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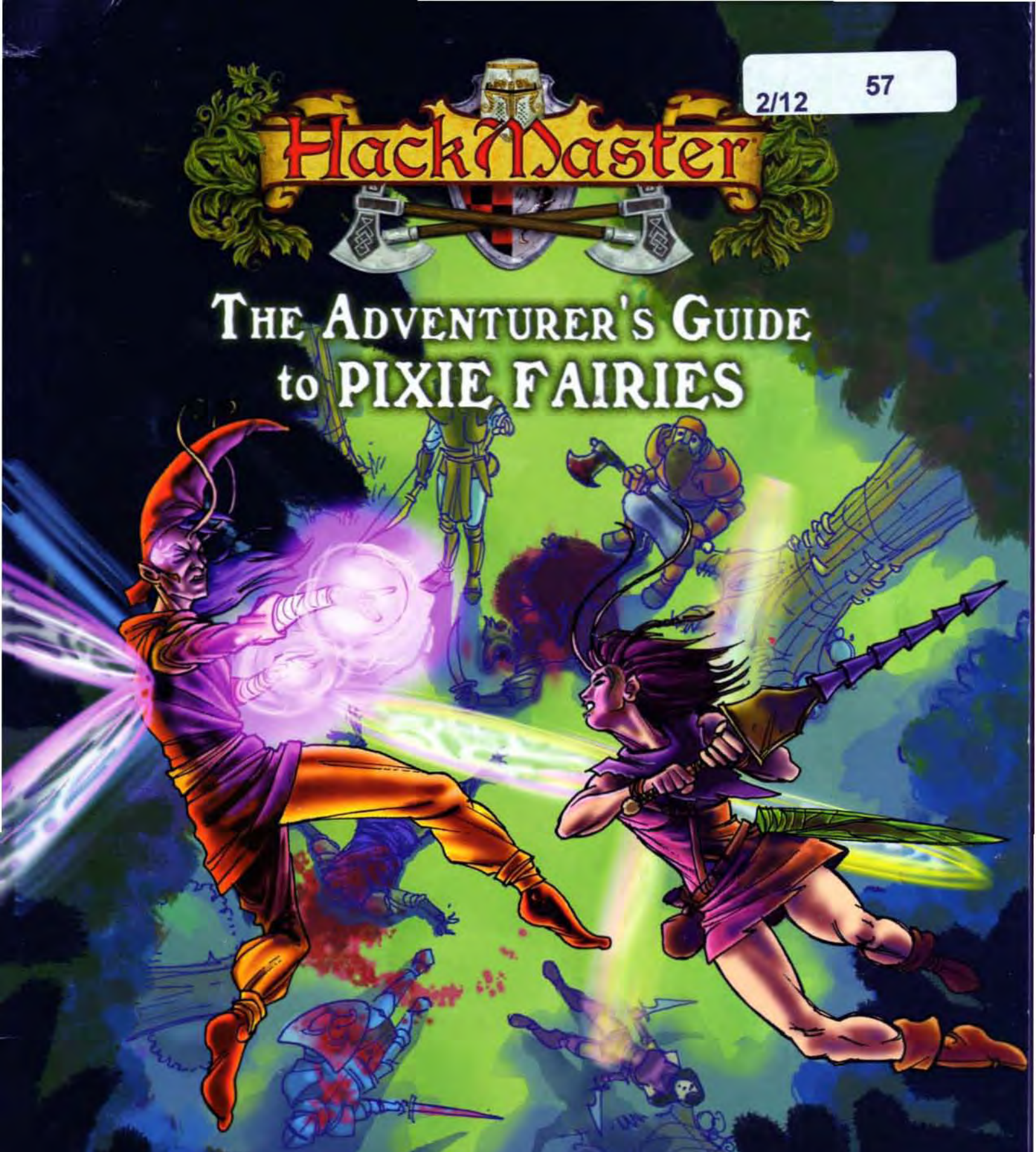
HackMaster

The Adventurer's Guide to Pixie Fairies



Learning to Hack When You're Knee High to a Kobold

HackMaster

SPECIAL REFERENCE WORK

THE ADVENTURER'S GUIDE TO PIXIE FAIRIES

Learning to Hack When You're Knee High to a Kobold

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Kenzer and Company
511 W. Greenwood Ave
Waukegan IL 60087

Questions, Comments, Product Orders?
Phone: (847) 816-9607
Fax: (847) 680-8950
E-mail: questions@kenzerco.com
Visit our website: **www.kenzerco.com**

Printed in China

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CREDITS

Authors: Eric Neumann and Mark Plemmons
Additional Contributors: Barbara Blackburn, Jolly Blackburn, Tony DiGerolamo, Jed Gofourth, Thomas Greene, Brian Jelke, Steve Johansson, David Kenzer, Noah Kolman, Rick Moscatello, Paul Wade-Williams
Editors: Don Morgan, Mark Plemmons
Art Director: Mark Plemmons
Graphic Design: Madeleine LaPlante
Cover Illustration: Chris Moreno
Interior Illustrations: Tommy Castillo, William Church, Brendon and Brian Fraim, Ben McSweeney, Travis Moore
Project Managers: Brian Jelke, Mark Plemmons
Production Manager: Steve Johansson
Playtesters: David Austin, Bart Ballinger Jr., Michael Caudill, Joe Charles, Tom Darga, Stephen De Chellis, Kevin Fleming, George J. Gerhold, John Massare, Alan Shohat, Brad Todd, Luis Velazquez, Luke Wetterlind
HackMaster Development Team: Jolly R. Blackburn, Brian Jelke, Steve Johansson, and David S. Kenzer

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Introduction

Welcome, you who appreciate the magic of the pixie fairy! You are a rare breed, unique among HackMaster players for exploring a race that many erroneously consider inferior in many ways. You have half the hit points of your fellows (even the magic-user), you can't reach the doorknob even standing on tiptoe, and your weapons do such insignificant damage that larger monsters actually use them as toothpicks. Do not despair, help has arrived! Within this carefully researched manual, you shall find details on the diminutive pixie-kind - the pixie fairy, pixie brownie, and various other creatures spawned by the lusty pixies of Garweeze Wurld.

Some inferior roleplayers consider playing a pixie fairy only a step up from suicide. Now, if this were an inferior game, this would be true - and thus inferior games do not include the pixie fairies as PC races. However, HackMaster (being the superior game) brings these devious and even quite dangerous creatures to your table. Certainly, most are not exactly fearsome in hand-to-hand combat, but only a fool would take a pixie fairy into melee combat with a giant in the first place. HackMaster is no game for fools, and those who commit such character suicide do not deserve to play a pixie fairy in the first place.

Pixie fairies are the ultimate scout, spy, ranged specialist, and assassin. Their innate abilities allow them to reach nearly any location undetected, and their innate powers and spellcasting make them dangerous beyond any other race. The half-ogre does great damage, for example, but against an opponent who flies out of his reach, shooting, dropping things, and casting spells, the half-ogre is going down. It is also hard to avoid the backstab of a creature who can turn invisible with a thought. Yet, pixie fairy characters are not for the wuss of heart. With half the hit points of a normal character, they cannot take the heat of battle for long, which is why the wise pixie fairy never gets hit. Flight, invisibility and tribal tattoos combine to make the pixie a very elusive target.

It is now time to leave behind your preconception of the weak, flower-flitting fairy suitable for nothing but an appetizer. Now is the time of the pixie fairy. Fast, nimble, magical, and stealthy, these fey creatures are often more than a match for other races.

Within this tome, you will learn about the various kin of the pixie fairy; the pixie brownie, pixie sprite, pixie nixie, and others. New skills, quirks, flaws, talents, and inheritance tables also beef up your pixie fairy. Expanded equipment tables ensure you will be prepared for anything, and new spells allow your magic-user pixie fairies to gain the upper wing in magical duels. Also, new packages, quirks and flaws await your eyes, as well as several new zealots and details on pixie fairy clans and cultures. All this and more lies in the following pages. So what are you waiting for?

Hack On!

JoJo Zeke
Director of HackMaster Development
Hard Eight Enterprises

ABOUT THIS BOOK

This book is organized as follows:

Chapter One: Races presents a detailed listing of available character races. The pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite are all fully detailed here.

Chapter Two: Classes discusses classes preferred by pixie fairies, and provides the new animalist class and twelve new zealot classes.

Chapter Three: Priors and Particulars presents tables to beef up your character's background and personality with quirks and flaws, clan names, age, weight, appearance, circumstance of birth, and so on.

Chapter Four: Goods and Services details new weapons, armor and equipment appropriate for pixie fairies, and how both new and existing items vary thanks to the pixie fairy's size and culture. This chapter also includes new information about flying mounts and animal companions.

Chapter Five: Rules of the Road provides both new information and clarifications about aerial combat and travel, maneuverability, tribal tattoo magic, spells, magic items, and so on.

Chapter Six: Customs and Culture presents information about pixie fairy society, government, habitats, clothing, relations with other races, language, religion and so on. This chapter also includes some new information about the Realm of Faerie and Fernwickle Isle.

Chapter Seven: The Seelie Court provides statistics and background information about the fae pantheon of pixie fairy religion.

Chapter Eight: Monsters covers statistics for the GameMaster versions of the elvariels and pixie grels.

WHAT YOU NEED TO PLAY

This campaign resource assumes that you have access to one or more core rulebooks of the HackMaster game: the Player's Handbook (PHB), the GameMaster's Guide (GMG) and one or more of the Hacklopedias of Beasts (HoB), possibly also including the Field Manual. As this book supplements the Garweeze Wurld fantasy campaign setting, it is also useful to have the Garweeze Wurld Gazetteer and the Garweeze Wurld Atlas (both currently available in downloadable PDF format).

WHAT THIS BOOK IS AND IS NOT

The primary purpose of this book is to expand upon knowledge of the planet Aldrazar by examining the strange and often misunderstood race of pixie fairies in the known lands. In fact, because so much of the information presented relies on the Garweeze Wurld setting, a familiarity with it is recommended. GMs not using the Gaweeze Wurld fantasy campaign setting

can still find many uses in this book, from the various equipments, magicks, customs and so on. Furthermore, you could import any of the material in this book easily into other lands, perhaps functioning as a lost woodland race in Greyhack, or perhaps on a small planet in HackJammer, hidden for milennia by cosmic nebulae. In any event, the GM is the final arbiter as to what fits in his game and what does not. Players should always consult with their GM before incorporating material from this book into their games.

Readers of HackJournal may note that some pixie fairy items and information presented in those volumes do not appear in this book, or are significantly different. When items or background information differ, treat this book as the definitive word on pixie fairies. When HackJournal items are absent from this tome, it is because those items do not accurately reflect pixie fairies as a whole. This book also clarifies certain misconceptions about pixie fairies from other HackMaster tomes. One such is the extent of pixie fairy androgyny, which has confused many pixie fairy scholars. Finally, these matters can be put to rest.

It is important to note that this book is devoted primarily to the dominant pixie fairies, with a nod to their full- and half-breed kinfolk. Full breeds are the pixie, fairy, sprite, leprechaun, and so on. Other half-breeds include the elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite. The terms fairy-kin or fairy-kind generally refer to characters of a fairy bloodline, while pixie-kin or pixie-kind refers to those of pixie heritage. Faeries, faerie-kind, fae, and so on are acceptable terms for members of either group.

When determining whether a certain rule applies to other fae, use common sense. For example, a non-telepathic pixie brownie cannot take the telepathic impairment flaw, and should roll or choose again. Likewise, an elvariel cannot use a pixie fairy peashooter crossbow, even though he is fairy-kin. However, a pixie brownie may choose to be part of a pixie fairy clan (provided the player gives his GM a rational explanation for his character's adoption into this clan), even though the clan listing is specifically targeted to pixie fairies.

REALITY CHECK: A DISCLAIMER

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion.

HackMaster is a game and, as such, the creators imbued it with a bit of ambiance that reflects a mysterious world fraught with danger, magic, and wondrous creatures. We want to emphasize the term "game." HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their "real lives."

As a game, HackMaster throws players into situations (conflict) that must be resolved using wits and/or skills, weapons, or whatever other means the players' in-game possess. All of this action, of course exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parlay, and other non-violent means. Sometimes they are resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the actions in HackMaster take place in the mind of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, or random acts of violence. The writers do not condone violence to solve "real life" situations. If fact, we frown on it. Again — this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy, you should put this book down and seek professional help (or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this – attempting to worship the demons presented in HackMaster will result in nothing but ridicule from your peers. Our demons are "made up." Likewise with the "magic spells" presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna happen. Are we on the same sheet of music here? Good. Nuff Said.

Races

Garweeze Wurld is home to many mysterious races, but none is more magical and mysterious than the pixie fairy. With strong yet delicate and beautiful wings, these tiny creatures flit about the glades and sunny pastures of the land. The pixie fairy race is the result of cross breeding between pixies and fairies, though no one is quite sure how or when this occurred. Some speculate on the intervention of Queen Titania (see Chapter Eight: The Seelie Court), but whatever the reason, the result was the creation of a handsome species.

Yet, although the pixie fairy is the most commonly recognized hybrid, it is not the only one. The lusty pixies of Aldrazar mate with almost any fairy or fairy-kin on (frequent) occasions, including brownies, leprechauns, nixies, sprites and more. It is to defining the hybrid races that this chapter is devoted. First is the pixie fairy, followed by other, much less common, races. After all, it is to the pixie fairy that this book is devoted.

Each entry begins with a basic description of the hybrid, personality and appearance-wise, and follows with an "at a glance" description of its upside, downside and movement rates, followed by any further details or expansion on the above, and concluding with information on the lands where the pixie hybrid can be found. Unless otherwise noted, pixie hybrids make up less than 1% of the total population of the regions where they reside.

Ability Score Prerequisites for Pixie Hybrids

Pixie hybrids have minimum and maximum requirements for their Ability Scores. If you want to have a pixie hybrid character, the Ability Scores of the character must fall within the allowable range indicated for that race. These are initial prerequisites for race-selection purposes only.

During game play, the abilities of your character may rise above (or drop below) the racial requirements listed in Table 1A: Ability Prerequisites for Pixie Hybrid Characters, which lists the minimums and maximums for each race. The Ability Score requirement for male members of each race comes before the slash; the requirement for females follows the slash. Consult this table before making any racial adjustments to the Ability Scores of your character. If the basic scores that you rolled up meet the requirements for a particular race, your character can be of that race, even if later modifications change the Ability Scores so they exceed the maximums or do not meet the minimums. Once you satisfy the requirements at the start, you never have to worry about them again. Note that a player can always voluntarily drop an attribute to meet the maximum ability for a desired race. Such points dropped are simply lost.

Table 1A:
Ability Prerequisites for Pixie Hybrid Characters

Ability	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
STR	M/F	M/F	M/F	M/F	M/F	M/F	M/F	M/F
MIN	1/1	3/3	1/1	3/3	3/3	3/3	1/1	1/1
MAX	14/14	18/17	14/14	18/17	14/14	15/14	14/14	14/14
DEX								
MIN	12/12	6/6	12/12	7/7	10/10	10/10	11/11	12/12
MAX	19/19	18/18	19/19	19/19	18/18	18/18	18/18	19/19
CON								
MIN	6/7	6/6	6/7	6/7	6/7	6/7	6/7	6/7
MAX	14/14	18/18	14/14	18/18	14/14	15/14	14/14	14/14
INT								
MIN	8/8	4/6	8/8	8/8	12/12	12/12	7/7	8/8
MAX	19/19	18/18	19/19	18/18	19/19	19/19	18/18	19/19
WIS								
MIN	3/3	3/3	3/3	3/3	3/3	3/3	3/4	3/3
MAX	19/19	18/18	19/19	18/18	19/19	19/19	18/19	18/18
CHA								
MIN	8/8	3/3	8/8	8/8	5/5	5/5	7/7	8/8
MAX	19/19	18/18	19/19	18/19	18/18	18/18	19/19	19/19
COM								
MIN	8/8	5/5	8/8	5/6	3/3	3/3	9/10	8/8
MAX	19/19	17/18	19/19	18/19	17/18	16/17	19/19	19/19

PIXIE FAIRIES

Pixie fairies stand between 1 1/2 and 2 feet tall, and weigh up to 25 pounds. Their skin tones vary from snow white to mauve to orange, and colorful magic-imbuing tattoos often decorate their bodies. Two pairs of beautiful, shimmering, dragonfly-like wings also spring from the back to grace each side of their bodies. These wings are folded and soft at birth, expanding within hours to about 4/5 of the pixie fairy's height. The wings attach to either side of the spine, with internal flight muscles attached to the ribcage. The primary wings are larger, and are on top of the secondary wings. Pixie fairies use their primary wings to gain lift and propulsion, while the secondary, smaller wings help them maneuver. Their wings come in a variety of hues, but most are brightly colored with an iridescent sheen. Human children sometimes say that if you see the glimmer of a pixie fairy's wings in the moonlight, and you wish upon that fairy, your wish will come true. (This is, of course, a complete crock. Don't waste your time.)

The face of a pixie fairy has some of the angular qualities of the elves, with some features resembling small human children (such as large, innocent looking eyes and pouting lips). They also possess two antennae, which sprout upwards from their heads. A pixie fairy's antennae grow in one of three different locations - from the inner edge of either eyebrow, at the hairline, or between the hairline and the crown of the skull. Human sages debate on whether the placement of antennae is hereditary or due to the amount of magical energy a pixie fairy possesses. When asked, the pixie fairies simply give the interviewer a bemused look, as a scholar may give a child who asks an unusual question. To them, the exact location of their antennae matters only when being fitted for headgear. Biologically, however, the antennae have a core of cartilage protecting the antennal nerves and then covered with skin. These sense organs efficiently detect the minute traces of magical energy that are the pixie fairy diet.

The female of the species has slightly larger antennae, and Man-sized and greater creatures have used this characteristic to distinguish the sex of a pixie fairy (since to them the pixie fairy often appears androgynous, just as a halfling appears androgynous to a giant). Upon closer inspection, however, the physical features of male and female pixie fairies can be determined, when two conditions exist. Firstly, that the pixie fairy is not heavily clothed, and secondly, that the pixie fairy allows the viewer to come within a few feet. Pixie fairies are careful by nature, and prefer to keep well out of arm's reach of any stranger.

Spellcaster Elenwyd Sensuliad claims to have studied a pixie fairy clan in the forests of Kal Dez, and even published a small article on the correlation between pixie fairy Comeliness and mammary development. In this, she claims that all pixie fairies are androgynous, but that the greater a pixie fairy's beauty, the more feminine (or masculine) it appears to outsiders. Other sages claim that the Kal Dez clan is simply more androgynous than other clans are, while some sages state that Elenwyd's theory is correct, but her numbers are wrong. In fact, each argument holds some bit of truth to it, for androgyny varies from clan to clan and person to person. See Chapter Three: Priors and Particulars for more information.

Pixie fairies do not have individual teeth, but rather have two crescent-shaped bony ridges that span the upper and lower jaw, as would rows of teeth. Though these partially segmented ridges can easily be mistaken for rows of individual teeth, they are actually all of one piece.

Life and Death: Pixie fairies' high metabolism allows them to heal an extra hit point per day more than other creatures with the same Constitution. However, due to this incredibly high metabolism, pixie fairies have a very short life span – generally only 10 to 15 years. However, there is some good news. When a pixie fairy dies, if he is not Raised or Reincarnated (by the spells of the same name) within two weeks, the deceased's spirit enters a surrogate pixie fairy female of adult age and induces pregnancy without the need for sex. The pixie fairy is thus reincarnated within 1d4 months of his date of death, and comes back as a pixie fairy of the same gender with no changes in his androgyny. (The varying gestation period is due to the unusual magicks involved.)

A reincarnated pixie fairy is part of his rebirth mother's clan, as well as his original clan. The reincarnate must roll on PHB Table 4F: Social Class to determine his status in the new clan. Members of this new clan also perceive the reincarnate to have the social class modifiers to Honor as defined in PHB Chapter Four. This Honor modifier applies only when dealing with or regarding members of this new clan, not to his original clan or any other creature. A multiple reincarnate is usually a member of many clans, and may hold a different status in all of them.

Because reincarnated pixie fairies emerge from the womb as slightly larger than normal pixie fairy infants, birthing such a hybrid is no simple task, and the midwife uses special herbs and potions to ease the delivery and prevent the loss of the mother's and infant's life. Pixie fairies usually choose their rebirth mothers before dying (by means of the Surrogacy spell – see Chapter Five: Rules of the Road). Partly due to the dangers of delivery, making such arrangements is a very serious business and usually takes place as part of Pixie

Pixie Fairies at a Glance

The Upside

Racial Bonuses:
- Fly at 18" (B) per round
- Can use Ginger Moth mounts and Butterfly Steeds
- +2 bonus to hit in mounted combat or flying combat, with an additional +1 bonus on joust or charge attacks
- Heal an extra hit point per day
- Telepathy (never surprised, linking; provided by Emphkrin tattoo)
- When a pixie fairy dies, he is reincarnated within 1d4 months
- May cast a Faerie Phantom spell once per day
- At 5th level, may cast a Minor Sphere of Perturbation spell once per day
- At 5th level, may summon a woodland thrall.

Initial Languages:
- Pixie fairy, common, elvish, butterfly, gnomish, bird*
- Talents:
- Turn invisible once per day

Allowable Classes:
- Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter, and related sole practioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Fighter/magic-user

Attribute Modifiers:
- -6 Strength, +2 Dexterity, +1 Intelligence, +1 Wisdom, +2 Charisma, +3 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:
- Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Astute Observation, Attack Bonus, Blind Fighting, Faerie Kind Martial Arts, Flutter, Hit Point Bonus, Keen Sight, Magic Bonus

The Downside
- Pixie fairies must pay three times (3x) the gp value for their daily food requirements unless they forage for their food
- They have a very short lifespan – generally only 10 to 15 years.
- Pixie fairies don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around
- All pixie fairies with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Pixie fairies may also walk at a rate of 4". A mounted pixie fairy travels at a rate of 26" when mounted on a Giant Butterfly Steed and 36" when mounted on a domesticated Ginger Moth.

*The number of languages a pixie fairy can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

Meet (see Chapter Six: Customs and Culture). If a pixie fairy does not choose his rebirth mother, he is reborn in the closest available pixie fairy host.

After birth, a reborn pixie fairy grows quickly, reaching full size in about three months. It has Ability Scores identical to its former incarnation, including level, proficiencies, talents and hit points. A pixie fairy that arranged a rebirth mother before dying regains 100% of his former Honor. If not, the pixie fairy must recalculate his beginning honor using the rules in the Player's Handbook. Reborn pixie fairies keep their previous quirks and flaws, if any, and must roll for an additional minor quirk on PHB Table 6F. GM's may instead choose to have the player roll on the new PHB Table 6K [PHs]: Quirks (Mental) d100 (see Chapter Three: Priors and Particulars). They lose ALL previous skills, with the exception of the Pixie Fairy language. They also lose all magical tattoos and power runes, even the Emphkrin tattoo, and so are vulnerable to being surprised until this tattoo is regained. All pixie fairy mothers typically have their children tattooed with this particular sigil within a month after birth, so the newborn has little time to wait. A planned rebirth mother always tries to provide this service (since the reincarnate should reimburse her for the cost), though unexpected mothers may wait and make the reincarnate take care of it himself.

Gradually, three months after his rebirth, the pixie fairy begins to regain full awareness of his former self. His rebirth mother helps him in this as much as possible – even more so if she was chosen, for she may hold possessions and equipment as well as stories and remembrances from the reborn's former life. Each day after the three month mark, he can attempt a skill check for one of the skills he formerly held, at a +10% modifier to the die roll. If successful, he regains that skill. The next day he can attempt to roll for another skill, and so on. If the skill check fails, he loses all memory of that skill and must retrain (incurring the normal fees and training time) if he wishes to regain that skill. In spite of this automatic reincarnation feature, a pixie fairy can only be Raised, Reincarnated (as the spell or as the pixie fairy racial ability) or Resurrected a number of times equal to his initial Constitution score, just like any other character.

The natural offspring of two pixie fairies is always another pixie fairy, with no tendencies towards either pixie or fairy blood.

Diet: Because of their metabolism and the fact that they are magical creatures, their sustenance requirements differ from other races. Pixie fairies actually feed on errant magical energies (the residual energies left behind by magical spells, items, etc.) that tend to accumulate in certain rare plants and insects. For this reason, pixie fairies must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie fairy is able to forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 4+1d4 hours per day). Some sages speculate that pixie fairy consumption of free magical energy prevents environmental magic levels from rising to the point that formerly harmless species mutate into monstrous forms, but have been unable to obtain proof of such a theory.

Invisibility: The pixie fairy can also turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible by flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Dust: Because pixie fairies are such magical creatures, they actually secrete magic in the same way that larger creatures perspire. However, when a pixie fairy's sweat dries, it flakes off in small dandruff-like golden particles known as "pixie dust." A roving pixie fairy adventurer generally doesn't remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie fairy sleeps and grooms himself in the same area on a routine basis, he may accumulate enough pixie dust to make harvesting and gathering it of some value to anyone willing to spend the time scraping it up and selling it. Unfortunately, some unscrupulous magic-users actively seek out pixie fairies and keep them in cages purely for this purpose.

An ounce of pixie dust can be distributed in the form of a spherical cloud, approximately 20 feet in diameter, that heals everyone within to their full hit points. This cloud takes 1d4 rounds to form and dissipates after just one round. A Dispel Magic spell or greater enchantment produced by a caster of at least 10th level causes the cloud to disperse at once. Aside from this effect, it can also be used as a component for certain spells, such as Lizenz's Dark Wings (see Chapter Five: Rules of the Road). Magic-users are constantly experimenting with new ways to use the mystical dust, mostly as replacement components.

An active pixie fairy sweats an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. More sedentary pixie fairies sweat about half that amount. Of course, the more active a pixie fairy is, the less likely it is that he remains in the same place for very long. Prices for pixie dust vary on the open market, but most magic-users are willing to pay around 500 gp an ounce.

Pixie Meat: The tasty flesh of the pixie fairy is full of magical energy, and particularly loved by the nomadic, warlike grel (grunge elves). Consuming this meat allows grels to make use of the pixie fairy's tribal tattoo magic (see Chapter Five: Rules of the Road). Naturally, most pixie fairies avoid grel at all cost.

Pixie Meet: Any pixie fairy that does not attend this festival (once every six years) suffers an immediate loss of 50% to his honor for offending his racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Pixie fairies may use a special form of magic called tribal tattoo magic. Furthermore, upon reaching 6th level, they automatically gain the knowledge of how to tattoo themselves and others, thanks to some mystical racial memory or constant exposure to the practice. For more information, see Chapter Five: Rules of the Road.

