabit lonely mountains, lakes, and forests apart from humanity. They may be easily encountered, though, and, like all fairies, they should be approached with only the greatest of caution.

The Ellyllon

The Ellyllon are the most virtuous fairies in Wales. They are generally benevolent towards human beings and will help most mortals they encounter.

They appear as diminutive but beautiful human beings the size of frogs. Like most

Ellyllon (cont'd)

The problem with maintaining this geis is that the temptation to break it is powerful. No matter what he promised to do or not to do, the "lucky" groom will find himself tempted to violate his vow. A fairy wife can gain status for a man (10 Status Points), but his fellows must know she is fey. Further, they will usually want some sort of proof. Likewise, a man who never thanks his wife for anything she does — especially a beautiful fairy wife — is a lout in the eyes of his comrades.

Whenever the character is faced with the circumstances he must fulfill to maintain his geis to his fairy bride, he must make a Will Save at DC 15. If he ever fails it, he cannot help himself and breaks the taboo. As soon as he does so, the Ellyllon appears before him, admonishes him for breaking his promise, and then vanishes from his sight, never to be seen by him again. The emotional devastation caused by this turn of events causes him to lose one Character Level.

reforming the behavior of their victims. Ellyllon also despise the lazy and punish them as well.

Despite their benevolent approach to interaction with the mortal world, Ellyllon are fond of human babies. If children are not guarded, there is a great chance they will be abducted and replaced with changelings.

Ellyllon women sometimes marry mortal men. When they do so, they transform themselves into human beings. However, there is always a taboo or rider on the marriage. The man must swear never to reveal that his wife is fairy or he must promise never to rebuke her because she is not human or he might be commanded never to thank her. If this taboo is ever broken, the fairy bride vanishes immediately, never to return.

The Tylwyth Teg

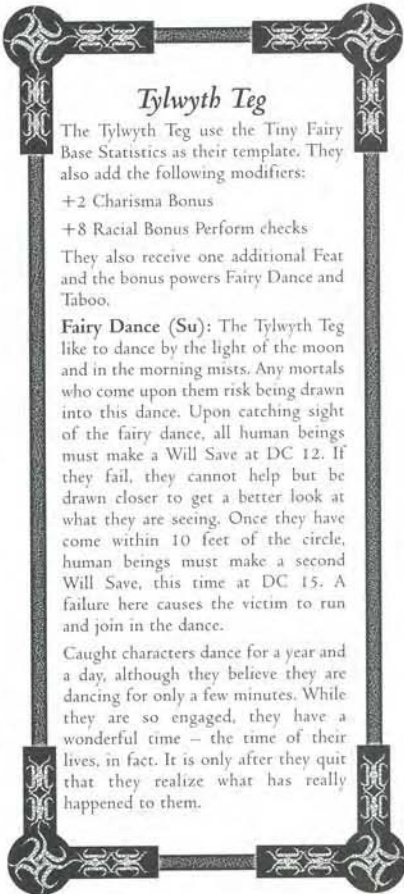
The Tylwyth Teg are larger than their Ellyllon cousins and more mischievous. Their name translates to "the Fair Family," and they fit the description. They are very fair-skinned – more so than the Ellyllon or even most Welsh Celts – have golden hair and are quite beautiful. They will only willingly show themselves to fair-haired people. They wear long, silken garments that are red, blue, white, yellow, or green in color.

They have no special grudge against humanity, but they do plague mortals with a variety of nuisances. They steal butter, milk, cows, and goats. Cows are sometimes replaced with simulacra but at other times are simply taken. Like the Ellyllon, they are fond of human babies and will steal them, replacing them with changelings. In fact, they are far more likely to do so than their cousins.

Like other Welsh fairies, they live on lonely islands on lakes, in the mountains, and the forests away from human beings, but they love to dance and can often be seen doing so in the light of the moon or in the early morning mist. Mortals who come upon them when they are so engaged are compelled to join in. The fairies dance in a ring, and human beings who come upon them are drawn into the circle and must join the dance. Those so trapped dance for a year and a day, although it seems like it was only minutes to the dancer.

Trapped dancers can be freed by laying a rowan stick across the ring, which breaks the magic. Anyone who breaks the circle by plowing into it, however, is cursed forever. A piece of iron in one's pocket is proof against being dragged into the fairy dance.

Like the Ellyllon, the Tylwyth Teg sometimes marry mortals. Usually, it is a fairy woman who marries a Celtic man. Just as with their more



Tylwyth Teg

The Tylwyth Teg use the Tiny Fairy Base Statistics as their template. They also add the following modifiers:

+2 Charisma Bonus

+8 Racial Bonus Perform checks

They also receive one additional Feat and the bonus powers Fairy Dance and Taboo.

Fairy Dance (Su): The Tylwyth Teg like to dance by the light of the moon and in the morning mists. Any mortals who come upon them risk being drawn into this dance. Upon catching sight of the fairy dance, all human beings must make a Will Save at DC 12. If they fail, they cannot help but be drawn closer to get a better look at what they are seeing. Once they have come within 10 feet of the circle, human beings must make a second Will Save, this time at DC 15. A failure here causes the victim to run and join in the dance.

Caught characters dance for a year and a day, although they believe they are dancing for only a few minutes. While they are so engaged, they have a wonderful time – the time of their lives, in fact. It is only after they quit that they realize what has really happened to them.

virtuous cousins, a taboo is placed on the marriage. If it is broken the bride vanishes forever.

The Gwyllion

The Tylwyth Teg may be mischievous, but they are not deliberately cruel, nor do they hold a grudge against humanity. The Gwyllion, however, are thoroughly evil. These, the largest of the Welsh fairies, delight in bringing harm to mortals. Their most frequent trick is to lead travelers astray, particularly at night. They lurk in the mountains and the forests and pretend to be kindly old women eager to help lost travelers. Instead, they lead them into danger and then leave them to sort it out themselves.

Tylwyth Teg (cont'd)

A dancing character can only be freed by laying a rowan stick within the circle. This breaks the spell and causes all of the fairies to vanish instantly. Attempting to pull the character out of the ring or charging through the circle to break it up has no effect on the caught character but does cause the rescuer to be cursed as though the Fairy Power, Curse, had been used on him or her. A piece of iron in a target character's pocket grants him or her a +4 Magical Bonus on the Will Saves to resist becoming ensnared in the dance.

Taboo (Su): A human can marry a fairy, but he (or more rarely she) must accept a taboo of some sort. This is usually not to reveal the magical origins of the bride, to not rebuke her for being nonhuman, to not ever thank her, or some other such restriction. The taboo takes the form of a Moderate Level Geis. If it is broken, the character loses one Class Level and the fairy bride vanishes forever.

Tylwyth Teg (cont'd)

The problem with maintaining this geis is that the temptation to break it is powerful. No matter what he promised to do or not to do, the "lucky" groom will find himself tempted to violate his vow. A fairy wife can gain status for a man (10 Status Points), but his fellows must know she is fey. Further, they will usually want some sort of proof. Likewise, a man who never thanks his wife for anything she does – especially a beautiful fairy wife – is a lout in the eyes of his comrades.

Whenever the character is faced with the circumstances he must fulfill to maintain his geis to his fairy bride, he must make a Will Save at DC 15. If he ever fails it, he cannot help himself and breaks the taboo. As soon as he does so, the Tylwyth Teg appears before him, admonishes him for breaking his promise, and then vanishes from his sight, never to be seen by him again. The emotional devastation caused by this turn of events causes him to lose one Character Level.

The Gwyllion appear as old hags, who are ugly to behold. They are most often encountered walking along the road in bad weather. Many a traveler has caught up to a Gwyllion – either through a quicker pace or because he or she thought to offer the fairy some charity – only to discover the foul creature was in fact waiting to harm him or her. They can also take the form of a goat, and they can occasionally be found combing the beards of goats on Wednesday – the fairy Sabbath.

On especially stormy nights, Gwyllion will come calling to a homestead and ask for shelter.

As usual, they appear as old hags and do their best to look miserable so that the person will take pity on them. Some more powerful Gwyllion will actually demand to be let into the home. Once inside, they begin using their Fairy Powers to wreak havoc.

Gwyllion can be banished by the appearance of an iron knife. The would-be exorcist must brandish the blade strongly for this to be effective.

Gwyllion

Gwyllion do not use any of the Base Fairy Statistics. Rather, they work from the template below.

Size: Medium Fey

Hit Dice: 4d6 (14 Hit Points)

Initiative: +0

Speed: 30 feet

AC: 15 (+5 Natural)

Attacks: Unarmed Strike +1 (1d3-1)

Face/Reach: 5 foot by 5 foot / 5 feet

Special Attacks: Spell-casting

Special Qualities: 4 Fairy Powers, Fairy Sight, Fairy Subtype, Glamour, Shape-Shift

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 9, Dex 11, Con 10, Int 17, Wis 15, Cha 10

Skills: Alchemy +6, Animal Empathy +6, Bluff +6, Climb +6, Concentration +8, Craft +5, Handle Animal +6, Spellcraft +8, Wilderness Lore +6

Feats: Select 4

Climate/Terrain: Any Temperate Land, usually Forest or Mountain

Organization: Solitary or Clutch (2-4)

Challenge Rating: 3

Treasure: None.

Alignment: Always Chaotic Evil

Advancement: 5-12 HD (Medium)

Fairy Powers (Sp): Gwyllion have four Fairy Powers chosen from Table 7-2. If you advance the Gwyllion, select one additional power for every two extra Hit Dice.

Fairy Sight (Su): Like all fairies, the Gwyllion are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Gwyllion can remain hidden from mortal sight, although they do not often choose to do so. Because they revel in tormenting human beings, they will allow themselves to be seen. However, Glamour does cover their true natures, and they can vanish, usually after a human being has found them out and attacked.

Penetrating a Gwyllion's Glamour requires a Will Save at DC 14. Once recognized for what they truly are, a character can choose to play along – the Gwyllion may be fooled – or act otherwise. Attacking a human while masked by Glamour causes it to drop just as if the Gwyllion had been under the effects of an Invisibility spell. Glamour has no effect on animals or magical creatures. It only affects human beings.

