


Faeries of Skies

A GAME OF HEARTWARMING FAIRY TALES
FOR GOLDEN SKY STORIES BY EWEN CLUNCY





Faerie Skies is an alternate setting for Golden Sky Stories that moves the action to a small town in the English countryside, where there are fairies about. It introduces six types of fae: brownies, elves, gnomes, nymphs, pixies and pucas. You'll also find some new characters for your stories, people with connections to the fae, animals of Britain, creatures of Faerie, and the Old Gods. To round out the book, there is the town of Westwick, some story seeds, and some suggestions for using other kinds of Golden Sky Stories characters in your Faerie Skies stories.

In order to play you will need the Golden Sky Stories rulebook, and the usual things it calls for (a few friends, pencils and paper, and some tokens to represent Dreams).

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A Presentation of Star Line Publishing
Based on *Golden Sky Stories* by Ryo Kamiya

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This book was made possible by the generous support of the backers of
the *Golden Sky Stories* Kickstarter held in 2013.

Introduction

Golden Sky Stories taught me a different way to role-play. Not a “better” way, but a different way, a gentle, friendly way. The book is an invitation to a place that’s safe and warm. With its supplements, it very quickly started showing me that it had the potential to encompass stories of many different kinds of beings besides the henge. The first session I ever ran had a time traveler as an NPC, and I wanted to keep opening up possibilities. *Faerie Skies* is a bold step, transplanting the game to the English countryside.¹

Japan has stories of henge and mononoke. The British Isles have fairy tales. The fae have captured our imaginations since ancient times, from helpful brownies to noble elves to capricious pixies. Some are fiercely independent, while others serve noble fae kings and queens. Above all, the fae are a mirror of ourselves, expressions of different ways of being human.

Faerie Skies is an alternate setting for *Golden Sky Stories*, and you will need the *Golden Sky Stories* book in order to play. *Faerie Skies* is set in a little town in the English countryside, where there are still fairies and other mysterious creatures about. It’s a mixture of fairy tales, folklore, and a bit of the present day countryside.

WHERE FAIRIES DWELL

Far from bustling London, there is a small town. There are shops, cars, and electricity, but things move at a slower pace. There are farms, sheep, and quaint old buildings. There’s an old

castle, more of a fort really, a little stone structure used more to entertain the occasional tourist than anything. People lead quiet, pleasant lives, and they have more ordinary kinds of excitement, the excitement of children being born, of the little triumphs of life, of the occasional snow storm. Some of the town-folk come from families that have been in town since time immemorial, while a few have just come from the other side of the world.

The land is ancient, with many centuries of history, and traces of truly ancient times are all around if you look hard enough. It’s not just the old castle, the church, or the things in the museum. There are ancient mounds and stone monuments, and the occasional artifact. Most of the people in town don’t know the original meaning of these things, but everyone can feel something profound in them if they stop and listen closely to the pulse of the world.

THE FAE

Grandmothers tell their children about how when they were young, they would play with the fairies. The fairies are beings of enchantment and wonder, ranging from mighty fairy kings and queens to tiny sprites and humble brownies. For the most part, they keep themselves secret from mankind, and these days it’s mostly young children and old ladies who still believe in fairies. Of course, there are those few who don’t have to believe because they *know*.

People have any number of theories about where the fae came from. There

¹ You can, of course, also have games set in Ireland, Scotland, or other parts of the British Isles with ease, and in the States or other parts of the world with a little work.

are ancient origin myths, newer notions of them being angels or demons, and the modern view that they do not exist at all. Some have suggested that the ancient Celts devised fae folklore from tales of their contact with the Picts, a culture mysterious to them, and a people who may have shunned iron tools. In truth, the fae are not creatures of history. For most of them this talk of beginnings is one of the strange things humans do. They may talk of the time when the forests were young, of the people of the stars, but they crave stories, not hard facts.

By and large, the fae live hidden from humans. They stay to the quiet, distant places, and hide themselves using magic. Some can become invisible to mortal eyes, though a few humans,

perhaps those with fae blood in their veins, can see what is hidden. All fae can change their appearance to briefly look human though, which lets them make contact with humans without arousing too much suspicion. That and the way people think in this age of skepticism have kept the existence of the fae a secret from most of the world. Perhaps that's for the better, but those who have befriended the fae often come to treasure the magic it brings to their lives.

THE OLD GODS

Fairies aren't the only mysterious beings around the town. The old gods from pagan times still remain. They lack the power and fire of olden times, but they are to be respected all the same. To this day, they watch over the land and its in-



habitants. They may do so in secret, but the old gods genuinely care for those within their territory, be they fae, human, or animal, and will not allow harm to befall them if they can help it.

The line between gods and fae is blurry at best. In ancient times people worshiped the fae as gods, or perhaps it was that their gods were fae. The gods know that the days of worship are over, but they do get lonely sometimes.

THE LANDS OF FAERIE

There is another world, a shadow's thickness away from the mortal world. This is the land of Faerie. It's a place where everything is beautiful and wondrous, where the colors are brighter and the food is exquisite.

Faerie does not change, not in the way the human world does. Most of its inhabitants are immortal, or so long-lived that the distant past becomes a kaleidoscopic blur. For them, the human world is a place of fascination. It has a different kind of beauty from that of Faerie, and some prefer the muted colors, gentler tastes, and especially the flurry of change of the human world. Many, especially among the smaller fae, take up residence in the human world.

There are certain places in the mortal world where the walls between worlds are thinner. The ancient pagans erected great stone monuments to mark and protect some such places. There are also hollow mounds that hide gates, and sometimes toadstools will naturally grow in a circle around a portal. There are faerie islands, sitting on the horizon, beckoning the curious to cross the water into parts unknown.

Faerie is not a dangerous place exactly, but for mortals, it is certainly confusing and a bit scary. Without a fae guide it is entirely too easy to become lost, and since time does not always flow the same as in the mortal world, one can become lost in ways that go beyond merely

not knowing how to get home. Luckily, there are friendly fae about, like the ones you will be participating in stories as, so those who are lost will surely find their way home.

SOME NOTES FROM THE AUTHOR

I am indebted to the *Golden Sky Stories* Kickstarter backers who kindly looked over prior drafts of this book and provided feedback on its cultural accuracy. Although I'm more of an anglophile than the average American (and not just in a "watched lots of *Doctor Who*" kind of way), I am ultimately writing about a country and culture I've only really glimpsed secondhand. Some unintentional inaccuracies may have slipped through (as opposed to the intentional ones involved in presenting an idealized version of the countryside with fairies in), but at the very least, this book received a revision based on advice from some people who are very particular about things like how pubs are named.

UK residents and fans of the letter U may be disappointed to learn that this book is mostly in American English, as writing in an unfamiliar dialect would lead to even more mistakes. I have, however, adopted British spellings for certain things where I or readers felt it was especially important.

Just as *Golden Sky Stories* is not entirely accurate to Japanese folk tales, for *Faerie Skies*, I have taken some liberties with fairy lore. In this book I use the word "nymph" as something of a catch-all for beautiful nature spirits, and while fairy lore does include many such beings, the word comes from Greco-Roman mythology. Pixies as cute little winged people, on the other hand, are a relatively modern invention, and something I would not have included had I been cleaving closer to the original myths.

The Fae

The fae are a new type of resident, beings of wonder and dreams that blend aspects of the human and the magical. There are six basic types of fae:

- **Brownies** are helpful fae who love to do things for others.
- **Elves** are stunningly beautiful noble fae.
- **Gnomes** are industrious fae who are connected to the earth and clever at making things.
- **Nymphs** are beautiful fae with a deep connection to nature.
- **Pixies** are tiny winged fae who like to play tricks on people.
- **Pucas** are tricky fae who can take the forms of different animals.

FAE RULES

To create a fae, you will need to follow the rules that start on page 38 of *Golden Sky Stories*, with only a few small changes.

True Form: First, your True Form should, of course, be one of the six types of fae. You can potentially play a henge or mononoke in a *Faerie Skies* game though; see p. 48 for some guidelines and ideas.

Attributes: Fae have the same attributes as henge (and can have Adult at zero if you wish), though you might want to think of the Henge attribute as the “magic” or “faerie” attribute.

Human Form: A fae’s human form and true form will be fairly similar, except that the human form will hide their pointed ears and other unusual features.

However, unlike henge, a fae’s human form can appear to be of most any age. Elves and pixies especially tend to look youthful, but in general fae can potentially look quite a bit older than 18. The fae are largely timeless, though. Many have lived for centuries, though few pay the passing years much mind as humans do.

Names: Most fae have names made up of simple, everyday words derived from things like plants or objects. The notable exception is that elves tend to have elaborate Celtic names, and may have noble titles as well.

POWERS

In game terms, fae, henge, and mononoke are interchangeable for the purposes of the rules of powers. A power whose description says it affects henge will also affect fae and vice versa.

TRANSFORMING

For fae, the most basic kind of magic is transforming oneself to look human. Although fae always have some kind of human aspect about them, they also have a magical aspect that can frighten humans and animals alike. Faeries are attuned to the world in different ways from henge, so the ways in which they transform are a bit different as well.

As with henge, fae can take human form by spending Wonder and/or Feelings based on the form they wish to take and the time of day, but the costs for these are a bit different.



TIME OF DAY

FORM

Morning/Daytime +4

Partially Human +0

Evening +2

Completely Human +3

Night +0

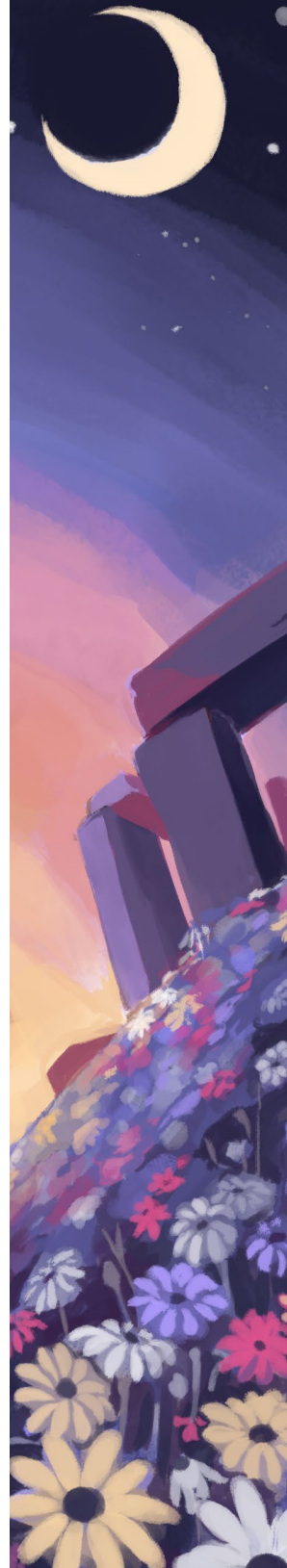
Animal Form (Puca Only) +2

When fae assumes a fully human form, they look indistinguishable from a normal person. They appear in ordinary clothes, and although they may give themselves away by their behavior or their magical powers, no one will think them faeries from appearance alone. Taking a partially human form is easier (which is to say it costs fewer points), but leaves some telltale signs that mark them as not quite human. They have pointed ears, leaves growing in their hair, an odd shimmer in their eyes, that sort of thing, but they don't have a pixie's diminutive size and fluttering wings, or an elf's unnatural beauty.