Telepathy: Pixie fairies with the Emphkrin tattoo gain a telepathic "danger sense" and are never surprised by other living creatures (even those that normally get automatic surprise) due to telepathic impulses picked up by their antennae. Undead and non-living creatures (such as the golem), as well as creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster), can still surprise.

It is important to note that this telepathy is reactive, not proactive. It does not allow the pixie fairy to "sense life" or "scan for danger" as a standard ability, and the pixie fairy cannot telepathically detect an enemy in advance of the attack. This ability simply negates the game effects of surprise, allowing the pixie fairy to react and defend itself normally - instead of standing still for a round with mouth agape, as would be the case with a standard surprise attack.

In addition, any intelligent creature that associates with an individual pixie fairy for at least two weeks becomes telepathically linked with that pixie fairy. Persons thus linked, who remain within 10 feet of their pixie fairy companion, gain the ability of never being surprised. They gain no other benefits.

Pixie fairy tales and legends occasionally feature mysterious persons that can somehow block this danger sense, but how they do so is unknown. This tattoo does not work for other races (except for fae-born and pixie sprites), and some sages speculate that this is because of the pixie fairy's magical nature, their antennae, or a combination of both.

Woodland Thrall: Once per week, after reaching 5th level, a pixie fairy may call a woodland creature to become his thrall. The summoned creature serves the pixie fairy for 1d20 days and then returns to the wild. While in

the pixie fairy's service, the woodland thrall obeys any command the pixie fairy gives it (to the limits of its abilities), including giving its life. For example, a pixie fairy with a squirrel thrall could order the squirrel to leap into the face of a magic-user casting a spell and the squirrel would do it – even though it would certainly mean the squirrel's death when the magic-user recovers from the surprise. Your GM has the details on thrall summoning (GMG page 34).

Lands: Pixie fairies live in several lands throughout Aldrazar. In the Kingdom of Ara'Kandeesh, they make up approximately 2% of the population, and in the Kingdom of Kal Dez, they dwell both in the eastern forests and in the larger cities (where they are seen often enough that their appearance does not cause a stir). A small colony of "uncivilized" pixie fairies (who call themselves the Seznimes) also lives on the Parzaan Atoll, near Mount Karamor, and make up 5% of that island's population.

In the shaky Theocracy of Saryn Ar'Keet, pixie fairies dwell in the forests and jungles, carefully avoiding their ogre and troglodyte neighbors. In addition, off the coast of Saryn Ar'Keet, we find the bright spot of that land – Fernwickle Isle. This isle is predominantly inhabited by pixie fairies (approximately 50%), other pixie hybrids (approx. 25%) and various pixies, fairies and other sylvan creatures (approx. 25%), oblivious to the conflicts and raids in Say'Ran Ara'Keet (the local name) itself.

OTHER PIXIE HYBRIDS

The races listed in the Player's Handbook are only a few of the possible intelligent races populating Garweeze Wurld. In fact, several races below were once only available to the GM as monsters and NPCs, but are now updated and adapted for use as player characters - with some modifications to maintain game balance. Note that all of these new hybrid races must have scores of 14 or higher in the prime requisites of both classes to qualify for multi-class standing. GMs may, of course, continue to use the monster races in the Hacklopedias of Beasts or supplemental resources as they see fit. In Aldrazar, sickly parents, genetic anomalies, or bad (or good) magicks or omens that occurred on the character's birth might explain these differences.

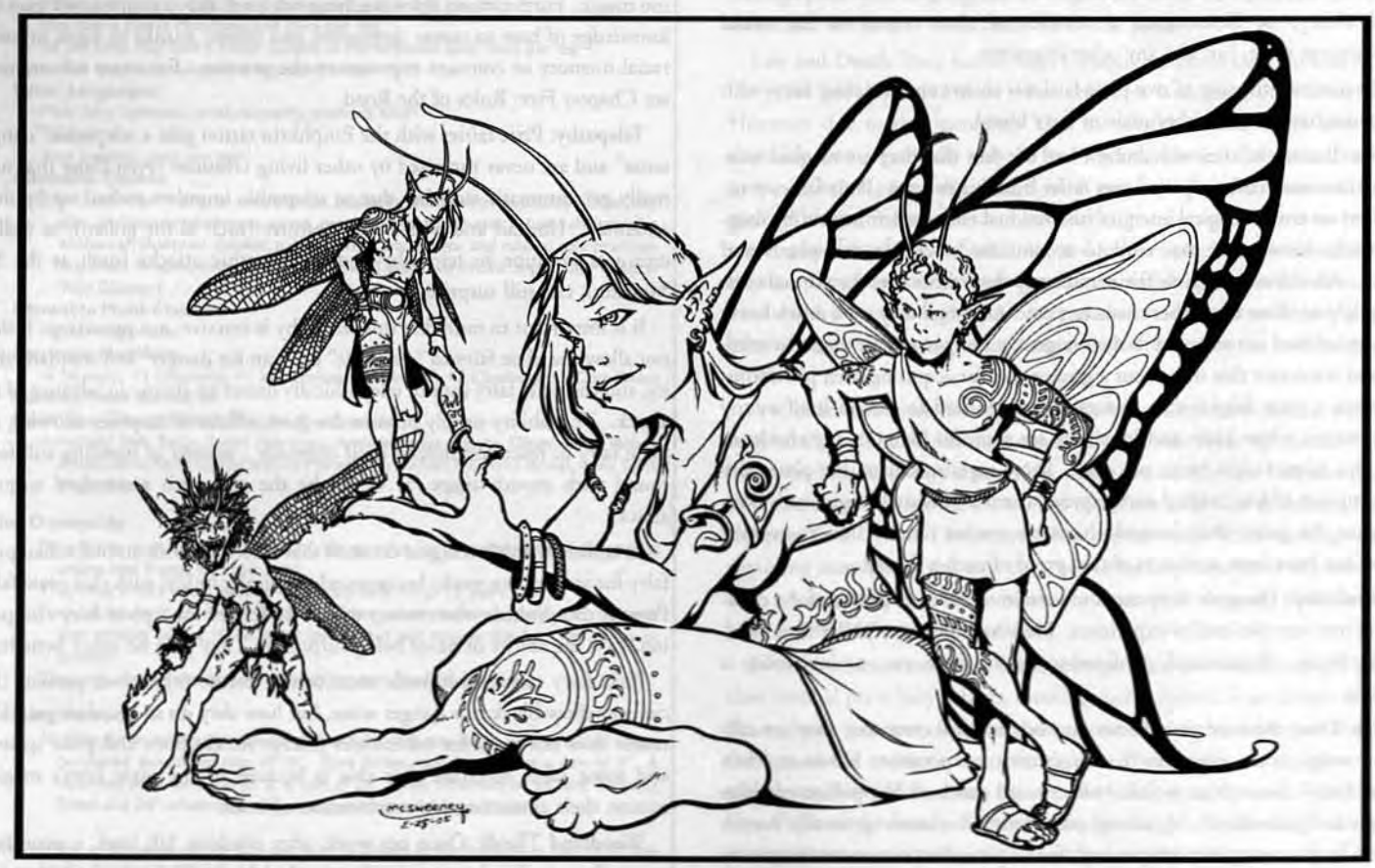
Furthermore, the following hybrid races are quite rare, and should be played as such. Races not familiar with pixie hybrids may treat them just like pixie fairies or just like monsters, depending on their size and appearance. In general, pixie fairies react to one of these hybrid characters as they would react to its non-pixie parent. They may be welcomed, or treated like outcasts or members of a lower class, with the pixie fairy constantly looking down on them as poor, ignorant backwoods relatives. Two of the following races (the fae-born and the grixie) also require GM approval if a player wants to start with this race for a new character.

ELVARIELS

Elvariels are a true mixture of elves and pixie fairies. They stand between six and seven feet tall (a result of the bizarre magicks used in their creation) and have the slender build and pointed ears of their elven ancestors. In fact, if it were not for the large, butterfly-like wings and the pixie fairy-like antennae, they could pass for extremely tall elves.

Their wings are fully functional and allow the elvariels to fly at great speeds and with excellent maneuverability. However, due to the large amount of energy needed to fly (and the relative frailty of their wings), elvariels cannot fly for more than an hour at a time without rest. For a normal flying rate, this is 15 minutes for every one hour of flight.

In combat, elvariels make the most of their flying abilities. Perhaps from years of hit and run raids, or perhaps as a sort of ancestral memory from their



From left to right: A Grixie, Pixie Fairy, Elvariel and Fae-born.

pixie fairy parents, elvariels prefer to fight from the air. When encountered, whether walking or flying, they immediately take to the air, and begin parlaying or fighting, depending upon their estimation of their opponents. Elvariel combat doctrine dictates that it is far better to avoid being hit than landing a decisive blow yourself. This is, in large part, because the elvariels refuse to wear armor. They see it an indignity against their nature. Thus, elvariels tend to stay out of range until they have the good opportunity to attack. Elvariels are almost all fanatics about protecting the environment, and see no action taken in defense of the natural world as wrong. Of course, some savage elvariel tribes are less focused, and generally attack anyone with food or supplies they need.

Life and Death: A recent addition to Garweeze Wurld, the first elvariels grew in the laboratory of the elven magic-user Ko'lien Longbranch. At the time, Ko'lien was unsuccessfully wooing the comely half-elven druid Clair, and the elvariels were to be his ticket to her heart (and hopefully bed). Clair's love of the natural environment, particularly the forest home of her mother, was well known and went beyond even the beliefs of the traditional druid. Ko'lien respected his woodland home, but he feared that his environmental beliefs were not enough for Clair. In order to appear as much more of a nature-friendly fellow than he actually was, he set out to design a new race of forest guardians.

Like many plans motivated by lust, however, Ko'lien's design for the elvariels was half-baked. He wanted to combine elves with fairies to create the purest, most nature-loving creatures. Unfortunately, he could find no fairy volunteers, and had to settle for pixie fairies instead. The result was the first elvariel, a magical creature with a fully-grown elf body and delicate wings more like a butterfly's than the dragonfly-like wings of the pixie fairy.

Clair was suitably impressed, and Ko'lien considered his little experiment a success. At first, the two elvariels (Ko'lien only had the funds to create two) followed the happy couple around, learning of the forest and how to preserve nature. Soon, Clair realized that Ko'lien was only interested in the carnal aspect of the relationship, and events took a turn for the worse. Embarrassed that she had fallen for the mage's deception, she began to express her anger at Ko'lien. When Clair finally left Ko'lien, her bitterness warped the elvariels, and they set out to establish their own tribe.

In no time at all, the elvariels had established a large tribe of their kind. Witness to the abusive relationship of Ko'lien and Clair during their impressionable years, the elvariels developed a militant form of environmentalism. Believing that all others were too "soft" in protecting their natural surroundings, they set out upon a campaign of eco-terrorism that persists to this day.

Recently, several tribes have returned to a life of barbarism. These tribes still carry out their agenda of militant environmental protection, but their tactics are less refined and ultimately less successful. To make up for it, these tribes became brutal and ruthless in combat, and are feared over their "more civilized" brethren. An elvariel can be Raised, Reincarnated, or Resurrected like other characters, but they are not reborn like pixie fairies. For buying skills, talents and proficiencies that are restricted by race, treat elvariels as half-elves.

Diet: Because the effort of flying draws a large amount of energy, elvariels must pay twice (2x) the normal costs for daily provisions that other characters pay. However, this is not due to a selective and restrictive diet – they merely eat a much greater quantity of food as compared to their elven counterparts. An elvariel can forage enough food to sustain itself in any environment where animal and plant life is plentiful (without any checks or cost; this takes 2+1d4 hours per day). Concerning spells such as Create Food and Water, an elvariel counts as two people.

Honor and Armor: Elvariel culture prohibits the wearing of armor, and an elvariel loses face (and 75% of his Honor) every time he dons any armor, helmet or shield. He does not regain this Honor upon removing the armor. No other elvariel will have anything to do with such a foul creature – except to attack him on sight, of course.

Pixie Meet: The elvariels are not welcome at Pixie Meet, for most pixie fairies consider all elvariels unnatural and savage. Moreover, they have no natural magic to contribute to the Amber Horde, and their great size (comparatively speaking) is quite dangerous and intimidating. Only an elvariel with a faerie-kind sponsor is allowed at Pixie Meet. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Elvariels have no knowledge of tribal tattoo magic, but may bear tattoos as symbols of strength or decoration.

Lands: Elvariels hold no countries or great lands of their own, though their tribes are rumored to inhabit portions of the eastern forests of the Kingdom of Kal Dez and the jungles of the Zumbran Republic. Savage elvariels also dwell here, but are more nomadic and rarely inhabit any one place for long.

Elvariels at a Glance

The Upside

Racial Bonuses:
- Fly at 18" (B) per round
- 30% resistance to Sleep and all charm-related spells
- Initial Languages:
- Elf, common, glersee, pixie fairy, orc, gnomish*

Talents:
- Ambidextrous

Allowable Classes:
- Cleric, animalist**, chosen one, druid, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, ranger, soldier, swashbuckler; Magic-user, battle mage, blood mage, diviner, enchanter, transmuter, wild mage; Thief, acrobat, assassin, bard, brigand, charlatan, infiltrator, minstrel, pirate or yakuza. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Cleric (or druid)/fighter, cleric (or druid)/ranger, fighter/magic-user.
- Attribute Modifiers:
- -1 Strength, +1 Dexterity, -1 Constitution, -1 Intelligence, +1 Charisma, +1 Comeliness

Building Point Bonus: 12
- Additional Talents Which May be Purchased:
- Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind Fighting, Bow Bonus, Cold Resistance, Heat Resistance, Keen Sight, Less Sleep, Photographic Memory, Resistance, Sibling Empathy, Sixth Sense, Sword Bonus

The Downside
- Must be of any chaotic alignment (usually chaotic neutral)
- Elvariels lose 75% of their Honor upon wearing any armor
- Elvariels suffer a +10 penalty on PHB Table 41: Quality of Parent, due to the generally poor parenting skills possessed by elvariels
- Elvariels must pay two times (2x) the gp value for their daily food requirements unless they forage for their food
- Some lands offer a bounty on elvariels, and elvariels in such places are hunted

Getting Around
- All elvariels with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Elvariels may also walk at a rate of 12".

* The number of languages an elvariel can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

FAE-BORN

The fae-born are an unusual pixie kin, in that they are not born to such. Fae-born are those who, when they chose a rebirth mother, chose an elf (the only other creature who can act as rebirth mother to a pixie fairy). Save for their 3-foot-tall height, fae-born resemble pixie fairies in almost every way. This race requires GM approval for use as a new (not reborn) 1st level character.

Fae-Born at a Glance

The Upside

Racial Bonuses:
Fly at 18" (B) per round
Limited Infravision. Fae-born can see 30 feet in the dark.
90% resistance to Sleep and all charm-related spells
They have a longer lifespan than pixie fairies – generally 20 to 30 years

Initial Languages:
Pixie fairy, elf, common, gnomish, bird, butterfly*

Talents:
None

Allowable Classes:
Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter, and related sole practioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
Fighter/magic-user

Attribute Modifiers:
-5 Strength, +2 Dexterity, +1 Charisma, +2 Comeliness (for GM-approved new characters only; see text above regarding modifiers for former pixie fairy characters)

Building Point Bonus:
13 (for GM-approved new characters only. Reborn PCs have no additional starting BP.)

Additional Talents Which May be Purchased:
Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Animal Companion, Astute Observation, Attack Bonus, Blind Fighting, Cold Resistance, Faerie Kind Martial Arts, Flutter, Hit Point Bonus, Keen Sight, Less Sleep, Magic Bonus, Resistance, Speak With Plants

The Downside

Fae-born are not fully accepted by either elves or pixie fairies.
Fae-born do not reincarnate at death.
Fae-born cannot use tribal tattoo magic.

Getting Around

All fae-born with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Fae-born may also walk at a rate of 9".

*The number of languages a fae-born can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

Life and Death: Fae-born have many of the special abilities of an elf, but they have lost some of their pixie fairy powers, cannot use tattoo magic and are sterile. Typically, a pixie fairy only chooses to become a fae-born on his last reincarnation, as fae-born live a bit longer than pixie fairies. After all, once a pixie fairy has died of old age several times, that extended lifespan starts to look like a good idea.

The gestation period for a fae-born is four months, and he reaches full size in about another four months after birth. He has Ability Scores identical to his former incarnation (but with +1 point of Strength, –1 point of Charisma and –1 point of Comeliness). He also retains his previous level, proficiencies, talents (with the exception of the telepath talent if he had it), hit points, quirks, flaws, and 100% of his former Honor. He loses all magical tattoos and power runes, plus ALL skills, with the exception of the Elf (if he knew it) and Pixie Fairy languages. All reincarnated fae-born must roll for one minor flaw on PHB Table 6J [PHs]: Flaws (Physical) d100 and one minor quirk on PHB Table 6K [PHs]: Quirks (Mental) d100 (see Chapter Three: Priors and Particulars).

Gradually, three months after his rebirth, the fae-born begins to regain full awareness of his former self. His rebirth mother helps him in this. Each day after the three-month mark, he can attempt a skill check for one of the skills he formerly held, at a +10% modifier to the die roll. If successful, he regains that skill. The next day he can attempt to roll for another skill, and so on. If the skill check fails, he loses all memory of that skill and must retrain (incurring the normal fees and training time) if he wishes to regain that skill.

A fae-born can no longer be Reincarnated (as the spell or as the pixie fairy racial ability), and only a Resurrection spell is capable of bringing it back from the dead. A fae-born may be Raised a number of times equal to its initial Constitution score minus one.

Diet: Like pixie fairies (see above), the sustenance requirements of the fae-born differ from other races. However, fae-born need less magical energy, and so only pay two times (2x) the normal costs for daily provisions that other characters pay, but can forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 2+1d4 hours per day).

Pixie Meet: Fae-born may attend Pixie Meet along with their pixie fairy brethren, but are somewhat shunned. Pixie fairies feel that the fae-born have turned their back on their own heritage, just to earn themselves a few more years of life. As such, fae-born do not suffer a loss of Honor for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Thanks to their elven birth, fae-born cannot use tribal tattoo magic. However, they often bear decorative tattoos.

Lands: Fae-born have no lands of their own, but exist wherever elves and pixie fairies live together. Fae-born are thought to have been spotted in the Kingdom of Ara'Kandeesh, as well as the Kingdom of Kal Dez. Only a very few elves live on Fernwickle Isle, and so less than 1% of the population is composed of fae-born.

GRIXIE

It is widely known that the grunge elves (more commonly known as the grel) crave the taste of pixie fairy meat. In fact, it is so delicious that for each pixie fairy consumed, a grel has a cumulative 5% chance to gain the Pixie Meat Addiction flaw (see Chapter Three: Priors and Particulars). Grel that eat too much pixie fairy or pixie sprite meat, however, may turn into pixie grels, or grixies. Your GM has the details on this change (see GM-only Chapter Eight: Monsters).

In appearance, a grixie (also known as a buzz-killer or shadow flyer) resembles the vengeful warrior elf it once was. However, it now stands no taller than a pixie fairy, with wings identical to that same creature. This race requires GM approval for use as a new 1st level character.

Life and Death: This corrupted form of grel, now hideously transformed after over-indulging in the consumption of pixie fairy flesh, are now horrid and dark creatures. Their minds hold only spite and bitterness, and their lives are consumed with acts of doing harm to others. When not actively inflicting pain on living creatures, they plot new ways to do so.

Pixie grel spare their victims only for one reason – in search of a way to undo their condition and/or lengthen their lifespan. Magic-users, druids, and even clerics are sometimes spared, but securely imprisoned and then tortured for information. There is a rumor that eating elf meat will turn the grixie back into an elf, but no one has yet testified as to its accuracy (perhaps because the reformed grel do not wish to announce they were once grixie).

A grixie is sterile, can no longer be Reincarnated (per the spell or as the pixie fairy racial ability), and only a Resurrection spell is capable of bringing a grixie back from the dead. This former grel may still be Raised from the dead a number of times equal to his initial Constitution score (just like any other character). Due to their short lives, grixie society is chaotic and based solely on the strong ruling the weak. They fight to the death, for they feel they have nothing to lose.

Diet: The sustenance requirements of the grixie differ from other pixie hybrid races. Grixie do not require special magical energy to stay alive, only the meat of freshly killed creatures. In cities, a grixie usually pays for livestock (such as a chicken or pig), which he then slays and eats in private. Outside of a town or city, a grixie can forage enough food to sustain itself in any envi-

Grixie at a Glance

The Upside

Racial Bonuses:
- Fly at 16" (B) per round
- Infravision. Grixie can see 60 feet in the dark.
- 90% resistance to Sleep and all charm-related spells
- Only surprised on a 1 on 1d10

Initial Languages:
- Grel, common, elf, dwarf, glersee, orc, pixie fairy, ogre, gnomish, brownie*

Talents:
- War Cry. Enemies must save vs. fear at –2 or lose their first attack.
- +1 bonus on to-hits when using a spear or bow
- Move Silently. Opponents suffer a –4 penalty to their surprise rolls. If the grixie must open a door, screen or other object to attack, this penalty is reduced to –2
- Detect secret doors when passing by: 1 on 1d6
- Detect secret doors when searching: 1 or 2 on 1d6
- Detect concealed doors when searching: 1, 2, or 3 on 1d6
- Tracking (automatically gain this sophisticated Task)
- Move through undergrowth as if in open terrain (per High Elves)
- Ambidextrous

Allowable Classes:
- Cleric, animalist**, chosen one, druid, shaman, zealot; Fighter, barbarian, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, ranger, swashbuckler; Magic-user, battlemage, blood mage, diviner, enchanter, painted mage, wild mage; Thief, acrobat, assassin, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Fighter/magic-user, fighter/thief, fighter/magic-user/thief, or magic-user/thief

Attribute Modifiers:
- -6 Strength, -1 Constitution, -1 Intelligence, -2 Wisdom, -2 Comeliness (apply all modifiers for new 1st level characters; apply only Strength penalty to former grel characters)

Building Point Bonus:
- 14 (for GM-approved new characters only. Former grel characters gain no additional starting BP.)

Additional Talents Which May be Purchased:
- Acrobatic Skill Suite, Acute Alertness, Animal Companion, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Dagger Bonus, Flutter, Faerie Kind Martial Arts, Forest Movement, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking/Grasping Hands, Sibling Empathy, Sixth Sense, Speak with Plants, Spear Bonus, Spell Abilities, Track Game Animal, Trident Bonus.

The Downside
- Grixies must eat freshly killed creatures
- They have an extremely short lifespan – generally 1 to 3 years
- Grixies do not reincarnate at death, and a Reincarnation spell does not function on them.
- New grixie characters do not get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty). Former grel characters lose half their hit points when they become a pixie grel.
- They only get half the hit points rolled for each level (rounded up)

Getting Around
- All grixies with wings are capable of flying and may do so with a normal unencumbered movement rate of 16". Grixie may also walk at a rate of 4". A mounted grixie travels at a rate of 26" when mounted on a huge bat mount.

*The number of languages a grixie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

ronment where animal or enemy life is plentiful (without any checks or cost; this takes 1+1d4 hours per day). Woe betide the party adventuring with a hungry grixie…

Grixie Meat: Any grel foolish enough to eat a grixie must make a system shock roll at -50% or instantly transform into a grixie. Pixie fairies that consume grixie meat temporarily gain 1-3 points of Strength and 1-4 points of Constitution for 1-6 hours. Even good-aligned pixie fairies may consume these evil beings.

Pixie Meet: A grixie who despairs of life often attends Pixie Meet in an act of suicide, hoping to end his life while eliminating as many of his foes as possible. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Pixie Brownies at a Glance

The Upside

Racial Bonuses:
- Fly at 12" (B) per round
- May cast a Dancing Lights spell once per day
- May cast a Protection From Evil spell once per day
- At 5th level, may cast a Dimension Door spell once per day
- At 7th level, may cause Confusion by touch once per day

Initial Languages:
- Brownie, pixie fairy, common, pixie, elf, gnomish*

Talents:
- Turn invisible once per day
- +2 bonus for fixing mechanical devices

Allowable Classes:
- Cleric, animalist**, chosen one, shaman, zealot; Fighter, barbarian, berserker, bounty hunter, gladiator, knight errant, pirate, soldier, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Fighter/magic-user, fighter/thief

Attribute Modifiers:
- -6 Strength, +2 Dexterity, +1 Intelligence, +2 Charisma, +1 Comeliness

Building Point Bonus: 12

Additional Talents Which May be Purchased:
- Attack Bonus, Experience Bonus, Flutter, Hit Point Bonus, Magic Bonus, Reaction Bonus

The Downside
- Must be of any chaotic alignment (usually chaotic neutral)
- They have a short lifespan – generally 15 to 20 years
- Pixie brownies don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around
- All pixie brownies with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". Pixie brownies may also walk at a rate of 9".

*The number of languages a pixie brownie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

Tattoo Magic: Like pixie fairies, grixies can use tribal tattoo magic. For more information, see Chapter Five: Rules of the Road.