Gwyn ap Knudd

Size: Tiny Fey (Tylwyth Teg)

Hit Dice: 8d6+8

Hit Points: 38

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 15 (+2 Size, +3 Dex)

Attacks: Pinch +5 melee (1d6-1)
or +1 Fairy Sword +7
melee (1d4)

Face/Reach: 2 1/2 feet by 2 1/2 feet /
0 feet

Special Attacks: Curse, Dazzle,
Magic Item – +1 Fairy Sword

Special Qualities: Fairy Dance,

Fairy Sight, Fairy Subtype,
Glamour, Polymorph Self

Saves: Fort +3, Ref +9, Will +8

Abilities: Str 8, Dex 16, Con 13,
Int 11, Wis 15, Cha 14

Skills: Alchemy +8, Bluff +10,
Craft +7, Heal +7,
Intimidate +12, Perform +8

Feats: Leadership, Weapon Focus
(Fairy Sword)

Climate/Terrain: Any Temperate
Land, usually Forest

Challenge Rating: 4

Alignment: Lawful Neutral

Curse (Sp): When Gwyn is particularly angry, he will inflict a Curse on the target of his displeasure. Victims must make a Will Save at DC 30 or suffer a permanent -2 Magical Penalty to their Armor Classes. Additionally, they must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful. The character must keep the less fortunate of the two results.

Dazzle (Sp): Gwyn can create a burst of brilliant light in an area with a radius of 5 feet. The embers of this explosion zip back and forth, seeking the eyes of other targets. Those in the area of effect when this power goes off must make a Reflex Save at DC 17 or be Blinded for 1d10 rounds. Additionally, the embers cause all non-Blinded characters to suffer a -4 Circumstance Penalty on their attack rolls for the duration of this power's effects, which last for 18 rounds.

Fairy Dance (Su): Gwyn may participate in the Fairy Dance that lures in mortals and compels them to dance for a year and a day. He cannot do so alone, though, and must have at least two other Tylwyth Teg to assist him.

Mortals who catch sight of Gwyn while he is dancing in this circle must make a Will Save at DC 12 or be drawn in to get a closer look. Once they enter within 10 feet of the dance, they must make another Will Save (DC 15) or join the dance. The only way to free such a person is to lay a rowan stick in the middle of the circle, thereby breaking the magic. Any other attempt to break the ring causes the person doing so to be Cursed. Those caught within the circle must dance for a year and a day, although it will only seem like a few minutes.

Fairy Sight (Su): Gwyn is not fooled by illusions, seeing through them as if he were under the influence of a True Seeing spell. This ability also makes him immune to the effects of Glamour, and he may see the true identity of anyone he encounters, even if the individual has been polymorphed.

Legendary Welsh Fairies

The following fairies are a few of the most famous ones in Welsh mythology.

Gwyn ap Knudd

Gwyn ap Knudd is the King of the Tylwyth Teg. However, he is also associated with battle and the dead. In fact, in Arthurian mythology, he is the controller of the demons in the Underworld. In this capacity, he shows more of the ancient belief of fairies as the souls of the dead. He is sometimes described as the leader of the Wild Hunt, but this role is usually ascribed to Arawn. Despite his diminutive stature, he is a fearsome warrior, and he leads his people with courage and resolve.



Queen Mab

Mab is the Queen of the Fairies in Welsh mythology. She is frequently associated with Titania and in this capacity is married to Oberon. However, she has a much wilder, primal character than that usually ascribed to Titania. She is no courtier but rather a creature of the wilderness. She is also sometimes linked with Diana, Goddess of the Hunt, for this reason. Mab is of the Ellyllon and consequently very tiny. She rides in a carriage drawn by insects, making her

Gwyn ap Knudd (cont'd)

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Gwyn is invisible to human beings if he chooses to be. Unfortunately, it's not perfect. Some mortals can see through it. Target characters make Will Saves at DC 16. If successful, the character can see Gwyn. This power has no effect on animals or on magical creatures.

Gwyn can make his presence known to mortals at any time. He simply needs to drop the Glamour. If he attacks a human, Glamour drops too, just as if he had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Gwyn before he can do so, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Gwyn attacks them. These bonuses are cumulative.

Polymorph Self (Sp): Gwyn can shape-shift at will. He can become any creature (including a human) up to Medium Size. The transformation lasts as long as he desires, but it does sometimes fail. Once per day, he must make a Will Save at DC 14. If it is failed, Gwyn reverts to his natural state. Because this is, in essence, an illusion, he may not notice that something has gone wrong. He must make a Spot check at DC 14 or continue acting as though it were still in his polymorphed form.

Queen Mab

Size: Diminutive Fey (Ellyllon)

Hit Dice: 6d6+12

Hit Points: 37

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 16 (+3 Size, +3 Dex)

Attacks: Pinch +4 melee (1d6-2)

Face/Reach: 1 foot by 1 foot / 0 feet

Special Attacks: Chaos, Curse,
Entangle, Hold Person,
Polymorph Other

Special Qualities: Fairy Sight,

Fairy Subtype, Glamour, Illusion,
Polymorph Object, Polymorph Self

Saves: Fort +4, Ref +8, Will +7

Abilities: Str 6, Dex 17, Con 14,
Int 13, Wis 15, Cha 15

Skills: Animal Empathy +8,
Bluff +6, Craft +10,
Heal +10, Hide +7,
Spellcraft +12

Feats: Enlarge Fairy Power,
Quicken Fairy Power

Challenge Rating: 5

Alignment: Neutral Good

Chaos (Sp): Mab can cause complete chaos in a circle with a radius of 20 feet. This power works similar to the Confusion spell, except that the effect lasts until she cancels it or until the subjects make a Saving Throw to resist its effects. The Save to resist this power is a Will one, and it must be made at DC 23. A new Saving Throw may be attempted every round, but it must be made at a -2 Circumstance Penalty. This penalty does not increase no matter how many times the target character fails the Save. Affected characters roll on Table 7-3 on page 70 to determine what action they take. At the beginning of each round there is a 50% chance that the affected character will continue in his or her "chosen" action. If not, roll randomly to determine a new one.

Curse (Sp): Mab is capable of cursing those who displease her, inflicting a permanent -2 Magical Penalty to the Armor Classes of targets who fail a Will Save at DC 28. In addition to the AC penalty, victims must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful. The character must keep the less fortunate of the two results.

Entangle (Sp): Queen Mab can cast Entangle at will as if she were a 5th Level caster.

Fairy Sight (Su): Mab sees through all illusions, including Glamour. She cannot be fooled by any guise, even if the individual is polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Mab can remain invisible to human beings. Glamour has no effect on animals or on magical creatures, but it is effective against humans. Unfortunately, it's not perfect. Some mortals can see through it. Human characters may make a Will Save at DC 14 when in her presence. If it is made, the character can see her.

She can make her presence known to mortals at any time. She simply needs to drop the Glamour. Attacking the human causes Glamour to drop as well, just as if she had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots Mab before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time she attacks. These bonuses are cumulative.

Queen Mab (cont'd)

Hold Person (Sp): Mab can cast Hold Person at will. Her Caster Level is 10th.

Illusion (Sp): Mab can create illusions. They are visible, make sounds, have smells, etc. The only thing that they cannot be is touched. Once someone touches one of her illusions, it vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. When it is seen, every person gets a Will Save at DC 17. Those who succeed do not see the illusion. Those who fail see it and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Polymorph Object (Sp): Mab can turn one inanimate object into another, but only inanimate objects can be affected, and there is a time limit to the effect. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Polymorph Other (Sp): Mab can cast Polymorph Other as if she were a 10th Level caster. She can use this ability at will.

Polymorph Self (Sp): Mab can shape-shift at will. She can transform herself into any creature (including a human) up to Medium Size. The transformation lasts as long as she wishes, but it does sometimes fail. Once per day, Mab must make a Will Save at DC 12. If it is failed, she reverts to her natural state. Because this is, in essence, an illusion, Mab may not notice that something has gone wrong. She must make a Spot check at DC 12 or continue acting as though she were still in her polymorphed form.

smaller than most of the others of her kind. Like other Ellyllon, she is not ill-disposed towards humanity, but she is a little more aloof than the majority of her subjects. Still, she only dispenses punishment to those who have offended her or her court. She is a powerful fairy and one not with whom to trifle.

The Old Woman of the Mountain

The Old Woman of the Mountain is the leader of the Gwyllion. She appears as a very old hag wearing a grey dress and cloak and a black, four-cornered hat. She is extremely ugly, even for a Gwyllion. She wanders dark roads carrying a milk pail or some other tool.

She specializes in leading travelers astray. She always acts

kindly towards those she meets, offering to help them find their way, especially if they have been kind to her by offering to help shoulder her burden.

The Old Woman of the Mountain is the most fearsome and powerful of the Gwyllion.

She is reputed to live on Llanhyddal Mountain, however, she has been spotted in various locations around Wales.

Part 5: Scottish Fairies

While they bear a strong resemblance to the fairies of other British countries,



The Old Woman of the Mountain

Size: Medium Fey (Gwyllion)

Hit Dice: 12d6

Hit Points: 55

Initiative: +0

Speed: 30 feet

AC: 15 (+5 Natural)

Attacks: Unarmed Strike +6/+1
(1d3-1)

Face/Reach: 5 foot by 5 foot / 5 feet

Special Attacks: Compel, Curse,
Hold Person, Spell-casting

Special Qualities: Blight, Fairy Sight,
Fairy Subtype, Glamour, Illusion,
Mirror Image, Polymorph Object,
Shape-Shift

Saves: Fort +4, Ref +8, Will +8

Abilities: Str 9, Dex 11, Con 10,
Int 17, Wis 15, Cha 10

Skills: Alchemy +6, Animal
Empathy +6, Bluff +10,
Climb +6, Concentration +12,
Craft +5, Handle Animal +6,
Spellcraft +16, Wilderness Lore +6

Feats: Combat Casting, Enlarge
Fairy Power, Extend Fairy Power,
Quicken Fairy Power

Challenge Rating: 6

Alignment: Chaotic Evil

Blight (Sp): The Old Woman delights in causing permanent harm to mortals. She can inflict numerous permanent conditions such as blindness, deafness, rheumatism, palsy, or others. She chooses what the affliction will be. Targets must make a Fortitude Save at DC 34 to avoid being victimized by this power. The duration for this ability is permanent.

Compel (Sp): The Old Woman of the Mountain can make humans do whatever she wishes. Target characters must make a Will Save at DC 22 to resist. Failure forces the character to do whatever the Old Woman wants for 10 rounds. Orders that threaten the character's life must be obeyed, but such demands grant the character another Saving Throw, this time at DC 15. The Old Woman of the Mountain likes to use this ability to force mortals to kill themselves by forcing them into harm's way.

Curse (Sp): The Old Woman of the Mountain has the ability to Curse those she encounters. Targeted opponents must make a Will Save at DC 32 or suffer a permanent -2 Magical Penalty to their Armor Classes. Additionally, they must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5" or "6," the character must re-roll the d20 if it was successful, keeping the less fortunate of the two results.

Fairy Sight (Su): The Old Woman of the Mountain is not fooled by illusions. She sees through them as if she had True Seeing cast on her. This ability also makes her immune to the effects of Glamour, and she may see the true identity of anyone she meets, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Scottish Little People tend to be more aloof. They prefer not to consort with human beings, and are jealous of their privacy. They inhabit islands on lonely lakes, the moors, and other

remote places where they can keep their distance from mortals.

