



# wee folk

## *Monstrous Pages for Shadow of the Demon Lord*

Faeries come in all shapes and sizes, with dispositions that cover the spectrum from friendly to malicious. Best known are the dreaded hags nursing their spite and bitterness in seclusion, the magnificent lords and ladies of the hidden kingdoms, and cruel harpies and dreaded sirens who lure people to their dooms, but their ranks also include a raft of lesser beings of wildly varied form and capability. These minor faeries, sometimes called wee folk, might lend aid to mortals, performing chores and easing suffering in exchange for small gifts and favors. Others are as cruel and malicious as the wickedest devil, and take special pleasure in tormenting the hated mortals on the edges of settled lands. Who can know the minds of these immortals and the whys and hows behind what they do?

*Wee Folk* examines an assortment of minor faeries found in the hidden kingdoms and the mortal world to shed light on their strangeness, danger, and unpredictability. This supplement also revisits several faeries described in *Shadow* and other sourcebooks.

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# THE WAYS OF THE FAERIES

Good and evil have no real meaning for faeries. They don't subscribe to notions of a moral compass or even understand what "doing the right thing" means. Faeries can do great good: they might help an impoverished family by bringing food or pitch in with chores while the mortals sleep. But they might also do things that by any definition would be considered evil. Faeries steal children from their beds, torment horses, bring sickness and plagues, and play terrible tricks, sometimes resulting in maiming or death, on those who offend them.

Mortals who deal with faeries should exercise great caution, for theirs is a perilous road fraught with danger. Faeries expect deference and honor, but they abide by complex rules and customs and are willful beings with changeable natures. People who show proper respect might earn a faerie's friendship, while those who give offense, wittingly or no, incur terrible wrath. Faeries also favor mortals who show industriousness, virtue, kindness, and good humor. They despise the stuffy, arrogant, and cruel, and use their magic to punish such offenders.

People who live near the borderlands do well to leave offerings of food and wine to placate the faeries and earn their goodwill. Faeries who take a liking to mortals might reward them with small gifts, assistance with certain tasks, and good luck. However, mortals who receive their help should never offer thanks or rewards, for doing so is the surest route to giving offense and turning amity to spite.

## DEMONIC HERITAGE

As explained in *The Hunger in the Void*, the first faeries appeared after the genies sealed off creation from the Void. These new beings were shreds of the divine soul, trapped in the new reality. Gaining form and substance, they assumed a variety of shapes, though not wholly random, unlike demons. Instead, they took on the forms of elves, goblins, and all the other kinds of faeries that exist today.

## TIMELESS AND ETERNAL

Short of violence or mishap, faeries can live forever. Once they come of age, they grow no older, physically remaining the same. Most faeries encountered today have lived for centuries. Yet, while they have all the time in the world to grow wise in the ways of living, they can accumulate only so much knowledge. Much of what they learned in the past fades over time as their interests

shift to new areas and activities. Faeries don't spend much time thinking about where they came from or where they are headed. The present is the only thing of consequence to them.

Faeries don't experience the passage of time in the way mortals do, who often race to fill their moments before Father Death comes to call. They are aware that time passes; but they simply don't care. It's not uncommon for a faerie to seek out a once-friendly mortal, only to be surprised to learn that the person has been dead and gone for centuries. Faeries might speak of events that occurred two thousand years ago as if they happened just yesterday.

## BODY AND SOUL

Immortality comes with a price. When a faerie dies, its soul dies with it, remaining trapped in the flesh and fading as the body decays. There is no life beyond death, no return to the mortal world short of magic. For this reason, faeries avoid danger when they can and, if faced with death, might try to bargain for their lives.

## MINOR FAERIES

The complexity of faerie society distributes power unevenly across the peoples who make up this rich and varied group. Generally, the elves rule as lords and ladies, becoming kings and queens of the hidden kingdoms or filling the courts of such people. Others find their place in faerie society based on their actions, their willingness to cooperate with others, and the magic at their command. Most are folk of little magical ability and fall into the nebulous category of minor faeries. Such peoples tend to be small, hence the "wee folk" moniker, and steer clear of the more powerful members of their kind. They lend aid when needed but otherwise keep to themselves and others of their kind.

Having been troubled by mortals in ancient times, these lesser faeries prefer to avoid human contact and remain unseen. Some can become invisible, while others can alter their appearance to blend in with their surroundings. Others might adopt animal shapes or turn themselves into twigs and leaves, small stones, or other innocuous forms to avoid detection and capture.

### MORE FAERIES

In addition to those presented here, other faeries have been detailed in several supplements. *Terrible Beauty* presents asrai, fachen, imps, and more. *Exquisite Agony* details the devils, those dark faeries who caper and cavort in Hell.

# SAMPLE WEE FOLK

Here are some of the more common minor faeries found on Rûl and in the hidden kingdoms bound to these lands.

## ATOMY

The smallest of the fair folk, smaller even than pixies, atomies stand 1-inch tall and appear as naked adolescent children with bright butterfly wings and mops of colorful hair. Individual atomies pose little danger and are frequently encountered by travelers through the borderlands and hidden kingdoms. They are curious and playful, and might pull on hair or nip a traveler to get a reaction, which they always find hilarious. However, if a creature harms an atomy, all others in the area gather into a swarm and use their magic to punish the offender.

Atomies can laugh but do not speak, instead communicating through hand gestures. They understand Elvish, though.

### ATOMY

DIFFICULTY —

*Size 1/60 faerie*

**Perception** 10 (+0); shadowsight  
**Defense** 12; **Health** 1; **Insanity** 0; **Corruption** 0  
**Strength** 1 (–9), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 9 (–1)  
**Speed** 8; flier



**Immune** damage from disease; charmed, diseased  
**Illuminate** An atomy sheds light in a 1-yard radius.  
**Iron Vulnerability** An atomy is impaired while it is in contact with iron.