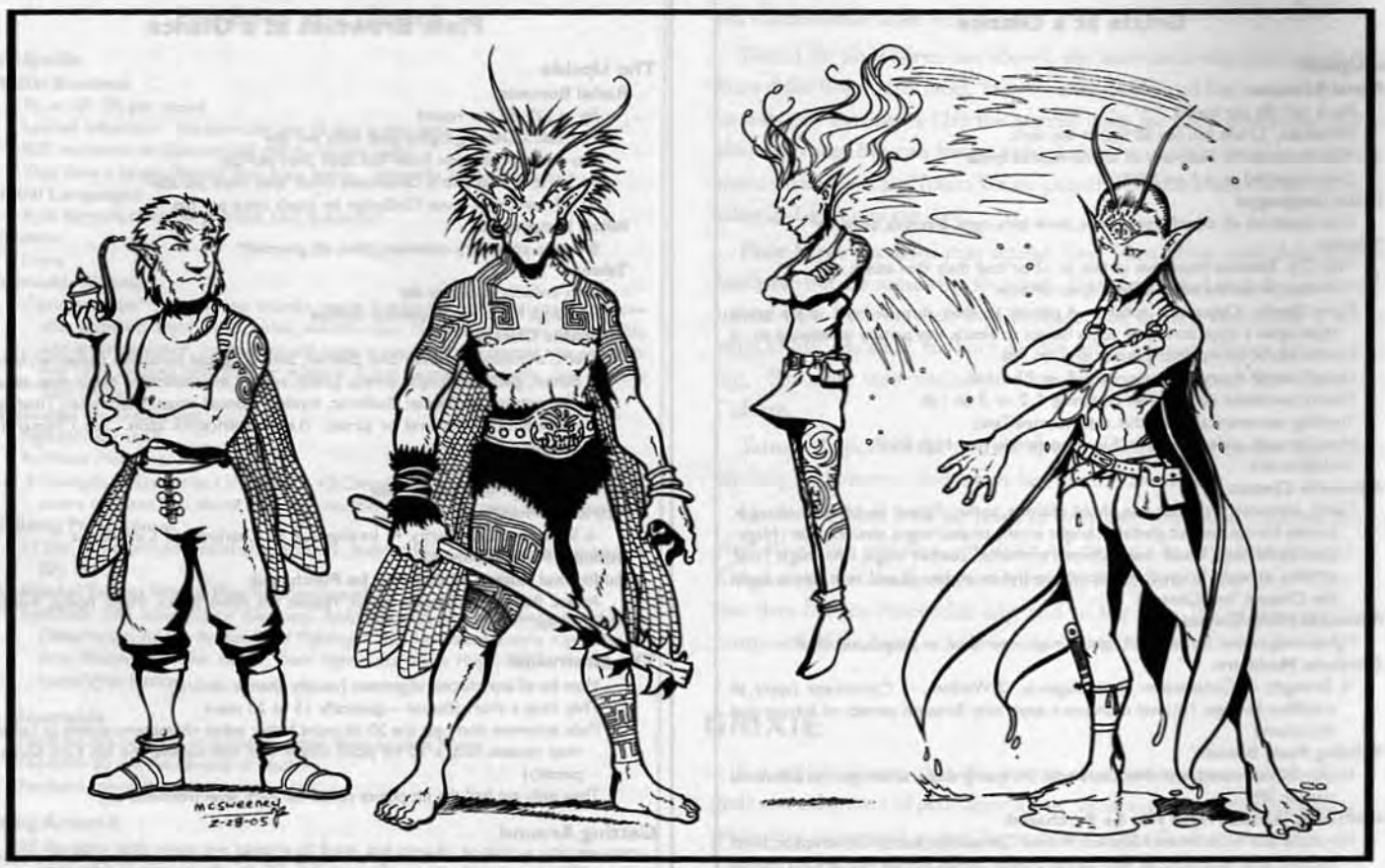
War Cry: Grixies have a less powerful war cry than the grel they used to be, but it still comes in quite handy. This fierce war scream causes victims to save vs. fear at –2 or lose the first attack. Grixie can use this ability once per day.

Lands: Pixie grel often dwell in the old lairs of sylvan folk they have eaten. Wounded adventurers occasionally report encountering grixies in the southeastern Goremunyan Empire, though they have been spotted in other lands on rare occasions.

PIXIE BROWNIE

As accomplished tricksters with a tendency toward cruelty, the pixie brownies are surprisingly dangerous opponents. In personality, they may appear careless, witty and impatient, or (for most warriors) gruff, quick-witted, and brash. In appearance, they stand two feet tall, and have the general characteristics of the standard pixie fairies (though with slightly smaller wings, and distinct male or female characteristics). Pixie brownies tend to have light to tan skin tones, brown or black hair and gray eyes. Interestingly, pixie brownie berserkers always have red eyes.

Life and Death: Pixies have a strange attraction to brownies, and their hybrid offspring can mate and bear hybrids as well. (The offspring of two pixie brownies is always a pixie brownie). As such, pixie brownies are more common than many other hybrids – though still a distant second to pixie



From left to right: A Pixie Leprechaun, Pixie Brownie, Pixie Sprite and Pixie Nixie.

fairies, of course. Like their brownie parent, solitary pixie brownies often live in or near human farms or settlements. However, while a brownie usually provides services to the farmer in exchange for food, its hybrid offspring provide only jokes, and take the food they want. However, some farmers endure this, for they believe the (untrue) tales that say the very presence of the pixie-brownie gives sprite like features and a gift for magic to any worthy child born nearby. Some farmers abide the jokes only until the birth of their first (or next) child, after which they take steps to drive the creature out.

Most non-adventuring pixie brownies, however, live as a member of a forest tribe. These tribes generally number only about 30-40 members, half of whom are women, children or elderly pixie brownies. This race especially prizes warriors, who serve to guard their meager numbers, and each pixie brownie tribe contributes its best warriors to the force known as the Amber Guard. The Amber Guard provides security for the Pixie Meet, and hunt grel before and after it. Pixie brownies frequently choose illusionist as a class or multi-class, using these magical tricks to set practical jokes or to remain unseen while the victim walks into the pixie brownie's trap.

Some pixie brownie tribes have reverted to barbarism, and may challenge opponents many times their own size. These barbarians often adventure with other pixie brownies of the illusionist class, though they still despise and distrust other types of magic-users, and illusionists of other races.

These pixie-kin love to make messes and play practical jokes – if both happen at once, so much the better! They have been known to perch an inkwell on the edge of a desk so it spills on important scrolls, mix potions into chamber pots (with sometimes explosive results) and scrub enchanted arrows so that the runes are no longer effective. Pixie brownies are indignant to anyone that does not appreciate their hard work.

Interestingly, many of their combat tactics also resemble practical jokes more so than actual combat - they may perch a bowl of acid above an entrance, or put poisonous scorpions in your boots. In this manner, the jokes tend to have a lethal result, while still being amusing for the pixie brownies.

Pixie brownies can be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). However, they cannot be reincarnated in the same manner as pixie fairies.

Diet: Pixie brownies do not need special magical energy to stay alive. Instead, they can survive off the leftovers that are too small for humans to notice – though most steal extra food for a rainy day, or because they are simply greedy.

Invisibility: The pixie brownie can turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible when flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Brownie Meat: Pixie brownies mistaken for pixie fairies are also targets for the ferocious grunge elves. Any grel who consumes a pixie brownie suffers a temporary rash (-1 Dexterity) for the next 1d4 days. Of course, the grel will be disappointed to learn that they receive no magic from consuming a pixie brownie, but the deceased won't be able to gloat.

Pixie Meet: Pixie brownies are expected to attend Pixie Meet, and one who does not suffers an immediate loss of honor for offending his racial/tribal peers. Because pixie brownies are somewhat looked down upon anyway, and their presence is not a cause for celebration, they lose only 25% of their Honor. Members of the Amber Guard, however, lose 75% for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Unlike pixie fairies, pixie brownies cannot use tribal tattoo magic. Of course, they still enjoy displaying tattoos.

Lands: Pixie brownies are most common wherever both brownies and pixies live. Approximately 11% of the other pixie hybrid population on Fernwickle Isle is thought to be composed of pixie brownies. They can be found in the Kingdom of Ara'Kandeesh, and even more rarely in other lands.

PIXIE LEPRECHAUNS

Like pixie brownies, the pixie leprechaun also enjoys practical jokes, although they tend to be a little wilder and willing to take even greater risks. When they encounter other races, they are often clingy, seeking the approval of others through their jokes. They seem to love to laugh and have fun over all else. Pixie leprechauns are also known for their great love of human pipeweed.

In appearance, they stand two feet tall (the same height as their full-blooded kin), like short elves with large noses and bushy hair and eyebrows. Their wings are as lustrous as those of any pixie fairy, but their clothing is often disheveled and messy. Their skin tone is that of most light-skinned humans, and their hair tends towards blacks or reds. Pixie leprechauns most often have green eyes, though browns and grays are occasionally seen as well.

Life and Death: Interestingly, full-blooded leprechauns are rumored to be the ancient result of mating between a strong strain of pixie with some halfling blood mixed in. However, the modern leprechaun varies enough from the common pixie that it is no longer considered a true hybrid, if in fact it ever was. Modern pixie leprechauns are generally the result of a night of wild, drunken debauchery between a pixie and a leprechaun.

As such, almost all pixie leprechauns suffer lonely childhoods, as their erratic parents focus on their own concerns, only occasionally remembering the name (or existence of) their offspring. Naturally, the pixie leprechaun usually grows up with little respect for social conventions, parents, or the rights of property. As such, it often uses humor to seek attention from others.

During its adolescent years, the pixie leprechaun is often shunned for being too wild and obnoxious. Following this, it makes its lair almost anywhere, preferring places with lots of potential victims for their gags. A pixie leprechaun's mildest stunts usually include loosening the top of a saltshaker, tying boot laces together, and hemming clothes and tightening armor (just a bit) so they are too tight or too loose to be worn.

As they mature, pixie leprechauns grow more sedate, but continue to be unreliable. They still love pranks, but love a good drink even more. A pixie leprechaun loves colorful language, keeping an ear open for new obscenities, and using his choicest selection when angered.

A pixie leprechaun is sterile. It can be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). It does not have the pixie fairy racial ability of reincarnation.

Diet: Pixie leprechauns are gluttons, and love long meals with great amount of food and drink, though they do not need such large amounts to survive. They also do not need to consume special magical energy, as do some of their kin. The smoking of pipeweed always follows meals.

Flight: Perhaps the rumors of pixie heritage in the leprechaun's ancestry are true, for pixie leprechauns have great (A) maneuverability when flying, much to the other pixie hybrids' envy. They can freely hover, face any direction in a given round and attack during each round.

Invisibility: A pixie leprechaun can turn invisible once per day for a duration of one turn per level of experience. However, it can ONLY turn invisible when flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Leprechaun Meat: Unlike some other pixie hybrids, pixie leprechauns are not often pursued by grunge elves. The pixie leprechauns claim this is due to an encounter between a grel tribe and a pixie leprechaun suffering from the early stages of leprosy. This latter fact, of course, the pixie leprechaun did not tell his captors. Within weeks of the grel feast, every member of the tribe had contracted the wasting disease, and died shortly thereafter. The story spread quickly, and now only the most insane, starving grel would dare to eat a pixie leprechaun.

Pixie Leprechauns at a Glance

The Upside

Racial Bonuses:
- Fly at 12" (B) per round
- May cast a Dancing Lights spell once per day
- May cast a Change Self spell once per day
- At 5th level, may cast a Polymorph spell once per day (on non-living non-magical objects only)
- At 7th level, may cause Confusion by touch once per day

Initial Languages:
- Leprechaun, pixie fairy, common, pixie, elf, gnomish*

Talents:
- Turn invisible once per day

Allowable Classes:
- Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Magic-user/thief

Attribute Modifiers:
- -6 Strength, +1 Dexterity, +1 Constitution, +1 Wisdom, +3 Charisma

Building Point Bonus: 10

Additional Talents Which May be Purchased:
- Animal Companion, Experience Bonus, Flutter, Hit Point Bonus, Less Sleep, Magic Bonus, Magic Identification, Resistance, Speak With Plants

The Downside
- Must be of any chaotic alignment (usually chaotic neutral)
- Pixie leprechauns suffer a +10 penalty on PHB Table 41: Quality of Parent
- They have a shorter than average lifespan – generally 20 to 30 years
- Pixie leprechauns don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around
- All pixie leprechauns with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". Pixie leprechauns may also walk at a rate of 12".

*The number of languages a pixie leprechaun can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

Pixie Meet: Because pixie leprechauns are often disruptive to Pixie Meet, they lose only 25% of their Honor for not attending. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Although they may enjoy wearing tattoos, pixie leprechauns cannot use tribal tattoo magic.

Lands: Pixie leprechauns have no tribes or lands of their own, preferring to venture forth into human lands where they can cause mischief. They are most common in the Kingdom of Ara'Kandeesh, Abosoria and the Fangaerian City States. Approximately 4% of the other pixie hybrid population on Fernwickle Isle is thought to be made up of pixie leprechauns.

PIXIE NIXIE

Pixie nixies are rarely seen on land, preferring to stay in the ponds and lakes of their nixie parent. Pixie nixies are amphibious, able to breathe air as well as water, but they are uncomfortable on land and require constant moisture to keep their skin from itching and flaking. Their wings are more pliable than those of more air-going hybrids, and unaffected by long stays underwater. These wings do not affect their speed underwater. Pixie nixies stand just

Pixie Nixies at a Glance

The Upside

Racial Bonuses:
Fly or swim at 12" (B) per round
75% resistance to Sleep and all charm-related spells, but only when standing or further immersed in water
Can cast Water Breathing once per day.
At 3rd level, may cast Charm Person spell once per day
At 5th level, may summon an aquatic thrall.

Initial Languages:
Nixie, aquatic, pixie, common, pixie fairy, elf, gnomish*
Talents:
Amphibious (choose one: freshwater or saltwater).

Allowable Classes:
Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter; Thief, brigand, infiltrator, minstrel or pirate. (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
Fighter/magic-user

Attribute Modifiers:
-4 Strength, +1 Dexterity, +1 Charisma, +2 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:
Attack Bonus, Cold Resistance, Hit Point Bonus, Magic Bonus

The Downside

Must be of any neutral alignment
They have a shorter than average lifespan – generally 15 to 25 years
Pixie nixies do not get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
They only get half the hit points rolled for each level (rounded up)
They receive a cumulative –1 penalty to all die rolls for every 24 hours spent out of water, until they can submerge in water for 1 turn per hour spent out of water. The penalty can be postponed by hourly dosing with water (1 pint) after the 24th. Regardless, the maximum number of days they can remain out of water is equal to their initial Constitution score, after which they begin to "drown" in air (as per the drowning rules in the GMG) until dead or re-submerged in water. Heavy rainfall is as good as actually being in water.

Getting Around

All pixie nixies with wings are capable of flying and may do so with a normal unencumbered movement rate of 12". They may swim at a rate of 12", and walk at a rate of 4".

*The number of languages a pixie nixie can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

over two feet tall, with skin coloration ranging from dark blue to light green and anything in between. Pixie nixies also have neck gills, along with webbed fingers and toes. They have deep green eyes and green hair of varying shades. Though pixie nixies can use tribal tattoos, they do so to a lesser extent than their kin, for many find tattoos unattractive.

Life and Death: Pixie nixies, unlike some other pixie hybrids, are completely accepted by their nixie parents. As such, they are much more emotionally stable and less prone to chaotic behavior. Upon reaching adolescence, pixie nixie females of upper class status are expected to have at least one mate and are looked down upon if they do not have two or more. Rumor has it that the female pixie nixie's sex drive has something to do with this, along with the fact that only upper class females can afford the upkeep of multiple mates. Like pixie fairies and pixie sprites, pixie nixies have a greater tendency towards androgyny (see Chapter Three: Priors and Particulars for more information) than other pixie hybrids.

Pixie nixies rarely bother to fight themselves, preferring to charm or seduce others to do their dirty work for them. They hate to travel alone and are known for being "high maintenance." Pixie nixies prefer to travel with a host of henchmen, hirelings, and hangers on. Pixie nixies love to use their Charm Person ability anytime the opportunity presents itself. However, they consider holding a charmed slave for more than a year to be dishonorable, and only evil pixie nixies choose to do so.

A pixie nixie is sterile, but can still be Raised, Reincarnated or Resurrected a number of times equal to its initial Constitution score (just like any other character). It cannot be reincarnated in the same manner as the pixie fairy racial ability.

Aquatic Thrall: Once per week, after reaching 5th level, a pixie nixie may call a non-combative ornamental fish that can obey complex commands, to become his thrall. The summoned creature serves the pixie nixie for 1d20 days and then returns to the deep. While in the pixie nixie's service, the thrall obeys any command the pixie nixie gives it (to the limits of its abilities), including giving its life. For example, a pixie nixie with a goldfish thrall could order the goldfish to swim into the eye of a giant gar, and the goldfish would do so – even though it might mean the fish's death in the gar's great jaws.

Diet: Because of their aquatic nature, their sustenance requirements differ from other races. Pixie nixies must feed on small fish, waterborne insects or certain underwater plants. For this reason, pixie nixies must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie nixie can forage enough food to sustain itself in any environment where aquatic life is plentiful (without any checks or cost; this takes 2+1d4 hours per day).

Pixie Meet: Because of their aquatic nature, pixie nixies are not expected to attend this festival (once every six years). However, if they attend an entire festival, they gain a bonus of 50 fractional points to their Honor for obliging their racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Tattoo Magic: Pixie nixies cannot use tribal tattoo magic, but do enjoy decorating themselves with tattoos. However, pixie nixies mistaken for pixie fairies are also targets for the ferocious grunge elves.

Lands: Pixie nixies live mostly in the Aludian Ocean, off the coast of Fernwickle Isle, where their population is unknown. However, some say they have also been spotted in Saryn Ar'Keet's Dreyan Bay.

PIXIE SPRITE

It is said that only the pixie fairy surpasses the pixie sprite in magic. These meditative creatures look much like pixie fairies, with delicate wings, antenna, and a height of up to two feet. However, the skin of a pixie sprite is always pure white and they have eyes of either pink or purple. The only coloration that varies much is the hair color of the pixie sprite; these little creatures can have hair of literally any color - a rare few even have multicolored hair. The wings of these pixie kin are beautiful, shimmering, dragonfly-like and iridescent, and seem to move at a speed so fast as to be nearly invisible. Like pixie fairies and pixie nixies, pixie sprites have a greater tendency towards androgyny (see Chapter Three: Priors and Particulars for more information) than other pixie hybrids.

Life and Death: Pixie sprites act much like their sprite parent, who usually raise them. They prefer to avoid other intelligent beings, except in cases where such races might be of benefit to them. However, while the pure-blooded sprite prefers to focus its talents on celebrations and parties, the half-breed is of a contemplative type. For the pixie sprite, moonlit nights are for studying lunar phases or the magical nature of lycanthropy, rather than singing, dancing and wild debauchery.

Unlike most other pixie hybrids, the pixie sprite is quite long lived (due to the nature of its sprite parent), and may live for up to 200 years. They can be Raised, Reincarnated or Resurrected a number of times equal to their ini-

tial Constitution score (just like any other character). However, they are sterile, and they do not have the natural reincarnation ability of pixie fairies.

Diet: Because of their metabolism and the fact that they are magical creatures, their sustenance requirements differ from other races. Pixie sprites actually feed on errant magical energies (the residual energies left behind by magical spells, items, etc.) that tend to accumulate in certain rare plants and insects. For this reason, pixie sprites must pay three times (3x) the normal costs for daily provisions that other characters pay. Although they eat a much lower quantity of food as compared to their larger counterparts, their diet is so selective and restrictive that they incur a greater cost for acquiring such provisions. However, a pixie sprite is able to forage enough food to sustain itself in any environment where plant and insect life are plentiful (without any checks or cost; this takes 4+1d4 hours per day).

Invisibility: The pixie sprite can also turn invisible once per day for a duration of one turn per level of experience. However, they can ONLY turn invisible by flying. If restrained, confined to a tight space, etc., no invisibility is possible.

Pixie Dust: Because pixie sprites are such magical creatures, they actually secrete magic in the same way that larger creatures perspire. However, when a pixie sprite's sweat dries, it flakes off in small dandruff-like golden particles known as "pixie dust." A roving pixie sprite adventurer generally does not remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie sprite sleeps and grooms himself in the same area on a routine basis, it accumulates enough pixie dust to make harvesting and gathering it of some value to anyone willing to spend the time scraping it up and selling it. Unfortunately, some unscrupulous magic-users actively seek out pixie fairies and keep them in cages purely for this purpose.

An ounce of pixie dust can be distributed in the form of a spherical cloud, approximately 20 feet in diameter, that heals everyone within to their full hit points. This cloud takes 1d4 rounds to form and dissipates after just one round. A Dispel Magic spell or greater enchantment produced by a caster of at least 10th level causes the cloud to disperse at once. Aside from this effect, it can also be used as a component for certain spells, such as Lizenz's Dark Wings (see Chapter Five: Rules of the Road). Magic-users are constantly experimenting with new ways to use the mystical dust, mostly as replacement components.

An active pixie sprite sweats an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. More sedentary pixie sprites sweat about half that amount. Of course, the more active a pixie sprite is, the less likely it is that he remains in the same place for very long. Prices for pixie dust vary on the open market, but most magic-users are willing to pay around 500 gp an ounce.

Pixie Sprite Meat: The tasty flesh of the pixie sprite is full of magical energy, and the nomadic, warlike grel (grunge elves) love to taste it. Consuming this meat allows grels to make use of tribal tattoo magic (see Chapter Five: Rules of the Road), and why grel should be avoided at all cost.

Pixie Meet: Any pixie sprite that does not attend this festival (once every six years) suffers an immediate loss of 50% to his honor for offending his racial/tribal peers. For more information on Pixie Meet, see Chapter Six: Customs and Culture.

Sleep Arrows: Pixie sprites know the sprite method of creating a sleep ointment from mushrooms that grow in hollow stumps. They will not share this formula with anyone else, even other PCs. Foraging for enough mushrooms to make one vial (without any checks or cost; where trees are plentiful) takes 1+1d4 hours, and each vial coats three arrowheads. Those struck must save vs. poison or fall into a deep sleep for 1d6 hours.

Tattoo Magic: Pixie sprites can use a special form of magic called tribal tattoo magic. For more information, see Chapter Five: Rules of the Road.

Pixie Sprites at a Glance

The Upside

Racial Bonuses:
- Fly at 18" (A)
- Heal an extra hit point per day
- Telepathy (never surprised, linking; provided by Emphkrin tattoo)
- May cast Detect Good or Detect Evil up to 60 feet, once per day
- Can create sleep arrows

Initial Languages:
- Sprite, common, pixie, pixie fairy, elf, gnomish*

Talents:
- Turn invisible once per day

Allowable Classes:
- Cleric, animalist**, chosen one, shaman, zealot; Fighter, berserker, bounty hunter, cavalier, gladiator, knight errant, pirate, swashbuckler; Magic-user, abjurer, elementalist, enchanter, illusionist, invoker, painted mage, transmuter, and related sole practioners; Thief, brigand, infiltrator, or minstrel (Level restrictions apply. See Chapter Two: Classes.)

Allowable Multi-Classes:
- Fighter/magic-user

Attribute Modifiers:
- -6 Strength, +1 Dexterity, +2 Intelligence, +2 Charisma, +3 Comeliness

Building Point Bonus: 14

Additional Talents Which May be Purchased:
- Ambidextrous, Astute Observation, Experience Bonus, Flutter, Hit Point Bonus, Keen Sight, Magic Bonus, Spell Abilities

The Downside
- Must be of any neutral alignment
- Pixie sprites must pay three times (3x) the gp value for their daily food requirements unless they forage for their food
- Pixie sprites don't get the 20 hit point kicker other characters receive at 1st level; they receive only a 10 hit point kicker (but still receive the full Con bonus or penalty)
- They only get half the hit points rolled for each level (rounded up)

Getting Around
- All pixie sprites with wings are capable of flying and may do so with a normal unencumbered movement rate of 18". Pixie sprites may also walk at a rate of 6".

* The number of languages a pixie sprite can learn is limited by his Intelligence (see PHB Table 1D) or by the Building Points/training he devotes to language.
** New class in this book.

Telepathy: Pixie sprites with the Emphkrin tattoo gain a telepathic "danger sense" and are never surprised by other living creatures (even those that normally get automatic surprise) due to telepathic impulses picked up by their antennae. Undead and non-living creatures (such as the golem), as well as creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster), can still surprise.

It is important to note that this telepathy is reactive, not proactive. It does not allow the pixie sprite to "sense life" or "scan for danger" as a standard ability, and the pixie sprite cannot telepathically detect an enemy in advance of the attack. This ability simply negates the game effects of surprise, allowing the character to react and defend itself normally - instead of standing still for a round with mouth agape, as would be the case with a standard surprise attack.

In addition, any intelligent creature that associates with an individual pixie sprite for at least two weeks becomes telepathically linked with that character. Persons thus linked, who remain within 10 feet of their pixie sprite companion, gain the ability of never being surprised. They gain no other benefits.

Lands: Pixie sprites are most common to Fernwickle Isle (making up about 7% of other pixie hybrids), and have not yet been reported in other lands.

Character Classes

After determining your character's race, the next step should be to select a class. Allowable classes and multiclasses for each race are detailed in Chapter One: Races, and can be found both in the Player's Handbook or in one of the four class guides (Combatant's, Griftmaster's, Spellslinger's and Zealot's). However, some classes have special notes or comments more applicable to pixie fairies. These are listed below, along with the new Animalist and multiple Zealot classes.

CLASSES

CLERIC CLASSES

Though pixie fairies cannot become druids, holy knights or paladins, pixie fairy clerics are quite common, and (when possible) are hired by adventurers traveling into hostile territory.

Cleric: Pixie fairies worship a myriad of gawds, including many worshipped by other races. They follow the tenets of that gawd, and use the (pixie fairy-sized) weapons of that faith just as would a follower of larger size. (Pixie fairy clerics can use all pixie fairy weapons, but zealots may only use the weapons listed in their class description.)

The cleric class gives the pixie fairy a good mix of fighting and spellslinger ability, and so is one of the two most common pixie fairy classes, along with magic-user. For more information on what deities are available to pixie fairy clerics, see the Religion section in Chapter Six: Customs and Culture, as well as Chapter Seven: The Seelie Court.

Animalist: This is a new class found later in this chapter. Animalists, through a special relationship with nature, actually gain the ability to transform into animals.

Chosen One (ZG): Because pixie fairies often have high Charisma and Comeliness, they occasionally become agents of the gawds (as determined by the GM). This often comes as a surprise to larger folk, and may inspire anything from jealousy to reverence in the pixie fairy's companions.

Shaman (ZG): Pixie fairy shamans are most often found among the "uncivilized" pixie fairies (the Seznimes) of the Parzaan Atoll, and rarely elsewhere. Unless they follow a certain religion, such shamans favor club-like weapons, and have no power to influence the undead. However, they can turn intelligent plant creatures by HD, as a standard cleric turns undead.

Zealots (ZG): Aside from the gawds of the Seelie Court (see new zealots below and the Religion section in Chapter Six: Customs and Culture), pixie fairies occasionally become zealots of other gawds as well.

FIGHTER CLASSES

While pixie fairies cannot be barbarians, dark knights, monks, paladins or rangers, they do have a varied selection of other fighter classes to choose from.

Fighter: Many underestimate the power of the pixie fairy fighter, due to his size. However, with a significant bonus to Strength and Constitution (through lucky rolls or BP building of ability scores), a pixie fairy can defend his homeland with the best of them. While their abilities still pale in comparison to larger creatures, their invisibility often allows them to get the first strike.

Berserker: Pixie fairy berserkers live only to fight, and only the best of them live very long. Fortunately, their natural reincarnation makes this a slightly less daunting threat. Most pixie fairy berserkers come from the Seznimes clan on the Parzaan Atoll, near Mount Karamor. Berserkers make up about 2% of the pixie fairy population there.

Bounty Hunter (CG): Pixie fairy bounty hunters are rare except among their own kind. After all, larger races generally scoff at the pixie fairy bounty hunter's small size, and their targets are so big as to be immovable even if the pixie fairy bounty hunter is successful. Only pixie fairies with access to some sort of strong charm or teleportation magic (for transporting their foes after a successful hunt) accept bounties from other races.