Scottish Fairies are divided into two basic groups: the Seelie Court and the Unseelie Court. The

The Old Woman of the Mountain (cont'd)

Glamour (Su): The Old Woman of the Mountain can remain hidden from mortal sight, although she does not often choose to do so. Because she revels in tormenting human beings, she allows herself to be seen. However, Glamour does cover her true nature, and she can vanish, usually after a human being has found her out and attacked. Penetrating the Old Woman's Glamour requires a Will Save at DC 14. Attacking a human while masked by Glamour causes it to drop just as if the Old Woman had been under the effects of an Invisibility spell. Glamour has no effect on animals or magical creatures. It only affects human beings.

Hold Person (Sp): The Old Woman of the Mountain can cast Hold Person at will as though she were a 10th Level caster.

Illusion (Sp): The Old Woman can create illusions that are visible, make sounds, have smells, etc. The only thing that they cannot be is touched. Once a person touches an illusion, it vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. Every character who encounters it gets a Will Save at DC 17. Those who succeed do not see the illusion. Those who fail see it, and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Mirror Image (Sp): The Old Woman of the Mountain can cast Mirror Image at will. Her Caster Level is 5th.

Polymorph Object (Sp): The Old Woman can turn one inanimate object into another. However, only inanimate objects are affected, and there is a time limit on the transformation. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Unlike many fairies that this ability to create precious materials or coins for human beings, the Old Woman uses it to make things that will scare, frighten, or annoy. She might turn a plow into a rock, or a pack into a sharp knife. However she uses this power, it will turn a character's item into something that is either completely useless or works against him or her.

Shape-Shift (Sp): The Old Woman of the Mountain can transform herself into a goat and back at will.

Spell-casting (Sp): The Old Woman of the Mountain may cast up to 12 1st Level Sorcerer Spells per day. She may choose any 12 she likes and does not have to memorize them. She casts them as if she were a 6th Level caster.

Turnable: The Old Woman of the Mountain can be Turned by brandishing an iron knife in her direction. The DC of the Charisma check to do so is 24. If successful, she vanishes. If not, she cannot be Turned at all by that character.

Seelie

Seelie Fairies use the Diminutive Fairy Base Statistics to which they add the following modifiers:

+2 Constitution

+2 Charisma

+4 Racial Bonus Knowledge (Nature) checks

+4 Racial Bonus Wilderness Lore checks

The Seelie may choose one additional Fairy Power and one additional Feat.

are caught watching them or who interrupt their business are punished, usually with a debilitating pinching.

The Unseelie Court

These fearsome spirits are uncompromisingly evil. They seek to destroy human beings at every turn. There is no act that they will not perpetrate and no scheme in which they will not engage if it furthers their goals of harming mortals.

While they are called a court, this designation is not very accurate. The Seelie fairies gather in court and have communities much like humans do. The Unseelie, though, are more akin to Solitary Fairies. The term, "court," is used only to group them together as a pack of evil spirits.

former are Trooping Fairies and are generally benevolent. They bear humanity no ill will, and will be kind to them unless angered or crossed.

The Unseelie Court is comprised of the most malevolent fairies in the Celtic World. These fiends actively pursue the destruction of humanity and delight in the downfall of mortals.

The Seelie Court

The Seelie, or "blessed," are the diminutive fairies of Scotland. Like most Trooping Fairies, they are extremely beautiful, wear garments of red, green, blue, or gold, and have gossamer wings. They are frequently referred to as "the People of Peace" and "the Good Neighbors." While these monikers are largely apt, they are uttered more out of respect and fear than admiration.

Seelie fairies, despite their aloofness, offer gifts like fairies of other countries. In particular, they bring bread and seed corn to the poor. Such presents are accepted graciously – to do otherwise would anger the fairies.

The Seelie are most often seen in the twilight. They march in long, solemn processions. Mortals who come upon them do well to turn and go the other way. Those who

Unseelie

Unseelie fairies use the Tiny Fairy Base Statistics. They have the following modifiers to that template:

+4 Strength

+2 Intelligence

-4 Wisdom

-4 Charisma

Unseelie Fairies attack as Clerics instead of as Wizards like most Fey. They also get one extra Feat and the special power, Winter Strength. All Unseelie have a Chaotic Evil Alignment.

Claws (Ex): Unseelie fairies have claws that deal 1d4 points of damage.

Winter Strength (Su): From the time of the Winter Solstice to the Spring Equinox, the Unseelie become more powerful. They gain a +2 Magical Bonus to all Ability scores, a +2 Magical Bonus to AC, and the Fairy Feat, Quicken Fairy Power, for free.

The Horde

While it is composed of individual Tiny Fey, the Horde operates as one unit. It is therefore considered a Large creature.

Size: Large Fey (Unseelie)

Hit Dice: 12d6+12

Hit Points: 71

Initiative: +3 (Dex)

Speed: Fly 50 feet (Average)

AC: 17 (-1 Size, +3 Dex, +5 Natural)

Attacks: Snatch and Batter (see below)
+9 melee

Face/Reach: 5 feet by 10 feet / 5 feet

Special Attacks: Snatch and Batter

Special Qualities: Fairy Sight.

Fairy Sight (Su): The Horde cannot be fooled by illusions. This ability also makes it immune to the effects of Glamour.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Though it rarely chooses to do so, the Horde can remain hidden from human sight if it desires. Human beings can see through this Glamour with a Will Save at DC 16. Once the Horde attacks, any Glamour it is using is dropped as if it had been under the effects of an Invisibility spell. If it chooses to vanish again, a mortal gets a +2 Circumstance Bonus to the Will Save to spot it. Each time the Horde attacks, the Bonus increases by 2.

Fairy Subtype, Glamour,

Polymorph Self, Winter Strength

Saves: Fort +5, Ref +11, Will +8

Abilities: Str 12, Dex 16, Con 13,

Int 13, Wis 11, Cha 10

Skills: Intimidate +16, Intuit

Direction +15, Move

Silently +15, Spot +15

Feats: Fly-by Attack, Swarm

Challenge Rating: 6

Alignment: Chaotic Evil

Unseelie fairies are all ugly. They have twisted forms, vile faces, and are completely repulsive in every way. While they live apart from humanity, they seek out opportunities to plague mortals at every turn. They rarely engage in the sort of mischief that Irish and English fairies do, such as leading travelers astray. Instead, they beat, pinch, and attempt to kill whenever possible.

They are at their most powerful during the long winter nights. This is the time that they come out more frequently, and they search for opportunities to wreak their havoc upon the world. Wise human beings stay indoors during the night at winter. The weather is a bad enough threat, but the machinations of the Unseelie Court are often more deadly.

Legendary Scottish Fairies

The following fairies are famous throughout Scotland.

The Horde

This is the name for a group of Unseelie fairies that flies across the sky at night in search of trouble. Any mortal that has the misfortune of being in its path is caught up and hauled along for a terrifying ride. The spirits within the horde clutch, tear, beat, and pinch the poor victim before finally dropping him or her far from where he or she was caught.

The Horde (cont'd)

Snatch and Batter: This is the Horde's principal attack. It swoops down on human beings and attempts to snatch them off the ground. If it scores a hit on an opponent, that person is seized and immediately lifted into the air. There is no damage in the round that the Horde establishes the hold, but every round thereafter, the victim takes 2d6+1 points of damage automatically as the fairies within beat, bite, claw, and pinch him or her.

Escaping the hold is difficult. The caught character makes an escape attempt as usual, but it is at -4 to the attack roll as a result of the confusion brought on by tens of tiny fairies buzzing around and attacking, to say nothing of the fact that it is difficult to determine exactly which fairies have the hold.

If the character escapes, he or she falls to the ground, sustaining 4d6 points of damage. Whether or not the Horde turns back to attack again depends on its whims. It may decide it hasn't had enough mischief yet. On the other hand, it might move on to other things. Fighting it from the ground is difficult. The Swarm Feat enables it to reduce the target's AC by 4, and it will seek to grab hold and lift the character up into the air, putting him or her at a further disadvantage.

Winter Strength (Su): From the time of the Winter Solstice to the Spring Equinox, the Horde is more powerful. All of its Ability scores increase by 2, as does its Armor Class. It also gains the Quicken Fairy Power Feat.

Red Cap

Also known as "Bloody Cap," this is another malignant fairy. Red Cap haunts ruins, battlefields, and other places where evil or bloodshed has occurred. Any who take shelter in these areas or linger too long make themselves his victim.

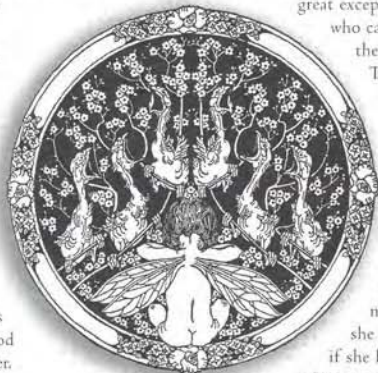
Red Cap appears as a short human with sharp, pointed teeth, long claws on his fingers, and wears a blood-red cap on his head. He is sometimes described as an old man, others as simply hideous.

He lurks in the shadows and attempts to murder those who tarry in his demesne. He prefers to tear at them with his claws and teeth. When he has finished his business, he dips his hat in the blood of his victims, staining it ever darker.

Loireag

Loireag is a Seelie fairy who is an expert spinner. She is sometimes associated with the myth of the woman who could not spin, but she is different in that she takes

great exception to those who cannot perform the task properly. Those who are careless or incompetent are punished, usually with a stern pinching. She also has great fondness for music. However, she becomes angry if she hears anyone singing out of tune.



Red Cap

Size: Medium Fey (Unseelie)

Hit Dice: 6d6+6

Hit Points: 34

Initiative: +7 (+3 Dex,
+4 Improved Initiative)

Speed: 30 feet

AC: 13 (+3 Dex)

Attacks: 2 Claws +5 melee (1d4+1),
Bite +0 melee (1d4)

Face/Reach: 5 feet by 5 feet / 5 feet

Special Attacks: Hold Person

Special Qualities: Blink, Fairy Sight,
Fairy Subtype, Glamour,
Ventriloquism, Winter Strength

Saves: Fort +3, Ref +8, Will +5

Abilities: Str 12, Dex 16, Con 13,
Int 13, Wis 11, Cha 10

Skills: Hide +12, Intimidate +12,
Listen +12, Move Silently +13

Feats: Combat Reflexes,
Improved Initiative

Challenge Rating: 3

Alignment: Chaotic Evil

Blink (Sp): Red Cap may "blink" at will as though the Arcane Spell of the same name had been cast on him. All attacks against him suffer a 50% chance to miss. Spells cast against him or her fail 50% of the time. However, there is a 20% chance for Red Cap's own attacks to fail too. He can cancel this ability as a Move Equivalent Action.