SURPRISE

Unlike henge, even in their normal forms, fae will cause Surprise to people who aren't accustomed to dealing with such things.





Alright, you found me. I'm a *Brownie*, and my name is Buttonsmith Goodfellow. Brownies are little folk who help about the house, but only at night, mind you, and only in secret. I might look small, but I'd wager I can get more done in an hour than you could toiling all day.

Oh yes, *magic* is real, but it's not a thing for humans. It's barely a thing for fae, really. No, if you want to get things done, nothing beats honest work.

I've been around a *long time*. I remember when it was all farms, before you had electricity and automobiles. I remember when your great-grandmother was a little girl. Remember where you came from and think about where you're going.

The mortal world is a busy place, always things need fixing and always work to be done.

Humans are funny creatures. So many different kinds! There are hard workers and shiftless fools, little children and big brutes and old grannies. Some appreciate good hard work, and others don't. Well, I won't stay where I'm not wanted.

Most *other kinds of fae* are idle layabouts. Pixies and pucas cause trouble, and elves and nymphs sit there being pretty. They're not *bad*, just not dependable like the gnomes and we brownies.





We do expect some *compensation* for what we do. Not money, mind you—I've no use for human coin—but a cup of milk or some honey cakes will do nicely.

A word of advice: never, ever give a brownie *clothes*. We make our own clothes, and we don't need any from the big folk. It's an insult, I tell you!

A *boggart* is just a brownie who's in a bad mood, or up to some mischief. You can't expect us to be nice and just to work *all* the time. Don't you need to let off some steam once in a while?

Your *home* is a special place, more than you know. Not every house is a home. But when a house is a home, when you have a warm hearth and people who love one another, there's a kind of magic in the air, a good kind of magic. Maybe that's why we brownies like to live in human homes.

Brownies are hard-working fairies who will tackle people's leftover chores so long as there is some delicious food waiting for them later. Though they have a kindly nature, brownies can be a bit unforgiving when it comes to mistreatment, and easily get angry at people who mistreat them or take them for granted.

The typical brownie is quite small, around 6 to 8 inches high. They have pointed ears, bulbous noses, and bright eyes. Most brownies favor simple, well-made clothes in drab colors, and they are fond of caps.

Brownie Powers

HELPING HAND (1+)

You can back up your friends when they try to do something. When you use this power, you add the amount of Wonder you spend to their attribute for a check. You can only use this power with someone you have a connection with a strength of 2 or higher to, and you can't use it for Impression Checks.

HANDY MAGIC (2)

You can use your magic to perform even very simple everyday tasks. When you use this power, you can substitute your Henge attribute for any check.

COMFORT (6)

You have a way of making others feel better. This lets you cheer them up after they've been Surprised, lost a quarrel, or otherwise had something get them down.

HIDE (6)

You can completely hide yourself as long as there's a tiny bit of cover. Others need to make a Henge check greater than your Henge attribute plus 3 in order to see you. However, local gods can easily find you in their territory.

FIX IT (8)

This power lets you use your exceptional talents as a craftsman to fix something that's broken. It will take a little time, but you can use this power to repair one object that has been broken (but not destroyed) in a short amount of time.

SECRET LABOR (8)

If there is time-consuming work to do, a brownie can use magic to get it done in a flash. This lets you finish a task in one tenth the time, but it will not work if anyone sees you doing it.

Weakness

HUNGRY

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even you have other things to do.

MEDDLING

You can't help but stick your nose in. You're a little too sympathetic towards people's problems, and you tend to adopt another person's way of thinking. When in a scene with someone who also has a connection to the person to whom you have your strongest connection, the contents of your connection will change to become the same as that other person's. If multiple people tie for the strongest connection, pick one.

SHY

You're shy to the point where you have a hard time saying what you're thinking. You have to spend 2 points of Feelings in order to speak to a certain someone. However, once you do you'll be able to keep talking to them as much as you want for the rest of the scene.

GULLIBLE

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your fae will have to believe it.

CLEANUP

You can't help but stop to clean up messes when you come across them. Any time you see a mess, you have to drop everything you're doing and start cleaning.

RHYMING

Some fae compulsion makes you constantly speak in rhymes, usually rhymed couplets. It's okay if you forget once in a while or have trouble coming up with a rhyme (slant rhymes are okay too), but do your best to keep it up whenever your brownie talks.

Additional Power

HEALING HERBS (8)

You can mix up special magical herbs with healing properties. If you can persuade someone to eat/drink the result (it doesn't taste very nice), it will heal any minor injuries or illnesses such as scrapes, sprains, the common cold, etc.

GOOD WITH ANIMALS (0)

You have a particular talent for dealing with animals. You do not cause Surprise to animals unless you deliberately try to frighten them, and your attribute increases by 1 for all checks relating to animals, including Impression Checks.

BOGEY (8)

You can change into a monstrous form to scare humans. People and fae who see you like this will be Surprised. When you use this power, you get a special +1 bonus to Henge for causing Surprise. You can decide what kind of monster you turn into.

HOME (0)

You have found a human household to live in, where you can happily do chores and receive some food and such in return. You start with a connection to "Home" (but no connection back) with a strength of 2.

CRAFTSMAN (10)

Your exceptional talents with making things let you create a simple object or tool out of raw materials in a short time. You can't make anything with electronics or complex gears though.

SQUIRM (8)

Brownies are notoriously difficult to catch and hold. This power lets you slip away even from someone who is gripping you tightly in their hands, momentarily turning into a snake or other slippery creature if need be.

My name is Ellisandra MacGowan, and I am an *Elf*. Though I may appear a young woman, we have the gift of eternal youth. I was here long before the town, when men in robes built monuments of great stones, when blue-painted warriors prowled the land.

Our *magic* is the magic of beauty and light. Magic is an expression of who you are; it is something that rises up from your very soul. I have heard of mortals who can use magic, but I do not know that they can rightly be called “mortals” anymore. But, there is a kind of magic in you, as there is in all things, and you should treasure it.

We elves are *immortal*. For us seasons and years come and go like raindrops. But... a longer life is not necessarily a better one. Humans do so much with their lives. Sometimes I am awestruck.

The mortal world is the most amazing place. The lands of Faerie have brighter colors and stranger delights, but this world has its own charms. It changes and grows in ways that my homeland does not. Still, I would like to show you where I come from some day, when you are ready.

Humans are the most fascinating creatures, so full of ideas and dreams. Humans and elves sometimes fall in love. It is a beautiful and sad thing, but it does happen.

To *the other fae*, we are nobility, the lords and ladies of the realm. Some respect us, and others... do not. They are not always as kind to humans as perhaps they should be, but please forgive them their foibles. If the pixies cause you any trouble, do inquire of me; I may be able to help.





Why would I use a *bow*? I once wielded a sword, a gleaming blade forged of sea glass and sadness, but those days are long behind us. The fae will fight no more wars, and we are all better for it.

Toys? Why would I make toys? I'm afraid we elves are not so mechanically inclined. That is more the province of the brownies and gnomes. What's that? Oh, you must be thinking of Sinterklaas. I've met him in fact, though he will not be coming again until the deep winter.

You think I am *beautiful*? Thank you. Beauty is the birthright of the elves.

You humans have such *strange ideas* about we elves. The very word seems to have changed for you. If it helps, you may think of us as the aes sídhe,¹ or the Tuatha Dé Danann. Those are the old words though, and you must use them with care.

¹ Pronounced like "ays sheeth-uh."

Elves are the nobility of the fae, tall, proud, and beautiful beings, but at times haughty and lonely. They typically wear fine but whimsical clothes, and crowns of flowers or butterflies or crystals. They have pointed ears, but that's a small thing compared to their bright eyes and powerful, unnatural beauty. Elves are immortal, and while there are a few young elves, many have lived for centuries.

Though some may resent the elves, they are nonetheless natural leaders and emissaries between worlds.

Elf Powers

ELVISH BEAUTY (0)

You leave a very strong impression on people you meet. When making an Impression Check, you only need a result of 3 to make a Strength 1 connection, or a result of 6 to make a Strength 2 connection.

FICKLE HEART (4)

By coldly scolding one person in one scene, you can create a stronger connection to another. You can reduce the strength of one person's connection to you by 1 in exchange for strengthening your connection to someone else. This can raise a connection from 0 to 1.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

GLAMOUR (8)

You possess the ability to imbue a person with a little bit of faerie magic. Their eyes take on a faint sparkle, they are not Surprised by the sight of the fae, and their Henge attribute increases to 2 (or stays the same if it's already 2 or higher). This lasts until the end of the story or until you deliberately remove the glamour.

ROAD TO FAERIE (12)

The lands of the Faerie lie on the other side of the invisible wall between worlds, and this power lets you pay a visit. You can bring someone else along, so long as you have a connection to them. You don't need to use this power again to exit Faerie. Humans who go into Faerie should have a fae escort, lest they become lost.

BRILLIANT STARLIGHT (16)

By calling upon your birthright as one of the elves, you can turn day into night and call out the most brilliant of stars. For the rest of the scene, the time changes to night even if it was day before, and achingly beautiful stars shine down on everyone. Everyone present gains Wonder and Feelings as per the start of a scene, plus 3 Dreams.

Weakness

DAZZLING

Your full fae form is exceptionally stunning to behold, even for an elf. When you cause Surprise, it is based on your Henge attribute plus 1, or plus 2 if you are using any of your powers.

SECRETIVE

You are secretive about your fae powers and reluctant to reveal too much about yourself. When people are around, you have to spend 2 Feelings each time you use one of your powers.

COLD IRON

You can't stand the touch of iron. Other metals (including steel) are fine, but iron makes your head spin. If you get too close to something made of iron, all of your attributes are halved (round down), and if you are touching iron, you cannot transform or use any powers.