Cavalier: The cavalier pixie fairy is the most noble of all the fighters, and generally comes from the upper classes of Fernwickle Isle. Like cavaliers of larger stature, they too prefer certain weapons over others, but the size of the pixie-fairy requires some discussion of equipment. First, pixie fairy cavaliers often have their wings removed in order to wear heavy armor. Second, they

Table 2A: Pixie Hybrid Cleric Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Cleric	10	14	10	13	9	9	9	10
Animalist*	12	12	12	12	12	12	12	12
Chosen One	U	U	U	U	U	U	U	U
Druid	-	14	-	13	-	-	-	-
Shaman	10	14	10	13	12	12	12	10
Zealot	20**	20**	20**	20**	20**	20**	20**	20**

*New class in this chapter.

**For racial gawds (such as those of the elven Seldarine or fae Seelie Court) only. Otherwise, level limit is identical to clerics of the same race.

Table 2B: Pixie Hybrid Fighter Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Fighter	9	14	9	12	8	9	8	8
Barbarian	-	-	-	12	9	-	-	-
Berserker	9	14	9	13	8	9	8	8
Bounty Hunter	7	14	7	13	7	7	7	7
Cavalier	9	-	9	13	-	-	-	9
Dark Knight	-	-	-	-	-	-	-	-
Gladiator	10	16	10	11	8	9	8	8
Holy Knight	-	-	-	-	-	-	-	-
Knight Errant	9	14	9	12	12	12	12	12
Monk	-	-	-	-	-	-	-	-
Paladin	-	-	-	-	-	-	-	-
Pirate (Fighter)	13	13	13	11	12	12	12	12
Ranger	-	16	-	15	-	-	-	-
Samurai	-	-	-	-	-	-	-	-
Soldier	-	12	-	-	12	-	-	-
Swashbuckler	10	16	10	14	10	10	10	10

may substitute Butterfly Steeds or domesticated Ginger Moth mounts for horses.

Third, the pixie fairy cavalier gains bonuses "to hit" with certain weapons as he advances in level. These "weapons of choice" and their attendant bonus listed below replace the cavalier's weapons of choice for pixie fairies (and other similarly sized pixie hybrids).

- At 1st level, the cavalier is +1 "to hit" with the pixie fairy lance, if used while mounted.
- At 3rd level, the cavalier is +1 "to hit" with either the petite rapier, short sword or sprite sword (player's choice).
- At 5th level, the cavalier is +1 "to hit" with either the aviator's flail, aviator's mace, or aviator's pick (player's choice).
- At 7th level, the cavalier is +2 "to hit" with the pixie fairy lance, if used while mounted.
- At 9th level, the cavalier is +2 "to hit" with either the petite rapier, short sword or sprite sword (depending upon what was chosen at 3rd level).
- At 11th level, the cavalier is +2 "to hit" with either the aviator's flail, aviator's mace, or aviator's pick (depending upon what was chosen at 5th level).
- At 13th level, the cavalier is +3 "to hit" with the pixie fairy lance, if used while mounted.

Gladiator (CG): Gladiators train for up-close personal combat, and so pixie fairy gladiators are extremely rare outside of their own lands. While their speed and agility often rivals their larger opponents, it may only take one hit to permanently take down a pixie fairy gladiator. It is said that pixie fairy arenas only exist on Fernwickle Isle, but temporary fighting rings may be set up in forests heavy with these fae.

Knight Errant: Pixie fairy fighters love the knight errant class. Anything that lets them be skilled at arms, noble in battle and a hit with the opposite sex is all right by them, especially when they can play by their own rules.

Pirate (CG): When it comes to setting sails alight, reconnaissance missions and slipping poison in an enemy ship's stores of grog, a pixie fairy pirate comes in quite handy. They almost never become captains, however, and pixie fairies have no ships of their own.

Swashbuckler (CG): This happy-go-lucky hero class is often favored by pixie fairies. Common pixie fairy swashbuckler weapons include the bloodthorn stiletto, petite rapier and appropriately sized main-gauche and sabre. They disdain other weapons that are not considered "dashing" enough.

MAGIC-USER CLASSES

Pixie fairies cannot become battle mages or blood mages, but magic-users and specialists are quite common. In fact, magic-user may be the most natural pixie fairy classes.

A fighter's foes come in all shapes and sizes.

Table 2C: Pixie Hybrid Magic-user Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Magic-user	U	12	U	15	12	12	12	12
BattleMage	-	10	-	15	-	-	-	-
Blood Mage	-	11	-	15	-	-	-	-
Elementalist	11	-	11	-	11	11	12	11
Painted Mage	14	-	14	11	12	12	12	12
Wild Mage	-	13	-	11	-	-	-	-
Abjurer*	12	-	12	-	12	12	12	12
Conjurer*	-	-	-	-	-	-	-	-
Diviner*	-	14	-	13	-	-	-	-
Enchanter*	11	14	11	13	11	11	11	11
Illusionist*	U	-	U	-	12	12	12	12
Invoker*	13	-	13	-	12	12	12	12
Necromancer*	-	-	-	-	-	-	-	-
Transmuter*	13	10	13	-	12	12	12	12

*Double Specialists add 1 to the level limit; sole practitioners add 2.

Magic-user (and specialist magic-user): Pixie fairies are one of the few races that can become school-based specialists. Of the magical schools, they favor abjuration, alteration (transmuters), enchantment/charm, illusion, and invocation/evocation. It is unclear why pixie fairies cannot focus on conjuration/summoning, divination, and necromancy, though certain Fangaerian scholars argue that the pixie fairy's magical nature short-circuits the ability to focus these particular magical energies.

They may double specialize, but not multiclass in two different schools. Of the sole practioners, they may become guardians (abjuration), metamorphers (alteration), puppeteers (enchantment/charm), hypnotists or shadow weavers (illusion), icers or snipers (invocation/evocation). A pixie fairy magic-user or illusionist has unlimited level advancement.

Elementalist (SG): This holistic practitioner is rare among communities of pixie fairies, for they feel that this relatively new discipline conflicts with their old and established beliefs about magic. However, among the more open-minded, particularly those that live in large cities with other races, the class is more common.

Painted Mage (SG): Although based upon the tattoo magic of pixie fairies, this technique was developed and refined by early non-fairy practitioners to evolve into something different. Some pixie fairies resent this, while a daring few embrace the class wholeheartedly. Pixie fairy painted mages are very par-

A meeting of cleric, swashbuckler, cavalier, magic-user and thief.

Table 2D: Pixie Hybrid Thief Restrictions and Level Limitations

Class	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Thief	15	U	15	12	12	12	12	12
Acrobat	-	U	-	10	-	-	-	-
Assassin	-	11	-	10	-	-	-	-
Bard	-	U	-	-	-	-	-	-
Brigand	9	15	9	12	12	12	9	9
Charlatan	-	20	-	-	-	-	-	-
Infiltrator	12	15	12	15	11	11	11	12
Minstrel	6	U	6	12	6	6	6	6
Ninja	-	-	-	-	-	-	-	-
Pirate (Rogue)	13	13	13	11	12	12	12	12
Yakuza	-	U	-	-	-	-	-	-

ticular about their spell selection, as they may inscribe only one spell level per pound of body mass.

They may gain weight for extra spells, but for every 2 pounds of weight beyond his starting weight, the character gains extra curves, folds and love handles. Each extra 2 pounds of weight adds 1d2 segments (no penetration) to the casting time of a pixie fairy painted mage's spells, as they might even need to peek under a large fold of skin to locate a spell. While gaining 2 pounds beyond starting weight does not affect Comeliness, every extra pound beyond that point lowers the pixie fairy painted mage's effective Comeliness by 10 fractional points. Furthermore, every 6 pounds beyond starting weight reduces a pixie fairy's flight speed by 3" and maneuverability class by one step.

THIEF CLASSES

Although pixie fairies are prevented from being assassins, bards, ninjas and so forth, they do have a varied array of thief classes to play with.

Thief: With their small size, speed and natural invisibility, pixie fairies can make excellent thieves. Though they are somewhat limited in the amount of treasure they can carry, their sneakiness is second to none.

Brigand: Pixie fairy brigands are more common among their own kind, where strength and size are usually equal. A pixie fairy brigand adventuring among bigger folk is more likely to favor the "sneak up behind them and bash them in the head" method of attack.

Infiltrator: This specialized thief class arose from the more savage races of the woodlands, from its members that could quietly sneak into another settlement and steal supplies, or stir up trouble with arson or other mayhem. Pixie fairies usually only adopt this lifestyle in order to defend their lands and clans.

Minstrel: Pixie fairy minstrels are rather like bards who focus on music and song, but with a saucy attitude and the fighting aptitude of thieves. Higher level pixie fairy minstrels can use sound harmonics to reproduce spells, whether for entertainment or protection of themselves and their kin.

NEW CLASSES

ANIMALIST

Certain fae of the mainland forests have learned to live in harmony with its creatures, and some less civilized clans even worship a specific animal spirit as an aspect of nature. Animalists, through this special relationship, actually gain the ability to transform into these animals. Though the animalist believes that his powers come from the animal spirit, this is merely an aspect of Ikka Pataang (or a nature gawd from another realm) from whom the spells and powers are bestowed. Animalists are usually elvariels with a bent towards combat, though some pixie fairies (particularly the Seznime clan of the Parzaan Atoll) also follow this divine class. Animalists serve as the guardians and scouts of their tribe.

The prime requisite of an animalist is Wisdom. Those animalists with a Wisdom of 17 or greater gain a +10% bonus to experience points. Animalists gain additional spells for high Wisdom just as clerics do.

An animalist advances in experience level according to Table 2F: Animalist Progression Table. He never needs to pay for level advancement training and automatically advances to the next level once he has accumulated the required amount of experience. When this happens, treat this advancement exactly as a normal character class advancing without training (i.e. do not roll on the BBI table). However, he may attend school to improve his skills (though not BBI) at any time.

ANIMALIST

Ability Requirements: Constitution 12+, Intelligence 12+, Wisdom 13+
Prime Requisite(s): Wisdom
Hit Dice Type: d6
Allowed Races: Elf, pixie hybrid
Allowed Alignments: any
Building Point Bonus: 7
Spelljacking: No
Weapons Permitted: Cat o' nine tails, claw feet, seelie club, short sword
Armor Permitted: Up to studded leather
STPs: The animalist receives the animal handling, animal lore, animal training, and anatomy (vital) (specific animal) skills at a mastery level of 50%. He may also purchase the Dragon Speak skill at the normal building point cost, even if he does not meet the ability requirements.

Table 2E: Animalist Spheres

Sphere	Examples
Aquatic	Pike, Trout, Swordfish
Canine	Coyote, Dog, Wolf
Feathered	Eagle, Hawk, Owl
Feline	Bobcat, Jackal, Puma
Horned	Buffalo, Cow, Goat, Ox
Mustelid	Badger, Mink, Skunk, Weasel
Reptile	Lizard, Snake, Tortoise
Rodent	Bat, Rat, Squirrel
Wilded	Ape, Bear, Boar, Deer, Fox

Table 2F: Animalist Progression Table

Experience Points	Experience Level	Hit Dice*	Level Title
0-3,000	1	20+1d6	Larva
3,001-6,000	2	2	Tadpole
6,001-15,000	3	3	Hatchling
15,001-29,000	4	4	Fledgling
29,001-58,000	5	5	Pup
58,001-113,000	6	6	Cub
113,001-223,000	7	7	Kit
223,001-453,000	8	8	Whelp
453,001-903,000	9	9	Animalist
903,001-1,353,000	10	9+2	Animalist (10th level)

*Animalists receive the 20 point (10 point for Tiny fey) bonus at first level only. Animalists gain 2 hit points per level after 9th.

Table 2G: Animalist Spell Progression*

Animalist Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	0*	-	-	-	-	-
4	3	1	-	-	-	-	-
5	3	2	0*	-	-	-	-
6	3	3	1	-	-	-	-
7	3	3	2	0*	-	-	-
8	3	3	3	1	-	-	-
9	4	4	3	2	0*	-	-
10	4	4	3	3	1	-	-
11	5	4	4	3	2	0*	-
12	5	5	5	3	2	1	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	0*
15	7	7	7	5	4	2	1
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	6	5	3	1
19	9	9	8	7	6	4	2
20	9	9	9	7	6	4	2

*An animalist may cast spells at this level if he has bonus spells due to high Wisdom.

An animalist must pray for spells and get sufficient rest to gain them back after expending them, just as a normal cleric. He gains a number of spells per day as shown on Table 2G: Animalist Spell Progression.

Animalists use armor and weapons as noted in the sidebar. If the animalist follows a particular nature gawd (such as Ikka Pataang), he may instead use armor and weapons consistent with those of this gawd, if they are available to him.

Special Powers: An animalist must choose the animal spirit he worships from one of the following spheres: aquatic (pixie nixies only) canine, feathered, feline, horned, mustelid, reptile, rodent or wilded (a non-domesticated animal that doesn't fit precisely in any other class).

At 1st level, an animalist may speak with animals of his animal sphere at will, as the Speak With Animals spell.

At 3rd level, the animalist may transform into his chosen animal at will. This is similar to the Polymorph Self spell, but the number of transformations per day is limited to the animalist's level. This transformation lasts for a number of rounds equal to 7 + the character's Constitution modifier, unless the animalist chooses to end the transformation early. Unlike Polymorph Self, the animalist gains some of the creature's physical qualities (size, movement, armor class, number of attacks, damage/attack, special attacks and special defenses) as detailed in the Hacklopedias of Beasts. He does not gain the creature's ability scores when he takes its form, nor does he regain any hit points when he transforms. This transformation cannot be dispelled.

At 6th level, an animalist gains heightened senses. He gains infravision (30 feet), while in normal or animal form. If the character already has infravision, his vision is unchanged. Furthermore, he can only be surprised on a roll of 1 in 10. If a character already has this ability or better, his surprise roll (if any) is unchanged.

At 9th level, an animalist can use the Hide in Shadows ability of the thief even while being observed, but only if he is in natural surroundings (for example, not an alley, but a heavily wooded city park would do). As long as he is within 10 feet of some sort of shadow, an animalist can hide himself from view in the open without actually hiding behind something. He cannot hide in his own shadow.

At 12th level, the animalist regains 1d12 hit points when voluntarily returning to his own form. He does not regain these hit points if slain, even though he returns to his own form.

Undead: Unless the animalist's tribe or religion is one that has a particular interest in the undead, he cannot influence these creatures as a standard cleric does. However, he can use the Chant and Prayer spells once per day in addition to his normal retinue of spells.

ZEALOTS

Over the last few decades, a new phenomenon has begun in the holy (and unholy) orders of Garweeze Wurld. Traditional standard clerics have been around for centuries, but recently cleric types with a special devotion have appeared. The zealot is an especially dedicated follower of his gawd. While clerics worship and serve, the zealot lives only to advance his deity's cause.

Specialty clerics, or zealots, are a relatively new phenomenon, but they are quickly gaining great influence in all the temples of Garweeze Wurld. Some traditional clerics even fear that they will one day be replaced and all temples will consist entirely of these zealots. All clergy keep these struggles to themselves, of course; no need to worry worshipers and congregations.

A member of the zealot class holds that he is even more devoted to his faith than the standard cleric. He lives and breathes his faith. His powers and spells more closely match the influence of his gawd, and he takes enthusiasm for promoting his church up a notch.

Note that the zealot character class is not the same as the Zealot entry mentioned in the Hacklopedia of Beasts Volume 8. Those Zealots detailed in the HoB are among the more unstable members of society and are, in fact, rarely even members of the cleric group. Clerical zealots as described herein generally don't like the self-proclaimed Zealots as described in the Hacklopedia of Beasts because they believe the stupid fanatics give all fervently religious people a bad name. Clerical members of the zealot class have bigger plans that don't usually involve self-destruction. They plan to conquer the wurld one non-believer at a time.

One should not confuse the zealot character class with the cleric followers described on page 35 of the GMG either. Those zealot followers are dedicated worshipers of the cleric's faith who have chosen to follow him and do not necessarily even have a character class. Most of them start out as 0-level men-at-arms.

Clerical Zealots have special powers and abilities that even standard clerics of the same gawd do not have. They are not more or less powerful, but their powers vary from their brethren and from each other. Each is a unique class.

There is little in the way of choice or individuality in the zealot classes – and no true zealot would want it any other way. Their gawds tell them what to do and that's the way they like it. In return, the zealot gains special rewards for his extreme and undeniable faith.

They cannot multi-class (unless specifically stated otherwise in a description for a specific gawd's zealots) nor can they dual class. Being a zealot requires a degree of concentration that must be constant and absolute, and allows no room for other education. (Even bringing it up can get you smote from above.)

Zealots are members of the cleric group, regardless of the specifics of their class abilities. They can use any magic items allowed to the cleric group, so long as they do not violate other restrictions (meaning that they cannot use magic swords unless they can also use mundane swords). Certain zealots can also use magic items that may be otherwise restricted by class; their individual descriptions note this.

"Guardian Angels"

At 5th level, a zealot gets special attention. His gawd assigns him a special minder, appropriate to his alignment (Modrons for lawful neutral, etc.) This creature watches over the zealot, ensuring his loyalty and acting as an advocate for his client in the gawd's organization. Such a direct contact can be incredibly useful for a zealot. A single creature sees to the administration of his powers and assigning his spells. So long as the creature is content, this arrangement remains especially amicable.

The zealot can even summon his "guardian angel," once per week, in dire situations. His chance to successfully Gate in the being is equal to 1% for each experience level. Of course, one way to upset the being is to get it "killed" (banished to its home plane) in such an encounter. The downside of having a single entity taking care of spells and powers is that the zealot must be certain to keep it happy. Guardian angels serve their gawds, not their zealots, and they have their own minds, opinions and concerns. They can impose alignment (and even encumbrance!) audits on their zealots. If you think alignment is a serious matter for all characters (much less cleric types), just imagine how a gawd treats a zealot who strays enough to earn even a few alignment infraction points!

The intent of the guardian angel is to keep the zealot on the straight and narrow as much as to provide some measure of protection. For you GMs, the guardian angel is a good way to screw over your players since the guardian angel is likely much more picky with regard to behavior and attitude that a busy divine entity is likely to be. Sure, the gawds do not like it when you act outside the faith but they often do not really have time to worry about focusing on individual worshipers. That is why they have their minions like guardian angels. For you players, just remember to keep your guardian angel happy and keep a tight leash on your alignment infraction points.

Speaking of which, what about all those restrictions? A zealot may be physically capable of violating a restriction of his faith, but he gains 3 AIPs each time he does so, in addition to any other effects. Violating a restriction three times is certain to bring direct and painful punishment from superiors, while four or five times is likely to bring down some divine wrath (not to mention the usual penalties associated with alignment change).

The Gawds of Twilight Last are the principle gawds that have the influence and/or patience enough to have both zealots and clerics. Clerics of some gawds listed in Gawds & Demi-gawds get special abilities, but those lesser powers usually need all their followers cooperating and on the same track – otherwise it gets confusing. Thus, it is rare to find zealot classes among gawds of lesser stature. There are a few though, and these are mostly due to the zealot order being established and then the gawd being demoted from the Gawds of Twilight Last. An example of this is the lesser gawd Puck, rumored to have been destroyed long ago. However, his clerics still seem to be able to cast their spells, so it is anyone's guess as to whether he is simply in hiding or has been replaced.

Zealot Granted Powers

Many zealots have special granted powers similar to certain spells. If the granted power is a duplication of an existing spell, unless otherwise specified it follows the rules for that spell with regard to things like casting time, area of effect, range, duration, etc.. Certain powers granted to zealots cross several religions and do not duplicate exactly any existing spells. The following paragraphs describe these powers. For those granted powers that do not duplicate spells and are not described herein, the casting time of each power should be assumed to be one segment unless otherwise specified. If the zealot is hit during its invocation of a special power, that use of the special power is ruined just as if the cleric had been hit while casting a spell (though interrupting the use of a granted power never results in mishap).

Fascination: This power works just like the second-level magic-user spell Fascinate, except that the zealot does not have to use verbal components. The GM may define this power as working one of two ways. Either it can be used in combat (in which case it can be used against only one target at a time), or it cannot be used in combat (in which it can be used against a number of targets equal in HD to two times the zealot's experience level). In either case, the zealot can use the ability three times per day. If the target makes his saving throw, he will not recognize that the zealot was using magic against him.

Incite Berserker Rage: This power allows a zealot to inspire a fighter (anyone belonging to the fighter group) to enter a berserker-like rage. The combatant must be willing to have this war blessing bestowed upon him.

It takes one round for a zealot to incite a single combatant to berserker rage; the rage lasts six turns. A zealot can use this power on any number of fighters per day, one at a time. A zealot may incite a combatant to berserker rage only once per day; even if a different zealot tries it on him, he cannot incite a fighter to a second rage in the same day.

The rage isn't identical to the abilities of the true berserker. However, it does give the combatant a + 2 to attack and damage for the duration of the rage. While enraged, the warrior cannot flee from a fight; he cannot leave the field of battle until there are no enemies to face him. Once he does leave the field of battle, he can choose whether he will emerge from the rage or sustain it; a combatant would sustain it if he felt that another fight was likely to take place soon. When he emerges from the rage, the fighter takes no extra damage or ill effects unless he is lawful; in this case, he might suffer an Honor penalty for rash behavior or similar effects.

Soothing Word: With this power, the zealot can remove the effects of the Fear spell or can sway the attitude of a hostile crowd or mob.

The zealot can use this power three times per day. A single use can either: Dispel one application of the Fear spell on one victim; eliminate one person's hackfrenzy or hacklust; or momentarily calm down a number of characters or monsters (equal to 2x the zealot's experience level in hit dice; therefore an 8th level zealot could momentarily calm 16 HD of an angry mob, for instance).

This power is primarily useful for getting the attention of an angry group of people and allowing the zealot to address them. The combination of the soothing word, the respect that many cultures have for their zealots and the speaking abilities of many zealots can often defuse an angry mob.

Zealot Prime Requisites

Many of the zealot classes have abilities other than Wisdom listed as their prime requisite. These ability scores are in place of Wisdom as a prime requisite (as per the standard cleric class). All of these prime requisite abilities need to be 16 or above in order for the zealots to gain an experience point bonus as the standard cleric. All zealots advance in experience level according to Table 2H: Zealot Progression Table.

Zealot Spelljacking

Some zealots have the power to spelljack as other magic-users, such as battle mages or illusionists. The inherent danger associated with spelljacking creates a chance of spell mishap. This is true even for zealots who cast divine spells that are not ordinarily subject to spell mishaps. (That's what you get for pushing the bounds of magic.) Even so, zealots still do not suffer spell mishap chances for wearing armor as magic-users do. Even the gawds of fate are not usually that cruel. Use the spell mishap table in the GMG for determining the results of zealot spell mishaps.

Zealot Weapons

Each zealot class has a heading for weapons permitted and weapon of choice. The weapons permitted are those allowed by the rules of the faith for the zealot class. Refusing to respect such rules will likely cause problems for the miscreant character as he will lose station in his church and his gawd or its minions will possibly even punish him. The weapon of choice is more a matter of honor for the pious zealot. Zealots must make reasonable efforts to use their defined weapon of choice or they suffer honor penalties. At the GM's discretion, an approximate honor hit of one point of temporal honor per combat without the weapon of choice is a reasonable penalty. There is some flexibility in this policy. If logic dictates, it may be acceptable to use other weapons. For example, if a weapon of choice is a mace, it would be acceptable for the zealot to use ranged attacks against his enemies before closing to melee without suffering an Honor penalty.

Furthermore, if a zealot's weapon of choice is a longsword, but he is fighting a skeleton, it would be acceptable for him to choose a crushing weapon (assuming these are permitted by his zealot class) in order to more effectively damage his foe. In the case of magic weapons, all other things being equal, the zealot should still use his weapon of choice even if a magic version of a different weapon is available. The exception to this is a case in which one requires a magic weapon to injure his foe. Then it would be acceptable to use a weapon that is not a weapon of choice without an Honor penalty (again assuming the magic weapon in question is one allowed by the rigors of the faith).

Table 2H: Zealot Progression Table

Experience Points	Experience Level	X Sided Dice or Accumulated Level	Level Title
0-2,200	1	20+1dX*	Zealous Altar Boy
2,201-4,500	2	2	Zealous Acolyte
4,501-9,500	3	3	Zealous Brother
9,501-19,000	4	4	Zealous Layman
19,001-38,000	5	5	Zealous Adept
38,001-78,000	6	6	Zealous Friar
78,001-144,000	7	7	Zealous Curate
144,001-288,000	8	8	Zealous Preacher
288,001-576,000	9	9**	Zealous Priest
576,001-864,000	10	9+2	Zealous Prefect
864,001-1,152,000	11	9+4	Zealous Canon
1,152,001-1,444,000	12	9+6	Zealous Deacon
1,444,001-1,728,000	13	9+8	Zealous Abbot
1,728,001-2,016,000	14	9+10	Zealous Evangelist
2,016,001-2,304,000	15	9+12	Zealous Prior
2,304,001-2,592,000	16	9+14	Zealous Prelate
2,592,001-2,888,000	17	9+16	Zealous Rector
2,888,001-3,168,000	18	9+18	Zealous Vicar
3,168,001-3,456,000	19	9+20	Zealous Patriarch
3,456,001-3,744,000	20	9+22	Zealous High Priest

* At first level zealots receive 20 + 1dX hit points (10 + 1dX hit points for Tiny fey). This twenty points is received at first level only. The type of die each zealot is entitled to is described in that zealot's description.
** Zealots gain 2 hit points per level after 9th.
*** 288,000 experience points per level for each level beyond the 20th.

ZEALOTS OF ARIEL, GAWDDESS OF AIR, FLIGHT AND LOVE

Title: Lovewings

Alignment: Chaotic good

Ability Requirements: Dexterity 16, Wisdom 14

Prime Requisite(s): Dexterity

Hit Die Type: d6

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 10

Spelljacking: Yes (Elemental Air spells only)

Spell Spheres: Charm 4, Combat 4, Devotional 1, Divination 3, Elemental Air 7, Traveler 3, Warding 6, Weather 7

Turn/Command Undead: Turn and destroy as cleric of equal level

Weapon of Choice: Petite rapier

Weapons Permitted: Boomerang, shuriken, throwing irons, throwing sticks

Armor Permitted: None

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie sprite, other pixie-kind.

STPs: Gain customs and etiquette (choose culture), distance sense (CG), flying combat (CG), religion (general), riding (airborne), shaving/grooming, seduction (art of), graceful entrance/exit and social etiquette skills at no initial cost. They may also take the acrobatic skill suite talent for half the BP cost (round up), regardless of race.

Other Requirements: Clerics of Ariel must mediate arguments, and officiate at all weddings and flying contests. They wear light blue and white. Ariel does not require sacrifices.

Symbol: Stylized flying bird on a cloud

Holy Symbol: Bird's wing feather.

Restrictions: Must never harm a flying creature except in self defense.