Fairy Sight (Su): Red Cap is unaffected by illusions. He sees through them as if True Seeing had been cast on him. This ability also makes him immune to the effects of Glamour, and he may see the true identity of anyone he encounters, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Red Cap has the ability of most fairies to remain hidden from mortal sight. He will use this power to sneak up on them, getting close so that he can make an attack. Glamour has no effect on animals or magical creatures, though, so it is possible that a noble steed or other creature might warn its master of the fiend's approach. Human beings can see through Red Cap's Glamour just like other fairies. The DC for the Will Save to do so is 16.

Red Cap typically creeps up close and attacks. This action drops his Glamour, but he will try to raise it again if the person has not yet spotted him. Each time he does this, the victim gains a +2 Circumstance Bonus to the Will Save. These bonuses are cumulative. He can, of course, reveal himself at any time by dropping the Glamour, but he much prefers to skulk in the shadows and attack unseen.

Ventriloquism (Sp): Red Cap can throw his voice as if he had cast the Ventriloquism spell. This power works as though Red Cap were a 5th Level caster.

Winter Strength (Su): From the time of the Winter Solstice to the Spring Equinox, Red Cap is more powerful. All of his Ability scores go up by 2, as does his Armor Class. He also gains the Quicken Fairy Power Feat for free.

Loireag

Size: Diminutive Fey (Seelie)

Hit Dice: 2d6+4

Hit Points: 13

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 16 (+3 Size, +3 Dex)

Attacks: Pinch +2 melee (1d6-2)

Face/Reach: 1 foot by 1 foot / 0 feet

Special Attacks: Polymorph Other

Special Qualities: Fairy Sight,

Fairy Subtype, Glamour,

Polymorph Object,

Polymorph Self, Ventriloquism

Saves: Fort +2, Ref +6, Will +5

Abilities: Str 6, Dex 17, Con 14,

Int 13, Wis 15, Cha 15

Skills: Animal Empathy +6,

Bluff +6, Craft (Spin) +12,

Heal +6, Hide +7, Knowledge

(Nature) +4, Spellcraft +6,

Wilderness Lore +4

Feats: Skill Focus (Craft [Spin]),

Swarm, Trip

Challenge Rating: 1

Alignment: Chaotic Good

Fairy Sight (Su): Loireag sees through illusions as if she had True Seeing cast on her. This ability also makes her immune to the effects of Glamour, and she may see the true identity of anyone she encounters, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Loireag can remain invisible to human beings, though not to animals or magical creatures. However, some humans can see through magic. Human beings may make a Will Save at DC 14 to see through her Glamour.

Loireag can make her presence known to mortals at any time. She simply needs to drop the Glamour and the human being can see her. If she attacks, her Glamour drops just like it would if she were under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots her before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time Loireag attacks. These bonuses are cumulative.

Polymorph Object (Sp): Loireag can turn one inanimate object into another. There are a few general limitations on this power, though. First, only inanimate objects can be affected. Second, there is a time limit to the effect. In general, this is 24 hours, but it is reduced 1 hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

Loireag can create precious metals and other valuables through the use of Polymorph Object, but they have little value to her since they will not retain their shape. This sort of thing is usually done to assist a human. She has no use for gold or silver herself. Thus, faux gold created from leaves or stones is worthless to her.

Polymorph Other (Sp): This power works exactly like the Arcane Spell of the same name. It is cast as though Loireag were a 10th Level caster.

Loireag (cont'd)

Polymorph Self (Sp): Loireag can shape-shift at will, transforming herself into any creature (including a human) up to Medium Size. The change lasts as long as she wishes, but it does sometimes fail. Once per day, she must make a Will Save at DC 12. If it is failed, she reverts to her natural state. Because this is, in essence, an illusion, Loireag may not notice that something has gone wrong. She must make a Spot check at DC 12 or continue acting as though still in her polymorphed form.

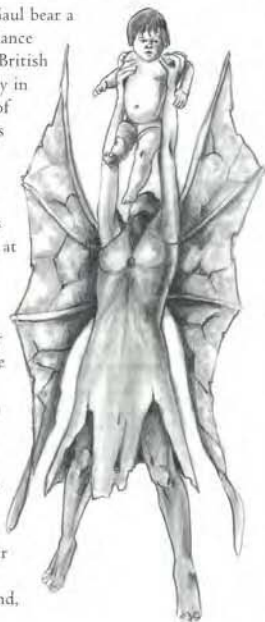
Such individuals are often the subjects of cruel pranks to make them stop.

Loireag is usually found near water. She is beautiful and usually dressed in white.

Part 6: Gallic Fairies

The fairies of Gaul bear a striking resemblance to those of the British Isles. Particularly in Brittany, many of the Gallic fairies are British ones under new names. In some cases, the names are not changed at all, or they are extremely similar. Oberon is their king, for instance, and the Goblin is a Hobgoblin with only a slightly different name.

However, fairies in Gaul do have a character of their own. They are mostly female and,



thus, are often referred to as, "La Bonnes Dames." Another common nickname is "Ben Socia" – Good Neighbor.

Most Gallic fairies are benevolent. There are a few of the darker variety, but they are rare. Some are mischievous, but their pranks are mostly intended to be humorous, not vindictive.

Like all fairies, they can be angered, and, when this occurs, they can be extremely cruel. Most Gallic Celts do not refer to fairies by name because they fear invoking their power by naming them without cause. This is a sure way to incur their wrath. Therefore, euphemisms such as *Ben Socia* are used frequently.

Also known as the *Fée*, they are shape-changers. They typically choose to be either a beautiful woman or an old crone, but they can be anything they want. They alternate between the finest of clothing and the lowest, depending both on their guises and their moods.

Trooping Fairies

Gallic Trooping Fairies are called the *Couril*. They prefer to inhabit stone circles and other such places, where they can sometimes be seen flitting back and forth. They are very small, beautiful, wear the finest silks, and have wings. In most ways, they are identical to the Trooping Fairies of England and use the English Trooping Fairies regional modifiers for their statistics.

Korrigan

Korrigan use the Tiny Fairy Base Statistics. They add the following modifiers to the template:

+2 Charisma

+8 Racial Bonus Perform checks

Korrigan gain one additional Feat and the ability to cast Charm Person as a 10th Level Caster at will. They are also Medium Size and do not have wings.

Dawn's Call (Su): A Korrigan may choose to appear in any form it likes, but at dawn or on the sounding of a bell, it is transformed into an old hag. Any powers it has used to enthrall a mortal are vanquished as well.

Solitary Fairies

There are two main varieties of Gallic Solitary Fairies. These are the Korrigan and the Lutin. Both are troublesome in their own ways, but the Korrigan are the far better of the two when it comes to human relations.

Korrigan

The Korrigan are beautiful women most often seen in the moonlight. They have long, flowing hair and are usually dressed in white gowns. They are most usually seen along a stream or in the woodlands. Here, they love to dance and sing. They often waylay travelers, enchanting men with their music and their beauty. Those so enthralled will stay with them until the spell is broken. However, upon the ringing of a bell or the arrival of dawn, they transform from beautiful maidens into old hags.

Like Brownies, they sometimes attach themselves to a household and perform menial labor. This work is done mostly at night while the family sleeps, and the homeowner is expected to provide some

reward for the service. Failure causes them to leave, often after performing a prank.

They sometimes abduct human babies to take as their own, but instead of leaving a changeling, they usually replace the child with a little Korrigan.

Lutin

Lutin are troublesome fairies typically found on farms. While they do not intend harm to human beings their activities frequently cause trouble. Their favorite activity is to sneak into a stable and ride the horses all night. In the morning, the poor beasts are completely lathered and their tails and manes tangled. Such horses are incapable of working the following day.

Lutin like the company of children. They do not reward good little boys and girls nor do they punish bad ones. But they like the child's innocence and interest in playing games, which suits the fairy mindset quite well. Lutin remain invisible most of the time, and it is usually to children to whom they choose to reveal themselves.

Legendary Gallic Fairies

Many of the legendary Gallic fairies have British equivalents that have been detailed elsewhere in this book. Thus, those other fairies

Lutin

Lutin use the Tiny Fairy Base Statistics, to which they add the following modifiers:

+2 Strength

+4 Racial Bonus Animal Empathy checks

+4 Racial Bonus Handle Animal checks

+8 Racial Bonus Ride checks

Lutin also gain one additional Feat.

Béfind

Size: Tiny Fey

Hit Dice: 4d6+4 (18 Hit Points)

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 15 (+2 Size, +3 Dex)

Attacks: Pinch +3 melee (1d6-1)

Face/Reach: 2 1/2 feet by 2 1/2 feet /
0 feet

Special Attacks: None.

Special Qualities: Fairy Sight,

Fairy Subtype, Glamour,
Grant Wish, Polymorph Self

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 8, Dex 16, Con 13,
Int 11, Wis 15, Cha 14

Skills: Alchemy +8, Bluff +7,
Craft +10, Heal +7,
Intimidate +7

Feats: Swarm

Challenge Rating: 1

Alignment: Lawful Good

Fairy Sight (Su): Béfind is not fooled by illusions. She and her sisters see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): Béfind can mask herself from human sight. This power has no effect on animals or magical creatures. A human being can make a Will Save at DC 16 to see through the Glamour. If it is successful, Béfind is not invisible to him or her.

She can make her presence known to mortals at any time simply by dropping the Glamour. If she attacks, Glamour drops as if she had been under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action; however, if the target human spots her before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time they are attacked. These bonuses are cumulative.

Grant Wish (Sp): Béfind has the ability to grant a wish to a mortal. She will only do this for virtuous human beings and then usually only on behalf of a child. That is, she will grant wishes for a person's child (typically a newborn). She never considers a wish that benefits the wisher, and she will not grant one to a bad person. The usual pattern is for her to show up shortly after the birth of the child and then grant a wish to the family for the babe. In extremely rare circumstances, she will grant a wish to a person for another purpose, but, again, it cannot directly benefit the person who asks.

Polymorph Self (Sp): Béfind can shape-shift at will. She can transform herself into any creature (including a human) up to Medium Size. The transformation lasts as long as she wishes, but it does sometimes fail. Once per day, Béfind must make a Will Save at DC 14. If it is failed, she reverts to her natural state. Because this is, in essence, an illusion, she may not notice that something has gone wrong. She must make a Spot check at DC 14 or continue acting as though it were still in her polymorphed form.