### SWARM OF ATOMIES

DIFFICULTY 5

*Size 1 faerie (swarm)*

**Perception** 10 (+0); shadowsight  
**Defense** 12; **Health** 10; **Insanity** 0; **Corruption** 0  
**Strength** 5 (–5), **Agility** 12 (+2), **Intellect** 8 (–2), **Will** 9 (–1)  
**Speed** 8; flier  
**Immune** damage from disease; charmed, dazed, deafened, diseased, frightened, grabbed, immobilized, prone, slowed, stunned  
**Illuminate** A swarm of atomies sheds light in a 1-yard radius.  
**Multitude** A swarm takes half damage from effects that use an attack roll and double damage from effects that require it to make a challenge roll.  
**Spell Defense** A swarm of atomies takes half damage from spells. When a creature attacks the swarm with a spell, the swarm imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.  
**Revulsion** Creatures that are not swarms are impaired while in the swarm's space or within 1 yard of it.  
**Iron Vulnerability** A swarm of atomies is impaired while it is in contact with iron. As well, the swarm loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Gnashing Teeth** (melee) +2 with 1 boon (1d3, or 1 if the swarm is injured)

### SPECIAL ATTACKS

**Maddening Light** One sighted creature in the swarm's space or within 1 yard of it must get a success on a Will challenge roll or gain 1 Insanity. The creature is not frightened from gaining Insanity in this way; it is instead compelled for a number of rounds equal to its Insanity total.

### END OF THE ROUND

**Swarming Faeries** Each creature that isn't a swarm and that is in the swarm's space or within 1 yard of it must get a success on an Agility challenge roll or take 1d3 damage and become slowed for 1 round.

## BAUCHAN

When other faeries fled for the safety offered by the hidden kingdoms, the bauchans stayed behind. These faeries resented withdrawing from the world and giving over their ancestral lands to the unworthy. So they remained and used their magic to torment mortals.

Bauchans wage their private war against one person at a time. They usually seek out individuals who display some flaw in character, such as greed, boorishness, or anger. On finding such a person, a bauchan lays a curse on the object of its scorn. Wherever such cursed individuals go, the bauchans follow, heaping trouble on their heads until the mortals die or find a way to lift the curse.

Bauchans complicate lives, stealing small things, poisoning relationships, and causing mishaps. They always welcome a fight and gladly wrestle their victims into submission to prove who is in charge. They might eventually take pity on those they torment and ease their



suffering in small ways, though if the mortals go back to their old habits, the bauchans redouble their efforts to impart a lasting lesson.

Bauchans stand 3 feet tall, have dusky brown skin, and mops of dark hair on their heads. They are always male and dressed in whatever clothing they can find, using clothespins to keep the piecemeal garb in place. Bauchans have a sour smell, stinking of spoiled milk and pipe tobacco, which they smoke all the time.

Bauchans snarl when they speak, frequently spitting, belching, and making other rude noises. They speak the Common Tongue and Elvish.

## BAUCHAN

DIFFICULTY 10

Size 1/2 faerie

**Perception** 11 (+1); shadowsight

**Defense** 13; **Health** 22; **Insanity** 2; **Corruption** 3

**Strength** 12 (+2), **Agility** 12 (+2), **Intellect** 9 (-1), **Will** 13 (+3)

**Speed** 10

**Immune** damage from disease; charmed, diseased

**Protective Curse** A bauchan takes half damage from attacks made by a creature it has cursed.

**Spell Defense** A bauchan takes half damage from spells. When a creature attacks the bauchan with a spell, the bauchan imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A bauchan is impaired while it is in contact with iron. As well, the bauchan loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

## ATTACK OPTIONS

**Fist** (melee) +2 with 2 boons (1d3 and Steal)

**Steal** The bauchan makes an Agility challenge roll. On a success, it takes an item it can hold in one hand from the target of its Fist attack.

## SPECIAL ATTACKS

**Bauchan Curse** The bauchan makes a Will attack roll against the Will of one target mortal creature it can see within short range. On a success, the target is cursed (as a rank 3 spell) until the bauchan uses an action to lift the curse. While the target is cursed in this way, the bauchan always knows its exact location. Whenever the

target gets a result of 0 or lower on an attack roll or challenge roll, or whenever the target gains Corruption, the bauchan knows it and can teleport to an open space within short range of the target.

**Brawl** If the bauchan can reach a target creature under the effects of Bauchan Curse, the bauchan can make a Strength attack roll against the target's Agility. On a success, the bauchan and the target fall prone and the target is grabbed. Each time the bauchan uses an action to maintain the grab, it can also make a Fist attack against the target.

## BROWNIE

Of all the fair folk, brownies have the greatest sympathy for mortals. Other faeries consider humans and their ilk to be lumbering fools, little better than talking animals, but brownies find humans' short lifespans tragic and the hardships they endure intolerable. For these reasons, brownies lend aid to people whose hearts are pure and who treat the land with respect.

Humble and quiet, brownies find ways to help others without attracting attention to themselves. If a family leaves out a bowl of milk or a bit of bread, brownies care for the humans by mending clothing, preparing meals, and performing the other chores needed to keep the household in order. They undertake such service without expectation of thanks and are loath to reveal themselves to the family they help.

Brownies also watch over kind-hearted children, protecting them from wicked faeries and wild animals. The greater the affection the brownies have for their charge, the more likely they are to leave small tokens of friendship, such as a pretty flower, an interestingly shaped rock, or the finger from a bully who has tormented the child.