Background: Zealots of Ariel promote love and flight whenever possible, by removing obstacles to either. They convince families to allow star-crossed lovers to marry, reconcile divorces, clear cobwebs and other obstacles from low flight paths, and so on. The Merry Flyers see it as their role to train all young pixie fairies in the art of advanced flying, and also serve as their matchmakers and counselors in the later years. Characters cannot become Zealots of Ariel if they have animal antipathy, phobias, enmity or

psychotic aversions towards avians or other winged creatures. If a character receives such a quirk or flaw later, he loses his Zealot status and powers until this problem is removed.

Zealots' Relationship to Standard Clerics: Aside from their different powers, the order makes no distinction between zealots and standard clerics. Zealots slightly outnumber standard clerics, however.

Special Powers: Beginning at 3rd level, Zealots of Ariel may cast a Fly spell once per day (in addition to normal spells). Beginning at 9th level, zealots of Ariel may cast Control Weather once per day, in addition to the zealot's normal quota of spells.

Merry Flyers may prepare and cast Befriend as a 1st level cleric spell. Merry Flyers gain +4 against the following spells: Antipathy, Emotion (Fear, Hate, Hopelessness, Sadness), Fear, Perceived Malignment. However, they are more susceptible to certain spells that cause positive feelings. They suffer a –4 penalty against these spells: Befriend, Charm Person, Emotion (Friendship, Hope or Happiness), and Sympathy.

Holy Days: The first day of each season is celebrated with aerial acrobatics symbolizing the return of a new wind (winter = north wind, summer = south, fall = east, and spring = the west wind).

RITUALS

All Followers: All followers must attend services of the morning of every Solmar. Adventuring clerics must visit a shrine to Ariel, or hold these services themselves (regardless of where they may be).

Zealots: As followers. In addition, those who can fly must take to the sky and make their prayers on a daily basis. All services are performed while airborne. Those who cannot fly must make use of a spell (such as Levitate or Fly) or magic item to do so.

ZEALOTS OF AUBERON, GAWD OF MAGIC AND FIRE

Title: Arcanists

Alignment: Lawful neutral

Ability Requirements: Intelligence 15, Wisdom 14

Prime Requisite(s): Intelligence

Hit Die Type: d4

To-hit Progression: Magic-user

Saving Throw Tables: Magic-user or cleric (better of the two for each save)

Building Point Bonus: 2

Spelljacking: Yes (as battle mage)

Spell Spheres: Devotional 2, Divination 6, Elemental Fire 7, Necromancy 6, Summoning 7, Sun 3, Warding 7

Turn/Command Undead: Turn or destroy as cleric of equal level

Weapon of Choice: Bloodthorn quarterstaff

Weapons Permitted: Dagger, knife

Armor Permitted: Magical only

Allowed Races: Pixie fairy, elvariel, fae-born, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Arcanists gain the arcane lore, alchemy, astrology, reading/writing, religion (general), spellcraft and spell tattooing (SG) skills at no initial cost. They may also take the concentration, counter speller, curse resistance, eagle eye, precision casting, quick casting talents for half the BP cost, regardless of race.

Other Requirements: None

Symbol: Open book crossed with a tattoo needle

Holy Symbol: Vial of tattoo ink

Restrictions: Zealots of Auberon can never destroy magic items (this does not include sacrifices, which are transformed and not destroyed). Even if it comes in a cursed form, they must attempt to dispel the magic and leave the underlying material item intact. Zealots of Auberon cannot have enmity or psychotic aversions towards magic-users.

Background: The clergy of Auberon concern themselves with all sorts of magic, from tattooing to illusions to necromancy. Most spend a great deal of time in their laboratory, but a rare few prefer the adventuring life. Pixie fairy adventurers often consult them for assistance regarding questions of magic.

Zealots' Relationship to Standard Clerics: Arcanists have a very strict order. Standard clerics hold most of the lower ranking positions, and are usually referred to as Apprentices (regardless of their actual magical skill), while zealots are a sub-order of elite clergy. The leaders of any temple are all from this sub-order, but they treat the minority clergy fairly.

Special Powers: Arcanists can substitute magic-user spells for cleric spells, at a cost of two cleric spells for each magic-user spell. Spells substituted must be of the same level. However, for magic-user spells, they must use spell books and memorize spells in the same manner as a magic user. Furthermore, all spell bonuses for high Wisdom only apply to cleric spells. They may use magic items permissible to clerics and/or magic users (excluding armor and weapons not permissible to the zealot class). Spells cast by Arcanists cause opponents to make saving throws at –1 for every three levels of experience the zealot has.

Holy Days: Solstices, and the Week of Long Shadows

RITUALS

All Followers: Auberon is most likely to intervene on behalf of his worshippers when they offer sacrifices of magic items. Followers make sacrifices by placing a magic item on an altar and then calling Auberon's name three times, after which the item is no longer magical. If Auberon is especially fond of a follower, he may "touch" a sacrifice, causing it to become even more powerful than before (e.g. +3 weapon may become a +4 weapon; GM's call). His followers wear blue and gray.

Zealots: As followers. In addition, Arcanists publicly stage monthly magical exhibitions where they show off exotic illusions and other showy magicks (total of at least 4 spells minimum) as a tribute to Auberon. The zealot begins to lose spells if he does not participate (1 spell level 1d4+2 days, beginning with the highest level spells the zealot can cast). Spells are regained when the zealot stages a special exhibition of at least 8 spells.

ZEALOTS OF CALIBAN, GAWD OF GREED, LUST AND EARTH

Title: Lustlords

Alignment: Chaotic evil

Ability Requirements: Constitution 14, Intelligence 12, Charisma 14

Prime Requisite(s): Constitution and Charisma

Hit Die Type: d10

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: Yes (Elemental Earth spells only)

Spell Spheres: Charm 2, Combat 2, Devotional 2, Elemental Earth 7, Hurting 7, Necromancy 3, Warding 3, Weather 3

Turn/Command Undead: Command undead as cleric 1 level higher

Weapon of Choice: Unseelie club

Zealots of Ariel, Lygte, Morgana, Merryzot and Engue.

Weapons Permitted: Cat o' nine tails, ripper

Armor Permitted: Leather and/or shield only

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain art of seduction, dig hasty grave, dig proper grave geology, flex muscle, looting (basic), religion (general), skilled liar and survival (underground) at no initial cost. May take the close to the earth, expert haggler and opportunist talents for a cost of 2 fewer BP, regardless of race.

Other Requirements: Though they may also wear other colors as well, the primary colors of their clothing must be black and gold. They must also have erotic tattoos on or around their sexual organs. They may not have the truthful quirk.

Symbol: Goat head with scorpion tails as curved horns

Holy Symbol: Wooden or metal item shaped like a phallus or female genitalia, as the sex of the zealot.

Restrictions: Lustlords are usually male, though a female with drive quickly rises through the ranks, as the men fawn over her in a lustful attempt to win her favor. Regardless of sex, however, all Lustlords are fueled by lust for wealth, sex and power. Zealots gain the greedy quirk.

Background: While many thieves and assassins worship Engue, only the most depraved worship Caliban. Still, many characters of other classes keep lust and greed in their hearts, so Caliban is not short of followers.

Zealots' Relationship to Standard Clerics: Standard clerics and zealots of Caliban often cheat and steal from each other, considering everyone a worthwhile target. Still, they get along well at their services.

Special Powers: Lustlords may cast Alter Self, Fool's Gold, Delude and Hold Person as cleric spells of appropriate level. At 5th level, these zealots may summon and control an 8 HD Earth Elemental once per week. At 6th level, zealots may Shape Change into any burrowing creature as the 7th level druid ability. At 10th level they can enter and survive on the Elemental Plane of Earth as a 20th level druid. At 12th level they may Shape Change into a 12 HD Earth Elemental (16 HD at 16th level, 24 HD at 20th level).

Holy Days: Celebration of Lust on the 14th of Adnar'kerz.

RITUALS

All Followers: Followers are spread throughout Garweeze Wurld, and services to honor him involve two or more of the following: feastings, gambling, kidnappings, orgies or lusty rituals, overeating, theft, or similar actions. Sacrifices generally involve defiling a person or place. Over-excess is the key.

Zealots: Lustlords must gather on the 14th of each month to celebrate their gawd and rededicate themselves to his causes. Their services to honor him are similar to those of standard followers, but zealots also spend time during these services in prayer and groveling naked on the earth.

ZEALOTS OF ENGUE, GAWD OF FEAR AND POISON

Title: Fellows of Fear

Alignment: Lawful evil

Ability Requirements: Dexterity 13, Wisdom 10

Prime Requisite(s): Dexterity

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Thief

Building Point Bonus: 5

Spelljacking: No

Spell Spheres: Combat 3, Devotional 2, Divination 5, Hurting 6, Necromancy 3, Plant 4, Sun 3, Warding 5, Weather 3

Turn/Command Undead: As cleric of equal level

Weapon of Choice: Dagger

Weapons Permitted: Bloodthorn quarterstaff, knife

Armor Permitted: Any

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun

STPs: Gain botany, evil speak, feign toughness, herbalism (prepare poison), intimidation, plant identification (holistic), religion (general), threat gesture and torture at no initial cost. May take the detect poison talent for a cost of 2 fewer BP, regardless of race.

Other Requirements: Zealots must extinguish all lights at midnight. Clerics of Engue must dress in dark green garments, and decorate both their clothing and their skin with the gawd's symbol. Zealots gain the sadistic quirk.

Symbol: Green teardrop (poison)

Holy Symbol: Vial of poison

Restrictions: Must always carry poison.

Background: Engue's followers are unabashedly evil, and enjoy killing and torturing sentient beings. They often pretend to be the friend of their victim and then slowly poison the unfortunate individual over a matter of weeks or months. They find this highly amusing.

Assassins sacrifice the hearts of their victims to the gawd for favor in their future deeds. Most places of worship are hidden, though some larger cities have small cults of his followers in the local thieves' quarter. Services include poisoning a tiny animal. Major rites include the sacrifice of pixie hybrids or other larger creatures.

Zealots' Relationship to Standard Clerics: Fellows of Fear are often leaders within the clergy, having shown particular dedication to their deity. Advancement is based on the number of creatures poisoned, but also occurs through poisoning of one's superiors.

Special Powers: Zealots of Engue are immune to all forms of poison. They can also backstab like thieves, gaining +3 to hit (total, meaning that this effectively replaces the standard bonus of +2 for attacking from behind but is not as good as a thief backstab which is +4 to hit) and an additional damage die at 1st through 5th level, two additional damage dice at 6th through 10th levels, three additional dice at 11th through 15th levels, and four at 16th through 20th level. As in any rear attack, the defender may not use a shield or Dexterity bonuses.

Holy Days: During the Week of Long Shadows, every zealot of Nightshade must sacrifice a single family member. If the zealot has no family members left, he must sacrifice someone else every day that week. This could be a friend, associate or passer-by, but cannot be an enemy.

RITUALS

All Followers: At midnight, all followers must go to a lightless place (even under a blanket is acceptable) and recite prayers.

Zealots: Each week, a zealot must poison a living creature, even if it is only a small animal. If seeking Engue's favor, the poisoning of an intelligent creature is required.

ZEALOTS OF KIELKROP, GAWD OF DEATH

Title: Ministers of Death

Alignment: Neutral evil

Ability Requirements: Dexterity 12, Wisdom 10, Charisma 10

Prime Requisites: Wisdom

Hit Die Type: d8

To-hit Progression: Cleric

Saving Throw Tables: Cleric

Building Point Bonus: 6

Spelljacking: No

Spell Spheres: Charm 2, Combat 7, Devotional 2, Hurting 6, Necromancy 7, Warding 3

Turn/Command Undead: Command as cleric two levels higher

Weapon of Choice: Bloodthorn club

Weapons Permitted: Dagger, great whiffle club, knife, unseelie club

Armor Permitted: Any

Allowed Races: Pixie fairy, elvariel, fae-born, grixie, pixie brownie, pixie leprechaun, pixie nixie, pixie sprite

STPs: Gain anatomy (basic), anatomy (vital; choose race), dig hasty grave, dig proper grave, languages (undead), religion (general), at no initial cost. May take the cold resistance, death magic bonus (SG), and heat resistance talents for a cost of 2 fewer BP, regardless of race.

Other Requirements: Ministers of Death must take pains to appear as truly neutral in their beliefs of death, which means no openly killing innocents or animating undead for evil acts. They must conceal their evil deeds as accidents or "necessary" to preserve the balance of life and death.

Symbol: Fanged skull or black mushroom

Holy Symbol: Black mushroom

Restrictions: May not learn the healing or first aid skills. May not have the truthful quirk.

Background: Openly, Kielkrop's clerics are in charge of all funerals and hold an annual gathering to celebrate the passing of all lives over the last year. Secretly, a cleric of Kielkrop is expected to sacrifice a sentient life on each full moon. Reincarnated pixie fairies are an especially favored target. If Kielkrop is fond of a mortal (GM's option; must have performed a number of sacrifices equal to or greater than three times the character's level), he returns as undead within 24 hours after death.

Zealots' Relationship to Standard Clerics: The difference between the standard clerics and the Ministers of Death is a matter of degree. For example, the standard clerics of Kielkrop tend to openly display their love of death and command of the undead, which results in them being banished from many communities and being forced to worship as a secret society. The zealots, on the other hand, prefer to move in mysterious ways, openly displaying more neutrality in hopes of catching more flies (converts) with honey than with vinegar. They are more concerned with keeping their faith alive and growing than with causing trouble.

Special Powers: Ministers of Death have great authority over any undead they encounter. Starting at 2nd level, they affect three times the regular number of creatures per successful turning attempt. Once a zealot reaches 6th level, he gains the ability to fashion exceptional undead - any Skeletons or Zombies that he animates gain an additional +1 hit points per Hit Die.

Openly, Ministers of Death often slay (or pretend to slay) undead to keep their seemingly benevolent position within the community. With a weapon properly desecrated at a temple by a superior (in a ceremony that takes nearly four uninterrupted hours), a Minster of Death attacks at +1 to-hit and +1 to damage. Any undead creature struck by this weapon goes into a type of

game time and life experiences. However, the character does suffer the physical losses to Strength, Dexterity and Constitution because these are breakdowns of the body's systems. Further details on magical aging can be found in the PHB.

Table 3A: Age

Race	Starting Age: Base Age	Starting Age: Variable	Maximum Age Range* (Base+Variable)
Pixie fairy	2	1d3	6+1d4
Elvariel	15	1d6	125+3d20
Fae-born	4	1d6	12+2d4
Grixie**	1		1+1d2
Pixie brownie	2	1d4	11+1d4
Pixie leprechaun	4	1d6	12+2d4
Pixie nixie	2	1d4	11+1d4
Pixie sprite	14	3d6	100+1d100

*Add half the character's Constitution to the result.
**When beginning play as this race. Otherwise, starting age depends on the character's age at the time he becomes a grixie. A grixie's maximum age range is the age when he became a grixie (base) plus 1+1d2 (variable).

Table 3B: Aging Effects

Race****	Middle Age* (1/2 Base Max.)	Old Age** (2/3 Base Max.)	Venerable *** (Base Max.)
Elvariel	62 years	83 years	125 years
Pixie sprite	50 years	67 years	100 years

*-1 Str/Con; +1 Int/Wis
**-2 Str/Dex, -1 Con; +1 Wis
***-1 Str/Dex/Con; +1 Int/Wis
****Other pixie hybrid races do not adjust with age.

HEIGHT AND WEIGHT

The height and weight of your character is generated randomly using Table 3C: Average Height and Weight. Begin with the appropriate base score for your character's race, and then add the die roll modifier. This table cannot account for the full variety of pixie hybrids, and only reproduces an average range for this race. If you wish your character to stand out in a crowed, you may buy a re-roll on this table if you don't like the results. Each re-roll costs one (1) Building Point. You may buy as many re-rolls as you wish as long as you have BPs to spend.

Table 3C: Average Height and Weight

Race	Height in Inches: Base (♂/♀)	Height in Inches: Modifier	Weight in Pounds: Base (♂/♀)	Weight in Pounds: Modifier
Pixie fairy	18/18	1d4	24/24	1d6
Elvariel	72/68	2d6	90/70	3d10
Fae-born	30/30	1d6	40/38	2d4
Grixie	18/18	1d4	24/24	1d6
Pixie brownie	18/16	1d4	30/28	2d4
Pixie leprechaun	18/16	1d4	32/30	2d4
Pixie nixie	20/18	1d6	26/24	1d6
Pixie sprite	18/18	1d4	24/24	1d6

Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female (♂/♀) values. Note that the modifier still allows for a broad range in each category.

Table 3D: Racial Modifiers to Social Class (PHB Table 4F)

Race	Modifier
Pixie fairy	+/-0
Elvariel	-45
Fae-born	-15
Grixie	-40
Pixie brownie	-20
Pixie leprechaun	-20
Pixie nixie	-20
Pixie sprite	+5

HANDEDNESS

To know whether your character is left-handed, right-handed or ambidextrous, roll on Table 4D: Handedness of Character, in the PHB. Elvariels are always ambidextrous. Pixie leprechauns and pixie sprites may add or subtract 10% to their roll to reflect their tendency to be ambidextrous.

SOCIAL CLASS

To find out your character's social class, you must roll on Table 4F: Social Class, in the PHB. Generally, a human society considers pixie hybrids to have the following modifiers on PHB Table 4F. Pixie hybrids have an unmodified social class result when residing in a settlement dominated by pixie-kin.

CHARACTER HERITAGE/LINEAGE

To determine your character's circumstances of birth, and the status/quality of the character's immediate family, roll on Table 4G through Table 4M, in the Player's Handbook. However, some modifiers apply. These are noted below.

Table 3E: Racial Modifiers to Circumstances of Birth (PHB Table 4G and 4H)

Race	PHB Table 4G Modifier	PHB Table 4H Modifier
Pixie fairy	+15	+50
Elvariel	+/-0	-10
Fae-born*	-10 (as pixie fairy)	+60 (as pixie fairy)
Grixie*	-25 (as grel)	-25 (as grel)
Pixie brownie	+/-0	-10
Pixie leprechaun	+/-0	-10
Pixie nixie	-10	-10
Pixie sprite	-10	-10

*PHB Tables 4F through 4L do not apply when beginning play as this race, unless a player wants to know about the character's former life before he became a fae-born or grixie.

Table 3F: Racial Modifiers to Quality of Parent (PHB Table 4I)

Race*	PHB Table 4I Modifier
Elvariel	+10
Pixie leprechaun	+10

*Other pixie hybrids have no racial modifier to this table.

MARRIAGE AND CHILDREN

As a rule, most pixie hybrids are keen on sex, and there is no shame attached to being free with one's body – provided it does not intrude upon others or frighten the children. In fact, both children and marriage are a natural result of sexual attraction, and characters interested in having a family may choose to detail such a backstory, with GM approval and guidance. The character's mate and children are NPCs under control of the GameMaster. Only pixie fairies, elvariels and pixie brownies can have children, though any pixie hybrid can marry.

1) First, roll 1d100 on Table 3G: Children to determine the number of children and their legitimacy. A 1st level character can begin play with no more than two children.

2) Roll a 1d100 for each child to see if he or she is still living. An 80+ result indicates child either died during birth or at a very young age.

3) To determine each living child's age in years, roll 1d4, subtracting it from the character's age. A result of 0 (minimum) indicates that the child is less than 14 months (1 year) old.

If the character rolls two legitimate children, or two illegitimate children, of identical age in years, they will be twins. Roll 1d100. On a result of 99-00, the twins are "identical twins." Twins and identical twins may gain telepathic communication with each other, as detailed in PHB Chapter Four.

A character with one legitimate child and one illegitimate child has a problem, since the illegitimate birth is the result of an adulterous affair. A female character that rolls both legitimate and illegitimate children must re-roll the first child's age until it equals 1 or higher.

4) Roll 1d12+1 to determine each child's (or pair of twins') age in months. The GM may determine the exact birth date (by subtracting that number of months from the current time in his campaign, and then choosing or rolling the day of the month).

5) Roll 1d20 for each child. A 1-10 indicates child is a son, an 11-20 indicates a daughter.

6) Only when the children reach the race's base age may they set out on their own, or become hirelings, henchmen, or protégés. This is also the time to roll the child's height and weight, as well as his sibling rivalry (if any). Handedness may be rolled now or at any previous time. The child's social class and family heritage are identical to those of the PC, though the GM may apply other modifiers to the child's starting Honor due to the its birth (as PHB Tables 4G and 4H) and the quality of parents (as PHB Table 4I). The first born male or female is heir to the family fortunes and gains +5 on his or her starting money roll.

Table 3G: Children

Roll*	Result
01-60	Child's birth was legitimate. Character was married at the time of child's birth. Roll on Table 3H: Quality of Marriage.+2 to beginning Honor.
61-80	Child's birth was illegitimate. Character was not mar ried at the time of child's birth. -2 to beginning Honor.
81-100	Character has another child. Roll twice more on this table, ignoring this result each time.

*Elvariels and pixie brownies have a -20 to this roll.

Table 3H: Quality of Marriage

Roll	Marriage Quality	Details
01-60	Loving marriage	Strong love between both part ners
61-80	Convenience marriage	Married for clan alliance, or due to accidental pregnancy; some love or at least friendship
81-91	Failing marriage	Arguments are common, and attitudes are indifferent.
92-100	Abusive marriage	Spouse abuses the character (roll for minor quirk on PHB Table 6F)

Obligations

Children: A character with children is responsible for them. This requires him to divert 20% of any money or treasure gained to pay for the child's support. He must pay an additional 5% for each child after the first. If the character has a spouse, he need divert only 10% of his income to care for his child (plus 5% per additional child), as some of the support for his spouse goes to the children. If the child is unable to care for himself, the character must pay for an appropriate hireling, which will add considerably to the cost.

Pixie-nixies may cherry pick this obligation for full Building Points. (Minor: 5 points for the first child, plus 2 points for each additional child)

Married: The character has one or more spouses and certain obligations to his family. This imposes a limitation on the character's finances, time, and resources. At least 20% of the character's income must be diverted to his spouse, plus 20% for each additional spouse. This money covers the character's home plus room and board for his spouse, and is cumulative with any funds diverted to pay for child support.

Pixie-nixies may cherry pick this obligation for full BPs. (Minor: 5 per mate)

ORIGINS

Just as character social class, heritage and lineage are very important in a HackMaster character's career, so is his place of origin and clan/tribe. Whenever a pixie fairy (or pixie hybrid) finishes rolling his social class and heritage/lineage in Chapter 4 in the PHB, he may roll or cherry-pick on Table 3I: Place of Origin d100. Note that this listing covers only the known lands, and other clans and tribes may dwell in distant places.

CLANS/TRIBES

Clans are comprised of a number of families that claim to be derived from a common ancestor, and a settlement may have many clans or only one. Other associated families that either sought the protection of the clan at some point in history, or were tenants or vassals of its patriarch, may also be members of the clan. Allegiance is generally given to a father's clan, but there is also a strong sense of descent through, and loyalty to, the mother's line as well. Only pixie fairies are so numerous, and have enough of a known history, to separate themselves into clans. Fae-born, pixie leprechauns, pixie nixies and pixie sprites are unable to reproduce and so have no families or clans of their own, but they may be accepted into a pixie fairy clan.

Elvariel and pixie brownie tribes generally take their name from the region they inhabit. Where multiple tribes of the same race live in the same region, the smaller tribes invent a new name, letting the largest tribe keep the regional name. This applies only to tribes of the same race. For example, if an elvariel tribe formed in Shadluria, both the elvariel tribe and a pixie brownie tribe might refer to themselves as Shadlurians. However, two pixie brownie tribes in that region might be the Shadlurians (the largest tribe) and the Shadlurs (the smaller tribe). As most regions only contain one pixie brownie tribe, such naming conflicts are rare.

Your GM has information on establishing a new clan and other similar nifty stuff (see GMG Chapter Three), if you decide to pursue that path later.

Table 31: Place of Origin d100

Location	Pixie fairy	Elvariel	Fae-born	Grixie	Pixie brownie	Pixie leprechaun	Pixie nixie	Pixie sprite
Abgreer	-	-	-	-	-	-	-	-
Abosoria	01-02	-	01-04	-	01-04	-	01-06	01-05
Akatania	-	-	-	-	-	-	-	-
Ambi Dugis	-	-	-	-	-	-	-	-
Ara'Kandeesh	03-10	-	05-40	-	05-24	01-06	07-12	06-10
Arangesh	11	-	-	-	-	-	-	-
Argaryn	-	-	-	-	-	07-19	-	-
Argasta	-	-	-	-	-	-	-	-
Arkar Armaas	12	-	-	-	-	-	-	-
Barcenora	13-15	-	41-44	-	25-29	-	13-18	-
Baroza	-	-	-	-	-	-	-	-
Barsara	16	-	-	-	-	-	-	-
Da'Neer	17-18	-	-	-	-	-	-	11-15
Daurkhaud	19-20	-	-	01-02	-	20-25	-	-
Eyndaar	-	-	-	-	-	-	-	-
Fangaerie	21-22	-	-	-	30-33	26-31	19-24	16-20
Fernwickle Isle (Saryn Ar'Keet)	23-55	-	45-46	-	34-63	32-49	-	21-82
Fra'Neer	56-57	-	47-50	-	-	-	25-36	-
Ginge Pirate States	58	-	-	-	-	-	-	-
Gnardor	-	-	-	-	-	-	-	-
Gnome Protectorates	59-60	-	-	-	64-68	50-55	-	-
Goremunya	61-62	-	-	03-96	-	-	-	-
Graduria	-	-	-	-	-	-	-	-
Great Desert of Flamaar	-	-	-	-	-	-	-	-
Grevan Steppes	-	-	-	-	-	-	-	-
Hazaar	63-64	-	-	-	-	-	36-41	-
Island of the Four Gates	-	-	-	-	-	-	-	-
Isle of the Veil	-	-	-	-	-	-	-	83
Kakreed	65-68	-	51-53	97-98	69-72	56-61	-	84-88
Kal Dez	69-75	01-75	54-89	-	-	-	42-48	-
Kraad	-	-	-	-	-	-	-	-
Krandaneer	-	-	-	-	-	-	-	-
Krusmel	-	-	-	-	-	-	49-54	-
Maldoayn City States	-	-	-	-	-	-	55-72	-
Mara Deesh	-	-	-	-	-	-	73-78	-
Markovia	76	-	-	-	-	-	-	-
Marrow, the	-	-	-	-	-	-	-	-
Maur-Haud'Feem	-	-	-	-	-	-	-	-
Meletian Kingdom	77-78	-	-	-	73-76	62-73	-	-
Nadra'Gar	-	-	-	-	77-80	-	-	-
Nazgra	-	-	-	-	-	-	-	-
Nevar Wastes	-	-	-	-	-	-	-	-
Orkryn Far'Mos	-	-	-	-	-	-	-	-
Parzey	79	-	-	-	-	-	-	-
Polst	80-81	-	-	-	-	-	-	89-91
Praxter	82	-	-	-	81-84	74-79	-	-
Raagean Brotherhood	-	-	-	-	-	-	-	-
Raagean Empire	83-84*	-	90-92*	99-100*	85-88*	80-85*	79-85	-
Rarkin'Kaldish	85	-	-	-	-	-	-	-
Rogue Haven	86	-	-	-	-	-	-	-
Saren'Mantz	87-88	-	-	-	89-92	-	-	92-95
Sarlang	-	-	-	-	-	-	-	-
Saryn Ar'Keet (mainland)	89-95	-	93-96	-	93-96	86-92	86-93	-
Shadluria	96-100	-	97-100	-	97-100	93-100	94-100	96-100
Skarish	-	-	-	-	-	-	-	-
Southern Orc League	-	-	-	-	-	-	-	-
Tulmar	-	-	-	-	-	-	-	-
Zumbra	-	76-00	-	-	-	-	-	-

*Usually slaves from other lands.