Groac'h

Size: Medium Fey (Korrigan)

Hit Dice: 4d6+4

Hit Points: 22

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 13 (Dex)

Attacks: Pinch +1 melee (1d6-1)
or Net +2 melee

Face/Reach: 5 feet by 5 feet / 5 feet

Special Attacks: Charm Person,
Magic Item – Cobweb,
Polymorph Other

Special Qualities: Fairy Sight,
Fairy Subtype, Glamour, Illusion,
Polymorph Self

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 8, Dex 16, Con 13,
Int 11, Wis 15, Cha 16

Skills: Alchemy +8, Bluff +7,
Craft +10, Heal +7,
Intimidate +7, Perform +8

Feats: Quicken Fairy Power,
Weapon Focus (Net)

Challenge Rating: 2

Alignment: Chaotic Evil

Fairy Sight (Su): The Groac'h cannot be fooled by illusions or Glamour. She sees right through such things. This power extends to polymorphed individuals.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Glamour (Su): The Groac'h mainly uses this power to escape from mortals who have bested her when she tries to ensnare them. She vanishes from their sight immediately. Like most fairy Glamour, this power isn't perfect. A mortal may attempt to see through it with a Will Save at DC 16. If successful, he or she has penetrated the illusion.

Illusion (Sp): The Groac'h can create illusions that are visible, make sounds, have smells, and anything else of which she can think. The only thing that they cannot be touched. Once someone does so, the illusion vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. When the illusion is first encountered, all characters get a Will Save at DC 17. Those who succeed do not see it. Those who fail do and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Magic Item – Cobweb: The Groac'h has a silver net she uses to ensnare men. This net has all the properties of a Cobweb as described on page 73.

Polymorph Other (Sp): The Groac'h can cast Polymorph Other at will. Her caster level is 10th, and she always chooses to turn her victims into frogs.

Polymorph Self (Sp): The Groac'h can appear as nearly anything she likes. The maximum size is Large, and the minimum is Tiny. She usually chooses the form of a beautiful young woman. Unlike other fairy Polymorph Self powers, this one does not fail occasionally. It has its own weakness in the Dawn's Call trait.

Dawn's Call (Su): At dawn or on the sounding of a bell, the Groac'h is transformed into an old hag. Any powers she has used to enthrall a mortal are vanquished as well. However, those humans she has ensnared in her net or polymorphed into frogs remain so.

would be at home in Celtic campaigns set in Gaul. However, there are some unique to the continent listed below.

Béfind

Béfind is part of a trio of fairies who appear at the birth of a child. The function of these three is to grant the newborn special gifts and character traits and make prophecies regarding the life it will have. A table is laid for Béfind and her sisters with food and other gifts to entice them to come. These three fairies are most famous for their part in the story of Sleeping Beauty.

Groac'h

This is one of the few malignant fairies to be found in Gaul. It is a water sprite that typically inhabits rivers and lakes. It takes the form of a beautiful young woman who sits by the waterside. She entices young men to come over to her with her looks and her charms. Once they get close, though, she ensnares them in a silver net. She then transforms them into frogs who act as her slaves.

Part 7: Fairies in the Game



This section of the book deals with creating fairies for your own campaign. It includes rules for how to put together culturally authentic Little People from the material included here and tips for putting fairies into your games, including what sorts of adventures are good for them. All of the material in this section of the book is designated Open Game Content for license purposes.

Building a Fairy

Adding fairies to your game is a simple process. The templates in this book have been left a little vague so that you can customize the Little People your player characters encounter. The powers and abilities of fairies vary from region to region, and even within related groups, there are differences. Thus, the templates have holes in them for you to fill in yourself, enabling you to make truly unique Little People for your campaign.

There are four steps to the process of building a fairy. First, choose a template. Second, select a set of regional modifiers. Third, choose the proper number of Fairy Powers, and finally, select its Feats. Each step is detailed below.

Template

There are two basic templates with which to work. Both are based on the size of the fairy in question. Diminutive fairies are the teeny ones that are no bigger than frogs. Tiny fairies tend to be about the size of house cats.

Fairies are classified by size because their temperaments and behaviors often correspond to their statures. Generally speaking, the smaller fairies are more virtuous and friendlier towards humanity than are the taller ones, which have a greater tendency towards mischief. Therefore, ask yourself what sort of fairy you want to create. If it's a helpful fairy, it's probably a Diminutive one. If it's troublesome, it's more likely a Tiny fairy.

It's important to remember that most of the regional modifiers specify which base template they use. So if you're planning on creating a specific kind of fairy – such as an English Hobgoblin, for example – the choice of the template may have already been made for you.

Diminutive Fairy Base Statistics

This is the base template for all fairies of Diminutive Size. Unless otherwise indicated, a Diminutive fairy uses these statistics. Note that each regional subtype of fairy has its own modifiers to this template. Thus, use these statistics as the base and modify them as indicated by the regional modifiers.

Size: Diminutive Fey

Hit Dice: 2d6+2 (9 Hit Points)

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 16 (+3 Size, +3 Dex)

Attacks: Pinch +2 melee (1d6-2)

Face/Reach: 1 foot by 1 foot / 0 feet

Special Attacks: None.

Special Qualities: 2 Fairy Powers, Fairy Sight, Fairy Subtype, Glamour, Polymorph Self

Saves: Fort +1, Ref +6, Will +5

Abilities: Str 6, Dex 17, Con 12,

Int 13, Wis 15, Cha 13

Skills: Animal Empathy +6, Bluff +6, Craft +10, Heal +6, Hide +7, Spellcraft +6

Feats: Select 2

Climate/Terrain: Any Temperate Land, usually Forest

Organization: Solitary, Group (2-5), or Clan (20-50)

Challenge Rating: 1

Treasure: Standard (3 x Standard if encountered at home)

Alignment: Varies

Advancement: 3-6 HD (Diminutive)

Fairy Powers (Sp): When creating the fairy, select any two Fairy Powers from Table 7-2. If you advance the fairy, select one additional power for every additional Hit Die.

Fairy Sight (Su): Fairies are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Table 7-1 lists each of the regional subtypes of fairies with their size.

Note that certain fairies – specifically the Irish Sidhe and the Welsh Gwyllion – do not use one of the sets of base statistics. They have a template of their own.

Aside from the Tiny and Diminutive fairies there are two other classifications you can use. These are the Half-Fairy and the Non-Fairy. The former is the child of a fairy and a mortal. It has some special Fairy Powers, but not as

many as the magical parent. Non-Fairies are human beings who were abducted as children and replaced with changelings. They grew up in fairy communities and were taught the ways of the Little People. They have some magical powers that they have learned, but they do not possess any innate powers like true fairies do. Both Half-Fairies and Non-Fairies use the regional modifiers for the type of the fairies who raised them. In the case of Non-Fairies, though, any bonus Fairy Powers that they would get are instead granted as extra Feats.

Regional Modifiers

Once you've picked a template, choose which specific type of fairy you are creating. You can do this process in reverse by just picking the type of fairy you want to create at the beginning. For example, if you wanted to create a Tylwyth Teg, you would select the Tiny Fairy Base Statistics since you know that the Tylwyth Teg regional modifiers designate that they are Tiny in Size. However, you might have decided to create a kind of fairy, and then looked for the specific one that fits what you want to do. In this case, the regional modifiers step is second.

Not all of the fairies listed in this book strictly adhere to the model, though. That is, they do not take the proper base statistics and then apply individual regional modifiers to them. These fairies were designed to reflect the legends that inspired them, and in each case, the particular fable fell outside of the norm for

that region. You can take a similar approach in your own campaign. It's possible that none of the regional modifiers quite fits what you have in mind. If that's the case, you can simply use the base template with no modification, or you can create regional modifiers of your own.

The established ones share certain common characteristics. First, they usually make an alteration to the Ability scores on the template. Sometimes only one score is modified. Other times several are. Like in the standard game, a certain amount of balance is the goal. Raising one Ability by +2 is not a large modification. Raising several of them is, and so is raising one or more by +4. Such raises should be balanced somehow. Dropping another Ability by -2 is often a good check.

Racial Skill Bonuses are another good adjustment. If the fairy you have in mind is adept at singing or dancing, a +4 or +8 Racial Bonus to the Perform Skill is in order. A crafty

Diminutive Fairy Base Statistics (cont'd)

Glamour (Su): This is the ability of the Little People to remain hidden. It allows them to be invisible to human beings. It has no effect on animals or on magical creatures. Unfortunately, it's not perfect. Some humans can see through it. Whenever a fairy uses Glamour against a person, the target character makes a Will Save at DC 14. If it is made, the character can see through the fairy's Glamour.

Fairies can make their presence known to mortals at any time. The fairy simply needs to drop the Glamour and the human being can see it. Note too that attacking the human will cause the Glamour to drop as well, just as if the fairy had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots the fairy before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time the fairy attacks them. These bonuses are cumulative.

Polymorph Self (Sp): Fairies can shape-shift at will. The fairy can transform itself into any creature (including a human) up to Medium Size. The transformation lasts as long as the fairy wishes, but it does sometimes fail. Once per day, the fairy must make a Will Save at DC 12. If it is failed, the fairy reverts to its natural state. Because this is, in essence, an illusion, the fairy may not notice that something has gone wrong. It must make a Spot check at DC 12 or continue acting as though it were still in its polymorphed form.

Tiny Fairy Base Statistics

This is the base template for all fairies of Tiny Size. Unless otherwise indicated, a Tiny fairy uses these statistics. Note that each regional subtype of fairy has its own modifiers to this template. Thus, use these statistics as the base and modify them as indicated by the regional modifiers.

Size: Tiny Fey

Hit Dice: 4d6+4 (18 Hit Points)

Initiative: +3 (Dex)

Speed: 10 feet, Fly 40 feet (Good)

AC: 15 (+2 Size, +3 Dex)

Attacks: Pinch +3 melee (1d6-1)

Face/Reach: 2 1/2 feet by 2 1/2 feet / 0 feet

Special Attacks: None.

Special Qualities: 3 Fairy Powers, Fairy Sight, Fairy Subtype, Glamour, Polymorph Self

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 8, Dex 16, Con 13, Int 11, Wis 15, Cha 14

Skills: Alchemy +8, Bluff +7, Craft +10, Heal +7, Intimidate +7

Feats: Select 1

Climate/Terrain: Any Temperate Land, usually Forest

Organization: Solitary, or Group (2-7)

Challenge Rating: 1

Treasure: Standard

Alignment: Varies

Advancement: 5-8 HD (Tiny)

Fairy Powers (Sp): When creating the fairy, select any three Fairy Powers from Table 7-2. If you advance the fairy, select one additional power for every additional Hit Die.

Fairy Sight (Su): Fairies are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

or wily fairy might have a bonus to its Bluff or Diplomacy Skill checks.