Brownies are quite small, standing no more than 6 inches tall and weighing just a few ounces. They have spindly bodies and delicate, angular features with pointed ears. Brownies wear acorn caps and clothes made from squirrel skins.

These diminutive faeries speak the Common Tongue and Elvish.

## BROWNIE

DIFFICULTY 10

Size 1/8 faerie

**Perception** 14 (+4); shadowsight

**Defense** 17; **Health** 5; **Insanity** 0; **Corruption** 0

**Strength** 7 (-3), **Agility** 17 (+7), **Intellect** 12 (+2), **Will** 9 (-1)

**Speed** 10

**Immune** damage from disease; charmed, diseased

**Spell Defense** A brownie takes half damage from spells. When a creature attacks the brownie with a spell, the brownie imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A brownie is impaired while it is in contact with iron. As well, the brownie loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Bone Needle** (melee) +7 with 1 boon (1d3, or 3d6 to a dazed target)

### SPECIAL ATTACKS

**Befuddle** The brownie makes an Intellect attack roll against the Intellect of one target creature it can see within short range. On a success, the target becomes dazed for 1 round.

### SPECIAL ACTIONS

**Vanishing Escape** When a creature gets a failure on an attack roll against the brownie's Defense or Agility, the brownie can use a triggered action to become invisible and then teleport to an open space within short range. The brownie remains invisible until the end of the round. Once the brownie has used Vanishing Escape, it must wait at least 1 minute before it can do so again.

## DUERGAR

Among the most malicious of the faeries, duergar despise mortals and kill them whenever possible. They haunt the lonely places in the world, windswept moors and stinking bogs, ancient woods and rumples hills, in search of people to kill. At night, they often light fires to attract travelers, then lead the unfortunates into danger, tumbling them into sinkholes or off the edges of cliffs. Duergar are not above just sticking a knife in someone, but they take special pleasure in helping victims find their own ends through mishap.

Although they stand only 1 foot tall, duergar are quite strong, able to snap a stout limb in half with little effort. They dress themselves in leather coats, trousers, and shoes, and wear caps made from moss and decorated with feathers.

Duergar speak the Common Tongue and Elvish.

## DUERGAR

DIFFICULTY 10

Size 1/6 faerie

**Perception** 12 (+2); shadowsight

**Defense** 12 (soft leather); **Health** 14; **Insanity** 4; **Corruption** 2

**Strength** 14 (+4), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 12 (+2)

**Speed** 8

**Immune** damage from disease; charmed, diseased

**Spell Defense** A duergar takes half damage from spells.

When a creature attacks the duergar with a spell, the duergar imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A duergar is impaired while it is in contact with iron. As well, the duergar loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Bronze Long Knife** (melee) +4 with 1 boon, or 3 boons against a charmed target (2d6)

### SPECIAL ATTACKS

**Captivate** The duergar makes a Will attack roll with 1 boon against the Will of one target creature it can see within long range. On a success, the target is charmed until it completes a rest.

### SPECIAL ACTIONS

**Into Danger** The duergar uses an action, or a triggered action on its turn, to move one target creature it has charmed up to the target's Speed in a direction the target can normally move.

## FENODEREE

The fenoderee were once an indolent people whose filth and squalor contaminated the lands in which they lived. So foul were they, the Faerie Queen cursed them to toil without end until they learned the value of hard work. Off the fenoderee went into the mortal lands, where they have labored ever since to aid people in need: hauling blocks of stone, reaping and threshing, and herding animals. In exchange, they ask only for a bit of leftover food or a bowl of cream.

Although many common people benefit from the aid fenoderee offer, these faeries aren't choosy about whom they help and sometimes aid the truly wicked. They also might cause trouble for neighbors: a fenoderee might take stones from a nearby tower, graze herds in a garden, or uproot crops and replant them to benefit a mortal friend.

Fenoderee are small folk, standing just 2 feet tall, but they are incredibly muscled, ugly, and covered in thick hair that grows thicker around their legs. They forgo clothing, finding it too restrictive. As well, they believe such garments collect dirt and lice. If given a piece of clothing, the fenoderee casts the article to the ground and departs, never to be seen again.

Fenoderee speak the Common Tongue and Elvish.



## FENODEREE

DIFFICULTY 25

Size 1/4 faerie

**Perception** 10 (+0); shadowsight

**Defense** 11; **Health** 28; **Insanity** 1; **Corruption** 0

**Strength** 18 (+8), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 10 (+0)  
**Speed** 10

**Immune** damage from disease; charmed, diseased

**Incredible Labors** A fenoderee can perform the work of twenty humans and in one-twentieth the time such labor would normally take. Such work is limited to construction, herding, and agriculture.

**Spell Defense** A fenoderee takes half damage from spells. When a creature attacks the fenoderee with a spell, the fenoderee imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A fenoderee is impaired while it is in contact with iron. As well, the fenoderee loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Fist** (melee) +8 (3d6)

## FIR DARRIG

The mean-spirited fir darrig spend much of their time alone, since not even other faeries can stand to be around them. Their propensity to drunkenness brings about a troublesome transformation. When sober, they show great skill at making and repairing shoes, filling their days toiling over scraps of leather to make fine

footwear. At night, however, they sneak into cellars and spend the hours drinking and smoking. If disturbed during their revels, they become incredibly violent and tear apart their surroundings, ruining everything they can before stealing a dog or sheep and riding it off into the night.

The switch in nature is more than just a change in personality. When impaired, fir darrig physically transform. Hence, these wee folk are known by two other names: leprechauns when sober and clurichauns when not.

A fir darrig in leprechaun form appears as a little bearded man dressed in a red hat and coat, richly trimmed with gold and having seven rows of seven gold buttons each. In clurichaun form, the fir darrig's body is bloated and covered in thick hair, while its nose becomes a veiny snout and a skinny tail pokes out from its rear.