AGELESS

You have lived for a very long time. Because you've lived a little too long, your Child attribute has to be zero (and in turn, your Adult attribute has to be at least 1). Also, you have to spend an extra 2 points of Feelings in order to make a Child check.

STRANGE

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much, you can't really hide, and if you try to walk around town in human form, you'll draw everyone's attention.

MELANCHOLY

There is a sadness about you that some find makes you difficult to approach. Others must spend 2 additional Dreams to increase the strength of a connection to you.

Additional Power

WILL O' THE WISP (6)

This makes it appear as though there's a ball of fire floating in the air near you. However, you can only use this power in the evening or at night, and only while in your full elf form. For the rest of the scene, you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, the choice is yours.

CHANGELING (0)

You were raised by humans, and while you've since come to realize your fae heritage, you feel a deeper connection to human society than most. The strength of your connection to the town is increased by 1.

GLARE (10)

Your glare can paralyze someone. If your Henge attribute exceeds their Child or Adult, you can stop them from saying or doing whatever they were intending. However, if you use this power on someone, the strength of their connection to you goes down by 1, regardless of whether it has its intended effect.

OLD FRIEND (6)

In your long life, you've accumulated much knowledge and come to know many people. When you first meet another fae, you can have them be someone you've known a long time, and when you meet a person, you can have them be someone you met when they were a child. (This also works for local gods.) This only works when meeting someone for the "first" time. Also, you must tell the narrator how you met.

BEAUTIFUL AND TERRIBLE (12)

When you need to, you can reveal the terrible beauty of the elves. You seem to tower over everyone else and take on an otherworldly glow. The sight of you causes Surprise of 6 (not affected by the Dazzling weakness), and the cost for you to use your powers is halved until the end of the scene.

COMPOSURE (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

I'm a *Gnome*. Name's Dorin. We gnomes are creatures of the earth, of stone and metal. We dig for the treasures of the earth, the gemstones and the iron, and we make things out of 'em.

There's lots of kinds of *magic*. Some magic is just knowing how to talk to the world. Some magic is just knowing the right thing to say, or being who you really are. Dig deep enough, and you'll find it.

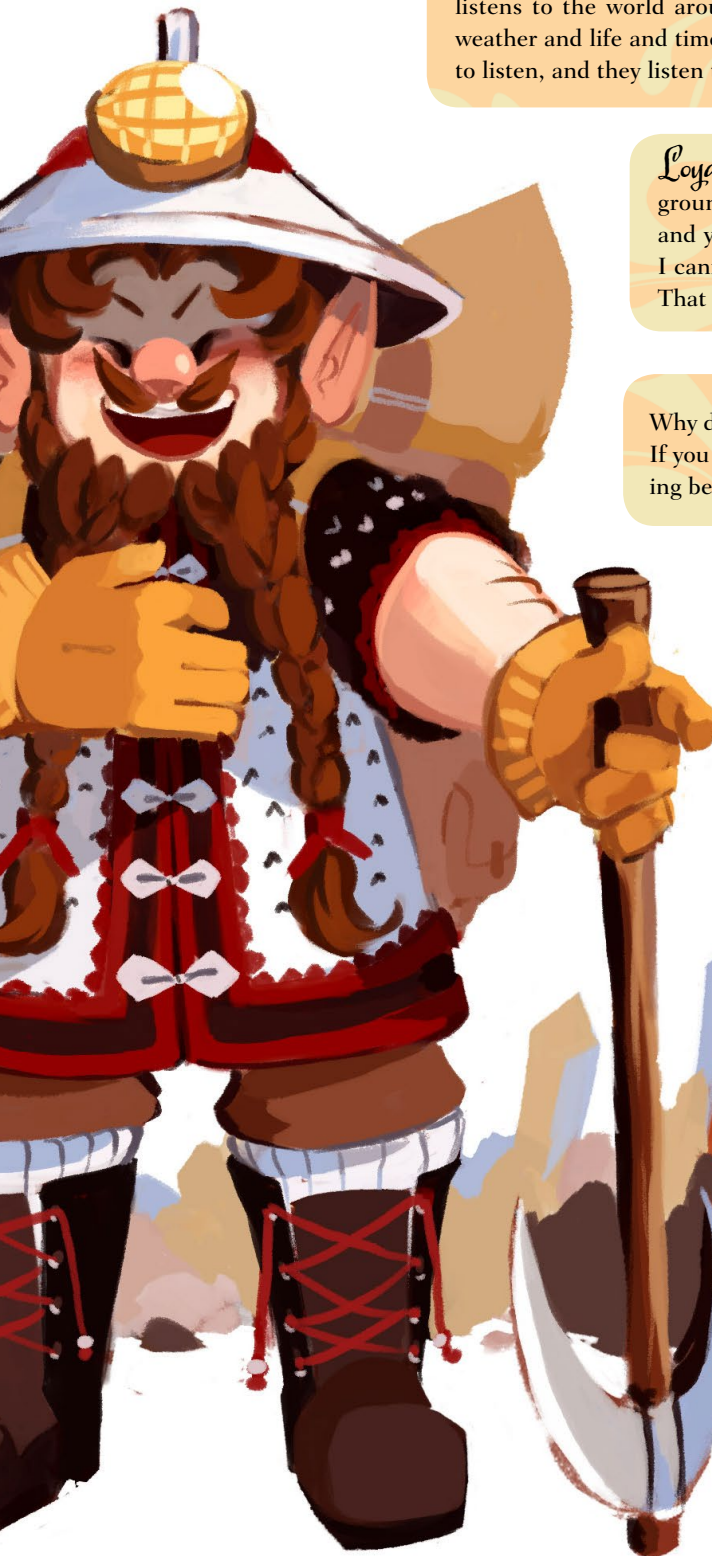
The mountains are not *forever*, but seem so to men as men are to ants. But even ants can get things done. Whatever time you've got, try to leave something behind that people can remember, something people can use. My great-great-grandfather Orin made this pickaxe here, and with every swing, I remember him, remember the stories.

This world is nice enough. Beneath the fields and trees and houses is the soil, and beneath that the rock, and beneath that, the earth's iron bones. We gnomes come from Faerie, but the mortal world also feels like home to us.

What do I think of *humans*? Depends on the human. Some are hard workers with clever hands, almost gnomish they are. Some cause trouble though. Got to keep an eye on 'em so they don't hurt themselves.

Gnomes can't help but stand a little apart from *other fae*. We belong to the earth, to solid rock, and not to starlight or dandelions in the wind. They're alright though. Maybe keep some iron on hand in case they get out of hand though.





Not many things as dependable as *stone*. Stone stays, it listens, listens to the world around it. The layers of rock remember weather and life and time. They speak to those who know how to listen, and they listen to the few who know their language.

Loyalty is vital to a gnome. When you work underground, in the deep dark, you face hidden dangers, and you must be true to your friends more than ever. I cannot abide by those who would abandon a friend. That is something you must not do, not ever.

Why do humans expect us to wear *pointy hats*? If you want something to put on your head, nothing beats a solid iron helmet.

Gold is nice, good for decorating things, but it doesn't compare to iron. Gold bends and warps, kind of like the brains of men who stare at it too long, but iron bends the world around itself. Some fae shun iron, because it's too solid for them to handle.

Alchemy? I don't know much about that. Some human wrote some book about how us gnomes are "earth elementals" or some such rubbish. Well, we are of the earth, but it's not, you know, mythic or anything. I'm just Dorin. That's all.

Gnomes are shorter than men, but at two to three feet high, they're bigger than many other fairies. Male gnomes usually have big beards, and they dress in simple, practical clothes suited for going underground. There are many kinds of gnomes, including dwarves, leprechauns, and knockers. What they all share is a connection to the earth and a serious work ethic.

In stories, gnomes are very pragmatic creatures, and good at shoving their way through obstacles that might block others.

Gnome Powers

DRILL (1+)

You can create a hole in the ground in the blink of an eye. The depth of the hole you create is equal to the number of points of Wonder you spend in yards.

PERSEVERANCE (2)

You have the ability to persevere through pretty much anything. If you use this, you can ignore Surprise. (You must declare that you are persevering.) Also, you can use this power to persevere through your own Weaknesses.

GIFT (8)

You can give a human an object with a special power in it. Pick any one power of yours or from one of your friends to put into the object. If they use it properly, they can use that power (using their Wonder and/or Feelings). You can decide what form the present takes and how it's used, but it shouldn't be too big or be useful for anything else.

HARD WORK (8)

You're particularly strong, and good at manual labor. Using this power lets you complete a manual labor task in half the usual amount of time.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

EARTH WAYS (10)

Your talent through moving through the earth lets you appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

Weakness

GREEDY

You're a bit greedy, such that you have a hard time letting go when you've got your hands on something valuable. Any time you're holding something of value, you have to spend 3 Feelings to willingly let it go.

IN THE DARK

You can't do what you want when it's bright out. During the day, the costs of transforming and using powers increase by 4 points of Wonder.

SECRETIVE

You are secretive about your fae powers and reluctant to reveal too much about yourself. When people are around, you have to spend 2 Feelings each time you use one of your powers.

CONTRARY

You unconsciously take up an attitude that's the opposite of what you're actually thinking. Unless you have a connection of Strength 3 or higher to someone, your connection doesn't provide them with any Feelings between scenes. They'll get Feelings from all of their other connections like usual, but not from yours.

GREMLIN

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

DOUR

You have something of a dry, humorless demeanor. When you make an Impression Check, the strength of the connection that the other party formed is always lowered by 1.

Additional Power

TREASURE (6)

You know the location of some long-forgotten treasure. One time per story you can use this power to find a valuable item worth £3000 (roughly \$4500), such as an ancient gold coin or other antique. However, this is in the form of an object rather than actual money, and you'll have to find a clever way to use it.

FAIRY GOLD (2)

You can make leaves, acorns, and so on appear to be money. It only works in the evening or at night, and the "money" will turn back into leaves and such at dawn.

MYSTERY BAG (6)

You possess a magical bag that's bigger on the inside than the outside, and full of random objects that might be of some use eventually. Use this power to pull a small (though possibly bigger than your bag), ordinary object out of the bag.

CALL THE STONES (12)

Your unique bond with the very rocks lets you call on them to move about and help you if need be. When you use this power, you let out a loud, conspicuous call. Large or small rocks can roll to your aid, but this power has no effect on rocks that are part of buildings or other structures.