Finally, offer the Little Person a certain number of bonus Fairy Powers, Feats or both. The exact number is up to you but keep balance in mind again. If a fairy has a large number of Ability score adjustments or some really good Skill bonuses, it needs fewer powers or Feats. Conversely, a +2 Charisma bonus and one Skill at +8 are probably grounds for adding several Fairy Powers or Feats.

Don't underestimate the value of Feats. A fairy with six or seven Fairy Powers is powerful, but

he or she can only use one of them at a time. Most of the templates only grant one or two Feats. By substituting one or two of those extra Fairy Powers you want to give it for another Feat, you create a more versatile opponent for your PC's.

Also, if you don't see a Fairy Power that seems to do what you think your fairy should, then grant it a Spell-like Ability instead. Powerful spells should only be able to operate a maximum of three times per day. Less powerful ones can be used at will. Note that most of the Fairy Powers that recreate the effects of spells do not imitate those that are higher than 3rd Level.

Fairy Powers

Fairy Powers are magical abilities that fairies use on mortals. Many of them imitate spell effects. All Fairy Powers are usable at will unless otherwise noted.

You select a number of Fairy Powers based on the template you are using and any regional modifiers. So, for example, if you were creating a Seelie fairy, you would select three Fairy Powers since Seelie gain one bonus Fairy Power and they use the Diminutive Fairy Base Statistics, which grants two.

Table 7-2 has a complete list of Fairy Powers. Descriptions of each follow.

Blight (Sp): This is a devastating power feared by mortals everywhere. It is the ability of the fairy to inflict a permanent debilitating condition on the target, usually in punishment for violation of some tenet of fairy morality.

To use it, the fairy chooses the condition he or she wishes to inflict. It could be blindness, deafness, rheumatism, palsy, or any condition that comes with a lifetime guarantee that will cause the human to suffer. The target makes a Fortitude Save at DC 20 + the fairy's Hit Dice + Wisdom Modifier. If the Saving Throw fails, the character suffers from the effects of the condition. The duration for this ability is permanent unless the fairy that Blighted the character revokes it.

Blink (Sp): The fairy may "blink" at will as though the Arcane Spell of the same name had been cast on him or her. All attacks on the fairy suffer a 50% chance to miss. Spells cast against him or her fail 50% of the time. However, there is a 20% chance for the fairy's own attacks to fail too. The fairy can cancel this ability as a Move Equivalent Action.

Tiny Fairy Base Statistics (cont'd)

Glamour (Su): This is the ability of the Little People to remain hidden. It allows them to be invisible to human beings. It has no effect on animals or on magical creatures. Unfortunately, it's not perfect. Some humans can see through it. Whenever a fairy uses Glamour against a person, the target character makes a Will Save at DC 16. If it is made, the character can see through the fairy's Glamour.

Fairies can make their presence known to mortals at any time. The fairy simply needs to drop the Glamour and the human being can see it. Note too that attacking the human will cause the Glamour to drop as well, just as if the fairy had attacked while under the influence of an Invisibility spell. Glamour can be raised again as a Standard Action, however, if the target human spots the fairy before this can be done, Glamour will not work. Regardless, target humans get a +2 Circumstance Bonus to the Will Save to see through Glamour each time the fairy attacks them. These bonuses are cumulative.

Polymorph Self (Sp): Fairies can shape-shift at will. The fairy can transform itself into any creature (including a human) up to Medium Size. The transformation lasts as long as the fairy wishes, but it does sometimes fail. Once per day, the fairy must make a Will Save at DC 14. If it is failed, the fairy reverts to its natural state. Because this is, in essence, an illusion, the fairy may not notice that something has gone wrong. It must make a Spot check at DC 14 or continue acting as though it were still in its polymorphed form.

Chaos (Sp): This power works similar to the Confusion spell. There are a few differences, the most important of which is that the effect lasts until the fairy cancels it or until the subjects make a Saving Throw to resist its effects. The effective range is a circle with a radius of 20 feet. The Save to resist it is a Will one, and it must be made at DC 15 + the

Fairy's Hit Dice + its Wisdom Modifier. A new Saving Throw may be attempted every round, but it must be made at a -2 Circumstance Penalty. This penalty does not increase no matter how many times the target character fails the Save.

Affected characters roll on Table 7-3 to determine what action they take. At the

beginning of each round there is a 50% chance that the affected character will continue in his or her "chosen" action. If not, roll randomly to determine a new one.

Compel (Sp): This is an extremely potent power, so potent that it counts as two Fairy Powers when it is taken. By means of this power, the fairy can make the subject do whatever the fairy wishes. The Will Saving Throw to resist this effect is DC 20 + the fairy's Wisdom Modifier. The effect lasts for 10 rounds, and while it does the target can do nothing but what the fairy requests. He or she is completely powerless. Orders that threaten the character's life must be obeyed, but such demands grant the character another Saving Throw, this time at DC 15 + the fairy's Charisma Modifier. Fairies have used this ability to force wrongdoers to destroy themselves by forcing them to take actions that will put them in harm's way.

Cure Light Wounds (Sp): This power works exactly like the Divine Spell of the same name. Caster Level is 5th.

Curse (Sp): Those who anger a fairy sometimes find themselves afflicted with this power's effects. Targets of this ability suffer a permanent -2 Magical Penalty to their Armor Classes. Additionally, they must roll a d6 each time they make an attack roll, Saving Throw, or a Skill check. If the result of the d6 throw is a "5"

Table 7-1: Fairies by Size

English Fairies

Fairy	Size
Brownie	Tiny
English Trooping Fairy	Diminutive
Goblin	Tiny
Hobgoblin	Tiny

Gallic Fairies

Fairy	Size
Korrigan	Medium*
Lutin	Tiny

Irish Fairies

Fairy	Size
Gentry	Diminutive
Sidhe	Medium**

Scottish Fairies

Fairy	Size
Seelie	Diminutive
Unseelie	Tiny

Welsh Fairies

Fairy	Size
Ellyllon	Diminutive
Gwyllion	Medium**
Tylwyth Teg	Tiny

* - This Fairy is Medium in Size, but it uses the Tiny Fairy Base Statistics

** - This fairy has its own template. See the individual description.

Half-Fairy Base Statistics

A Half-Fairy is the child of a true fairy (of any size) and a mortal. They possess many of the special abilities of a standard fairy, but they do not have them all. There are regional modifiers for Half-Fairies as well, and they should be applied to this template as indicated in the individual Regional Modifier descriptions.

Size: Tiny Fey

Hit Dice: 3d6+6 (16 Hit Points)

Initiative: +2 (Dex)

Speed: 10 feet, Fly 40 feet (Average)

AC: 14 (+2 Size, +2 Dex)

Attacks: Pinch +3 melee (1d6)

Face/Reach: 2 1/2 feet by 2 1/2 feet /
0 feet

Special Attacks: None.

Special Qualities: 1 Fairy Power,
Fairy Sight, Fairy Subtype,
Limited Glamour, Polymorph Self

Saves: Fort +3, Ref +5, Will +4

Abilities: Str 10, Dex 15, Con 15,
Int 12, Wis 13, Cha 12

Skills: Appraise +6, Disguise +6,
Heal +5, Hide +6, Intimidate +6,
Sense Motive +6, Spot +5

Feats: Select 3

Climate/Terrain: Any Temperate
Land, usually Forest

Organization: Solitary or with Group
of Fairies (2-7)

Challenge Rating: 1

Treasure: Standard

Alignment: Varies

Advancement: 4-8 HD (Tiny)

Fairy Powers (Sp): Half-fairies have a limited number of powers. They receive one ability off Table 7-2. If you advance the half-fairy, it gets one additional Fairy Power for every two additional Hit Dice.

Fairy Sight (Su): Half-Fairies are not fooled by illusions. They see through them as if they had True Seeing cast on them. This ability also makes them immune to the effects of Glamour, and they may see the true identity of anyone they encounter, even if the individual has been polymorphed.

Fairy Subtype: Immune to mind-influencing effects, Sleep, and disease.

Limited Glamour (Sp): Half-fairies do have Glamour like true ones do, but it is not as powerful. It must be switched on. That is, the normal state is for it not to be functioning. It must be consciously activated. It lasts for 10 rounds while in use. Then it must be activated again. Turning it on can be done at will as a Standard Action, but the half-fairy must remember to do so.

Like regular Glamour, it can be penetrated. The DC to do so is 14. Limited Glamour otherwise works like the regular version.

Polymorph Self (Sp): Half-Fairies can shape-shift at will. They can transform themselves into any creature (including a human) up to Medium Size. The transformation lasts as long as the fairy wishes, but it does sometimes fail. Once per day, the fairy must make a Will Save at DC 14. If it is failed, the half-fairy reverts to its natural state. Because this is, in essence, an illusion, it may not notice that something has gone wrong. It must make a Spot check at DC 14 or continue acting as though it were still in its polymorphed form.

Non-Fairy Base Statistics

A non-fairy is a human being that was kidnapped at birth and exchanged for a changeling. It has none of the innate abilities of a standard fairy, but it does benefit from a lifetime of fairy magic being worked on it and from having been educated in the ways of the Little People. Thus, non-fairies have certain magical abilities. Their size is a result of magic having been worked on them from birth.

Like half-fairies there are regional modifiers for this template depending on which group of fairies stole the child and raised it. Refer to the individual regional modifiers sidebars to determine how to apply any given set to this template.

Size: Tiny Humanoid

Hit Dice: 4d8+8 (26 Hit Points)

Initiative: +2 (Dex)

Speed: 10 feet

AC: 14 (+2 Size, +2 Dex)

Attacks: Pinch +6 melee (1d6+1)

Face/Reach: 2 1/2 feet by 2 1/2 feet / 0 feet

Special Attacks: Spell-casting

Special Qualities: Invisibility, Polymorph Self, Understanding

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 12, Dex 14, Con 15,

Int 10, Wis 11, Cha 12

Skills: Disguise +4, Heal +4, Hide +6, Knowledge (Nature) +4, Spellcraft +4

Feats: Select 4

Climate/Terrain: Any Temperate Land, usually Forest

Organization: Solitary or with Group of Fairies (2-7)

Challenge Rating: 2

Treasure: Standard

Alignment: Varies

Advancement: 5-8 HD (Tiny)

Fairy Sight (Su): Non-fairies do not naturally possess Fairy Sight. However, if their eyes have been anointed with Fairy Ointment for five years, they gain it. Most non-fairies have had this treatment but not all.

Invisibility (Sp): Non-fairies may turn invisible three times per day. This ability otherwise works exactly like the spell of the same name.

Polymorph Self (Sp): Non-fairies can shape-shift three times per day. They can transform themselves into any creature up to Medium Size. The transformation lasts as long as the non-fairy wishes, but it does sometimes fail. Once per day, it must make a Will Save at DC 14. If it is failed, the non-fairy reverts to its natural state.