A fir darrig speaks the Common Tongue and Elvish.

**Pots of Gold:** As suggested by many legends concerning the fir darrig, most do indeed hide pots of gold, the locations of which are revealed by rainbows. Finding such a pot is no easy task, though, as rainbows move away from people who seek their ends. Although the fir darrig guard this gold, they did not come by their wealth through honest means. Instead, they dug up and appropriated old treasure crocks buried long ago in times of war.

If a creature finds such a pot, which typically contains  $5d20 \times 10$  gc, the fir darrig to whom it belongs appears in an open space within 5 yards of it. The faerie wheedles and bargains to regain its treasure. A fir darrig will fulfill up to three wishes in exchange, but each wish made grants the wisher 1d3 Corruption. Like devils, the fir darrig always interprets the wish in the worst possible way, granting it in whatever manner causes the wisher the most harm. Anyone who wishes for unlimited wishes instantly disappears and is never seen again.

If the wisher does not part with the pot of gold, the fir darrig curses that person (as a rank 9 spell). Each time the wisher completes a rest while cursed in this way, it reduces its Strength, Agility, Intellect, and Will scores by 1. The reduction lasts until the fir darrig regains the stolen pot and all the coins it contained. If the reduction drops an attribute to 0, the cursed wisher dies.

## FIR DARRIG (LEPRECHAUN FORM)

DIFFICULTY 25

Size 1/4 faerie

**Perception** 14 (+4); shadowsight

**Defense** 13; **Health** 31; **Insanity** —; **Corruption** 0

**Strength** 11 (+1), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 11 (+1)  
**Speed** 8

**Immune** damage from disease; gaining Insanity; asleep, charmed, diseased

**Spell Defense** A leprechaun takes half damage from spells. When a creature attacks the leprechaun with a spell, the leprechaun imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.



**Iron Vulnerability** A leprechaun is impaired while it is in contact with iron. As well, the leprechaun loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

**Horrifying Transformation** When a leprechaun becomes impaired, it transforms into a clurichaun and remains in that form until it completes a rest. Any creature that can see the leprechaun transform must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity.

#### ATTACK OPTIONS

**Needle and Thread** (melee) +3 with 1 boon (1d6 plus Bind)

**Bind** If the target is a creature with a physical body, it must get a success on an Agility challenge roll with 1 bane or become immobilized. A creature that can reach the target can use an action to remove the affliction using a sharp object to cut the thread. Alternatively, the target can use an action to make a Strength challenge roll with 1 bane. A success removes the affliction.

#### SPECIAL ATTACKS

**Flummox** The leprechaun makes an Intellect attack roll with 1 boon against the Intellect of one target creature it can see within short range. On a success, the leprechaun moves the target up to half the target's speed and the target then becomes impaired for 1 minute.

#### SPECIAL ACTIONS

**Get Drunk** The leprechaun guzzles strong spirits and becomes impaired for 1 minute, thus triggering its Horrifying Transformation.

#### END OF THE ROUND

**Catch Me If You Can** Roll a d6. On an even number, the leprechaun teleports up to 10 yards to an unoccupied space it can see.

## FIR DARRIG (CLURICHAUN FORM)

DIFFICULTY 25

Size 1/4 faerie

**Perception** 14 (+4); shadowsight

**Defense** 13; **Health** 31; **Insanity** —; **Corruption** 0

**Strength** 11 (+1), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 11 (+1)

**Speed** 10

**Immune** damage from disease; gaining Insanity; asleep, charmed, diseased

**Spell Defense** A clurichaun takes half damage from spells. When a creature attacks the clurichaun with a spell, the clurichaun imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A clurichaun is impaired while it is in contact with iron. As well, the clurichaun loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

#### ATTACK OPTIONS

**Fist** (melee) +3 with 2 boons (2d6 plus Grab)

**Grab** If the target is a creature, the clurichaun makes a Strength attack roll with 1 boon against the target's Agility. On a success, the target is grabbed for as long as the clurichaun maintains the grab.

#### SPECIAL ATTACKS

**Acrid Smoke** The clurichaun exhales a plume of acrid smoke that spreads into a 5-yard cone originating from a point it can reach. The smoke remains for 1 round and partially obscures the area. Each breathing creature in the area must get a success on a Strength challenge roll or become dazed for 1 round. While dazed from Acrid Smoke, a creature is also impaired.

**Drink Up!** The clurichaun can use an action, or a triggered action on its turn, to force alcohol into a target it has grabbed. The clurichaun makes a Strength attack roll with 2 boons against the target's Agility. On a success, the target takes 1d3 damage and becomes impaired for 1 hour.

#### SPECIAL ACTIONS

**Wine Hop** The clurichaun uses an action, or a triggered action on its turn, to teleport into a container of any size (open or closed) that holds alcohol that it can see within medium range and can remain there for as long as it concentrates. While in the container, the clurichaun is blinded and immune to all attacks. If the container is broken or when the clurichaun stops concentrating, it reappears in an unoccupied space within 1 yard of the container.

## FUATH

Fuaths make their lairs beneath rotting docks, under bridges, or at the bottoms of lakes. They hate all living things and consider anyone who comes too close to their lairs to be fair game. They rise out of the water to slash with their claws or spiked tails, and then rip their prey apart to stuff the bloody gobbets into their greedy mouths.

Fuaths remember the ways things were before the faeries abandoned the mortal world, and they pine for those days' return. They cannot be reasoned with or bribed. They respond only to violence and flee if overpowered, the shame of defeat only growing the hatred in their hearts.