Table 3J: Pixie Fairy Clans

Location	Clan(s)
Abosoria	Mamau
Ara'Kandeesh	Bugulnoz, Yumbo
Arangesh	Cururipur, Virika
Arkar Armaas	Fyglia, Trow
Barcenora	Beggey, Kachina, Wildthorn
Barsara	Ohdow
Da'Neer	Oannes
Daurkhaud	Mumiai
Fangaerie	Disir
Fernwickle Isle (Saryn Ar'Keet)	Aeval, Aspara, Asrai, Ellyllon, Feeorin, Fenoderee, Hyster, Korred, Mooinjer, Muryan, Portune, Tylwyth, Yarthkin
Fra'Neer	Kul
Ginge Pirate States	Klabouter
Gnome Protectorates	Hulda
Goremunya	Anthropophagi, Sluagh
Hazaar	Cruithne
Kakreed	Abatwa, Verryvolk
Kal Dez	Ferrishyn, Guillyn, Klippe, Yaksha
Markovia	Aughisky
Meletian Kingdom	Nuckelavee, Wichtlein
Parzey	Seznime
Polst	Bauchan
Praxter	Coblynau
Rarkin'Kaldish	Bokwu
Rogue Haven	Shideem
Saren'Mantz	Fachan
Saryn Ar'Keet (mainland)	Nunnehi, Tokolosh, Urisk
Shadluria	Gwyllion, Henkie

NAMING

Pixie fairies have at least two names. The first is the personal name, given to each newborn upon birth. This name is, naturally, in Faelige (see Language in Chapter Six: Customs and Culture). The surname is the father's clan name. Upon reaching adolescence, the character also chooses a nickname to use when away from his people. This nickname may be one word (such as Peaseblossom) or two words (such as Pease Blossom), depending on the pixie fairy's whim. Table 3K: Sample Pixie Fairy Names lists some examples.

Whenever a pixie fairy reincarnates by means of his natural ability (not a spell), he also becomes part of his rebirth mother's clan. In this case, he adds his rebirth mother's clan name after his own. If he is born into the same clan, he adds the name again. Obviously, multiple reincarnates can have extremely long names (such as "Bairrionn Nuckelavee Wichtlein Aughisky Gwyllion Nuckelavee Nuckelavee"), but they only use these when someone inquires about their clan affiliation. Otherwise, the personal name and clan name (or nickname and clan name when among outsiders) suffice quite well.

Elvariels tend to have only one personal name that is martial-sounding or arboreal, or a combination of the two, such as Bloodleaf, Greenfist or Sharptwig. They take their father's personal name as a surname. Grixies keep their grel name. Fae-born, pixie leprechauns, pixie nixies and pixie sprites adopted by a pixie fairy clan follow the pixie fairy naming conventions. Those who are not, choose a personal name or nickname and use the region as their surname (such as "Willow Polst," or "Blue Coral Ar'Keet").

Pixie brownies are known by childhood names until they choose a single personal name upon reaching adulthood. Pixie brownies have no surnames, but use their mother's chosen name followed by the father's chosen name when asked about their lineage. They then follow this name with "of [tribal name here]," so a pixie brownie might introduce himself to a pixie brownie from another tribe as "Firebird Hemlock Windcutter of the Barcenorans." Among their own tribe, they simply use their personal name and their father's name, such as "Firebird Windcutter."

Most humans are easily confused by fae naming conventions, but the faerie-folk themselves seem to have no trouble differentiating between persons of similar names.

Table 3K: Sample Pixie Fairy Names

Roll (1d100)	Female (Faelige)	Male (Faelige)	Nicknames (Common)
01-04	Aeirish	Aggan	Blackstem
05-08	Aigreann	Aoiman	Bluesun
09-12	Aire	Bairrionn	Bramble
13-16	Caoirainn	Buarmah	Brightdancer
17-20	Deirghile	Cayhan	Buttercup
21-24	Eachsa	Ciaan	Feather
25-28	Eithsee	Daine	Fieldfrost
29-32	Fiassa	Dugrainn	Fire Petal
33-36	Fionnoura	Faoran	Glitter
37-40	Grasia	Fionnan	Gold Blossom
41-44	Ionay	Glaisse	Gossamer
45-48	Keera	Iorran	Hemlock
49-52	Laoiye	Laiwen	Honey Rose
53-56	Maegh	Lorhan	Icewind
57-60	Maorisa	Maoran	Nuttall
61-64	Muirse	Mearran	Redbud
65-68	Niarm	Niaar	Shagbark
69-72	Noolail	Oiwin	Snapdragon
73-76	Oosagh	Pairaih	Sugarleaf
77-80	Ruawi	Rosan	Tangle
81-84	Saiowise	Scoishin	Thorn
85-88	Sowcha	Sreighin	Webcutter
89-92	Teaka	Taim	Whiteflower
93-96	Treawa	Ulyan	Wildwing
97-100	Unioos	Vaorivan	Willow

ANDROGYNY

As mentioned in Chapter One, some of the larger races think that all pixie fairies (including pixie nixies and pixie sprites, but not other pixie-kind in this book) are androgynous, due to poor eyesight, a misrepresentation of scale, or other factors. While these three races do have a tendency towards androgyny, it varies from clan to clan and person to person. Roll on Table 3M: Androgyny to determine the extent of the character's outward masculinity or femininity. Note that certain pixie fairy clans have an even stronger tendency towards androgyny, or towards femininity/masculinity, as noted on

Table 3L: Pixie Fairy Clan Modifiers to Androgyny

Clan*	Modifier
Asrai, Ferrishyn	-45
Ellyllon, Klippe	-30
Angiak, Trow, Yumbo	-20
Disir, Muryan	-15
Abatwa, Aspara, Hyster, Urisk, Virika, Yaksha	-10
Bokwu, Fenoderee, Guillyn, Ohdow, Portune, Shideem, Tokolosh	+10
Coblynau	+15
Gwyllion	+20
Aeval	+30

*Pixie nixies have a standard +20 modifier. Pixie sprites receive a -10 modifier.

Table 3M: Androgyny

Roll*	Body Shape
01-52	Androgynous
53-64	Slender (male lean, flat chest; female A-cup equivalent, very little hourglass shape)
65-76	Athletic (male small shoulders, lightly muscled; female B-cup equivalent, slight hourglass shape)
77-88	Hunky/Sensuous (male broad shouldered, noticeable muscles; female C-cup equivalent, noticeable hourglass waist)
89-100	Gorgeous/Voluptuous (male significant muscle mass, hard body; female D-cup equivalent, pronounced hour glass)

*Add the character's Comeliness to the result.

Table 3O [PHs]: Inherited Mount

Roll (1d1,000)	Mount*
1-725	Bumblebee, Giant, Mount (trained)
726-3150	Butterfly Steed
3151-3775	Butterfly, Giant, Steed
3776-4475	Dawg, Guard (per skill)
4476-5125	Dawg, War
5126-5950	Goat, Pack (trained)
5951-6875	Hawk, Large, Mount
6876-8300	Moth, Ginger
8301-8825	Moth, Ginger, Giant
8826-9450	Wolf, trained (per skill)
9451-10000	Wolverine

*There is a 1% chance than any inherited mount is actually a Bolter (see HoB v1).

To a Human, every Pixie Fairy seems androgynous.

Table 3L: Pixie Fairy Clan Modifiers to Androgyny. If not listed on that table, a clan has no particular tendency either way.

INHERITANCE

When a pixie fairy gets an inheritance as indicated on PHB Table 4M: Character Starting Money, the GM may roll on the new GMG Table 3L [PHs] and GMG Table 3O [PHs] here instead of those in the GMG. The Small-sized Fae-born and Man-sized Elvariels should continue to roll on the standard tables. All characters continue to use GMG Table 3M and 3N.

Note that these new tables are not identified with the chapter number and then a sequential letter of this book. They are numbered 3L and 3O because they are used as extensions of the tables in Chapter 3 of the GameMaster's Guide.

GMG Table 3L [PHs]: Inherited Weapons

Roll (1d10,000)	Inherited Weapon
01-149	Adze
150-268	Awl
269-417	Ball and chain
418-566	Battle axe, brownie
567-685	Boomerang
686-861	Bow, Great, pixie fairy
862-960	Cat o' nine tails
961-1006	Claw feet
1007-2005	Club, Bloodthorn
2006-2124	Club, Great Whiffle
2125-2443	Club, Seelie
2444-2586	Club, Unseelie
2587-3036	Crossbow, peashooter
3037-3355	Dagger or dirk
3356-3401	Eye closer
3402-3500	Flagellum
3501-3649	Flail, aviator's
3650-3798	Hammer, aviator's
3799-4117	Knife
4118-4236	Lance, pixie fairy
4237-4686	Mace, aviator's
4687-4835	Moon blade
4836-4984	Moon knuckles
4985-5133	Pick, aviator's
5134-5257	Polearm, fairy: Glaive-guisarme
5258-5591	Polearm, fairy: Halberd
5592-5664	Polearm, fairy: Spetum
5665-5784	Quarterstaff, Bloodthorn
5785-5903	Ripper
5904-6002	Scourge
6003-6021	Sewing needle
6022-6040	Shuriken
6041-6139	Sickle
6140-6288	Spear, nixie
6289-8288	Stiletto, Bloodthorn
8289-8622	Sword, antennae
8623-9078	Sword, petite rapier
9079-9412	Sword, short
9413-9862	Sword, sprite
9863-9931	Throwing irons
9932-10000	Throwing sticks

Table 3N: New Proficiency

Proficiency	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Difficulty
Dropped Missiles	1	NA	NA	N	600 gp	+5%

Table 3O: Skills

Skill	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Acupuncture	1	DEX	1d8	N	100 gp	+10%
Aerial Acrobatics	2	DEX	1d6	N	125 gp	+10%
Aerial Wrestling	3	(STR+DEX)/2	1d6	N	255 gp	+5%
Navigation, Aerial	3	INT	1d6	N	100 gp	+5%
Spell Tattooing	4	DEX	1d6	Y	500 gp	+15%

NEW PIXIE HYBRID STPs

Because of their unique lifestyle, pixie fairies (and pixie hybrids) have options that other races do not. This is represented by the following skills, talents and proficiencies (STPs) that can be learned by pixie fairy characters or pixie hybrid characters. These STPs are acquired in the same manner as those presented in the PHB.

NEW PROFICIENCY

Unlike skills or talents, every character has a set number of weapon proficiencies he is granted based on his class. The slots granted at first level must be filled or they are lost. To fill an initial weapon proficiency slot, the player must spend a Building Point and choose a specific weapon. Slots gained at later levels are kept in stasis until the character undergoes appropriate training. This is typically accomplished by taking a course or undergoing some other form of training (i.e. self training).

Weapon proficiencies must be chosen for a specific weapon, though many weapons have similar characteristics and fighting styles. If a character is proficient with a related weapon, he receives only half the attack penalty for attacking with a weapon with which he is not proficient. A proficiency in one of the weapons means the character can attack with the other weapons (at the aforementioned weapon penalty) instead of the standard penalty. Related weapons are those within each class of weapon: crushing, hacking and puncturing.

However, a character may sometimes take a proficiency in types of weapons, such as grenade-like missiles (ZG; cleric group only) and dropped missiles (below; flying creatures only). PHB Table 7A lists how many weapon proficiency slots the character starts with, and how many levels he must gain before he earns another slot. Fighters can specialize in dropped missiles, receiving attacks per round as noted for other (non-bow) missiles on PHB Table 7B.

Dropped Missiles (by weight range):
[Weapon Proficiency/1 BP]

This character has trained specifically in methods of dropping weights from great heights at visible moving and stationary earthbound targets. This proficiency applies regardless of the nature of the weight. Naturally, dropped missiles easily affected by air currents (feather, leaf, sheet of papyrus) cannot hit the target (unless perhaps the target is a large field). This method of combat is perfect for pixie fairies and their ilk, for a well-armed band of pixie fairies, with proper lead weights, can put even a group of high-level characters to task. Molotov cocktails, vials of acid, Potions of Impact and other such dropped items carry their own set of considerations besides normal damage.

This proficiency is limited to one particular weight range of the player's choice: 1 to 5 lbs., 6 to 10 lbs., 11 to 20 lbs., 21 to 30 lbs., and 31 to 40 lbs. If the player wants his character to have this proficiency for more than one weight range, he must purchase this proficiency for each range. Weight allowance and encumbrance still apply, of course.

Table 3P: Talents

Talent	BP Cost	Allowed Races
Born of Water	5	Pixie nixie
Faerie Kind Martial Arts	5	Any pixie hybrid
Flutter	2	Any pixie hybrid
Great Maneuverability	10	Pixie fairy, pixie brownie, pixie leprechaun, pixie nixie
Telepath	10	Pixie fairy, pixie sprite
Tree Meld	10	Pixie brownie, pixie leprechaun

Table 3Q: Dropped Missile Range

Weight	Short Range	Medium Range	Long Range
1-5 lbs.	1-20	21-40	41-60
6-10 lbs.	1-15	16-35	36-55
11-20 lbs.	1-10	11-30	31-50
21-30 lbs.	1-5	6-25	26-45
31-40 lbs.	1	1-20	21-40

Table 3R: Dropped Missile Damage

Distance*	1-5 lbs.	6-10 lbs.	11-20 lbs.	21-30 lbs.	31-40 lbs.
5	1	d3	d4	1d6	2d6
10	d3	d6	2d6	3d6	4d6
15	d6	2d6	3d6	4d6	5d6
20	3d3	3d6	4d6	5d6	6d6
25	2d6	4d6	5d6	6d6	7d6
30	5d3	5d6	6d6	7d6	8d6
35	3d6	6d6	7d6	8d6	9d6
40	7d3	7d6	8d6	9d6	10d6
45	4d6	8d6	9d6	10d6	11d6
50	9d3	9d6	10d6	11d6	12d6
55	5d6	10d6	11d6	12d6	13d6
60	11d3	11d6	12d6	13d6	14d6

When attacking with a dropped missile, simply pick where or on who you want the missile to land. This then becomes the target point and is used to determine the direction and distance of a miss or hit (or scatter), just as grenade-like missiles.

A dropped missile of up to five pounds has a short range of 20 feet, medium range up to 40 feet (-2 to hit) and from 41 feet to 60 feet is long range (-5 to hit). Heavier items have reduced ranges (cumulative -5 feet per range) as seen on Table 3Q: Dropped Missile Range. Dropped missiles do damage on a successful hit as indicated on Table 3R: Dropped Missile Damage.

Existing Skill Clarifications/Repetitions

Riding, Airborne: As detailed in the PHB. However, pixie fairies are not required to have the riding (land-based) prerequisite to take this skill.

Riding, Land-Based: As detailed in the PHB. However, pixie fairies must have the riding (airborne) prerequisite to take this skill.

Spell Tattooing:
[Dexterity/Sophisticated/4 BP]

As detailed in the Spellslinger's Guide, this skill allows the tattoo artist to inscribe spell formulas on the flesh of himself or others. He must have the spell formula available to him in another written form. Once a spell is successfully inscribed, a painted mage can use the tattoo just as if it were a page in a spellbook.

Normally, the spell tattoo conveys no benefit unless the recipient is a painted mage. However, pixie fairies (and pixie sprites) also use this skill to inscribe certain magical pixie fairy sigils (tattoos and power runes; see Chapter Five: Rules of the Road) on the flesh of himself or others. Once a sigil is successfully inscribed, it functions just as if it were an innate ability of the tattooed. The pixie fairy need not be a spellcaster in order to accomplish the task. However, he must be familiar with the sigil in another written form.

The first step is for the artist to try to learn how to inscribe the markings, for each stroke must be inscribed in a particular order and with certain arcane words spoken while doing so. This is accomplished by making a learning ability check based on Intelligence as described in the PHB. If the check is successful, the artist may attempt to proceed with the tattoo. If unsuccessful, he recognizes that this particular sigil is beyond his ability, and need not waste his time going any further. If the artist's Intelligence ever increases, he may make a new attempt to learn any particular sigil he failed to complete in the past.

The next step is to gather a needle and inks designed specifically to inscribe magical tattoos (see Chapter Four: Goods, Services and Equipment). Once the artist has the necessary materials, he may then make a skill check to apply the sigil. If the check fails by 20% or less, the failure will not become apparent until the tattooed individual notices that his sigil is not working. If the check fails by more than 20%, he (and likely) others will recognize his failure.

However, for pixie fairy tattoos and power runes failed by more than 20%, a spell mishap occurs. Fortunately, the effect is minor (roll only a d1,000 on the Spell Mishap Table in the GMG). Effects apply only to the person being tattooed (except in the case of spell area effects), so it is quite important to be confident in the skills of your tattooist.

Only pixie fairies, grixies and pixie sprites, as well as full-blooded fairies and pixies, have the innate magical ability to activate a magical pixie fairy sigil. Grel can draw upon the power of certain tattooed pixie hybrids (see Chapter Five: Rules of the Road) consumed, but cannot use inscribed sigils.

Airborne riding comes easily to Pixie Fairies.

Pixie fairies (not pixie sprites or grixies) automatically succeed at their spell tattooing skill checks (for tattooing magical pixie fairy sigils, not spell tattoos) upon reaching 6th level, even if they do not possess the spell tattooing skill or its prerequisites.

For example, a 6th-level pixie fairy painted mage must continue to use the spell tattooing skill for his painted mage class, but need not make a spell tattooing skill check for inscribing magical pixie fairy tattoos or power runes. Likewise, a 6th-level pixie fairy fighter, who does not possess the spell tattooing skill or its prerequisites, is treated as if he has 100% skill mastery in this skill for inscribing pixie fairy tattoos or power runes. However, the fighter cannot tattoo spells like a painted mage.

Prerequisite: Art Appreciation: Subset: Painting, Artistic Ability

New Skills

Acupuncture:
[Dexterity/Sophisticated/1 BP]

A character with this skill can alleviate minor pain and headaches by the proper placement of needles. This overcomes the effects of the migraines flaw (for 1d4 days per application). Note that 1d6 x 0.125 points of damage from the needle applies on a success or a failure.

Prerequisite: None

Aerial Acrobatics:
[Dexterity/Sophisticated/2 BP]

This skill gives a flying creature the ability to execute complicated maneuvers like barrel rolls or loop-the-loops. This skill improves his Armor Class against attacks specifically against him in any round of combat, provided he has the initiative and foregoes all attacks that round. He must be lightly encumbered (or less) to use this skill, and cannot gain AC benefits from tumbling in bulky armor. He receives +2 AC in fairly bulky armor, and +4 AC in non-bulky armor.

Furthermore, with a successful aerial acrobatics skill check, the character suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Prerequisite: None

Aerial Wrestling:
[(Strength+Dexterity)÷2/Combat/3 BP]

A pixie-kin skilled in aerial wrestling may use wrestling moves and still remain airborne. He can even fly while using a hold on another creature, if he is strong enough to lift his opponent.

Prerequisite: None

Navigation, Aerial:
[Intelligence/Sophisticated/3 BP]

The character knows how to spot small settlements, trails and signs of danger from above. He can detect wind currents and observe the migratory movements and flight patterns of birds. The flier can reduce the percentage chance of getting lost by 50 percent, provided he makes a successful skill check.

Prerequisite: None

Existing Talent Clarifications

Faerie Kind Martial Arts: (5)
[Pixie fairy, other pixie hybrid]

As in the PHB, with the following clarification: this talent confers a +2 bonus on to-hit and damage rolls only when attacking with a weapon or with one's bare hands, not with spells or ranged weapons.

Flutter: (2)
[Pixie fairy, other pixie hybrid]

Flutter allows a pixie fairy to use the move silently skill while flying, and without penalty. However, a pixie fairy must already have the move silently skill. This talent should follow the Faerie Kind Martial Arts talent in the PHB.

Magic Bonus: (5)
[Pixie fairy]

A character with this talent receives a +1 to all saving throws against spells or other magical effects. This talent should follow the Mace Bonus talent in the PHB.

Track Game Animal: (5)
[Grixie, grunge elf]

A character with this talent receives a +10 bonus to the track game and identify animal by tracks skills. The character must possess the skill to gain these benefits. This talent should follow the Tough Hide talent in the PHB.

New Talents

Born of Water: (5)
[Pixie nixie]

Characters with this ability heal faster underwater. When this character is underwater, he heals twice as fast as he would on the surface. If the character cannot submerge deeper than two feet when lying flat (such as in a shallow pond or deep puddle), he must remain there a full day to gain any significant benefit.

Great Maneuverability: (10)
[Pixie fairy, pixie brownie, pixie leprechaun, pixie nixie]

A flying character with this talent improves his Maneuverability Class by one (E to D, D to C, C to B, B to A).

Telepath: (10)
[Pixie fairy, pixie sprite]

After uninterrupted concentration for one round, the pixie fairy can detect the surface thoughts of any creature within range, except for those of undead and non-living creatures (such as a golem), or creatures immune to telepathy and/or telepathic attacks (such as the Su-Monster). This telepathy can be blocked by two feet of rock, two inches of any metal other than lead, or a thin sheet or lead or lead foil. The pixie fairy can probe the thoughts of one creature per round, getting simple, instinctual thoughts (hungry, cold, and so on) from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures.

The pixie fairy can determine if a creature lurks behind a door, but this talent does not necessarily reveal what kind of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw vs. spell. If successful, the creature successfully resists and the pixie fairy learns no additional information. If the saving throw is failed, the pixie fairy may learn additional information according to the GM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

Due to the intense concentration this talent requires, it can only be safely used for a number of rounds per day equal to one-fourth the pixie fairy's Constitution score (round down). A pixie fairy that uses this talent for a greater number of rounds (up to one-third the pixie fairy's Constitution, rounded down) suffers from an excruciating headache once the telepathy ends. He must rest for a full 24 hours before resuming any activity, or suffer a –1 penalty to all rolls until he does so.

Tree Meld: (10)
[Pixie brownie, pixie leprechaun]

Once per day, a character can meld his body and possessions into a single tree for 4+1d4 rounds. This tree must be large enough to accommodate his body in all three dimensions. The character remains aware of the passage of time, but knows nothing of what occurs outside the tree. The pixie hybrid can step out of the tree at any time with no harm to himself, or be forcibly expelled after 4+1d4 rounds and suffer 4d4 points of damage. The tree's destruction slays the character instantly, unless he saves vs. spell.

The following spells harm the character if cast upon the tree that is occupies: Warp Wood expels the character and inflicts 4d4 points of damage, Wood Shape causes 4d4 points of damage but does not expel the character, and a second character using Transport via Plants on this tree expels the character without damage.

Chapter 4

GOODS, SERVICES AND EQUIPMENT

Scholars hotly debate over the development of pixie fairy weapons and armor. Some suggest that the ancient fae had knowledge of metals such as bronze and iron before even the dwarves, but preferred to use wooden weapons rather than upset the balance of nature by mining their small island home. The dwarves, naturally, scoff at such claims, and most pixie fairies care nothing for the ramblings or wild speculations of human scholars. Yet, when pixie fairies encountered other races (usually larger and more dangerous) away from the peace and relative safety of Fernwickle Isle, they began to adopt knowledge of iron and its use for armor and weapons. After all, if you can't beat 'em, join 'em.

Not surprisingly, pixie hybrids have created a number of items unique to their way of life. Items requiring description can be found in the text.

WEAPONS

The weapons listed here are those most commonly used by the Tiny-sized pixie fairies (and pixie hybrids of similar stature). Like other races, a pixie fairy can wield a weapon equal to his own size. He can also usually wield weapons one size category larger (in this case, Small weapons), though these must be gripped with two hands. Note that the hand crossbow is too big for Tiny pixie hybrids to manipulate, due to its large grip.

Larger pixie hybrids, like the Small-sized fae-born and the Man-sized elvariel can wield hand crossbows, and should also refer to the many more weapons available to them in the Player's Handbook, the Combatant's Guide to Slaughtering Foes, or Goods and Gear: the Ultimate Adventurer's Guide. Pixie hybrids adventuring on the continent of Tellene should also dive head-first into this latter work, for they may easily adapt the Small weapons of another, larger, race.

Although a pixie fairy generally requires smaller weapons than humans, there are few faerie-kind weaponsmiths (and even fewer weaponsmiths of other races with the skill to construct tiny weapons). Thus, the weapons for a pixie fairy or other pixie hybrid are at least as expensive as that for a human. In addition, larger races rarely stock Tiny-sized weapons. In this case, treat base availability for Tiny weapons as one category less (High=Medium, Medium=Low, etc).

Finally, while some weapons include a racial name (such as the brownie battle axe, pixie fairy great bow and sprite sword), this only signifies the inventor and/or typical user of that weapon. It is not limited to those races alone.

Adze: A carpenter's tool for shaping wood, the adze is shaped like an axe, except that the blade is set at a right-angle to the haft like a farmer's hoe. Adzes shape wood by chopping vertically instead of horizontally. The head of the adze is constructed of iron. Humans, wood elves and elvariels are the most likely to use the adze in combat, and often decorate the wooden handle with elaborate carvings.

Antennae Sword: This sword has a double-edged iron blade that grows slightly narrower towards the point. Attached to the pommel is a thin cross-bar whose curved quillons point away from the grip and give this weapon its name. The antennae sword is generally found among pixie fairies of Daurkhaud.

Awl: This small, hand-held tool is similar in appearance to an icepick, and is used for boring small holes in leather or wood. As a last resort, it may be used as a weapon.

Ball and Chain: This simple flail consists of a smooth iron ball attached to a wooden handle by a short chain.

Battle Axe, Brownie: This is double-bladed axe is a favored melee weapon among pixie-kin strong enough to wield it. It is made of a socketed steel head attached to a wooden handle. The blade extends down into a short point for use in ripping. It is said that the design comes from an ancient battleaxe, once given to a brownie berserker as a reward for service to the dwarves. Pixie fairies sometimes claim this story refers to them, and so this weapon is occasionally known as a pixie fairy battle axe or a fairy-kin battle axe, among other similar names.