Spell-casting (Sp): Non-fairies have access to the First Circle of Understanding of Celtic Druid spells (see Celtic Age). They have 15 points of Understanding to power these spells.

Skills: Non-fairies have a +4 Racial Bonus to Disguise, Heal, and Knowledge (Nature) checks.

or "6," the character must re-roll the d20 if it was successful. The character must keep the less fortunate of the two results. A successful

Will Save at DC 20 + the fairy's Hit Dice + its Charisma Modifier will prevent this nasty power from taking effect.

Dazzle (Sp): An explosion of brilliant light occurs, affecting an area with a radius of 5 feet. The embers of this explosion zip back and forth, seeking the eyes of other targets. Those in the area of effect when this power goes off must make a Reflex Save at DC 15 + the Wisdom Modifier of the fairy or be Blinded for 1d10 rounds. Additionally, the embers cause all non-Blinded characters to suffer a -4 Circumstance Penalty on their attack rolls for the duration of this power's effects, which last for 10 rounds + 1 round per Hit Die of the fairy.

Entangle (Sp): This power works exactly like the Divine Spell of the same name. It operates as though cast by a 5th Level caster.

Fairy Feast (Sp): Fairies with this power can create a small feast for up to eight people of Medium or Small Size. Unlike the Divine Spell, Create Food and Water, the food is quite excellent. Rather than decaying in 24 hours, this food turns to twigs in four hours. The meal is nourishing, but it doesn't last as long as normal food. Those who partake of it, find themselves hungry again in only two hours. Fairies most often use this ability to feed human guests. It has the dual effect of making them appear to be good hosts while at the same time not delving into their stores (since human beings would consume considerable quantities). It can be used to feed themselves, though, when no other food is available.

Grant Wish (Sp): This is an extraordinary ability, and very few fairies have it. It counts as three Fairy Powers. A fairy usually has to be caught to exercise it, granting the wish in return for freedom. Very rarely, they grant them to humans for other purposes.

This ability has few limits. Whatever the mortal asks for, he or she receives. However, a wish almost always comes with unforeseen consequences. Unless the person is making a truly selfless request, he or she can expect things to not quite turn out the way he or she thought. A fairy may grant only one wish to a given mortal.

Hold Person (Sp): This power works exactly like the spell of the same name. It operates as if cast by a 10th Level caster.

Illusion (Sp): This is the ability to create illusions. They are visible, make sounds, have smells, etc. The only thing that they cannot be is touched. Once someone touches a fairy illusion, it vanishes. The power only works on human beings. Animals, magical creatures, and other fairies are unaffected by it. It has a range of 400 feet. When it is seen, every person gets a Will Save at DC 15 + the Wisdom Modifier

Table 7-2: Fairy Powers

The table below contains a list of all of the available Fairy Powers. When creating a fairy, consult the proper Base Statistic template and its regional modifiers to see how many Fairy Powers it should have.

Fairy Powers

Blight
Blink
Chaos
Compel*
Cure Light Wounds
Curse
Dazzle
Entangle
Fairy Feast
Grant Wish**
Hold Person
Illusion
Magic Item***
Mirror Image
Polymorph Object
Polymorph Other
Ventriloquism

* - This power counts as two.

** - This power counts as three.

*** - See description for this power's cost.

of the fairy that created it. Those who succeed do not see the illusion. Those who fail see it and believe wholeheartedly in it. They cannot be convinced otherwise until the thing is touched and vanishes.

Magic Item (Ex): In lieu of taking a Fairy Power, you may instead assign the fairy a Magic Item. This counts as one Fairy Power so long as the item is a minor one such as a potion (with several applications), a minor wondrous item, or a +1 weapon. It costs two Fairy Powers if it is a moderately powerful Magic Item, such as Wand of Fireballs, a medium wondrous item, or a +2 or +3 weapon. It counts as three Fairy Powers if it is an extremely powerful item such as a +4 or +5 weapon or a major wondrous item.

Mirror Image (Sp): This ability operates exactly like the spell of the same name. It works as though a 5th Level caster had cast the spell.

Polymorph Object (Sp): This ability allows the fairy to turn one inanimate object into another. It is the means by which leaves are turned into coins and pumpkins into carriages. There are a few general limitations on this power. First, only inanimate objects can be affected. A fairy cannot turn a mouse into a tree or a rock into

a bird. Second, there is a time limit to the effect. In general, this is 24 hours, but it is reduced one hour for every five pounds the object weighs over 10. The minimum duration is 30 minutes.

The fairy can create precious metals and other valuables through the use of Polymorph Object, but they have little value to him or her since they will not retain their shape. This sort of thing is usually done to assist a human. Fairies have no use for gold or silver themselves. They simply like the way it sparkles. Thus, faux gold created from leaves or stones is worthless to them.

Polymorph Other (Sp): This power works exactly like the Arcane Spell of the same name. It is cast as though the fairy were a 10th Level caster.

Ventriloquism (Sp): This power works like the spell of the same name. It operates as though cast by a 5th Level Caster.

Feats

Finally, select Feats for your fairy. Once again, the template determines how many Feats it gets. Regional modifiers may add extras. For instance, a Korrigan gets two Feats since it gets one for being a Tiny Fairy and another one as a regional modifier.

Fairies may choose Feats from any of those listed in the standard game, from among those in the CELTIC AGE setting book, or from those listed in the "Fairy Feats" section below. The only restrictions are that the fairy must be able to fulfill any prerequisites for the Feat in question, and Little People cannot choose any of the special Roman Feats from CELTIC AGE.

Fairies as Player Characters

There is some precedent for fairies becoming companions of human beings and adventuring with them. If you have a particularly fantastic campaign, you may be tempted to

Table 7-3: Chaos Effects

Roll 1d12 and consult the chart below to determine what action the target character takes.

Die Roll	Action
1	Wander Away
2-3	Attack Nearest Creature
4-5	Recite Favorite Poem Loudly
6-7	Dance
8-9	Laugh Uncontrollably
10-11	Make Amorous Advances towards Nearest Character of Target's Persuasion
12	Do Nothing

Table 7-4: Fairy Character Ability Score Modifiers

When creating a brand new fairy from scratch, apply the following modifiers to the Ability scores based on the type of fairy generated.

Ability	Type					
	Diminutive	Tiny	Sidhe	Gwylion	Half-Fairy	Non-Fairy
Strength	-4	-2	+2	-2	+0	+2
Dexterity	+6	+6	+4	+0	+4	+4
Constitution	+2	+2	+4	+0	+4	+4
Intelligence	+2	+0	+4	+6	+2	+0
Wisdom	+4	+4	+4	+4	+2	+0
Charisma	+2	+4	+6	+0	+2	+2

allow this sort of mix, especially if the fairy were a Half-Fairy or Non-Fairy that had decided to rejoin the mortal race.

Alternatively, you could choose to have an entire party of adventuring fairies. This would result in a slightly different sort of campaign, but, again, it's not much of a stretch from some fairy tales. Finally, a fairy with Class Levels makes a much more formidable opponent for your party than one without.

Whatever you decide, proceed with a certain amount of caution. The fairies designed here are all powerful in their own respects. They may not be dragons and they might not have a lot of Hit Points, but they do have some powerful abilities. Fairy Powers operate on an at-will basis, and most fairies have at least three. This is in addition to Fairy Sight, Glamour, and Polymorph Self, which are innate to most of the Little People presented here. An enterprising player can think of all sorts of practical means to use Polymorph Self to his or her advantage. In short, do not underestimate the power of a fairy just because it is a Tiny or Diminutive creature. Adding Class Levels to it will make it a formidable character indeed.

Table 7-4 lists the Ability score modifiers for each fairy template. Use these modifiers only if you don't want to use the scores presented in the Base Statistics blocks. While straying from the base will allow a player to customize the fairy character a little more, it also sets you up for greater game imbalance. Proceed with caution.

It's probably best if you do not apply regional modifiers to fairy player characters. Most of the modifiers only increase the fairy's power. Thus, you will create an even more powerful PC by adding in the modifiers. However, it's up to you. It's your campaign, and you should do what you feel is best. Table 7-5 lists each kind of fairy and its level equivalent if played as a character.

One final note on fairy player characters: we strongly recommend you do not allow a PC to choose Grant Wish as one of his or her Fairy Powers. It can be wholly unbalancing. If you do allow this, impose certain limitations on it that are in keeping with the fairy tradition. A fairy should not grant a wish unless it is captured by someone else. Its friends cannot "capture" it for this purpose. Likewise, it cannot grant wishes to itself. They are only for those clever

enough to trap it somehow. Also, the fairy may find itself constantly in trouble or pursued by those who have heard of its abilities and wish to gain wishes for themselves.

Fairy Feats

Fairies may select Feats from the standard game, non-Roman ones from *CELTIC AGE*, or from those listed below. The new ones here are classified as Fairy Feats and may only be taken by fairies. Humans may not use them.

Accelerate [Fairy]

This is the ability of certain fairies to work faster than should be possible. It is a common feat of Hobgoblins and other household fairies since it enables them to get an enormous amount of work done overnight.

Benefit: A fairy with this Feat may move at three times its normal Speed. It can maintain this state for a number of rounds equal to its Constitution score. At the end of the time period, the fairy must make a Fortitude Save at a DC of 12. If it is failed, the Little Person is Fatigued.

Enlarge Fairy Power [Fairy]

Fairies use this Feat to increase the range of their special abilities.

Benefit: This Feat works similar to the Metamagic Feat, Enlarge Spell. The effective range of one of the Little Person's Fairy Powers is doubled. The fairy must choose which Fairy Power this Feat will affect at the start of each day.

Table 7-5: Fairy Character Level Equivalents

To determine what effective level your fairy character is, cross-reference its type against its current Class Levels on the table below.

Type	Level Equivalent
Brownie	Class Levels +6
Diminutive Fairy, Unmodified	Class Levels +5
Ellyllon	Class Levels +6
Gentry	Class Levels +6
Goblin	Class Levels +7
Gwyllion	Class Levels +6
Half-Fairy, Unmodified	Class Levels +5
Hobgoblin	Class Levels +8
Korrigan	Class Levels +6
Lutin	Class Levels +6
Non-Fairy, Unmodified	Class Levels +5
Seelie	Class Levels +5
Sidhe	Class Levels +7
Tiny Fairy, Unmodified	Class Levels +6
Tylwyth Teg	Class Levels +7
Unseelie	Class Levels +8

Extend Fairy Power [Fairy]

Fairies use this Feat to increase the duration of their special abilities.

Benefit: This Feat works similar to the Metamagic Feat, Extend Spell. The duration of one of the Little Person's Fairy Powers is doubled. The fairy must choose which Fairy Power this Feat will affect at the start of each day.