These faeries stand 3 1/2 feet tall and weigh about 80 pounds. Shaggy yellow fur, clotted with algae, slime, and aquatic plants, covers their bodies. They have webbed

fingers and toes, each ending in curving talons, and long tails that end in bouquets of sharp spikes. Their faces are monstrous, with wide eyes, broad mouths, and no noses.

Fuaths speak Elvish.

## FUATH

DIFFICULTY 25

*Size 1/2 frightening faerie*

**Perception** 14 (+4); darksight

**Defense** 14; **Health** 32; **Insanity** 6; **Corruption** 4

**Strength** 12 (+2), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 9 (-1)

**Speed** 10; swimmer

**Immune** damage from disease; charmed, diseased

**Spell Defense** A fuath takes half damage from spells.

When a creature attacks the fuath with a spell, the fuath imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Amphibious** A fuath can breathe air and water.

**Iron Vulnerability** A fuath is impaired while it is in contact with iron. As well, the fuath loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Claws** (melee) +2 with 1 boon (1d6 plus Infectious Hate)

**Spiked Tail** (melee) +2 with 1 boon (2d6 + 2)

**Infectious Hate** If the target is a creature, it must get a success on a Will challenge roll with 1 bane or gain 1d6 Insanity. Instead of becoming frightened from gaining Insanity in this way, the target becomes enraged, making attack rolls with 1 bane and dealing 2d6 extra damage with weapon attacks. The target must take a fast turn each round and use its action to attack a randomly determined target, charging if necessary. After a number of rounds equal to its Insanity total, the target is no longer enraged.

### END OF THE ROUND

**Killed by Sunlight** If the fuath is in an area lit by sunlight, it takes damage equal to its Health and crumbles to dust.

## GREMLIN

A lamed horse, a thrown wheel, a crumbling wall, or a broken blade: such things happen all the time, but when they occur without cause, a gremlin might be to blame. These mischief-makers create chaos wherever they go. Explosions, misfires, erratic constructs, and faulty devices are all indicators of gremlin infestations.

Gremlins followed goblins out of the realms of the fey folk, drawn into the mortal world by a desire to wreak havoc without facing reprisals from the lords and ladies. Gremlins find technology fascinating and take great pleasure in taking apart devices to see how they work. They put the objects back together again to cover their curiosity, but never in a way that allows a device to function quite as intended.

Gremlins look like tiny humans, about 8 inches tall and weighing no more than a pound or two. Each has one odd, distinctive feature of unusually large size, such as a tooth, finger, eye, ear, or nose. Gremlins rarely wear clothing.

All gremlins speak Elvish and might pick up a few words of the Common Tongue.

## GREMLIN

DIFFICULTY 5

*Size 1/6 faerie*

**Perception** 13 (+3); shadowsight

**Defense** 15; **Health** 5; **Insanity** 3; **Corruption** 1

**Strength** 8 (-2), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 9 (-1)

**Speed** 8

**Immune** damage from disease; charmed, diseased

**Spell Defense** A gremlin takes half damage from spells.

When a creature attacks the gremlin with a spell, the gremlin imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A gremlin is impaired while it is in contact with iron. As well, the gremlin loses Spell

Defense for as long as it remains in contact with iron and for 1 minute after.

**Vexing Presence** The gremlin imposes 1 bane on attack rolls and challenge rolls made by any creature that is not a faerie and is within 5 yards of it.

### ATTACK OPTIONS

**Teeth** (melee) +5 with 1 boon (1 plus Gremlin Curse)

**Gremlin Curse** If the target is not a faerie, it must get a success on a Will challenge roll with 3 banes or become cursed (as a rank 2 spell) for 1 minute. While cursed in this way, whenever the target makes an attack roll or a challenge roll, it must roll twice and use the lower number.

### SPECIAL ACTIONS

**Jinx** The gremlin uses an action, or a triggered action on its turn, to choose one target object within short range that is neither worn nor carried. The target takes 1d6 damage.

**Break** When a creature within short range makes an attack roll using a weapon that is not enchanted, not a relic, or not under the effects of a spell, the gremlin can use a triggered action to make an Intellect challenge roll. On a success, the triggering weapon takes damage equal to its Health and breaks.

## HOBDAH

Hobyahs hate humans and live to bring sorrow and suffering on their lands. The vicious faeries creep through the night, stealing into homes to murder and devour people, though not before waking them up for a bit of fun first. Hobyahs regard human children as great prizes and steal any they can. A baby in a hobyah's possession dies and its body transforms into a weird, wailing husk filled with flies. Hobyahs despise dogs and avoid homes that have them.

Hobyahs stand 2 feet tall and appear as deranged humans, with saucer-wide eyes and mouths filled with brown teeth in which have been caught bits of hair and skin from their previous victims. They wear clothing they have stolen from children, and carry bags containing the fly-filled husks of their victims.

Hobyahs speak Elvish.

## HOBDAH

DIFFICULTY 10

*Size 1/4 horrifying faerie*

**Perception** 13 (+3); darksight

**Defense** 12; **Health** 21; **Insanity** —; **Corruption** 6

**Strength** 11 (+1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 9 (-1)

**Speed** 10

**Immune** damage from disease; gaining Insanity; charmed, diseased



## JACK-O'-LANTERN

Glowing wisps flicker and dance across the moors, looking much like the light cast by torches or lanterns, yet they are nothing of the kind. Rather, these dancing lights are emanations cast by cruel faeries to lead travelers into peril. By night, the faeries' bodies emit plumes of glowing vapor that bob in the air as they flutter about. The light warps the minds of mortals who see it, luring them closer and closer until the jack-o'-lanterns can attack.

In daylight, jack-o'-lanterns emit no flames and appear as tiny, corpulent faeries with wide grins and fiery red eyes. They flutter about on bright red, feathery wings.