SIZE CHANGE (8)

Your magic lets you change your size, anywhere from one inch to about ten feet tall. When very small, you can slip into smaller places and add 1 to your attribute for checks relating to hiding or evading. When very large, add 1 to your attribute for Surprise and for checks relating to physical strength. This effect lasts until the end of the scene or until you cancel the transformation.

DARKNESS (0)

You become more powerful in the dark. When it's night or you're underground where there's no sunlight, transforming does not cost you any points regardless of the time.

Oh, hello there. I am Eleri, a *Nymph*. We nymphs are creatures of the natural world, of the wind, the trees, the water. Not every gust of wind or green tree or clear pond has a nymph, not anymore, but we are here, dancing, singing, living.

I never know what humans mean by *magic*. You make it sound like something separate from the rest of the world. Magic is the songs of the world. It is in the turning of sun and moon, the blowing of the wind, the blooming of flowers.

I have noticed that we do not see *time* the way humans do. The world is made of cycles, of turning and changing. You yourself are a kind of cycle, as am I. Is it not enough to be a part of something vast and beautiful?

The mortal world is so achingly beautiful. It is strange to me that humans so easily lose sight of that. Look at the trees, the flowers, the clouds. There is beauty all around us.

Humans have many faces. Some are quite kind, others are cruel. Some respect the air and water, while others would sully it. It's so strange. I heard that humans are more than half water though. That means that you're more than half naiad, doesn't it?

Our fellow fae are such wonderful creatures. They bring their own light into the world. They may be troublesome to you sometimes, but you should rejoice in the ripples they make in the world.





The wind is all around us, gusts of air that caress the trees and wander the world, carrying the scents and songs of distant places.

Trees are special things, the place where earth and sky are one. Show them their proper respect, and they will return in kind. Oh, and some trees belong to dryads; you'd best not make them mad.

Water is the source of all life. The first living things came from the water, and the seas yet have depths beyond your reach. Even those creatures that have left the water yet must drink.

Art is when humans are at their most incredible. Everyone has something inside them trying to come out, a talent, a story only they can tell. Some call us "muses," for how we can help people find their stories. Come, let us see what stories you have to tell.

Nymphs are fae with a deep connection to the natural world. They are creatures of the wind, water, or trees. A typical nymph looks like a particularly slender, graceful person with long, flowing hair, clad in garments made from the stuff of the part of nature they're tied to. There are many kinds of nymphs, including dryads, naiads, satyrs, undines, green men, gruagach, and flower fairies.

In stories, nymphs have a double role. They are beautiful and inspirational to people, and they have a deep connection to the natural world. They can thus both inspire people to do better, and act as go-betweens between people and the natural world, even the very stones.

Nymphs have twice as many Weaknesses and Additional Powers as other fae; this is so that you have options for each of the three major types (wind, tree, and water nymphs), though you can mix them together if you like.

Nymph Powers

LOVELY (0)

You have a certain charm that makes others like you. The cost in Dreams for others to strengthen a connection to a nymph is reduced by 1.

SERENITY (0)

You are very calm and composed. Your attribute increases by 3 for the purposes of resisting Surprise, and if you are Surprised you will not faint.

MUSE (1+)

Something about your very presence can inspire others to do better. By making some kind of show of affection or giving words of inspiration you can give someone Feelings equal to the number of Wonder points you spend on this power.

TALK TO THINGS (4)

Being connected to the natural world lets you speak to inanimate objects and get an answer back. When you use this power, you can briefly converse with one object. It can tell you about whatever has gone on in the immediate vicinity recently, though inanimate objects tend to have an odd perspective on things.

LOVELY DANCE (10)

You have an exceptional, unearthly talent for dancing. When you do so, anyone who sees you must pass an Adult check against your Henge score plus 2 or become entranced by your dance, unable to do anything but watch or try to get closer to you until you stop dancing.

GENTLE RAIN (12)

You can cause a light rain to fall in the immediate area. This rain will come down regardless of whether there are any clouds, and it can come day or night. While in this rain, fae can take human form at no cost and they can use Wonder and Feelings interchangeably (i.e. they can use Feelings for powers and Wonder for checks). This lasts until the end of the scene.

Weakness

AIRHEAD

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your nymph will forget.

DISTANT

You are distant from the mundane world, and you think differently from humans. The required result for Impression Checks goes up by 2 for both you and people making connections with you.

DELICATE

You are of a delicate build and you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

GALE

When you're upset you tend to summon up bursts of powerful winds. If you are Surprised by 3 or more, you create a flurry of wind that picks up and hurls small objects (and fae!) in the immediate area, causing Surprise of 8 for everyone present.

TREE HOME

You are tied to a particular tree in the area. If you venture more than a mile or so from it, you will have to spend 2 points of Feelings to increase an attribute by 1.

CARRIED AWAY

You get easily carried away when people flatter you. You have to attempt to make checks, even if they're difficult, and even if you know you'll fail (for example, even if your participation isn't necessary).

Additional Power

FLOAT (4)

You can float through the sky at a leisurely pace. You can move through the air at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

WIND SONG (4)

You can call on the wind to blow how you wish. If you use this power, you can make the wind blow in an unnatural direction, such as making a piece of paper in the air move how you want. You can cause sudden, powerful gusts too, but not so strongly as to damage things like a typhoon.

WIND FORM (8)

Being a creature of the air, you can temporarily transform yourself into pure wind. In this form others can't see or touch you, and you can fly around at will. However, you can't pick up or manipulate objects, except for things you can sweep up as a gust of wind would. This transformation lasts until the end of the scene or until you cancel it.

FINGERS OF WIND (2)

By carefully using tiny bursts of air, you can pick up and manipulate objects from a distance. You use your Henge attribute for any checks made this way, and you can do so from a distance with an unseen force.

HEALTHY PLANTS (8)

Your touch can make plants around you become healthier. This power can make a single plant go from dying to vibrant health, or give a small leg up to an entire farm.

ENTANGLING VINES (8)

By bringing vines and roots and such to life, you can entangle someone, ensuring that they can't get away. They must beat your Henge attribute with their Animal attribute, or they can't do anything that requires the use of the Animal attribute. However, fae, local gods, and such can still use powers that let them escape.

Weakness

PLANT MATTER

Where you walk, you naturally leave dirt and leaves and such. This isn't too noticeable in the forest, but most anywhere else, it certainly stands out.

TIMID

You're very timid, and easily Surprised when those around you do or say unexpected things. When such things happen, you are Surprised with their Child attribute, plus 2. Your Serenity power does not help you when you are Surprised by these sorts of things.

ISOLATION

You are from a different world, and your connections to this world are weaker. Your connection to the town starts at a strength of 1.

LOVESICK

You are particularly prone to falling in love. When you make an Impression Check with someone of your preferred sex, you have "Love" as the contents of the connection formed, regardless of its strength. From then on, unless your partner strongly tells you otherwise, or you find another partner with a stronger connection, you cannot separate yourself from them.

BABBLING BROOK

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course)

MOIST

You need your body to be moist in order to function. If a scene takes place in an area without water, you have to spend twice as many points of Feelings to boost your attributes for checks. However, if it's cloudy, or if there's a water supply or an active irrigation canal, you don't suffer this penalty.

Additional Power

ONE WITH THE FOREST (4)

While there is any sort of greenery around, you can make yourself practically invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it, or until the end of the scene.

SECRET GROVE (0)

You have a particular grove of trees where you are particularly powerful. While in this place, your powers cost half the usual amount of Wonder.

GILLS (0)

You can breathe and survive underwater without difficulty. The water must be pure, natural, and clean, though it can be fresh or salt water. ing Surprise. You can decide what kind of monster you turn into.

SEA SKIN (6)

You can take on the form of a fish. You can become any kind of ordinary fish that's common to the area around you. While in fish form, you cannot leave the water, but your Animal attribute increases by 2 for the purposes of swimming. You will remain in this form until the end of the scene or you decide to cancel it.

WALK ON WATER (0)

You have the ability to walk on water. Whenever you wish, you can walk across the surface of water as though it were dry land. You can take someone else along if you can carry them with you.

WATER WAYS (16)

You move from one place with water to another. You can instantly move between any two places where there's enough water for you to fully submerge yourself. You can also bring along other people who have connections with you (as long as they're willing to come with you).



Pixie!

I'm Strawberry, and I'm a Pixie! Pixies are the cutest, most awesome fairies of all! We can fly, and use magic, and we're just the right size! Why are you so huge anyway?

Magic is really neat! I can do all kinds of cool tricks with magic! Like I bet you're wondering where that big, shiny coin you had is, right? Ta-da! (Huh? I'm keeping it!) I have a friend named Lala who can even make wishes come true!

How old am I? I dunno. Who cares?

This world has all kinds of neat stuff! Like this pinecone! Just look at it! And there are rainbows, and rivers, and squirrels, and hedgehogs, and humans make all kinds of neat things too.

Humans are fun to play tricks on! Some humans are nice and some are mean, but they're all just huge!

Other fae are weird. Brownies and gnomes always want to do work, and elves want to stand around reciting poetry or something. Nymphs are okay, and pucas can be a lot of fun to hang out with.





Wings are very important for a pixie you know. They're how we get around, because walking is sort of awful. How do you put up with it all the time anyway? Here, have some pixie dust! Now you can fly for a little while. Try it!

Pixies love *playing tricks*. It doesn't matter who it is, whether it's a snooty elf or an ordinary human, or another pixie. If you take yourself too seriously, we'll remind you that you're actually as silly as everyone else. Tricks aren't supposed to get mean though!

I love *shinies!* Like the other day I found a marble with the neatest little swirls inside of it! Sometimes shinies turn out to be really important to someone else, so I guess I'll give them back if you ask nicely. And give me something sweet.

One time a human with all these books said I should be called a *sprite* instead of a pixie. And another time an elf said I was an "Ellyllon." What's with all these different names? I'm just me!

Pixies are tiny fae that look like little people with gossamer wings, or sometimes butterfly wings or similar. They typically stand no more than six inches high, and have pointed ears and big, bright eyes. Most pixies wear clothes they make themselves from leaves and flower petals.

Things are never boring when there are pixies about. They can get most anywhere and cause all kinds of trouble. A pixie's role in stories is to stir things up and to cut through the arrogance and hesitation of others.

Pixie Powers

CUTE (0)

You have a certain charm that makes everyone find you cute and loveable. The cost in Dreams for others to strengthen a connection to a pixie is reduced by 1.