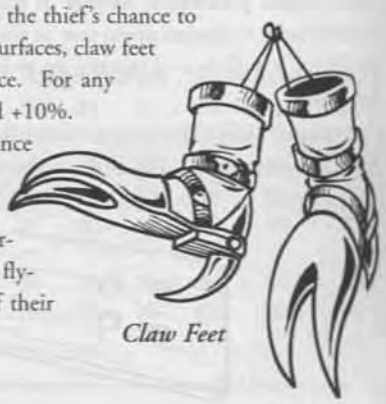
Boomerang: Except for its special design that allows it to return to the thrower (a full round action), a boomerang is simply a variant throwing stick. It is most common among the jungle inhabitants of several lands (Kal Dez, Saryn Ar'Keet, Zumbra) bordering the Aludian Ocean. The boomerang's thrower must make a successful ranged attack roll against AC -2 to catch the weapon when it returns.

Bow, Great, Pixie Fairy: The pixie fairy great bow stands two feet tall, and is made from multiple pieces of wood and hardened leaf-stem.

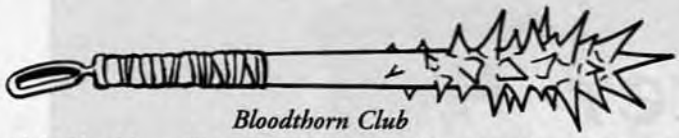
Cat O' Nine Tails: This particularly vicious weapon consists of a wooden handle to which nine short leather thongs are attached. Each thong is knotted at the end and fitted with a spike or jagged piece of iron that does normal, not subdual, damage.

Claw Feet: These special overshoes allow the pixie-kin to attack with his feet while flying for impressive amounts of damage. The boots are modeled after the feet of hawks, ending in talons. Claw feet require no weapon proficiency for a character of the thief group. A successful hit inflicts the listed damage in addition to that normally delivered by a kick attack. All damage is real.

On very smooth surfaces where almost no nooks and crannies exist, claw feet add nothing to the thief's chance to climb walls. For smooth/cracked surfaces, claw feet add +5% to the climb walls chance. For any other type of surface, claw feet add +10%. The use of claw feet reduces the chance to move silently by -10%. Claw feet cannot be used while walking, as the rear claw throws off the wearer's balance, but they do not affect flying movement (except in terms of their added encumbrance, of course).



Claw Feet



Bloodthorn Club

Club, Bloodthorn: This club has a number of very long thorns sticking out of one end. When swung, bloodthorn clubs make a very unique whistling sound as the thorns snap through the air. Some pixie fairies call this sound the "thorn singing."

Club, Great Whiffle: This big wooden club stands nearly as tall as a pixie fairy, and resembles a large, thorn-shaped paddle with at least four holes drilled in the striking end. Though it can be used offensively, it is actually a bat for the pixie fairy game known as "whiffle bug." As a weapon, is mostly favored by the Seznime clan, though pixie brownies and pixie leprechauns also enjoy it for the sound it makes as the wind passes through the holes.

Club, Seelie: This ivory club has a large conical head, often shaped to resemble a woodland animal (or a dolphin, shark or other marine animal when used by pixie nixies). It is made of moon crystal, and glows eerily under the light of the moon.

Club, Unseelie: A short bone club with a tiny grip and a large head, the Unseelie club is so-called because it is most often used by those of evil alignment. Most good aligned pixie-kin believe wielding the bones of another creature dishonors the sacrifice of the dead.

Crossbow, Peashooter: Peashooter crossbows hold two tiny darts, fired simultaneously. Strength bonuses or penalties do not apply to peashooter crossbows, since they are purely mechanical devices. The peashooter crossbow is easily held in one hand and cocked with the other. It fires only peashooter darts. (Damage listed is for one volley of two darts, not for each dart.)

Note: the peashooter crossbow can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Eye Closer: This small, hollow box-like device is a most unusual weapon. One end of the box is fitted with a mouthpiece and the opposite side ends in a short tube. The eye closer can be opened and filled with any number of powders (poisons, dust or ground glass, for example). These powders are then blown into the eyes of an opponent to cause temporary or permanent blindness.

Flagellum: This short, three-pronged whip features a wooden handle. At the end of each prong is a knotted leather ball.

Flail, Aviator's: This light flail features a handle, chain and head much like a tiny version of a horseman's flail. It is most commonly used by pixie fairies mounted on the back of a flying creature.

Glaive-guisarme, Fairy: This weapon features a single-edged, spike or hook-backed blade attached to a three- to four-foot-long shaft. Unfortunately, it is not as sturdy as its counterpart used by larger races. Each time it deals penetration damage, it must save vs. crushing blow as wood. Additionally, it requires about four to five feet of swinging space. When used in flight, it suffers a –2 penalty on to-hit and damage rolls due to lack of leverage.

Halberd, Fairy: This polearm features an axe blade attached to a three- to four-foot-long shaft. The blade tapers to a long spear point, while on the back is a hook for attacking armor or dismounting riders. It is mostly used against small land-based animals or insects. It suffers the same problems and penalties as a fairy glaive-guisarme.

Hammer, Aviator's: This weapon appears similar to a normal warhammer, but much smaller and designed to be wielded one-handed. Like the aviator's flail, it is a common pixie fairy weapon for mounted flying combat.

Lance, Pixie Fairy: This pixie fairy lance is typically made of ash or another hardwood and used in jousting competitions. The tip of the lance is covered with a sharp iron tip, and the total lance is generally around four feet in length. A metal or leather guard known as a vamplate protects the hand. Each time it deals penetration damage, it must save vs. crushing blow as wood.

Mace, Aviator's: This light mace features a handle, chain and head much like a tiny version of a horseman's mace. Like the aviator's flail and hammer, it is a common pixie fairy weapon for mounted flying combat.

Moon Blade: This thrusting dagger has a hilt and guard and is made entirely of moon crystal. They are also known as "bodkin daggers." Like all items made of moon crystal, it glows eerily under the light of the moon.

Moon Knuckles: This simple weapon is a heavy piece of moon crystal with four holes through which the wielder slips his fingers. It is also known as a "face bruiser," for it allows the wearer to make punching damage "real." Damage rolls for moon knuckles still do not penetrate, however. Cost and weight given in the table are for a single hand only.

MOON CRYSTAL

This uncommon crystal can be found throughout many caves on Garweeze Wurld. It glows dimly when exposed to the light of the moon, and is as hard as iron. A character that succeeds at a gem cutting skill check, followed immediately by a successful weaponsmithing skill check or armorer skill check can construct a weapon or suit of armor out of moon crystal. One pound of moon crystal generally sells for 5 gp. A weapon or suit of armor made of moon crystal typically sells for at least five times (5x) its normal value.

Pick, Aviator's: This weapon appears similar to a horseman's pick, but much smaller and designed to be wielded one-handed. Like the aviator's flail, hammer and mace, it is a common pixie fairy weapon for mounted flying combat.

Quarterstaff, Bloodthorn: This nearly two-foot-long flexible staff is specially treated for durability, and has a number of very long thorns sticking out along one end.

Petite Rapier

Rapier, Petite: This very thin and short long sword does minimal damage, but its speed factor allows for quick attacks and consequently better spell disruption. Because of its fine size and difficulty of manufacture, these weapons

Great Whiffle Club

Table 4A: Common Pixie Fairy Weapons

Weapon	Cost*	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs. T	S	M	L	H	G	Base Availability* Hi	Med	Low
Adze	3 gp	2	T	H	-2	1d6-2	1d6-3	1d6-4	1	1	1	80	65	50
Awl	1 sp	-	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	70	60	50
Ball and chain	6 gp	4	-	C	0	1d8	1d8-1	1d6	1d6-1	1d4	1d4-1	95	80	65
Battle axe, brownie	5 gp	4	S	H	0	1d6	1d6	1d6	1d4	1d4	1d4	90	85	80
Boomerang	2 gp	2	T	C	-2	1d6	1d5	1d4	1d4-2	1	1	60	40	30
Bow, Great, pixie fairy	75 gp	0.5	S	-	-	*	*	*	*	*	*	80	75	70
Cat o' nine tails	8 gp	2	-	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	60	40	20
Claw feet	15 gp	1	T	H	3	1d4-1	1d4	1d6	1d6	1d4	1d4	50	35	10
Club, Bloodthorn	3 gp	1	T	C/P	-1	1d6	1d6-1	1d4-1	1d4-2	1d4-3	1	85	80	75
Club, Great Whiffle	1 sp	2	S	C	0	1d8	1d6	1d4	1d4-2	1d4-3	1	90	85	80
Club, Seelie	2 gp	0.5	T	C	-1	1d6	1d6-1	1d6-3	1d6-4	1	1	90	85	80
Club, Unseelie	1 gp	0.5	T	C	-1	1d6-1	1d6-3	1d6-4	1	1	1	90	85	80
Crossbow, peashooter	350 gp	0.5	T	-	-	*	*	*	*	*	*	55	40	25
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Eye closer	10 gp	1	S	C	-1	-	-	-	-	-	-	50	30	15
Flagellum	10 gp	2	-	C	4	1d6	1d5	1d4	1d3	1d4-1	1d4-2	70	50	35
Flail, aviator's	8 gp	5	T	C	1	1d4+1	1d4	1d4	1d4-1	1d4-2	1d4-3	90	85	80
Hammer, aviator's	5 sp	1	T	C	-3	1d6	1d4	1d4	1d4-1	1d4-2	1d4-3	90	85	80
Hurled rock	-	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7	95	85	75
Knife	5 sp	0.5	S	H/P	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Lance, pixie fairy	20 gp	10	S	P	5	1d4-3	1d4-3	1d4-2	1	1	1	85	80	75
Mace, aviator's	2 gp	3	T	C	0	1d6+1	1d6	1d4+1	1d4	1d4-1	1d4-2	90	85	80
Moon blade	10 gp	1	T	P	-2	1d4	1d4	1d4-1	1d4-1	1d4-2	1d4-3	50	45	40
Moon knuckles	4 gp	-	T	C	0	-	-	-	-	-	-	50	45	40
Pick, aviator's	2 gp	2	T	P	-1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	1d6-5	90	85	80
Polearm, fairy														
Glaive-guisarme	10 gp	5	S	H/P	4	1d4-1	1d3-1	1d4	1d8	1d8	1d6	85	80	75
Halberd	10 gp	7	S	H/P	4	1d4	1d4	1d6	1d6	1d6	1d6	85	80	75
Spetum	5 gp	4	S	P	3	1d4-1	1d4	1d4+1	1d8	1d8	1d4	95	90	85
Quarterstaff, Bloodthorn	4 gp	1	S	C/P	-1	1d4	1d4	1d4	1d4	1d4-1	1d4-2	85	80	75
Ripper	25 gp	1	S	C/H	2	1d4-1	1d4-2	1d4-3	1	.50 pts	.25 pts	95	90	85
Scourge	1 gp	2	S	H	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Sewing needle	5 sp	0.1	T	P	-4	.25 pts	.25 pts	.25 pts	.25 pts	.125 pts	.0125 pts	95	90	80
Shuriken	1 gp	1/2	T	P	-2	1d4-1	1d4-1	1d4-2	1d6-3	1d6-4	1d6-4	50	40	30
Sickle	6 sp	3	S	H	-1	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Spear, nixie	8 sp	0.5	T	P	1	1d4-2	1d4-2	1d4-1	1d4	1d4	1d4-1	90	85	80
Stiletto, Bloodthorn	12 gp	0.5	T	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3	75	70	65
Sword														
Antennae sword	20 gp	2	S	H/P	1	1d6-1	1d6	1d8	1d8	1d6	1d6	85	80	75
Rapier, petite	15 gp	0.5	T	P	-4	1d6-3	1d6-2	1d6-1	1d6	1d6-1	1d6-2	80	75	70
Short sword	10 gp	3	S	P	-2	1d6-2	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Sprite sword	5 gp	2	T	H	-4	1d4-2	1d4-1	1d4	1d6	1d6	1d4	90	85	80
Throwing irons	4 gp	1	T	P	-1	1d6-1	1d6-1	1d6	1d6-1	1d6-2	1d6-3	40	20	5
Throwing sticks	1 gp	1	T	C	-2	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	50	40	30

* The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table 4B: Ammunition.

Table 4B: Ammunition

Weapon	Cost*	Dmg Type	ROF	Damage vs. T	S	M	L	H	G	Range (yards) S	M	L	Base Availability Hi	Med	Low
Bow, Great, Pixie Fairy															
Arrow, flare	3 sp	P	2	1d4-3	1d4-3	1d4-3	1d4-3	1d4-3	1d4-3	20	40	60	50	30	10
Arrow, flight	3 sp/12	P	2	1d4	1d4	1d4	1d4	1d4	1d4	20	40	60	90	85	80
Arrow, sheaf	3 sp/6	P	2	1d6	1d6	1d6	1d6	1d6	1d6	20	40	60	85	80	75
Crossbow, Peashooter															
Quarrel, peashooter	10 sp	P	2	1d6-2	1d6-3	1d6-4	1	1	1	10	20	30	90	85	80
Quarrel, silver jacketed	25 gp	P	2	-	-	-	-	-	-	10	20	30	60	40	30

*Ten Tiny arrows/quarrels weigh one-half pound.

are rather pricey. Still, no stylish pixie fairy would be caught in a fight without one.

Note: the petite rapier can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Ripper: This forked fairy polearm consists mostly of two sharp beetle mandibles on the end of a stick. Like the human mancatcher, it is designed to encircle and grasp the neck of a fleeing Tiny opponent, but it can also pinch Small and larger creatures. Unlike its human counterpart, it deals damage due to the serrated mandibles. If used in warfare, the ripper can be used to unseat a mounted opponent (again, Tiny-sized only). This weapon is favored by worshippers of Merryzot, as it rips off bits of flesh with each attack.

Scourge: This special kind of leather whip has one or more leather straps attached to a leather wrapped wooden handle. Many pieces of iron, glass, stone and other sharp objects are imbedded into the strap(s). This gives the scourge the ability to rip flesh and muscle from the bones, even to the extent of exposing internal organs.

Sewing Needle: This is an ordinary sewing needle. Note: the sewing needle can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Short Sword: The universal characteristic of a short sword is its short, double-edged flat blade. Many different designs and styles are generically referred to as short swords. Like all Small weapons, pixie fairies must use two hands to wield it, and so they often erroneously refer to this as a "long sword."

Sprite Sword

Shuriken: These "throwing stars" are small, two- to three-inch-diameter flat pieces of iron. They are usually star-shaped, hence their nickname.

Sickle: Farmers have used this traditional tool for centuries, both for agriculture and physical protection.

Spear, Nixie: This spear is thought to be originally of nixie design, for it glides amazingly through water as easily as through air. It has a long, flat, triangular head and a shaft about one and one-half to two feet long. If a character uses a ready action to set a spear against a charge, he deals double damage if he scores a hit against a charging character. A spear cannot be "set" while flying.

Spetum, Fairy: The fairy spetum is a modification of the nixie spear. The shaft increases to four feet long and side blades are added. These side blades angle back, dealing half damage when pulling the weapon out of a wound. These blades can also trap and block weapons or catch and hold an opponent.

Sprite Sword: This is a finely honed, one-handed sword favored by many faerie-kin. They sometimes refer to it as a "short sword," confusing the larger races.

Stiletto, Bloodthorn: This tiny, secret weapon of the fairy-kin appears to be little more than a small thorn from a common rose. Upon hitting a secret switch, however, a blade shoots from the center, creating a sturdy, albeit miniscule, metal knife. Besides its secretive nature, it is also an extremely quick weapon, able to strip the wings from a mosquito in the blink of an eye.

Bloodthorn Stiletto

Table 4C: Tiny Armor and Related Items

Item	Standard Cost (gp)	Tailored Cost (gp)	AC	HP	Weight (lbs.)	Bulk	Base Availability* Hi	Med	Low
Leather	5	8	8	2	1.5	non	95	90	85
Padded	4	6	8	2	1	fairly	95	90	85
Ring mail	65	95	7	6	3	fairly	90	85	80
Studded leather	40	60	7	4	2.5	fairly	95	90	85
Scale mail	120	180	6	7	4	fairly	90	85	80
Hide	75	110	6	5	3.5	fairly	95	90	85
Brigandine	120	180	6	6	3.5	fairly	90	85	80
Chain mail	350	525	5	8	4	fairly	95	90	85
Chain mail, elven	700	1,050	5	8	2	non	30	20	10
Bronze plate mail	1,000	1,500**	4	12	4.5	bulky	85	80	75
Banded mail	900	1,350**	4	9	3.5	bulky	90	85	80
Splint mail	600	900**	4	8	4	bulky	95	90	85
Plate mail	2,000	3,000**	3	12	5	bulky	85	80	75
Field plate	4,000	6,000**	2	24***	6	bulky	70	65	60
Full plate	6,000-10,000	9,000-15,000**	1	36***	7	bulky	65	60	55
Helmet									
Great helm	30	45**	-	-	1	bulky	70	65	60
Basinet	8	12	-	-	0.5	fairly	95	90	85
Shield									
Buckler	5	5	+1	3	0.3	non	90	85	80
Buckler, spiked	15	15	+1	3	0.4	non	90	85	80
Small	20	20	+2	4	0.5	non	90	85	80
Medium	30	30	+3	5	1	fairly	90	85	80
Body****	100	100**	+4 (+6)	6	2.5	bulky	90	85	80

*Larger races rarely stock Tiny-sized armors and always charge more for them. In this case, reduce base availability for Tiny armor proportionally (High=Medium, Medium=Low, etc).

**Pixie-kind may wear bulky armor specially tailored to fit around their wings or antennae, but such tailoring still does not allow them to fly with bulky armor.

***Field and full-plate absorb 2 hit points per die.

****A body shield affords +6 AC against missile weapons.

Note: the bloodthorn stiletto can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency.

Throwing Irons: These are primarily steel weapons with multiple blades, forks and barbs. Many different varieties exist, but the basic shape is that of a flat piece of steel with a small handle that has many sharpened protrusions. The irons are usually not shaped to represent anything specific, only to have as many sharp edges as possible. To increase accuracy, throwing irons are thrown horizontally. They are slightly larger and heavier than shurikens.

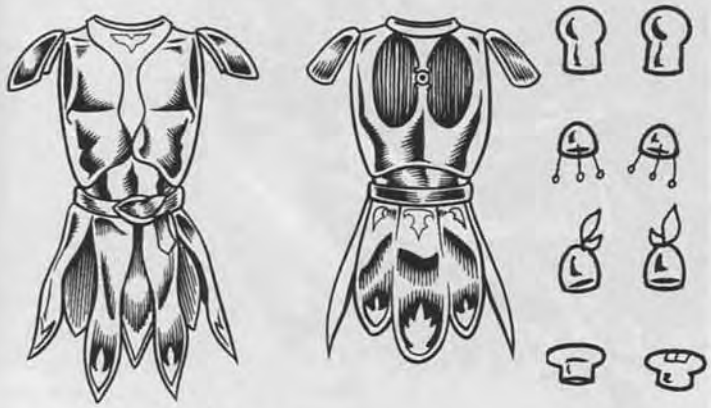
Throwing Sticks: Throwing sticks are the oldest missile weapons of all. However, recent throwing sticks are not simple rough branches or sticks, but carved and balanced weapons used for hunting small game.

ARMOR

Winged pixie fairies can wear armor (tailored to accommodate their wings at a significant cost) but doing so makes it more difficult to fly, due to the added encumbrance. Pixie fairies using bulky suits of armor, helms or shields, or pixie fairies that are severely encumbered, cannot fly. Some players may argue with this, but should remember that we spent hours standing in a cold and muddy field watching birds and tying weights to their little bodies. Besides, our superior intellects and research are better suited to determining these things than players' random guesses.

Pixie fairy armor does not protect their exposed wings, and some dedicated pixie fairy warriors have their wings cut off so they can wear bulky armors. Such characters tend to rely on giant butterfly steeds or ginger moth mounts, and usually pursue the cavalier class.

The Player's Handbook lists the details and statistics for the various armors commonly used by the races of Aldrazar (see PHB Chapter 9 and PHB Table 9S: Armor and Related Items). Although a pixie fairy requires a much smaller suit than a human, there are few pixie fairy armorers (and even fewer armorers of larger races with the skill to construct tiny suits). Thus, the armor for a pixie fairy or other pixie hybrid is at least as expensive as that for a human, and even more if tailored to fit a winged character. Helmets, if any, must also be specially tailored to account for the wearers' antennae (no cost reduction if he has only one antenna). The cost for a suit of armor or helmet tailored to fit a pixie fairy with wings and antennae is listed on Table 4C: Tiny Armor and Related Items. While this tailoring does not affect the overall AC value in standard combat, called shots to the wings or holes are treated as AC 10. Of course, attacks against the wing hole must be made from the rear.



Armor customized for a winged user, accompanied by several antenna caps.

When choosing armor for your pixie hybrid, you should choose from Table 4C: Tiny Armor and Related Items here instead of PHB Table 9S: Armor and Related Items. Small armor (for fae-born) weighs 5x the amount listed here, while Man-sized armor (such as for elvariels) weighs 10x the amount listed. However, elvariel culture prohibits the wearing of armor, and an elvariel loses 75% of his Honor every time he dons any armor, helmet or shield. He does not regain this Honor upon removing the armor – it is lost.

Effects of Armor on Flight

Characters with armor tailored to fit around their wings must be particularly aware of their encumbrance (the total number of pounds carried/worn by the character, including clothing) and how it affects their movement. This is especially important for severely encumbered characters, for they cannot fly. See PHB Chapter 9 and PHB Table 9Y: Character Encumbrance for full details, as well as Chapter Five: Rules of the Road, in this book.

EQUIPMENT

This section lists some new items for pixie fairy (and other pixie hybrid) characters. Common items are listed in the Player's Handbook, although these costs may vary by the merchant, the region, etc. Tiny-sized variants of items on the PHB tables generally weigh one-tenth their listed weight. Use common sense, of course. You can't buy a "Tiny" gallon of ale, nor can you buy a "Tiny" pack ape.

In general, a Tiny creature like a pixie fairy can expect to pay at least twice as much for Tiny items from merchants from the larger races. After all, it's not very likely that even a gnome merchant will have a fully stocked range of Tiny clothes, unless he happens to be a doll-maker. The same is true for a human looking for a fitting longsword among a pixie fairy community – unless it's a trophy or loot, they're not likely to have it.

Pixie fairy versions of standard Man-sized equipment in the PHB (not including weapons and armor, detailed above) have 1/27th the weight and 1/27th the volume. They cost at least three times as much when purchased outside of pixie fairy settlements, the final value being up to the GM. For example, the cost of a belt in the PHB is listed as 3 sp. A pixie fairy can buy a Tiny belt in a pixie fairy or pixie brownie settlement for 3 sp, but such a belt might cost him at least 9 sp from a dwarf, gnome or human merchant. Equipment costs are rarely lower than the listed values, since most merchants don't get rich by lowering prices. Only when supply outstrips demand do items generally cost less than mentioned above.

As with weapons and armor, larger races rarely stock Tiny-sized equipment. In this case, treat base availability for Tiny equipment as one category less (High=Medium, Medium=Low, etc). Among their own kind, base availability of equipment is generally the same as listed on the appropriate PHB tables.

Antenna Cap: Antenna caps are metal jewelry worn over the ends of a pixie-kin's antenna, common in formal social situations. Antenna caps are as socially acceptable among pixie hybrids as necklaces and rings are among humans. Once primarily worn by females, they are now increasingly worn by males, particularly the young and "rebellious" youth of rich families. Cost and weight given in the table are for a single antenna only.

Dandelion Wine: This wine is a favorite of pixie-kin, though it has not caught on among the larger races, probably due to its cost. It has a potency of 65% per drink.

Glide Wing: A glide wing is sometimes also called a "pixie prosthetic" and is used by Tiny pixie hybrids that have lost their wings. It can be flown and landed with no other energy requirements than the wind, gravity and the pilot's muscle power. Its main components are the canopy (the "wings"), a

Table 4D: New Items

Item	Type	Cost (gp)	Weight (lbs.)	Base Availability Hi	Med	Low
Antenna Cap, gold	Clothing	20	0.1	90	80	70
Antenna Cap, silver	Clothing	2	0.1	90	80	70
Dandelion Wine (pint)	Alcohol	60	1	60	40	20
Glide Wings	Transport, Air	1,000	7	45	30	15
Ink, Magic Tattoo (pot/vial)	Scribe Materials	50	1	60	50	30
Ink, Tattoo (pot/vial)	Scribe Materials	10	1	90	80	70
Needle, Magic Tattoo	Scribe Materials	10	0.1	60	50	30
Needle, Tattoo	Scribe Materials	2	0.1	90	80	70
Perfume (vial)	Miscellany	4	0.5	70	55	35
Rations, Dragonfly Wing (1 week)	Provisions: Rations	9	5	85	80	75
Rations, Glitter Berry (1 week)	Provisions: Rations	30	6	80	70	60
Saddle, Flying Bombardier	Tack and Harness	20	4	75	65	55

harness that suspends the pilot below the canopy, and brake cords (provide speed and directional control).

Glide wings are launched by running along a moderate slope for a distance of three times the character's land-based movement rate, or by launching off an elevated platform at least five feet high. Glide wings grant a flying movement rate of 6" with maneuverability E. Attempts to make glide wings for creatures larger than Tiny have failed. The materials used to make the glide wing simply lack the strength to support larger creatures. Glide wings fold down into a package the size of a backpack.

Glide wing

Ink, Magic Tattoo: This is enough special ink for four magical tattoos or power runes. Like standard tattoo ink, it comes in eight basic colors (black, blue, green, indigo, orange, red, violet and yellow). It contains a cremated Treant's remains, the blood of an Aarnz hound, and a colored dye. Each vial requires one hour to make and requires a successful spell tattooing skill check. If the roll fails, the tattoo ink is worthless for magical sigils, though it can still be used for normal tattoo ink.

Other recipes are possible, but rarely do these other recipes work as well as the standard. For example, some enterprising adventurers have substituting other intelligent plant ashes for the ashes of a Treant. Unfortunately, there is a 60% chance that such inks cost the tattooed character the loss of a permanent hit point, in addition to the other Constitution and/or BP costs of gaining the sigil in question.

Hell Hound blood, on the other hand, can be used to create an explosive effect. This mixture costs twice as much as normal magical ink, but some consider it worthwhile. If the tattooed character dies, any sigil that used this mixture immediately explodes in a 5-foot-radius, dealing 1-6 points of fire damage. Damage is cumulative for multiple sigils. A single saving throw versus breath weapon applies to all the tattoos exploding from a single body; successes suffer only half damage.

Ink, Tattoo: This is enough ink to inscribe four non-magical tattoos. It comes in eight basic colors (black, blue, green, indigo, orange, red, violet and yellow).

Needle, Magic Tattoo: This special needle is crafted from a Gorecupine quill, and required for inscribing magic sigil tattoos. Each needle may only be used 1+1d4 times before it wears out.