Jack-o'-lanterns do not speak, but they understand Elvish.

### JACK-O'-LANTERN

DIFFICULTY 250

Size 1/4 horrifying faerie

**Perception** 15 (+5); truesight

**Defense** 20; **Health** 60; **Insanity** —; **Corruption** 6

**Strength** 8 (–2), **Agility** 20 (+10), **Intellect** 8 (–2), **Will** 10 (+0)

**Speed** 16; flier (swoop; can't fall)

**Immune** damage from disease, fire; gaining Insanity; charmed, diseased, prone

**Fiery Form** At night, a jack-o'-lantern emits light in a 10-yard radius and turns darkness within 10 yards of the light into shadows.

**Spell Defense** A jack-o'-lantern takes half damage from spells. When a creature attacks the jack-o'-lantern with a spell, the jack-o'-lantern imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A jack-o'-lantern is impaired while it is in contact with iron. As well, the jack-o'-lantern loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

**Burst of Flame** Once per round, when a jack-o'-lantern takes damage, it releases flames that spread out in a 2-yard radius from a point in its space. The flames deal 3d6 damage to everything in their area. A creature that gets a success on an Agility challenge takes no damage.

**Mind-Bending Horror** A creature that gains Insanity from seeing a jack-o'-lantern becomes compelled for as long as it remains frightened from gaining Insanity in this way.

### SPECIAL ATTACKS

**Fey Fire** The jack-o'-lantern makes an Agility attack roll against the Agility of one target creature within 2 yards of it. On a success, the target takes 3d6 damage. If the total of the attack roll is 20 or higher and beats the target number by at least 5, the target creature also catches fire (*Shadow*, page 201).

### SPECIAL ACTIONS

**Elude** When a creature gets a failure on an attack roll against the jack-o'-lantern's Defense or Agility, the jack-o'-lantern can use a triggered action to retreat. Then, roll a d6. On an even number, the jack-o'-lantern regains the ability to use a triggered action during this round.

**Spell Defense** A hobyah takes half damage from spells. When a creature attacks the hobyah with a spell, the hobyah imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A hobyah is impaired while it is in contact with iron. As well, the hobyah loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

**Fear of Dogs** A hobyah is frightened while within short range of at least one dog or dog-like creature.

### ATTACK OPTIONS

**Bronze Long Knife** (melee) +2 with 1 boon (1d6)

**Teeth** (melee) +2 with 1 boon (1d3 plus Bite Down)

**Bite Down** The target becomes grabbed for as long as the hobyah concentrates. Each time the hobyah uses an action to concentrate, it can attack the grabbed target with its bronze long knife, making the attack roll with 1 extra boon and dealing 1d6 extra damage on a success.

### SPECIAL ATTACKS

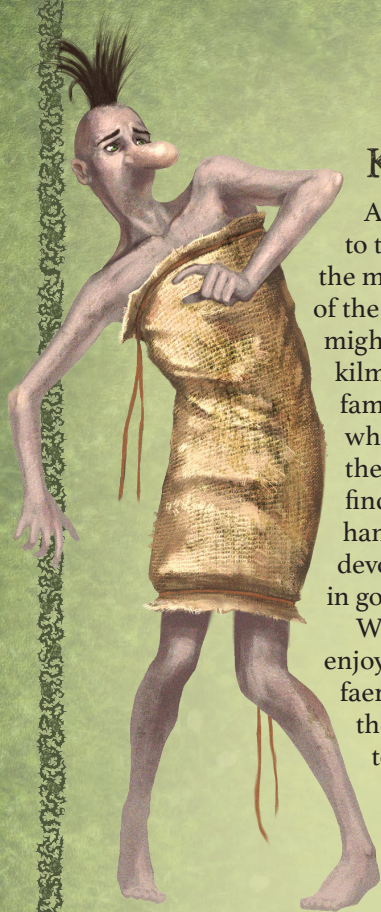
**Kick the Baby** The hobyah dropkicks the husk in the bag it carries to a point within short range. When the husk reaches that point or encounters a solid creature or object before then, it explodes in a screaming shower of biting flies that then dissipate. Each creature within 2 yards of the husk must make a Strength challenge roll with 1 bane. A creature takes 1d6 damage and becomes deafened for 1 minute on a failure, or just takes half the damage on a success. Once the hobyah uses Kick the Baby, it cannot do so again until it steals another baby.

### MAGIC

**Power** 2

**Illusion** *clamor* (3), *figment* (2), *invisibility* (1)

**Teleportation** *fetch* (3), *hole of glory* (2), *shortcut* (1)



## KILMOULIS

A mill generally owes its success to the hard work and discipline of the millers, but in the remote corners of the world, these men and women might have a bit of help from a kilmoulis who has befriended the family. Kilmoulis seek out millers who know the old ways and keep the ancient customs, and, when they find a suitable host, move in to lend a hand. Hard workers, they are utterly devoted to the family and keep the mill in good working order.

While generally helpful, kilmoulis enjoy tricks and pranks like many other faeries and have a tendency to direct their japes against people who come to visit. Kilmoulis might cause sacks of grain to split, pull on a horse's tail, or cause a cart to throw a wheel—all in good fun, of course. Only the host families escape their humor.

Kilmoulis are ugly, standing about 2 feet tall with thin, spindly bodies. They have enormous noses and no mouths. When they eat, they must inhale the food through their nostrils.

Lacking mouths, kilmoulis cannot talk, but they understand the Common Tongue and Elvish. They do make noises, though: chirps and whistles and grunts that emanate from their cavernous nostrils.