FLUTTER (4)

Your wings let you flutter through the air, letting you move through the air at about the speed a person can run, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

PIXIE DUST (8)

You can make it so that a human or another fae can fly by sprinkling them with some pixie dust. You can only use this on those with whom you have a connection. Whoever you use this on can effectively use a pixie's "Flutter" basic power by spending 4 Wonder or Feelings until the end of the scene.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

ROAD TO FAERIE (12)

The lands of the Faerie lie on the other side of the invisible wall between worlds, and this power lets you pay a visit. You can bring someone else along, so long as you have a connection to them. You don't need to use this power again to exit Faerie. Humans who go into Faerie should have a fae escort.

SWARM (14)

You can call the other pixies in the town to help you out. This will bring out a number of pixies equal to the sum of your Henge and Animal attributes, times two, until the end of the scene. However, with so many pixies in one place, you cannot use any powers that would let you hide yourself. If you and your friends don't do a good job of hiding, you'll probably Surprise people you meet.

Weakness

SKITTISH

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

TEASING

You like to tease people all the time. You get blamed for most of the strange incidents around the town, and because of that, your connection from the town can't go above 2.

SHINIES

You have a particular attraction to interesting, shiny objects, especially ones that are small enough for you to carry off. Whenever you see a shiny pebble, crystal, coin, etc., you drop whatever you're doing to try to get it.

SUPERSTITIONS

Humans have many superstitions about how to ward off mischievous fairies, and you believe a lot of them yourself. You're scared of things like horseshoes and other iron objects, St. John's Wort, inside-out coats, and mistletoe. You won't go near these things, and you suffer Surprise of 6 when someone threatens you with them.

DELICATE

Your small size means you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

GIGGLE

Even if you're hiding, when you see a mistake or mischief nearby, you can't help but reveal yourself by laughing. You can't hide when you succeed at Surprising someone or manage to play a prank on someone.

Additional Power

BLINK (10)

You can use your fae magic to appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

TICKLE (8)

You make someone feel as though they're being tickled by an invisible force. They have to make an Adult check greater than your Henge attribute, or they'll burst out laughing. You can use this power on anyone you can see.

THIEVERY (8)

You can take something from someone without them realizing it. You can steal any one item that someone in your field of vision is carrying or wearing. You can even steal articles of clothing, but you can't steal vehicles or other things that are too big for you to carry.

DREAM VISION (16)

You can surround someone with illusions and enchant their senses. One person is completely ensnared by these illusions, and they'll believe they're in a completely different place. Other people can, of course, see reality, but the subject has to beat your Henge attribute with their Henge or Adult attributes to break through the illusion. This power lasts until you cancel it or the scene ends.

LITTLE MIRACLE (SPECIAL)

This power lets you call upon the very purest form of true faerie magic. You can only use this power once per story, and you must use it during the third scene of the story or later. It consumes all Wonder and Feelings of all the characters present, but if they earnestly want the same wish granted, the narrator must make it come true. After using this power, you cannot use any Wonder or Feelings during the next scene.

FULL BLOOM (14)

This magic spell lets you make flowers in the area bloom, and call up flower petals even if there aren't any to bloom. The pleasant scent is soothing, and it makes the air a little magical. For the rest of the scene humans can see all fae's true forms (without Surprise), and fae can use Wonder and Feelings interchangeably.

The name's Henry, and I'm a *Puca!* Don't you know what a puca is? We're fae who can turn into animals! Wanna see? *Poof!* I'm a bunny! *Poof!* Now I'm a horse! Wanna go for a ride?

Magic can do all kinds of things! It can show you what's in your heart or change the world! And the secret is, it's all around you.

I don't really bother to think much about *time* I guess. Crops grow and get harvested, people come and go. It doesn't change all that much.

The mortal world is so much fun, though! There are animals, and trees, and children, all running around trying things out.

You *humans* are hilarious! Like that man with the glasses, I never get tired of seeing his face when I scare him! Okay, sometimes I like to be helpful too, especially if someone's been nice to me. This one farmer always lets me have a share of his crops, so I, you know, go and tidy up a little sometimes.

Other fae? Pixies are fun! They like to play tricks too. The rest are okay, but those elves really need to loosen up.





Animals are different from people. They're always honest about what they feel, and they don't worry so much about the future. You could stand to learn a thing or two from them.

Even other fae don't really get to *change shape*, and they sure are missing out! I get to climb trees, and dig underground, and run like the wind, and fly up in the sky!

Drowning people?! I would never do such a thing! All right, I have done things like turn into a horse and get someone to ride on my back and jump into a pond, but it's just pranks. I don't want to actually hurt anyone!

People used to honor us, you know. They did rituals in sacred places, made offerings, came to us for wisdom. On the first of November there was a great festival, and they would bring me blackberries. Well... those times are long past. That's okay though, as long as I have friends. Maybe you could come to my party? Please?

Pucas, in their natural form, look like a person with some traits of one or more animals added higgledy-piggledy. A puca might have the ears of a rabbit, or the horns of a goat, or have the goat's legs like a satyr, or bird wings growing out of his head, or any number of other things. Some wear strange patchwork clothes or rags, while others prefer incongruously fancy dress.

In stories pucas are tricksters with the ability to get into and out of places where others cannot. They can interact with animals in ways that even other fae cannot, and can have a certain talent for connecting to others.

Puca Powers

ANIMAL FORM (SPECIAL)

Pucas have the ability to take on the form of an animal. They can turn into a horse, goat, rabbit, donkey, or eagle. This counts as a transformation, and thus the puca can pay the cost using Wonder and/or Feelings, with the animal form carrying a cost of +2. As with normal transformations, this lasts until the end of the scene or until you choose to cancel the transformation.

TALK TO ANIMALS (2)

This power lets you understand an animal. Until the end of the scene, you can converse with one animal. However, this only works with one particular animal, and you'll have to use this power again to speak with a different animal, even if it's of the same type.

SYMPATHETIC EAR (4)

When you want to, you can have a calming presence that makes people more open. While you stay close to someone during a scene, that person's Adult attribute drops to zero.

VANISH (8)

You can make yourself invisible. People will have to get an Animal check result equal to or greater than your Henge plus 3 to figure out where you are. This only prevents people from seeing you, so you'll still make sounds and smells like usual. This effect lasts until you cancel it or until the end of the scene.

DASH (8)

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or fae with you as you run away.

LUCK (10)

You possess a magical power that lets you briefly manipulate someone's fortunes. When someone in the same area is making a check, you can use this to ensure that they definitely succeed or fail (and you can decide how successful or how much of a failure it is). This ignores the number of Feelings points they might be spending. You can only use this Power once per story.

Weakness

LIAR

You have a penchant for telling lies; you really can't help it. As a result, people don't trust you as much. It costs an additional 2 Dreams for others to raise the strength of a connection to you.

SCARY

Your fae form is a bit scary. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a Connection at all.)

SECRET CHANGE

You cannot transform while people are watching you. You can still change if the only observers are fae, animals, or gods though.

BLUFF

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

SKITTISH

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

IMPATIENT

You're prone to being flustered and rushed, often engaging in wasted efforts. Any time you use a power, you have to spend 1 additional point of Wonder.

Additional Power

COPY (10)

You can change into a copy of a person you know. You can't change into someone you don't know. Also, once you've changed, if you talk to someone who knows the person you're copying, you have to beat their Adult attribute (or the strength of their connection to that person) with a Henge check, or they'll realize you're a fake.

CARRY AWAY (12)

In the blink of an eye, you dart off, interrupting any checks or powers to leave the scene and go to your territory. When you use this power, you can take someone with you as long as you have a connection with them. Even if they don't want to go, you can force them if you wish by making a check that beats their Animal attribute.

BOGEY (8)

You can change into a monstrous form to scare humans. People and fae who see you like this will be Surprised. When you use this power, you get a special +1 bonus to Henge for causing Surprise. You can decide what kind of monster you turn into.

SWIFT (6)

You're fast enough to get anywhere in town in a short amount of time. By using this power, you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

FLIGHT (4)

You have the ability to fly through the air, letting you move through the air at about the speed a person can run, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene. If you use this power in a form other than that of a bird, you will sprout wings, which will likely cause Surprise to any people around you.

MENACE (8)

This lets you take on a menacing look to drive someone away. Make a Henge check. If you beat their Adult or Henge, they'll flee the scene. However, you cannot use this on a friendly fae.

An Enchanted World

This section has several new characters for the narrator to use. Most of the narrator characters in *Golden Sky Stories* work just fine with *Faerie Skies* too, though a few, like the Buddhist Priest, might be a bit out of place.

ANIMALS

Great Britain is home to many different kinds of animals, including most of the types included in the Animals section of *Golden Sky Stories* (p. 106). There are fish, birds, hedgehogs, foxes, deer, cows, horses, mice, moles, squirrels, rabbits, bats, boars, weasels, badgers, and so on. Here are a three more types of animals you can use in your stories.

FROG

HENGE: ○ **ANIMAL:** 2
ADULT: ○ **CHILD:** ○

Frogs are small amphibians with stout bodies and usually green skin. Their bulbous eyes watch their surroundings carefully, and their long tongues can whip out to catch insects. Most frogs live in and around water, such as in ponds or creeks, which is where they lay their eggs when the time comes. Baby frogs are called tadpoles, and look like little fish until they eventually grow up, lose their tails, and grow legs. Grown frogs have powerful little legs that are good for both swimming and jumping, and they can get quite a turn of speed.

A few frogs have a bit of magic about them, which might be why some witches supposedly keep them around. Some frogs are fairy animals (you can make them

using the kappa rules from *Mononoke Koyake*), and one might just be a prince.

SHEEP

HENGE: ○ **ANIMAL:** 3
ADULT: ○ **CHILD:** ○

Sheep are relatively placid animals that some people raise for their wool and such. Full-grown sheep have stout bodies covered in thick wool, though farmers will periodically shear the wool off to use it to make things, and so the sheep don't get too hot in the summer time.

Though they need guidance and sometimes get sick, sheep tend to quietly graze on grass. They live in flocks, and can get scared if separated from their flock. Male sheep are called rams, and have bigger horns. They're known to fight to establish dominance, butting heads over and over.

Sheep are among the least magical animals in the world, only slightly more magical than chartered accountants. A sheep that became a henge or fairy animal would be a very rare sheep indeed.

SWAN

HENGE: ○ **ANIMAL:** 2
ADULT: ○ **CHILD:** ○

These rather beautiful, long-necked white birds live in lakes and ponds. The mute swan, a species of swan that looks exactly like a swan out of a storybook, is unusual in that technically any unmarked members of the species belong to the Queen of England. They are also the subject of the tale of the Ugly Duckling, and a symbol of love and fidelity.

FAERIE CREATURES

The lands of Faerie are home to many fantastical animals. This section has a few such creatures, which can show up in your stories when characters venture into Faerie, or when these creatures wander into the mortal world.

