



DWARVES, ELVES, AND HALFLINGS

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meae uxori pulchrae quae mihi semper suffragatur

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FAE CHARACTERS

The Character Playbooks included in this set do not represent humans, but some of the other inhabitants of the world. While it would certainly be possible to play a game with only elves or dwarves set in one of their own communities, these Playbooks assume that such creatures are rare and often feared in the lands of men. A character made using these Playbooks will be a wanderer or outcast from his own people who has since reached human lands, settled in the village, and made friends with the other characters.

MULTICLASS CHARACTERS

Four of the Character Playbooks included in this set are for multiclass characters. These are fairly straightforward to use. You can review the rules for multiclass characters on p.25 of the 'Core Rules' booklet. Each of the multiclass Playbooks in this set has all of the rules for its class on the last pages of the document.

THE DWARVEN RUNE CASTER

This character is a hybrid of the warrior and mage classes. The character is a mighty warrior who augments his combat skills with ancient lore and spells, though he may not cast cantrips or rituals.

THE ELVEN Highborn

This is a classic warrior-mage and comes equipped with a magical elven sword. She may cast cantrips and rituals as a mage, but not spells.

THE ELVEN RANGER

This is a highly skilled woodsman who sings faerie songs, and is a hybrid of the rogue and mage classes. This character has fewer Fortune Points as all elves do, but has a great many skills and some interesting spells.

THE HALFLING OUTRIDER

This character is a warrior of the small folk with the extra Fortune Points of a rogue. His lack of Strength can make things difficult for him, but he makes up for it with his specialized weapon. He also comes with his trusted mount, a pony with unusual capabilities.

NEW SPELLS

The following new spells are available to any mage.

ELF SHOT

Range: Touch

Duration: 5 rounds

Save: special

By humming gently over an arrow or other missile, the caster imbues it with a powerful and poisonous magic. If the arrow strikes a target before the duration of the spell ends, that target must make a saving throw vs. poison or become completely unable to move for 1d10 rounds.

FAERIE CLOAK

Range: Near

Duration: 1 round/level

Save: no

The caster softly sings an ancient elvish incantation and a silvery mist rises around her and her companions, which dissipates almost immediately. The shapes of the caster and up to six of her companions blend into their surroundings, becoming very difficult to see. For the short duration of the spell, all of those affected gain a +2 bonus to any attempts to sneak or remain hidden.

SEARING HEAT

Range: Near

Duration: 7 rounds

Save: no

Searing Heat causes a single metal object in Near range to become extremely hot. Normal creatures immediately drop any such object they are holding, while those wearing metal armor take a single point of damage every round until they remove the heated armor.

WARPING SONG

Range: Near

Duration: Instant

Save: no

This spell causes a single, non-magical object made of wood within Near range of the caster to warp into a useless or damaged state; a bow becomes completely useless, a boat springs a leak, or a door springs open.

UNUSUAL VISITORS

Below are several NPCs for you to use in your games. They are provided without names and with only loose character sketches so that you can easily work them into your own home setting.

THE BLACK WORG

This ferocious beast is being tracked by the Wild Hunt.

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d10 damage (bite)

Alignment: Chaotic

XP: 110

THE DWARVEN SMITH

This young dwarf has stumbled on a rare find: a chunk of meteoric iron, but he doesn't have the skill to work it.

Hit Dice: 1d8 (5 HP)

AC: 10

Attack: +0 to hit, 1d8 damage (battle axe)

Alignment: Neutral

XP: 15

Notes: *True Name* (the the dwarven smith has a true name which gives his foes power over him)

THE ERL KING

A mighty faerie lord, the Erl King rules an enclave of the fae somewhere near the village. He is fell and dangerous, but also capricious and playful. Legends say that he has sent many brave adventurers on their first quests.

Hit Dice: 7d10 (43 HP)

AC: 18

Attack: +7 to hit, 1d8+6 damage (magic blade)

Alignment: Chaotic

XP: 450

Notes: *Magic* (the Erl King may cast any ritual of level 7 or below; he may also use any cantrip; his Intelligence and Wisdom are assumed to be 16 for casting rolls), *True Name* (the Erl King has a true name which gives his foes power over him)

THE HALFLING TINKER

An attractive young halfling lass who travels from village to village, the tinker is likely to be a source of useful information.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d6 damage (walking stick)

Alignment: Chaotic

XP: 10

THE LAST CLANSMAN

This unfortunate dwarf's entire clan has been destroyed in a catastrophe, and now he wanders the land, seeking revenge and his own death. He is a mighty warrior, and might be convinced to stand beside the characters in battle for a brief time.

Hit Dice: 3d10 (17 HP)

AC: 15

Attack: +5 to hit, 1d10+4 damage (great axe)

Alignment: Chaotic

XP: 80

Notes: *True Name* (the the last clansman has a true name which gives his foes power over him)

THE WORKER FAERIE

Unusual for a faerie, this small, bearded fellow is obsessed with order. He lives unseen in the village and straightens things, whether their owners want them straightened or not. Sometimes his meddling is an unlooked for blessing, other times a curse.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +1 to hit, 1d4 damage (dagger)

Alignment: Lawful

XP: 75

Notes: *Invisibility* (the worker faerie may only be seen in the light of a full moon), *True Name* (the the worker faerie has a true name which gives his foes power over him)