### KILMOULIS

DIFFICULTY 5

Size 1/4 faerie

**Perception** 11 (+1); shadowsight

**Defense** 11; **Health** 12; **Insanity** 1; **Corruption** 0

**Strength** 12 (+2), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)

**Speed** 10

**Immune** damage from disease; charmed, diseased

**Spell Defense** A kilmoulis takes half damage from spells.

When a creature attacks the kilmoulis with a spell, the kilmoulis imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A kilmoulis is impaired while it is in contact with iron. As well, the kilmoulis loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Fist** (melee) +2 with 1 boon (1d3)

### SPECIAL ATTACKS

**Stumble Fall** The kilmoulis uses an action, or a triggered action on its turn, to make a Will attack roll with 1 boon against the Agility of one target creature it can see within short range. On a success, the target moves 1 yard in a direction the kilmoulis chooses and then falls prone.

### SPECIAL ACTIONS

**Spoilage** The kilmoulis causes all food and drink within short range, including such items that are carried, to become unfit for consumption. Spoilage even affects magical food and drink, including potions.

**Unluck** When a creature the kilmoulis can see makes an attack roll or challenge roll, the kilmoulis can use a triggered action to impose 1 bane on the triggering roll.

## NISSE

Another of the faeries who chose to remain in the world rather than retreat to the hidden kingdoms, the nisse roam the frontiers of human lands, watching mortals, weighing their actions, and passing judgment on them. In winter, nisse deliver gifts to human and halfling families who keep up the old ways and preserve the sacred places. These gifts are often small tokens left on the families' doorsteps. Boorish, violent, and mean-spirited people receive the nisse's wrath instead.

A nisse looks like a tiny old man, about 6 inches tall, bent by the weight of years and hobbling with the support of a small stick. Nisse have long white beards that drag on the ground. They wear scarlet clothing that consists of heavy coats and tall, pointed caps. Some nisse keep pigs as companions and steeds.

Nisse speak the Common Tongue and Elvish.

### NISSE

DIFFICULTY 25

Size 1/8 faerie

**Perception** 16 (+6); shadowsight

**Defense** 13; **Health** 40; **Insanity** 0; **Corruption** 0

**Strength** 18 (+8), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 15 (+5)

**Speed** 10

**Immune** damage from disease; charmed, diseased

**Spell Defense** A nisse takes half damage from spells.

When a creature attacks the nisse with a spell, the nisse imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A nisse is impaired while it is in contact with iron. As well, the nisse loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

**Bigger and Bigger** Each time a nisse takes damage, its Size increases to 1 or by 1. For each point of Size above 1, the nisse's attacks deal 1d6 extra damage. The nisse can use a triggered action on its turn to return to its normal size.

### ATTACK OPTIONS

**Club** (melee) +8 (1d6)

**Teeth** (melee) +8 (1 plus Gibbering Drool)

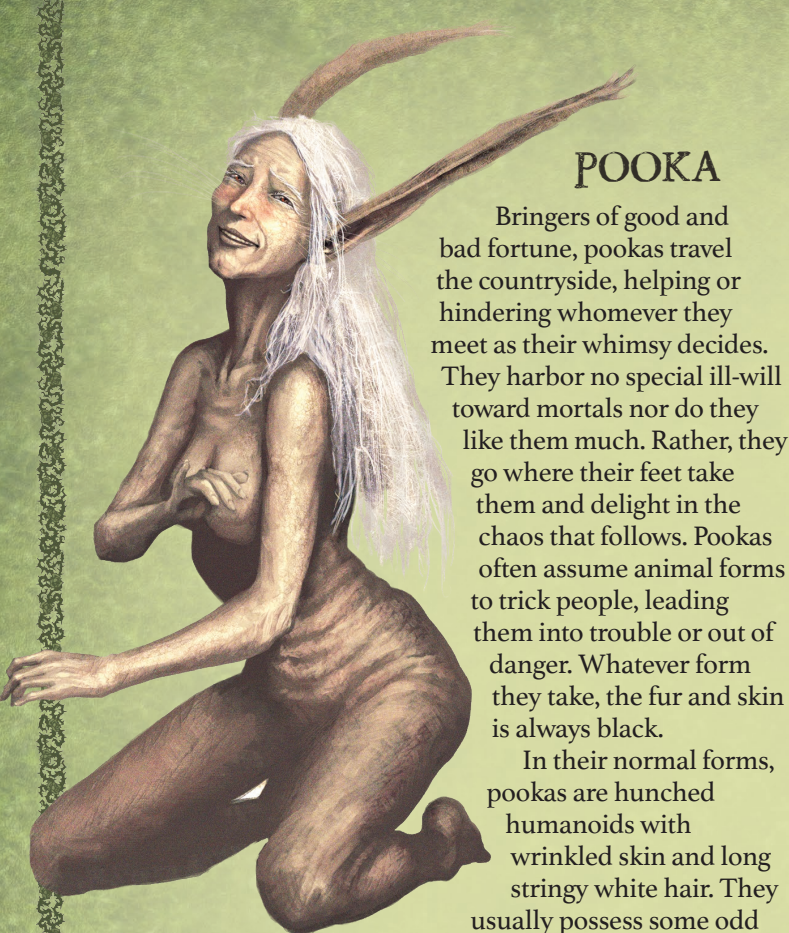
**Gibbering Drool** If the target is a creature, it must get a success on a Will challenge roll or gain 1 Insanity.

### MAGIC

**Power** 3

**Illusion** *clamor* (4), *figment* (2), *thimblery* (2), *glamer* (1), *invisibility* (1), *phantasm* (1)





## POOKA

Bringers of good and bad fortune, pookas travel the countryside, helping or hindering whomever they meet as their whimsy decides. They harbor no special ill-will toward mortals nor do they like them much. Rather, they go where their feet take them and delight in the chaos that follows. Pookas often assume animal forms to trick people, leading them into trouble or out of danger. Whatever form they take, the fur and skin is always black.