GRYPHON

HENGE: 1 **ANIMAL:** 4
ADULT: 1 **CHILD:** 0

The gryphon is a magnificent creature whose back half is that of a lion, and whose front half is like a giant eagle.

A gryphon is an intimidating sight, especially since its beak and front talons are an order of magnitude larger than those of a normal bird.

Though they cannot use human speech, gryphons are very intelligent animals. They are proud creatures, and prefer to only associate with humans (and fae) that they consider brave. Once you win a gryphon over, it will be a loyal friend until you give it a good reason to leave you. The nobles of Faerie have often befriended gryphons, and the gryphons in turn often guard rare treasures from the unworthy.

Gryphon feathers have magical properties—in particular, they let people fly—but a gryphon won't let just anyone take one of his feathers.

The hippogriff is a close relative of the gryphon. A hippogriff looks like a horse with an eagle's head, wings, and front claws, and a goat's hind legs. They're a bit smaller than a gryphon, but still quite fearsome.



PHOENIX

HENGE: 3 **ANIMAL:** 2
ADULT: 1 **CHILD:** 0

Phoenixes are magnificent birds with deep crimson plumage. They tend to be aloof, but other birds react to a phoenix with deference, treating them as a kind of avian royalty. They demand respect, and they hate people who lie. And yet, phoenixes are rather gentle creatures, and their cry sounds like a beautiful song.

Phoenixes are immortal too; when a phoenix has lived out its lifespan, its body is consumed in flames, and a new phoenix is born from the ashes. While they live, phoenixes do not need to eat, but rather absorb the light of the sun. Their feathers have special healing properties, though of course, they do not give them up easily.

UNICORN

HENGE: 4 **ANIMAL:** 4
ADULT: 0 **CHILD:** 2

Unicorns are a type of highly magical horse with a straight, pointed horn sprouting from its forehead. They're incredibly rare in the mortal world these days, and not that common in Faerie either. The sight of a unicorn is a rare and wondrous thing, even for the fae. Though a unicorn is still an animal, it is a very intelligent animal, and quick to leave at the merest hint of a threat. Capturing a unicorn is a terrible thing to do, as these creatures crave freedom above all else.

Although potent, a unicorn's magic is usually subtle. They can vanish with ease, find things with uncanny accuracy, and so on. The touch of a unicorn's horn can also heal, though only if the unicorn touches someone willingly and out of kindness.

WHITE STAG

HENGE: 4 **ANIMAL:** 4
ADULT: 1 **CHILD:** 0

The White Stag is a particularly magnificent and magical deer. He seems to appear where he pleases, lending a hand or dispensing wisdom. No one is quite sure what his true purpose is, though. Some say he is a messenger of the old gods, or an emissary between Faerie and the mortal world, or a being from some earlier mythic age.

Many have caught a fleeting glimpse of the White Stag, but vanishingly few have seen any more than that. According to legend, anyone who can catch the White Stag will be granted one wish. It's hard to say whether this is actually true, but it's certainly inspired quite a few to pursue him.

FAIRIE CREATURES IN STORIES

When the Narrator brings a faerie creature into a story, something unusual, something magical, is usually afoot. Someone may have brought the creature to the human world from Faerie, or it may have come in on its own for some errand. They can cause quite a stir among humans unaccustomed to dealing with fae, since faerie creatures are things most people have long ago dismissed as myth.

PEOPLE**BEARER OF THE BOOK**

HENGE: 1 **ANIMAL:** 1
ADULT: 1 **CHILD:** 2

This is a person who wound up with a strange old book that gives them detailed and accurate information on the fae. The book could be a family heirloom, or it might simply be something she found. The book presents her with a choice: let the fae become an important

part of her life, or try to put the book away and be normal. Most people find the world of the fae so fascinating that they cannot help but be interested in it, at least until something bad happens.

Different fae react differently to a human knowing about them. Some like the opportunity to make a new friend, while others worry about a human knowing too much. Either way, having the book ensures that the bearer's life is never boring.

STORY FRAGMENTS:

She might go looking for fairies and get lost. She could be distraught over having lost the book. A friend or sibling might've taken the book somewhere. The author of the book could be one of her ancestors who went to Faerie and never came back. Two of her fae friends might get jealous of each other. One of her fae friends might be causing trouble in her everyday life.

POSTMAN

HENGE: 0 **ANIMAL:** 1
ADULT: 2 **CHILD:** 0

The postman is the one who delivers the mail. He comes to town in a red van carrying all the letters and packages that need to be delivered, drops them off at people's houses, picks up outgoing mail, and heads back to the post office. He gets to see most everyone in town, and people from neighboring towns as well.

Although people don't write letters quite as much as they used to, the post is still very important, and can bring all sorts of things into people's lives. The teenager hoping to go to university, the kids wondering if their father will come back from America soon, the old friends playing postal chess just because, the housewife who keeps ordering strange things from the internet, they all look forward to what the postman brings.

STORY FRAGMENTS:

He might get lost trying to deliver a letter to a fairy. Someone could have taken

some of the mail. He could get caught up in a quarrel between two customers. He might get lost trying to deliver a letter to one of the town's more unusual locations. Some fae might give him a hard time. His van might break down somewhere inconvenient so that he needs help. He could come across an old undelivered letter that changes someone's life.

SIGHTED

HENGE: 1 **ANIMAL:** 1
ADULT: 1 **CHILD:** 3

Whether through some inheritance or circumstance, a few people have the Sight. They can see through the illusions of the fae, see all the hidden things in the world. This is a mixed blessing, both because many people will just plain think they're crazy, and because when you see invisible things, they tend to see you back. Pixies especially love it when someone like this comes along because they can play tricks on other people and have a horrified audience of one.

Where the Bearer of the Book has the option to just throw the book away, the Sighted has a special ability that's a part of them. They could try to find a place without any fae—we'll leave it up to you to decide whether there are also fae running around London—but chances are they'll have to live with it. It may take them a while to realize that the fae are people (more or less) and have feelings like anyone else.

STORY FRAGMENTS:

They might be getting in trouble because they seem to be going mad. A fae might want to make friends with them without realizing that it's causing trouble. They might discover that one of their relatives had the Sight too and left something behind. They might decide to leave town to get away from the fae. They might get fed up and do something mean to one of the fae and later regret it.



SCEPTIC

HENGE: ○ **ANIMAL:** 1
ADULT: 3 **CHILD:** ○

This is someone who very firmly believes that there's no such thing as fairies. He's quite familiar with the Cottingley Fairies—the fake photographs that caused such a fuss around 1917—and all the other hoaxes. He's read about skepticism and confirmation bias and the way people tell themselves stories. He'll react to any news of fairies with a certain disdain, seeing it as the squishy thinking of people who'll believe anything without proof.

Some sceptics are dull people who lead grey lives and think everyone else should too. With any luck, the fae can help that sort to lighten up. Not all sceptics are trying to be mean or to make the world a less interesting place though. Some have found a different kind of wonder in the world, and prefer the kind that they know to be true, the wonder of the night sky, of the birth of stars and galaxies. For that kind of sceptic, learning that the fae are real is a shocking experience, but also a wonderful one. It opens up a new door on the world, a new host of fascinating questions. Of course, not all fae are fond of questions, so that might cause trouble in a different way.

STORY FRAGMENTS:

He might hurt the feelings of someone who believes in fairies. He might not deal well with his first encounter with fairies. An elf or god might get annoyed at this mortal asking too many questions. He might alienate people he cares about by overemphasizing science and such. He could decide to go out with night vision goggles hunting fae (to prove there aren't any) and get into trouble. He might find himself with an overenthusiastic audience of fae for his science lectures.

VICAR

HENGE: ○ **ANIMAL:** 1
ADULT: 2 **CHILD:** 1

The vicar is a man (or sometimes a woman) who presides over the local church. He wears a simple black suit with a distinctive white collar, and generally has a kindly manner. His real job isn't so much preaching as being a leader to the community, though certainly the people who come to the church like to hear a good sermon. Some vicars are very concerned with rules and making sure everything goes just so. The ones who do well in the countryside are those who do things according to what's needed in the moment and make allowances for people's little eccentricities.

Many fae find the church a bit strange or even scary, though these days, the younger ones aren't really sure why they should think it so. Others don't know or don't care, and see it as just another building with silly humans inside. Either way, a vicar's relationship with the fae is going to be tricky.

STORY FRAGMENTS:

The vicar might invite fairies to join him for tea. The vicar could be depressed because so few people come to the church these days. He could mistake some fairies for lost children and try to take them home. The new vicar could have a scheme in mind to get more people to come to the church. A new vicar coming in might make quite a stir.

WITCH

HENGE: 2 **ANIMAL:** ○
ADULT: 3 **CHILD:** 3

She lives on the edge of town, an old woman who seems to know everything. No one would dare say it to her face, but the rumors are that she's a witch. She knows how to take care of sheep and people, how to deliver babies and mix herbs. Her steely stare can give even the

haughtiest of elves pause, but she knows just how to make children smile. She's cultivated an aura of respect, so that most people around town wouldn't think of crossing her, even if they couldn't give you a straight answer as to why.

Her house is small and simple, full of odd knickknacks and old, practical books. She often invites her friends in for tea and biscuits, and will happily befriend fae. She would say that she keeps her life simple because she has to, because everything else is so complicated, especially people. She fixes things and takes care of people, and the town is far better off for her being there.



STORY FRAGMENTS:

Some kids might try to sneak into the witch's house on a dare. The witch could have a cat that's gone missing. She might have an important errand to do visiting one of the old gods. She could be looking for a girl to be her apprentice. A newcomer to town might make the mistake of trying to cross her. She could have someone come ask her for help and delegate the task to some fae.

THE OLD GODS

In the setting of *Faerie Skies*, local gods become the "old gods," remnants of the gods of the ancient pagans, or perhaps just particularly old and ancient kinds of fae. Though few remember them and fewer still offer worship, they yet protect the land and its inhabitants. That's simply who they are. You can use the local gods from *Golden Sky Stories* in a *Faerie Skies* game without any particular changes, though the old gods are less likely to have animal traits. However, we also have two new types of old gods below.



HILL GOD

HENGE: 4 **ANIMAL:** 2
ADULT: 3 **CHILD:** 2

The town has plenty of hills, but some of them are special. They hold ancient secrets. Some are burial mounds from ancient times, but others belong to the fae. These hills are places where the fae gather to hold celebrations and other important functions. The gods who watch over these hills are usually fantastically beautiful elves, the royalty of their kind. They're even more disconnected from humans than normal fae, and technology is totally beyond them. What they do know quite well is how to live life to its fullest, and they love to dance and sing and celebrate.