Fly-by Attack [Fairy]

The fairy can attack on the wing.

Benefit: This Feat works exactly like the Fly-by Attack Feat from the standard game. Fairies with it can take a Move Action and another partial action at any point during the move. It cannot take a second Move Action in a round wherein it makes a Fly-by Attack.

Normal: Without this Feat, the fairy takes a Partial Action either before or after its move.

Quicken Fairy Power [Fairy]

Fairies with this Feat can use their powers with great alacrity.

Benefit: This Feat works similar to the Metamagic Feat, Quicken Spell. The Little Person can use a Quicken Fairy Power as a Free Action. He or she can make another action, including using another Fairy Power in the same round. The fairy must designate which power is Quicken and may only use this Feat once per day.

Swarm [Fairy]

The Little Person darts back and forth, lunging at a target creature's face to confuse, disorient, and otherwise interfere with its actions. The more fairies able to use this ability, the greater the distraction for the target.

Benefit: A fairy with this Feat can hamper an opponent. By using a Full Attack Action, he or she can flit back and forth in an opponent's face, ears, and anywhere else that will cause a distraction. The fairy cannot attack himself or herself but does make feints and takes other actions that cause inconsequential damage. A character targeted by this attack suffers a -2 Circumstance Penalty to his or her AC. The

victim must swat at the fairy and deal with its nuisance, and thus cannot concentrate fully on defending himself or herself. The fairy has a 20% chance per round to be hit by one of the target's swats, suffering damage from the character as though he or she had hit with an Unarmed Attack. For every two additional fairies with Swarm that participate, the AC Penalty increases by one.

Normal: While a fairy can try this sort of thing without the Feat, there is no AC Penalty charged to the target character.

Trip [Fairy]

The fairy is adept at tripping larger creatures.

Benefit: The fairy can make a Trip Attack on a character regardless of size. This attack does not provoke an Attack of Opportunity. The fairy rolls to hit as normal. The defender must make a Dexterity check at DC equal to 15 + the fairy's Dexterity Bonus. The target does not get the usual bonuses to the check for the Little Person's smaller size. If the check is failed, the character comes crashing to the ground. If it succeeds or if the initial attack fails, the defender does not get to make a Trip attempt against the fairy.

Fairy Magic Items

Fairies have a number of unique Magic Items. Some of them are crafted by fairies for their use, and a rare few are designed to be used against the Little People.

Cobweb

Fairies use cobwebs to bind mortals they wish to punish. The material for these nets is spun from spider-silk and then enchanted so that it will be strong. Anyone caught within a cobweb must make a Fortitude Save at DC 20 or become paralyzed. Those that Save suffer 1d3 points of Temporary Strength Damage per round that they struggle.

A character caught in the web is considered Pinned. Escaping requires a Strength check at DC 20. Success breaks the strands and enables the captive to get loose.

Caster Level: 5th

**Table 7-6: Fairy Sword
Damage by Size**

Size	Damage
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10

Prerequisites: Craft Wondrous Item, Hold Person, Ray of Enfeeblement

Market Price: 30,000 gold

Weight: nil

Fairy Dust

One of the most famous fairy magical items, this powder induces sleepiness in those that it touches. Anyone touched by a handful of it must make a Fortitude Save at DC 25 or fall asleep for 1d6 hours. A bag of Fairy Dust typically holds enough for five uses. The dust may be blown or thrown. It has a range increment of one foot.

Caster Level: 3rd

Prerequisites: Craft Wondrous Item, Sleep

Market Price: 150 gold

Weight: nil

Fairy Ointment

This magical ointment is used to penetrate fairy Glamour and see things as they truly are. All fairies can see through Glamour, so this item is useful for mortals only. It is specifically crafted for the human children they steal and for the half-human progeny of mating with mortals.

By anointing the eyes with this ointment, the target is affected as though a True Seeing spell had been cast on him or her. The effect lasts for 24 hours.

It is not safe to use on children under the age of five. Their minds and bodies have not yet developed enough to be able to take in everything that the ointment allows them to see. Children under five to whom it is applied must make Will Saves at DC 15. Failure causes the child to develop mental illness. He or she is never quite right even into adulthood and becomes obsessed with dark thoughts, cruelty, wealth for its own sake, or other unsavory concepts. This process is irreversible.

If the ointment is applied daily for five years, the recipient gains the ability to permanently see through Glamour. Fairies typically begin anointing their step-children at the age of six or seven so that, before they grow to adulthood, they can see as if they were born fairies.

A single batch of Fairy Ointment contains enough for five applications. Fairies do not make it themselves. They harvest it from the lands in which they live. Human beings must recreate it the hard way.

Caster Level: 10th

Prerequisites: Craft Wondrous Item, True Seeing

Market Price: 4250 gold

Weight: nil

Fairy Sword

This is a magical sword designed to complement the fairy's ability to shape-shift. Many fairies choose to polymorph themselves into humans or other creatures to fight, and the fairy sword is capable of changing size as necessary so that it can always be useful to its owner.

A Fairy Sword deals damage depending on what size it is at the time. Table 7-6 gives this information. Note that size on the chart refers to the size of the fairy that is wielding it.

The sword instantly changes size along with the owner, and, as long as he or she chooses a form that can wield it, it stays with him or her. The weapon bonds to its owner and so cannot be used for size-switching by anyone else. However, anyone who can wield it at its current size can pick it up and do so, gaining all of its other magical bonuses. If it is lost or

its owner killed, it will bond with the next person to find it.

Caster Level: Twice the Enchantment Bonus

Prerequisite: Craft Magic Arms and Armor, Enlarge, Shrink

Market Value: Caster Level x 2000 + Weapon Bonus x 2000

Weight: Varies by size

Self-Bored Stones

A self-bored stone is a rock with a hole in the middle made by water action, not by drilling. By looking through one of these, fairy Glamour is completely defeated. It acts as though the character's eyes had been anointed with Fairy Ointment.

The stones also offer protection against fairies. Having one in one's possession grants a +4 Magical Bonus to AC against fairies and a +2 Magical Bonus against Fairy Powers.

There is no magical formula for crafting such an item. They are made by nature, or those with the patience to set up a drip can create one. They are extremely rare, however, and difficult to find.

Adding Fairies to Your Campaign

Adding fairies to your campaign requires a little forethought. They shouldn't be used as a "random encounter." Few of them are fighters looking to mess with a party of adventurers armed to the teeth, especially if they are battle-thirsty Celts. Any serious threat is most likely to cause a fairy to vanish or retreat to its own world. Further, with the exception of truly evil fairies like the Unseelie, they are unlikely to seek out contact with mortals.

A brush with the Little People may be an accident for the party, such as unknowingly wandering into Fairyland, but it should occur as part of your, the GM's, plans. Insert fairies into your campaign deliberately. Choose the exact kind of fairy with which you want your players to tangle. Determine the circumstances under which contact will occur. Will the Little People be adversaries, judges, allies, obstacles, or something else?

The reason for this is that fairies take a certain amount of planning. They have a wide variety of powers, and each kind of fairy has different motivations. Dealing with Goblins is very different from dealing with the Unseelie, even though both are troublesome creatures unlikely to befriend the party. Likewise, the Ellyllon may have entirely different purposes for approaching the characters than the Sidhe.

Further, fairies don't like to fight. They will to defend themselves or their homes, but they are not interested in combat. Thus, they don't make good traditional opponents for a standard party. They must be used thoughtfully. How will the characters react to their pranks? What happens if one of your PC's gets polymorphed into a mouse because he or she irritated a Little Person? And since they have no need for riches of their own and seem largely unconcerned with mortal affairs (beyond enforcing their own code of mortality), why are fairies interested in your group?

Listed below are some approaches to adding fairies to your campaign. They are by no means the only available and are meant only to get you started.

Service to the Little People

Despite their magical abilities, fairies are referred to as "the Little People" because there are limitations to their powers. Thus, the King of the Fairies approaches the party and asks them for a favor. This usually involves performing some impossible task. Unlike the standard fantasy adventure of a lord hiring the party to plunder a ruins or rescue a princess, this one involves fulfillment of a task. There is usually an intellectual mystery involved that has the fairies completely stumped.

For instance, the characters might be asked to "draw rain from the sun in the dark of night." The fairies can provide everything they know, but they cannot solve this mystery to perform this task. There is also usually some dire consequences riding on failure, such as "if this is not done before Summer Solstice, all of Fairyland will fade from the world forever." The characters are essentially being asked to save the fairy kingdom. If they can pull it off, they will

earn the gratitude of the Little People forever, gain rewards such as wishes, and may be able to call on favors later.

Performing a Rescue

A child has been exchanged for a changeling or a local woman has been kidnapped to be a fairy bride. The characters must find their way into the fairy kingdom and then win the abductee back. This adventure will involve very little smash and grab, though. The Little People will hide the person well, and only surrender him or her if the party can prove they are both courageous and clever. If not, they'll find themselves thrust out of the fairy kingdom, unable to return.

The Lure of Treasure

Fairies are renowned for the treasures they keep, both magical and mundane. The party has decided or is hired to acquire some of them. This may be a well-meaning mission where a special Magic Item is needed and the fairies have it, or it may be a greedy one where

someone gets it into his or her head that stealing from fairies isn't a bad idea. In the former scenario, the characters may try to bargain for the piece. If that fails, they may have to resort to more desperate measures.

Getting Lost

Sometimes mortals accidentally wander into the fairy kingdom. The doorways are hard to spot even when they're open. Fairies don't like unwanted intrusions, so the reception may be hot. On the other hand, the party may be welcomed, or they may be tested: if they can pass, they will be permitted to stay or receive a reward; if they fail, punishment ensues.

A Test of Character

Many fairies will engage in pranks to test a person's nature. If they react badly, they will be tortured further, but if they do not they may receive some reward. Perhaps it is aid on a mission or the offer of a service.

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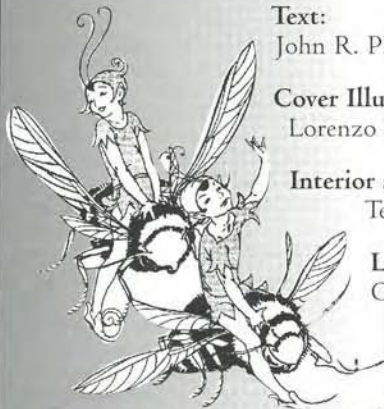
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Little People Character Sheet

GEAR

FEATS

SPECIAL ABILITIES

FAIRY POWERS

SPELLS

NUMBER OF SPELLS KNOWN (SORCERERS ONLY)

0 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

UNDERSTANDING (CELTIC DRUIDS AND WILD WOMEN ONLY): _____

SPELLS PER DAY

0 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

SPELLS KNOWN



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ISBN 193209106-8

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APL0920