In their normal forms, pookas are hunched humanoids with wrinkled skin and long stringy white hair. They usually possess some odd animal feature, such as a donkey's tail or rabbit ears. They eschew clothing and often make lewd gestures, laughing heartily when they cause offense.

Pookas speak the Common Tongue and Elvish.

### POOKA

**DIFFICULTY 10**

*Size 1/2 faerie*

**Perception** 14 (+4); shadowsight

**Defense** 13; **Health** 30; **Insanity** 4; **Corruption** 1

**Strength** 10 (+0), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 9 (-1)

**Speed** 12

**Immune** damage from disease; charmed, diseased

**Spell Defense** A pooka takes half damage from spells.

When a creature attacks the pooka with a spell, the pooka imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A pooka is impaired while it is in contact with iron. As well, the pooka loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

**Fickle Fortune** When a creature within short range of a pooka would make an attack roll or a challenge roll, the creature must roll a d6. On a 1, the creature makes the roll with 3 banes. On a 6, it makes the roll with 3 boons. On any other number rolled, nothing happens.

**Shapechanger** When the pooka assumes a different form from casting a Transformation spell, it can remain in that form for up to 8 hours.

### ATTACK OPTIONS

**Teeth** (melee) +3 with 1 boon (1d6)

### SPECIAL ACTIONS

**Horse Form** The pooka can expend the casting of a Transformation spell it has learned to assume the form of a dark horse with glowing eyes and remain in that form for up to 4 hours. This transformation is subject to the normal rules for assuming different forms (see *Shadow*, page 147).

### MAGIC

**Power** 3

**Illusion** *disguise* (4), *thimblery* (2), *invisibility* (1), *phantasm* (1)

**Transformation** *flowing form* (4), *animal shape* (2), *improved animal shape* (1)

## REDCAP

Long ago, a group of faeries thought to trick Revel by stealing his favorite drinking horn. Deprived of the vessel, Revel became, for once, quite sober, and the clarity this unwelcome state brought filled him with rage. He scoured the lands for the faeries responsible, and when he found them, he took back his horn and laid a terrible curse upon them. He would spare their lives so long as they kept their caps wet with fresh blood. Ever since, faeries who act against the old gods and who offend them risk gaining the same curse and being forced to murder to stay alive.

Redcaps appear as little old men, all gnarled and twisted, with glittering eyes beneath beetling brows. Large yellow teeth crowd their small mouths and blood runs down their moistened caps in streaks, while old gore turns their white beards black. Redcaps wear tattered clothing and heavy boots.

Redcaps speak Elvish and know at least a few words of the Common Tongue. Some apologize to their victims when they make the killing stroke.



## REDCAP

DIFFICULTY 5

Size 1/4 frightening faerie

**Perception** 12 (+2); shadowsight

**Defense** 14; **Health** 10; **Insanity** 8; **Corruption** 6

**Strength** 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 13 (+3)

**Speed** 10

**Immune** damage from disease; gaining Insanity; charmed, diseased

**Spell Defense** A redcap takes half damage from spells.

When a creature attacks the redcap with a spell, the redcap imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Blood Curse** A redcap must keep its cap sodden with fresh blood. The blood usually dries 8 hours after being applied. Unless the redcap dips the cap in fresh blood before this time is up, it takes damage equal to its Health and disappears with a high-pitched scream.

**Iron Vulnerability** A redcap is impaired while it is in contact with iron. As well, the redcap loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Razor** (melee) +4 with 1 boon (1d6)

### SPECIAL ACTIONS

**Speedy Boots** The redcap uses an action, or a triggered action on its turn, to move up to four times its Speed.

**Murderous Pursuit** When a creature within the redcap's reach moves away from it, the redcap can use a triggered action to move up to its Speed toward the triggering creature. The redcap makes attack rolls with 1 boon against that creature for 1 round.

## SPRITE

Sprites dwell in the forests of the hidden kingdoms and the mortal world, flitting through the canopy, their laughter sounding like the ring of tiny bells. A joyful and wild people, they delight in playing games, chasing each other and small animals, or tricking and frustrating bears, deer, and other larger creatures. Although they intend no harm, they can become quite dangerous if angered. One prick from a sprite's magical arrow is enough to send a creature into a deep and lasting sleep.

Most sprites stand about 6 inches tall and weigh a few ounces. Some look like tiny people with large, pointed ears and jewel-bright eyes. Others have dandelion fluff for hair or have bodies that appear to be made from wood. All sprites have large and colorful butterfly wings.

Sprites speak Elvish.

## SPRITE

DIFFICULTY 5

Size 1/8 faerie

**Perception** 13 (+3); shadowsight

**Defense** 15; **Health** 7; **Insanity** 2; **Corruption** 0

**Strength** 7 (-3), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 8 (-2)

**Speed** 12; flier

**Immune** damage from disease; charmed, diseased

**Insubstantial** A sprite takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

**Spell Defense** A sprite takes half damage from spells.

When a creature attacks the sprite with a spell, the sprite imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A sprite is impaired while it is in contact with iron. As well, the sprite loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

### ATTACK OPTIONS

**Tiny Sword** (melee) +5 with 1 boon (1d3)

**Tiny Bow** (medium range) +5 with 1 boon (1 plus Sleep)

**Sleep** If the target is a creature, it must get a success on a Will challenge roll or fall asleep. If the target takes damage or another creature uses an action to waken it, the target removes the affliction. Otherwise, the creature remains asleep until deprivation kills it. When the target removes this affliction, it gains 1 Insanity.

### END OF THE ROUND

**Blink** Roll a d6. On an even number, the sprite teleports to an unoccupied space it can see within short range.