POWER: LOVELY DANCE (10)

A hill gods has an exceptional, unearthly talent for dancing. When she does so, anyone who sees her must pass an Adult check against the god's Henge score plus 2 or become entranced by her dance, unable to do anything but watch or try to get closer to her until she stops dancing.

POWER: A SECRET PLACE (12)

In the blink of an eye a hill god can take one other person or fae to the secret place beneath her hill. When she uses this power the scene changes to the place under the hill, where no one can enter or leave without her permission, even with special powers.

STORY FRAGMENTS:

A hill god might get mad at someone who does something to her hill or interrupts a celebration. She could fall in love with a human and take them under the hill. She could try to invite humans to a party. She might be troubled because she broke some kind of gadget and has no idea what it is. She might find herself looking after a child who ran away from home.

MONUMENT GOD

HENGE: 5 **ANIMAL:** 2
ADULT: 3 **CHILD:** 2

A bit past the edge of town, a bit off of any path made by people, there is an ancient monument made of great stones. In ancient times, people used it to track the stars, and for rituals to celebrate nature. Some of these monuments have guardians. Monument gods tend to be a bit dour and formal, but have great wisdom to share. They look like men or women from ancient times, often clad in garments made of leaves, and sporting antlers or other animal features.

Monument gods are creatures of ritual and protectors of ancient ways. They don't understand modern culture, and don't particularly care to. Sometimes they resent how most people have forgotten the old ways. On the other hand, they understand quite well what it means to be human, to be alive.

POWER: FAERIE GATE (6)

The monument god can turn his monument into a gateway into the lands of Faerie. The gate can stay open for several minutes (or until he closes it), and any number of creatures can pass through.

POWER: THE PATH HOME (14)

By working some magic on his monument, a monument god can open up a magical path that can take one to three beings home, no matter where in time or space their home might be. Once it's ready, all they have to do is step through.

POWER: THE STARS ABOVE (16)

Many monuments serve to track the stars, and their gods can call forth the night at will. When the god uses this power, it becomes night time, though with unusually brilliant stars. Everyone present besides the monument god gains 4 Dreams.

STORY FRAGMENTS:

The god might have granted a child's wish to run away from home by sending them to Faerie. The god could get mad at people who disrespect his monument. Some fae might try to have a party at the monument without asking permission. The god might decide to venture into town on some strange errand.

Westwick

This is a town that can serve as a backdrop for your stories, a town somewhere or other in the English countryside. It's where the six sample fae live, though as you'll see, there are plenty of other characters about. The town has only a single rail line running through it, and is a bit off the beaten path via the roads as well. Westwick does have a lot of historical stuff sitting around, but it's in a part of England with so much historical stuff that it looks rather unremarkable and perhaps even a little shabby in comparison. What it does have in some abundance, in the secret places, is fairies.

WESTWICK CASTLE

On a hill towards the edge of town, awkwardly squatting in the background of many photographs, is the old castle. It was once the home of the Baron of Westwick, but now it's more a curiosity than anything, one of the many strata of the town's history. Strictly speaking, the "castle" is more of a small stone fort, but a streak of optimism running from the first baron all the way up to the current town council has kept the word "castle" in the name. The fort is remarkable mainly in that it survives, but even in times long past, it was unremarkable enough that anyone who might've laid siege passed it up for more interesting targets.

Presently, it's mainly the mayor's son Rob who takes care of the place, though he insists on doing so in a suit of armor that he found somewhere or other. At virtually any time of day or night, one

can hear the stomping and rattling of armor echoing through the hall.

ST GILES' CHURCH

This quaint little church, not far from the town centre, recently welcomed a new vicar, the Reverend Natalie Chambers. Church attendance had been rather anemic, but the novelty of a woman vicar has the pews full every Sunday, at least for now. Natalie is still adjusting to living in the countryside, but she's got a quick wit, and handles herself better than people expect.

The church gets its name from a local saint from the 14th Century, though people are a bit unclear on what exactly St Giles did to become a saint. The faithful are nonetheless very certain that the relic the church keeps around—which is supposedly St Giles' finger bone—is very important.

BLAKETON HALL

Westwick is home to a large palatial estate called Blaketon Hall, once the abode of the wealthy Blaketon family who established the Hall as their country home in the 19th Century. The family has since lost most of its wealth and left Westwick (with the exception of Thomas Blaketon, who wound up working as a manager at one of the shops by mere chance), and Blaketon Hall is now a landmark under the care of a local trust. In theory, it is available for weddings and other functions, but the worrisome paintings left by Aldus Blaketon (who by all accounts was a bit funny in the head)



and certain eccentricities of the architecture (like a spiral staircase that goes nowhere in particular) mean it doesn't exactly have a romantic atmosphere. There are also persistent rumors that the Hall is haunted by the ghost of Abigail Blaketon. The caretaker responds to such rumors simply by saying, "Well yes, but she's not so bad."

THE THOMPSON FARM

Although Westwick is no longer primarily an agricultural community, it still has a fair number of farms and such. The most notable of these is the Thompson farm, which achieved a kind of fame a few years back when the farm produced the largest cabbage in the world (though only the fourth largest brassica, much to Mr. Thompson's chagrin). The family has been trying to cultivate an even larger cabbage ever since, while young Terrance Thompson has been experimenting with large cucumbers.

WESTWICK SCHOOL

Westwick has a small primary school with around 200 students in all. The kids who are going to secondary school have to commute to a larger town not too far away. Westwick School consists of a cluster of a few single-story buildings. The school recently welcomed a new teacher, Ms. Griffin, who got into trouble at her last school for telling the students that fairies are real.

MARWOOD TOWERS HOTEL

Mr. Marwood and his wife run this pleasant little hotel where visitors to Westwick often stay. It's a bit shabby, but the Marwoods and their staff work very hard. On the other hand Mr. Marwood isn't handling the stress very well, not even with the pills the doctor gave him. Now a lot of the chores are turning up done by themselves, and he just doesn't know how to react.

LAKE MARY BELLE

This small, placid lake is the only major body of water in Westwick. Some of the men from town like to go fishing here, not that there's all that much in the way of fish. It's usually a bit chilly for swimming, though that doesn't stop some people. There are also rumors that at night, you can hear a woman's singing voice drifting over the water.

THE OLD FOREST

To the south of the town proper is what people call the Old Forest. The trees are particularly thick here, thick enough that the light is dim and there are many mushrooms and such about. There are all sorts of rumors about the place, everything from wild animals to UFOs. As you may have guessed, dear reader, the Old Forest is home to many fae, including a loose band of pixies that like to play tricks on any humans that come into the forest. There is also a goddess who watches over the forest, known as the Green Lady.

WESTWICK LIBRARY

Westwick has a single public library, a squat little building in a classical style that makes it look a little out of place. The interior is dimly lit, but the old architecture has a certain beauty to it. The smell of old books is everywhere, and although the collection is a bit eccentric, it goes back centuries, so far that the spelling starts to get a bit dodgy. There might even be a few books on fairies there.

The librarian is a middle-aged woman named Mrs. Pemberton. She spends most of her time reading, but is happy to help anyone who comes into the library. She often reads stories to children, and has been secretly working on a novel for some time now.

THE WESTWICK MUSEUM

The town has a small museum where visitors can, for a modest fee, see a collection of artifacts with little placards from Westwick's history. These include some books, a very old sword, a replica suit of armor, a rather strange-looking dress on a mannequin, a black and white photograph of what may be pixies at play, and a few other things. One old man named Chester McDougall runs the museum, and will drone on at length about the history of Westwick to anyone who will listen, and many who will not.

NORTHWESTWICK PARK

Strictly speaking, this park is located in the northeastern part of Westwick, but the town council has more than once debated the matter and decided that "Northeast Westwick Park" just sounds silly. The park is an expanse of rolling green hills with many trees and a small pond. It has a small playground that was recently remodeled, and people come here to play and have picnics and such. There's also a large, moss-covered rock called the Troll Stone, for the stories that it was once a troll.

THE CROWNED PIG

The Crowned Pig is the name of the town's main public house, where many of the men come to drink beer and watch the football matches on TV. It goes back a few centuries, always run by a woman named Maggie from the Barrowman family. The current Maggie is well-liked despite not being a very good cook. The locals like to play a game where they try to get the occasional tourist to eat the food, which always has... interesting results. The origins of the pub's name seem to be lost to history; the regulars have about five different stories on the subject, no two alike.

THE STANDING STONES

A bit past the edge of town, at the end of a narrow dirt path, is a ring of huge standing stones covered in patches of moss. Kids say that the stones are haunted, while the old people tell stories of Old Man Stag (a monument god), who watches over the stones.

TOWN CENTRE

The town centre is the area where most of the shops are, as well as the town hall, and everyone comes here now and again for necessities. It has a grocery store, florists, chemists, a small electronics shop, a doctor's office, the office of the Westwick Gazette & Reporter, and a few small restaurants and such.

RAILWAY STATION

Being a rather small town with little of note, Westwick is home to a single British Rail station, with trains every two hours at most. It's about a ten minute walk from the town centre. Miss Partridge presides over the ticket window, and also sells snacks and newspapers and offers gossip about who's been through.

THE OLD MOUND

A bit to the west of town is an open field with what looks like a grassy hill in the middle that has a tree growing directly out of the top. The town council has made a few attempts to put up a plaque declaring the Old Mound a historical site, but manmade things left around the mound tend to go missing. There are old stories that tell of the Old Mound being the home of Queen Clearlake and her court.



The Town of Westwick



The Thompson Farm

Lake Mary Belle

Railway Station

The Old Mound

Marwood Towers Hotel

School

Northwestwick Park



The Standing Stones

Westwick Castle

St. Giles' Church

The Old Forest

Museum

Library

Town Centre

The Crowned Pig

Blaketon Hall

Story Seeds

What follows are some ideas for *Faerie Skies* stories. These aren't fully developed scenarios like in *Golden Sky Stories* and its other supplements, but they should be easy for a Narrator to spin into a full story.

THE ANGRY BROWNIE

Over at the Wilsons' there has been a lot of noise and fuss, though no one is quite sure why. When the players' fae take the opportunity to investigate, it turns out that Eric, a boy of 4 years old, is very upset because his toy, "Mr. Jinglejangle," has gone missing. Meanwhile the house is subject to all sorts of mischief, which turns out to be because Mr. Jinglejangle is a brownie, and doesn't take kindly to being grabbed and treated like a toy. It'll be up to them to find a way to placate both the brownie and the boy.

FOX IN A STRANGE LAND

While the players' fae are near the town's old country house, they see a strange light in one of the windows, and when they arrive they find a Japanese girl in a full kimono. This is actually Shizuku, a fox henge who fell through some sort of magical mirror in the haunted mansion in the town where she lives, though she doesn't reveal herself as such right away. (At this point you could gloss over the language barrier, have a subplot where the fae try to find someone who understands Shizuku, or just let them flail around not being able to use spoken language.) The mirror she came out of isn't actually that hard to find, but the ghost that haunts the mansion is lonely, and doesn't want to let anyone leave.

LOST LITTLE LAMB

The players' fae run into Owen, a boy who is distraught because his younger sister Lucy, who he was supposed to be watching has gone missing. She went after a sheep that had wandered off and just disappeared. Investigating the area leads to a circle of toadstools that is a portal into Faerie. When they go through, they find that Lucy is arguing with a gnome named Knockstone, who wants to keep the sheep. (He's actually been a bit lonely in his mine.) Hopefully they can find a peaceable solution to this and get Lucy and Owen and the sheep home in time for supper.

THE SOUL OF AN ARTIST

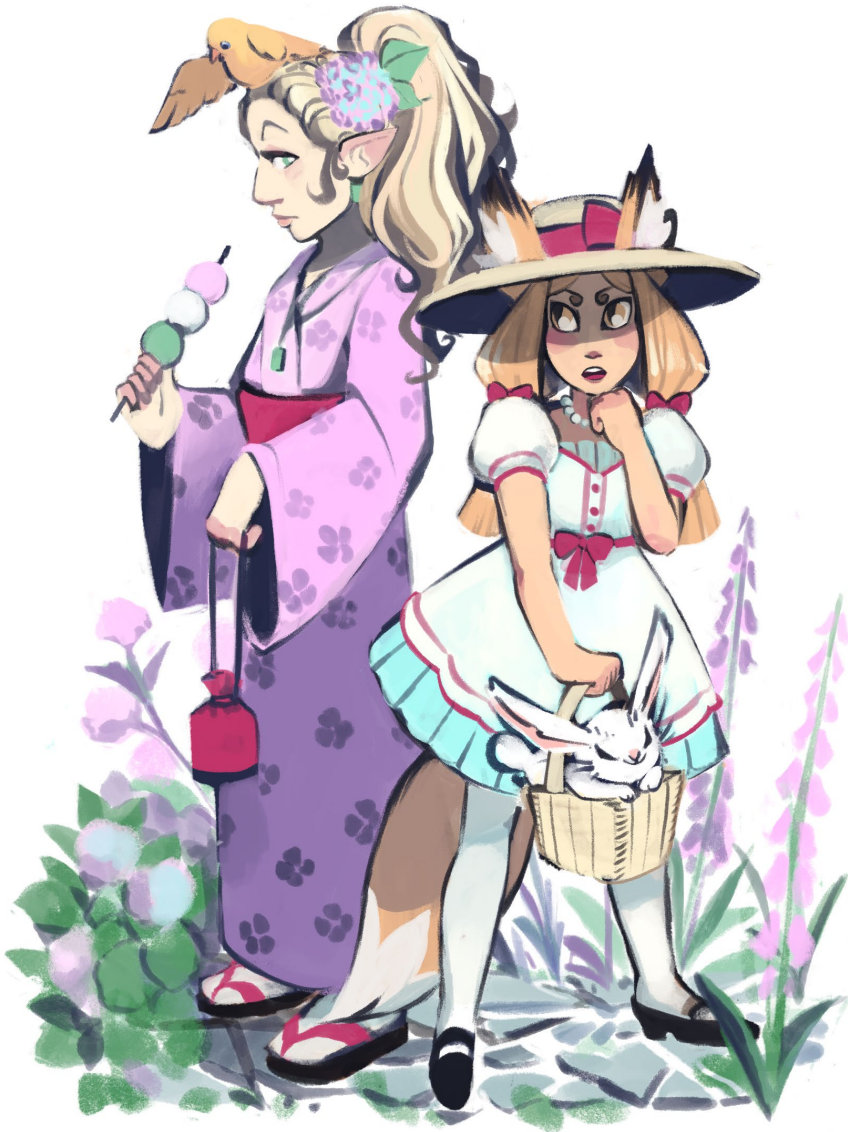
Clarissa, a painter who moved to the countryside in the hopes of finding more interesting things to paint, is sitting in a field with her sketchbook when the players' fae come along. She's having a really hard time of it, and isn't at all satisfied with her work. Every now and then, she'll get frustrated and variously turn, scribble all over, or even just tear out a page. She doesn't have the inspiration she needs, and has been kind of burned out lately. Meeting some new friends could be just the thing though, and this story plays out as a series of encounters between Clarissa and the players' fae, concluding with her showing them a stunning painting of whatever they've inspired her to paint.

A WITCH'S ERRAND

Mrs. Wentworth, an old woman some say is a witch, has an important errand to run visiting the local monument god, but she also needs someone to watch her two grandchildren who are visiting. She recruits the players' fae, albeit with a stern warning not to let anything unnatural befall them. The younger child is Brent, and a typically fussy baby. The older is Sarah, a rambunctious tomboy who will change into jeans and a T-shirt the moment the adults are gone and go play in the mud.

VAN WINKLE

People around town are whispering about a man with a long beard wandering around town looking confused. When the players' fae find him, they meet Augustus Blaketon, who turns out to have been asleep for some 200 years. He walked through the standing stones on the edge of town when it was 18-something and visited Faerie. When he returned, he found himself when and where he is now. The god of the standing stones might just be able to send Augustus back to his own time, but there is a price: he must bring the god a story of true friendship.



Appendix

OTHER FRIENDS

Golden Sky Stories includes many character types that you can very easily use in *Faerie Skies*. The only obstacle is that some of them are a bit too distinctly Japanese to fit in thematically, though you can tell stories about Japanese characters visiting England or vice versa. On the other hand, you can adapt any of the mononoke to more Western style mythical creatures just fine; even michinoke have direct equivalents in faerie lore. The section below has several suggestions on how to use various character types to make different kinds of fairies and other beings suitable for *Faerie Skies*.

FAIRY ANIMALS

Fairy tales are full of animals that can do things beyond what real-life animals can manage. For *Faerie Skies* we'll call these "fairy animals," and they're basically the Western version of henge. The fox henge from *Golden Sky Stories* are very heavily based on Japanese mythology, and raccoon dogs are an Asian animal not found in England, but most other henge require little to no modification to work. You might want to have the rabbit henge's "Mochi Pounding" power use chocolates instead, though.

OTHER CHARACTER IDEAS

Here are some specific examples of fairy tale characters you can create using existing *Golden Sky Stories* character types. Some list more than one character type. For these you can either pick

whichever type better fits the character you want to play, or (with the narrator's permission) blend some powers and weaknesses from each. Also, if you happen to like a faerie creature that we haven't covered here, you're certainly welcome to come up with a way to play them.

Banshee (Ghost): Banshees are spirits that look like women with long hair and eyes red from crying. They're known for wailing loudly when people have died.

Black Dog (Dog/Michinoke): According to legend the black dog is a portent that appears when death is near. In truth, they are simply magical dogs

Cait Sith (Cat): The cait sith (pronounced like "cat shee") is a faerie cat, usually colored black with a white spot on its chest. They're rather capricious creatures, not unlike normal cats, but with some magical powers.

Cu Sith (Dog): The cu sith (pronounced like "coo shee") is a faerie dog. Legends tell of them as being the size of a bull and colored green.

Dullahan (Michinoke/Ghost): The dullahan appears as a headless person on a horse, carrying their head under one arm.

Fairy Godmother (Visitor/Witch): A fairy godmother is a woman who uses her magical powers to act as a mentor. They're not always actually fae themselves; some are just witches who take up the role. Regardless, whimsical dresses and elaborate wands are de rigueur for fairy godmothers.

Goblin (Oni/Gnome): Goblins are among the more rowdy of the fae. They're a bit frightening with their big ears, big, predatory eyes, and sharp teeth, but they're also a bit on the small side, standing two to three feet tall. Goblins actually aren't all that bad once you get to know them, though they can be a bit temperamental.

Selkie (Kappa/Fish): The selkie is a fairy maiden who wears a magical seal skin in the water, but must leave it behind to venture onto land.

Tooth Fairy (Visitor/Pixie): These are fairies who come to collect children's baby teeth that have fallen out and leave a small reward in return. Perhaps children's belief in tooth fairies makes them real in some way, or maybe these fae just like baby teeth for some reason.

Troll (Oni): Trolls are an unusually big and strong variety of fae. A typical troll towers over most humans, and they often have horns and oddly-colored skin. Although they look a bit scary, you can befriend a troll if you're careful about it.

Will-O'-The-Wisp (Michinoke): A will-o'-the-wisp is a ghost light that sometimes looks like a torch from a distance. Travelers often see them in swamps and marshes.

The additional types of mononoke introduced in *Fantasy Friends* can potentially fit into *Faerie Skies* stories if you pick them with care. A beholder or a slime probably wouldn't fit all that well, but a chimera, phoenix, or dragon might.

INSPIRATIONS

Like a lot of gamers, RPGs were my gateway into an interest in mythology. While I was interested in fairies along with all the other mythical creatures (including a bit of a flirtation with White Wolf's game *Changeling: The Dreaming* in the late 1990s), for this project, I immersed myself in fairy lore as never before. Below is a list of the major works that provided inspiration for this book. I also owe a debt to my friend Suichi Tanaka, whose longtime fascination with fairies led him to lend me many interesting ideas and references.

- A Field Guide to the Little People* by Nancy Arrowsmith
- A Practical Guide to Faeries* by Susan J. Morris
- Bottle Fairy*
- Changeling: The Dreaming*
- Changeling: The Lost*
- Faeries* by Brian Froud and Alan Lee¹
- For Faerie, Queen, & Country* by Cook, Sargent, and Boomgarden
- Heroes of the Feywild*
- Kiki's Delivery Service* and other films by Hayao Miyazaki
- Labyrinth*
- A Little Snow Fairy Sugar*
- The Spiderwick Chronicles* by Tony DiTerlizzi and Holly Black
- Stardust* by Neil Gaiman
- Terry Pratchett's *Discworld* novels, especially those concerning witches
- Through the Faerie Glass* by Kenny Klein

¹ It seems appropriate somehow that the used copy of this book I bought had a rose pressed between the pages.