Needle, Tattoo: This needle is suitable for inscribing normal tattoos.

Perfume: Pixie fairies make an outstanding array of different colognes and perfumes, each representing a different mood or intention. However, only pixie fairies, fae born and pixie sprites notice the subtle differences. Other races simply notice an interesting smell.

For example, "Joy" is the most popular scent. It represents happiness, and smells like roses. It is considered bad form to wear this to a Final Death

Loaded up and ready to go

funeral or into battle. On the other hand, whenever a pixie fairy is sad and wants comfort from those around him, he splashes on a dab of "Mourning." The smell of mourning is much like smoke from a fireplace.

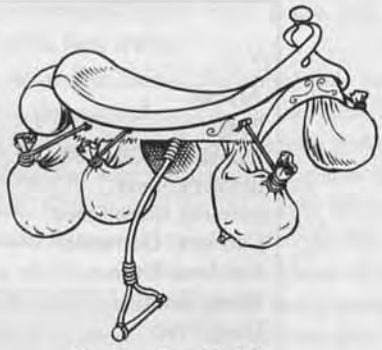
Other scents include Confidence (sea/salt breeze), Lust (elderberry) and Stench (skunk, to avoid predators), though merchants and herbalists are always on the lookout for new scents. A typical vial of perfume contains 12 applications. Each application lasts one hour.

Rations, Dragonfly Wing: Dragonflies are among the insects that absorb ambient magic and as such are suitable for a pixie-kin diet. Dragonfly wing rations last for up to one month.

Rations

Rations, Glitter Berry: These small, round white berries attract and absorb magic, and are a staple of the pixie-kin diet. When glitter berries ripen, they develop a sparkling appearance as if dusted with glitter. Glitter berry rations can last only one week, but are healthier than most dry or iron rations. Non-fae creatures that eat a glitter berry must save versus poison or act as if under a Confusion spell for 1d4 turns (+1d4 turns for each additional glitter berry eaten).

Saddle, Flying Bombardier: This saddle is favored by those pixie-kin that ride flying mounts. It has inverted saddlebags that can be easily opened while in flight by means of an attached cord. These bags are loaded with rocks, vials of oil, or other nasty things and then opened on opponents from above. A character needs the dropped missile weapon proficiency to make effective use of this item.



Bombardier Saddle

ANIMALS

While elvariels and larger races favor large quadrupeds for their steeds, pixie fairies (and similar pixie hybrids) use smaller mammals or even unusually large flying insects. However, some of these creatures suffer such use lightly, and these "trained" animals can shrug off their training and bolt if mistreated. Overloading such animals, not feeding them for long periods and pushing them without rest is sure to make even the most loyal of beasts turn on a character.

Animals bonded with their masters get modifiers for their morale and saves vs. fear when their master is present. There is a 1d20 day bonding period between masters and their mounts, or six weeks for beasts used as guards, pack animals, and so on - instead of mounts. (See GMG Chapter 16: Goods and Services for more information.) Tack and harness costs for these new mounts are equal to the tack and harness costs for horses (PHB Table 9P), due to their special nature and construction.

Pixie fairy woodland thralls (see the pixie fairy entry in Chapter One: Races) generally include the badger, fox, gopher, muskrat, rabbit, raccoon, shrew mouse, squirrel and wolverine. Other animals commonly seen accompanying pixie fairies as companions are domestic cats, dawgs, war dawgs, ferrets, and pack goats (see PHB Table 9F). Mounts generally include Giant Bumblebees, Butterfly Steeds, Ginger Moths and Large Hawks, though dawgs, goats, wolves and wolverines are possible options as well. All are listed on Table 4E: New Mounts/Steeds and Related Animals, as well as PHB Table 9F and 9Z.

Special care must be taken with dawgs, Tiger Fairies and wolves, for their mentality often leads them to try and establish a pecking order to determine the alpha male and female. Generally, such establishment/re-establishment of the pecking order results in 5% to 10% casualties.

GM Option: Use the qualities and traits of horses (GMG Chapter 16) for any mount.

Table 4E: New Mounts/Steeds and Related Animals

Animal	Reference	Cost	Base Availability Hi	Med	Low
Badger	HoB v1 p42	10 gp	90	85	80
Bumblebee, Giant, Mount (trained)	*	4,000 gp	30	20	10
Butterfly Steed	HoB v1 p102**	150 gp	75	65	55
Butterfly, Giant, Steed	HoB v1 p102**	600 gp	15	10	5
Cat, Small Domestic	HoB v2 p8	1 sp	95	90	85
Cat, Small Elven	HoB v2 p8	100 gp	50	40	30
Dawg, Guard (per skill)	HoB v2 p51	50 gp	80	70	60
Dawg, War	HoB v2 p51	100 gp	75	65	55
Ferret (trained)***	HoB v8 p77	70 gp	60	40	20
Fox	*	30 gp	90	85	80
Goat, Pack (trained)	HoB v3 p80	10 gp	70	50	40
Gopher	*	3 sp	90	85	80
Hawk, Large, Mount	HoB v1 p77	800 gp	75	55	35
Moth, Ginger, Steed	HoB v5 p49**	60 gp	85	75	65
Muskrat	*	5 sp	90	85	80
Otter, River or Sea, Mount (trained)	HoB v6 p45	125 gp	60	40	20
Rabbit	HoB v6 p106	1 sp	90	85	80
Raccoon	*	1 gp	90	85	80
Shrew Mouse	HoB v7 p58	2 cp	90	85	80
Squirrel	HoB v7 p109	1 sp	90	85	80
Tiger Fairy (trained)	HoB v7 p143	3,000 gp	40	30	20
Wolf, trained (per skill)	HoB v8 p91	100 gp	70	60	50
Wolverine	HoB v8 p94	150 gp	60	50	40

* See this chapter.
** Also see clarifications below.
*** Use statistics for the common weasel.

Table 4F: Carrying Capacities

Animal	Base Move	2/3 Move	1/3 Move	Max Carry Weight*
Badger	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Bumblebee, Giant, Mount	0-55 lbs.	56-73 lbs.	74-109 lbs.	125 lbs.
Butterfly Steed	0-30 lbs.	31-50 lbs.	51-65 lbs.	75 lbs.
Butterfly, Giant, Steed	0-90 lbs.	91-135 lbs.	136-195 lbs.	225 lbs.
Cat, Small Domestic	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Cat, Small Elven	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Dawg, Guard	0-25 lbs.	26-38 lbs.	39-57 lbs.	75 lbs.
Dawg, War	0-27 lbs.	28-40 lbs.	41-60 lbs.	80 lbs.
Ferret	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Fox	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Goat, Pack	0-20 lbs.	21-35 lbs.	36-50 lbs.	60 lbs.
Gopher	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Hawk, Large, Mount	0-30 lbs.	31-50 lbs.	51-65 lbs.	75 lbs.
Moth, Ginger, Steed	0-55 lbs.	56-73 lbs.	74-109 lbs.	125 lbs.
Muskrat	0-3 lbs.	4-5 lbs.	6-7 lbs.	9 lbs.
Otter, River or Sea, Mount	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Rabbit	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Raccoon	0-2 lbs.	3-4 lbs.	5-6 lbs.	7 lbs.
Shrew Mouse	0 lbs.	0.25 lbs.	0.5 lbs.	0.75 lb.
Squirrel	0-1 lbs.	2-3 lbs.	4-5 lbs.	6 lbs.
Tiger Fairy	0-4 lbs.	5-6 lbs.	7-8 lbs.	10 lbs.
Wolf	0-34 lbs.	35-50 lbs.	51-75 lbs.	100 lbs.
Wolverine	0-12 lbs.	13-16 lbs.	17-24 lbs.	28 lbs.

*Movement rate of 1".

NEW ANIMALS

BUMBLEBEE MOUNT, GIANT

DESCRIPTION: Giant Bumblebee Mounts look just like other Giant Bumblebees, except they are usually mounted by one or two pixie fairies. Like their wild counterparts, these mounts buzz quite loudly while in flight.

COMBAT/TACTICS: Giant Bumblebee Mounts are raised and trained to fight only when necessary. They are bred and trained by a special pixie fairy tribe that uses them as mounts. Two pixie fairies can ride comfortably on the backs of one of these prized steeds. This allows the pixie fairy not controlling the beast's flight to fight or perform other tasks while mounted (fire missiles, fight in melee against nearby targets, and so on). Riders use special saddles with these beasts that allow for the use of dropped missiles (see New Equipment in this chapter).

The bees themselves can attack if necessary. Often they swoop down and grasp enemies with their legs, dropping them from great heights. Falling damage applies unless the victim has a way of avoiding such damage. As a last resort, the bees can sting for 1d6 points of damage. The sting releases venom into the blood of the victim that inflicts an additional 1d6 points of damage per round until the victim is healed or dies. However, the bee dies 1 round after stinging.

Most of the times these bees are encountered, battalions of pixie fairies are riding them. Between 10-40 of these bees will be encountered at once, each mounted by a pixie fairies.

HABITAT/SOCIETY: Giant Bumblebee Mounts are raised in a sunny secret valley inhabited by a clan of pixie fairies with special skills in animal husbandry. They breed these bees to be obedient and effective mounts. They treat them with the utmost care, lavishing them with flowers to pollinate, fruit to eat, and daily grooming.

ECOLOGY: Years ago, three elders from the Wildthorn clan of pixie fairies decided they would try to domesticate Giant Bumblebees for use in battle. The Wildthorns were fighting against the grel at the time, and the fight was not going well. The task was not easy, and only one of the elders survived. The remaining elder managed to gain the trust of one bee that was ready to lay eggs.

The clan began to raise the young to be gentle with pixie fairies and to carry riders. The pixie fairies' breeding process was so successful that the bees raised became fiercely loyal mounts to the pixie fairies. They will not turn on a pixie fairy unless severely abused or charmed.

Seeing the success of the Wildthorn clan, other faerie-kind have attempted to duplicate the process of domesticating Giant Bumblebees. Only one tribe of pixie brownies has so far been successful (and that is only because they stole documents and eggs from the Wildthorn clan).

Giant Bumblebees live for 12+2d10 months.

BUMBLEBEE MOUNT, GIANT
A.K.A.: Buzz Bombers, Bumble Bombers, Bumblekin
HACKFACTOR: 5
EP VALUE: 420
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 10-40
SIZE: L (7'-12')
MOVEMENT: 6", 24" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d6 + poison
SPECIAL ATTACKS: Sting
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6+4
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: N/A

YIELD:
Medicinal: "Royal Jelly," a substance secreted from glands in the heads of worker bees and fed to bee larvae and queens, is found only 20% of the time, and equal to 2-5 Potions of Extra-Healing and will Cure Disease (as if cast by a 9th level cleric). Alternatively, 2-5 doses can be made into an unguent to treat the symptoms of aging (it preserves a youthful look for up to

one year). Comeliness scores are unaffected by aging when this balm is used continually. It is greatly prized by rich noble women, who will pay 3,000-8,000 gp per dose. Pixie fairy owners of these beasts automatically attack anyone trying to harvest royal jelly from their bees. The bees also attack auto matically in this instance.
Spell Components: A Giant Bumblebee wing can be used for a Fly spell in place of other material components.
Hide/Trophy Items: Nil
Treasure: Nil
Other: One dose of stinger poison can be retrieved from dead bees that have not stung yet. This poison does not lose its potency if sealed (if unsealed, it loses potency in 1-3 days) and is used by assassins and other nefarious characters. It sells for about 250 gp per dose.

BUTTERFLY STEED (clarifications and additions)

Butterfly Steeds have a movement rate of 1", 26" Fly (C). Giant Butterfly Steeds are nearly 5 feet long (classified as Man-sized), and otherwise vary as detailed in HoB v1.

Butterfly Steeds begin their lives as caterpillars in the Realm of Faerie. After cocooning and transforming into Butterfly Steeds, they seek out Giant Butterfly Steeds and follow them onto the Prime Material Plane. They then search for riders, or others of their kind, in temperate or tropical areas. Once the pixie fairies realized this, they began to seek out Butterfly Steeds. As these riders and their steeds attracted more Butterfly Steeds, large groups began to form, leading to the creation of butterfly ranches. Many new arrivals from the Realm of Faerie inevitably discover these groups, and join with them, keeping the "herd" levels fairly stable.

Unlike common butterflies, trained Butterfly Steeds do not migrate to avoid cold weather, as they are well cared for by their pixie fairy grooms and ranchers. However, wild Giant Butterfly Steeds return to the Realm of Faerie during fall and winter, and wild Butterfly Steeds follow them if possible. Without the magical Gate opened by the Giant Butterfly Steed, wild Butterfly Steeds instead fly to warmer regions after the first frost. The pixie fairy that captures a wild Butterfly Steed has the choice of allowing the butterfly to migrate and return to his home the following spring, or of flying to warmer climates with his mount. It is said that some pixie fairy clans have actually adopted nomadic lifestyles, following their butterfly companions' natural migration.

On occasion, a wild Butterfly Steed will choose his own rider, simply by alighting near the character and refusing to fly away. Most often, however, a pixie fairy "purchases" a trained steed from a Butterfly Steed rancher. These ranchers protect and care for their butterfly companions, and can play matchmaker by introducing a pixie fairy to several steeds chosen for likely compatibility. The price for a butterfly mount is the fee they charge for this service.

Butterfly Steeds live for 12+2d10 months. Giant Butterfly Steeds live for 2 years and 1d10 months.

FOX, COMMON

DESCRIPTION: There are three types of foxes commonly found on Aldrazar: the gray, red and polar (or arctic) fox. Most foxes stand 15" at the shoulder, and about 26" from the tip of their nose to the base of their 12" to 24" long tail. Foxes have very acute senses of hearing and smell, but their eye-

Animal companions come in all shapes and sizes.

FOX, COMMON
A.K.A.: Foxy Red, Foxy Gray, Foxy White
HACKFACTOR: 0
EP VALUE: 9
CLIMATE/TERRAIN: Cold to Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (2)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: T (1'-2')
MOVEMENT: 15", 8" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d3
SPECIAL ATTACKS: Sting
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: d4+4 hp
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 6

sight is not as well developed. There is a 30% chance they will ignore a non-moving creature unless they hear or smell it, or have already seen it move.

COMBAT/TACTICS: Foxes rarely attack on their own initiative, but will fight to protect its family, if there is no other choice. Most foxes prefer to lead an enemy away from the den without doing battle.

HABITAT/SOCIETY: Most foxes live in woodlands, or mountains and hills adjacent to woodlands. They build their dens in hollow logs, beneath large rocks, boulders and buildings. Foxes generally have only one mate, although social groups of one male to several females do exist. Cubs are weaned at about one month and are sexually mature by 10 months.

ECOLOGY: Foxes are omnivores, with diets consisting of invertebrates, fruits and berries, grains, birds and other small mammals and reptiles, fish, insects, eggs and even carrion.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Fox pelts are worth between 2-10 gp each.
Treasure: Nil
Other: Nil

GOPHER, COMMON

DESCRIPTION: This gray, tan, or dark brown rodent has a combined head and body length of five inches to one foot, depending on the species. Its tail is short. Gophers have long upper and lower teeth, which are always exposed, and broad forepaws armed with enormous claws. It uses these teeth as picks and forepaws as shovels to tunnel through the ground.

COMBAT/TACTICS: Unless enthralled, driven by hunger or panicked, gophers are unlikely to attack. However, if a gopher invades another gopher's burrow, the two fight until one flees or is killed. Owls are the gopher's greatest natural enemy, followed by snakes, hawks, foxes, coyotes and cats.

GOPHER, COMMON
A.K.A.: Miner Rodent
HACKFACTOR: 0
EP VALUE: 5
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: T (5" to 1')
MOVEMENT: 8", 12" Burrowing
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: d4+2 hp
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 5

HABITAT/SOCIETY: Except for brief encounters during the mating season, gophers are solitary - a single gopher occupies each tunnel system. Gophers are usually only seen above ground when the food supply is exhausted, or when looking for mates. If possible, young gophers prefer to remain less than 1,000 feet from their mother's nest when claiming their own territory.

ECOLOGY: Because gophers do not hibernate, they store food for the winter. They live and do most of their foraging underground, feeding primarily on roots and tubers. The popular human misconceptions of drowning, gassing or using noisemakers to frighten away gophers seldom work. Gophers plug their burrows at the first whiff of gas, and trying to drown them in porous soils is of little use, particularly since most gopher burrows have one or more drainage tunnels.

YIELD:
Medicinal: None
Spell Components: Gopher feet can be used in a Dig spell in lieu of other components.
Hide/Trophy Items: There is no demand for gopher pelts as fashion items, but their hide can be used to make Gloves of Digging that enable the wearer to burrow at 4" per round through loose soil or 2" per round through rocky soil.
Treasure: Nil
Other: Nil

MOTH, GINGER (clarifications and additions)

Wild Ginger Moths have a movement rate of 3", 15" Fly (B). However, domesticated Ginger Moths have a speed of 3", 36" Fly (B). These are specially bred temperate Ginger Moths with no other variation. It is said that the Wildthorn clan was the original breeder of such Ginger Moths, but they may now be found among other clans as well. These Ginger Moths are the standard found among pixie fairy adventurers.

Ginger Moths of all sizes and varieties are attracted to bright lights. There is a 10% chance that domesticated Ginger Moths will dive directly into bright lights or spells (such as Fireballs or Pyrotechnics). Wild Ginger Moths have an 80% chance to do so.

Unlike Butterfly Steeds, the Ginger Moth is native to Aldrazar, rather than the Realm of Faerie. Its name comes from the drab ginger color of its wings, with occasional brighter colors or eyespots on the hind wings. The Ginger Moth has both tropical and temperate varieties. Tropical varieties can be trained to be active in winter if they are kept warm and well fed. If not quartered in a warm building or tent, it hibernates until spring.

Ginger Moths live for 12+2d8 months.

MUSKRAT, COMMON

DESCRIPTION: Muskrats look somewhat like a cross between an otter and beaver, but with a long, naked scaly black tail. They have dense, rich brown fur overlaid with coarse guard hair and usually silver belly fur. Muskrats are 20% likely to be mistaken for otters. With their partly-webbed hind feet and rudder-like tail, they are excellent swimmers but slow on land.

COMBAT/TACTICS: Most muskrats are non-aggressive. If handled roughly, there is a 50% chance they will bite.

HABITAT/SOCIETY: They live in freshwater and saltwater marshes, lakes, ponds, and streams. Muskrats often build dome-shaped houses in marshes, the only entrance to which is underwater. Other muskrats live in burrows on the bank.

ECOLOGY: If more than one muskrat is encountered, it will be part of a mated pair with young. Young have 1 hp and bite for 1 point of damage.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Certain muskrat glands can be used in the creation of perfume and fetch 1 to 3 sp (per muskrat).

MUSKRAT, COMMON
A.K.A.: Old Musky
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: T (1'-2')
MOVEMENT: 5", 16" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Coward (5)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-3
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: d4+4 hp
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 4

RACCOON, COMMON

DESCRIPTION: These furry animals have a combination of light brown, reddish brown and "salt and pepper" fur, with a black mask marking on a whitish face. They are further distinguished by their small ears, and a bushy tail with four to six alternating black and brown strips. Their tracks are quite distinctive, for their long narrow hind feet rest on the ground like a bear's, and the front paws resemble hands, with long, well separated toes. Though they do not have opposable thumbs, this allows them to manipulate items and objects with nearly as much agility as a human.

COMBAT/TACTICS: Raccoons attack creatures of their own size or smaller (usually birds) for food, and have no qualms about defending themselves. When possible, a raccoon attacks by biting the head or upper neck area. If unable to reach, they attack the legs. Raccoon are not surprised on a 1 in 10, and can see in the dark (when they are most active, hunting food and mating).

HABITAT/SOCIETY: Raccoons prefer hollow trees, brush piles and the abandoned burrows of other creatures, near wooded streams, but can also live in urban areas where there are attics and basements for them to inhabit. In this case, they subsist off garbage from larger races, getting their water from puddles or artificial water sources (such as horse troughs).

ECOLOGY: Except when breeding or caring for young, the raccoon is solitary. During cold spells, it may sleep for several days at a time (but does not hibernate). Contrary to popular belief, raccoons do not "wash" their food before eating, although they like to play with it in water. The wetting of the paws actually enhances their sense of touch.

YIELD:
Medicinal: Nil
Spell Components: Raccoon hands can be used in a Perpetual Shocking Grasp spell or Zarba's Grasping Hand spell in lieu of other components.
Hide/Trophy Items: Raccoon pelts are worth 5 to 10 sp.
Treasure: Nil
Other: Nil

RACCOON, COMMON
A.K.A.: Arakun, Masked Bandit
HACKFACTOR: 0
EP VALUE: 4
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Nocturnal
DIET: Omnivore
INTELLIGENCE: Low (2-3)
ALIGNMENT: Neutral
NO. APPEARING: 1-3
SIZE: S (2'-3')
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2-8 hit points
THRESHOLD OF PAIN: Yes
FATIGUE FACTOR: 4

Chapter 5

RULES OF THE ROAD

This chapter provides the aspiring pixie fairy and other pixie hybrids with advice, rules clarifications and additions (including new tattoos, power runes, spells and magic items).

AERIAL TRAVEL

Standard movement rules generally apply to flying just as they do to walking, with any little changes or modifiers as dictated by the GM. However, it's worth mentioning the basics here. Just as a pixie fairy can normally walk his land-based movement rate in tens of yards in a single round, so can he fly in the same manner. An unencumbered pixie fairy can fly 180 yards (540 feet) in one minute. This brisk flight can be kept up for long periods.

In combat, a dungeon, or similar setting, his movement rate corresponds to tens of FEET (not yards) in a single round, as it is assumed that the character is moving more cautiously. In this setting, when the character increases his flying movement to greater than his normal flying pace, he suffers a +2 penalty to his chance of being surprised (unless he is a pixie fairy, fae-born or pixie sprite, of course). However, regardless of his race, he still gives a bonus (-2) to others against their likelihood to be surprised by him (perhaps he drops something in his haste, brushes up against the wall or ceiling, or his wings buzz more loudly than usual, but he somehow alerts the enemy to his presence). Furthermore, the character does not notice traps, secret doors or other unusual features.

Table 5A: Flying While Encumbered

Encumbrance	Maneuverability Class	Flying Movement Rate
Unencumbered	Normal	Normal
Light	Reduce by one	Reduce to 2/3
Moderate	Reduce by two	Reduce to 1/2
Heavy Laden	Reduce by three	Reduce to 1/3
Severe	Incapable of flight	Incapable of flight

Table 5B: Flying Movement (miles/day)*

Weather Is Burden	Fair	Poor	Bad**
Unencumbered	60	40	20
Light	40	26	13
Moderate	30	20	10
Heavy Laden	20	13	6
Severe	-	-	-

*These values are based on a movement rate of 18". Characters with a movement rate other than 18 should adjust the values proportionally.

**Bad weather includes rain and high winds. In very bad weather (powerful thunderstorms, hurricanes, and such), characters cannot fly at all.

If the character is carrying equipment or wearing armor, of course, he might not be able to move as quickly or maneuver as well due to his encumbrance (see "Encumbrance" in PHB Chapter 9, and below). Table 5A: Flying While Encumbered shows how flying maneuverability and speed are reduced as encumbrance increases. Note that severely encumbered pixie hybrids CANNOT fly. It's as simply as that.

For long distance air travel, every 3 points of a creature's movement rate equals one mile per hour. Thus, a pixie fairy with a speed of 18" can fly long distances at an average speed of 6 mph, covering about 60 miles in a day (assuming ten hours of semi-continuous – including rest breaks – travel during daylight hours). Naturally, the above formula does not necessarily apply to short-distance travel. That's what you've got a movement rate for.

Weather, encumbrance, and other factors can reduce your movement rates significantly, of course. Your GameMaster has rules on movement that he can easily apply to flying, but players with pixie fairies need all the help they can get, so we present a few guidelines here on Table 5B: Flying Movement so you can plan your next trip.

In addition, all flying creatures climb in altitude at one-half their movement rate, and dive at twice their movement rate. This means they can climb 1 foot for every 3 feet they move forward, but they dive up to 1 foot downward for 1 foot traveled. They can also glide at their normal movement rate, moving 1 foot down for every 2 feet forward (a character cannot glide upwards).

Only creatures with Maneuverability Class A can use their hovering ability to move straight up or down. For example, a pixie fairy (Class B) can easily fly down to the bottom of a 2-foot-wide well by zigzagging back and forth, and remain hovering there, but he does not have enough horizontal room to fly up and out again.

AERIAL COMBAT

Most members of pixie-kind are blessed with the ability to hover (requires Maneuverability Class A or B) at one altitude. Those without this ability must be constantly moving forward whenever they are airborne. A pixie fairy may cast spells while hovering.

Maneuverability Classes

Now, I can hear some of you saying "Hold on a minute, what EXACTLY does my maneuverability class let me do?" Well, I'm glad to hear that question, because it means you haven't been sneaking peeks at your GM's books. So, to reward you, I'll let you in on that secret.

Maneuverability Class A: These characters have total command over their movements in the air. They can freely hover, turn 180 degrees per round when moving at full speed, and attack during each round (where permitted by their class or other influencing factors). However, they require one segment to reach full airspeed, and one segment to come to a full stop in the air.

Maneuverability Class B: Such characters can hover, turn 120 degrees in one round, and attack in each round (again, when permitted by their class or other influencing factors). They require six segments to reach full airspeed, and five segments to come to a full stop in the air.

Maneuverability Class C: This creature can turn 90 degrees per round, requires one round to reach full airspeed, and one round to come to a full stop in the air.

Maneuverability Class D: This creature can turn 60 degrees per round, requires two rounds to reach full airspeed, and one round to come to a full stop in the air.

Maneuverability Class E: This creature can turn 30 degrees per round, requires four rounds to reach full airspeed, and two rounds to come to a full stop in the air.

Diving Attack

Of course, while you may just hover in the air and trade blows with your opponent, your best bet is to keep moving. When diving (moving 1 foot forward and 1 foot downward at twice your movement rate), a flying creature's physical attacks do double damage to all targets which are not themselves diving. However, note that double damage from diving attacks requires that the dive must begin at a height of 30 feet or more from the target. There is no damage bonus for attacks while climbing.

Regardless of how far you dive, the physical attack still deals only double damage – it does not increase with greater distance. You cannot combine a dive (a downward movement) with a glide or a charge (a forward movement, detailed in the GMG) in hopes of gaining additional bonuses. Common sense, people.

If you plan on diving, you must declare this attack when it is time to begin initiative (just as a magic-user must declare his spells). You must yell "Dive!" at this time or forfeit the right to begin your dive until the next round. You may change direction during a dive (in the same manner as you change direction when walking on the ground) but must continue to move downwards.

COMBAT, OTHER

Ambidexterity and Fighting With Two Weapons

If an ambidextrous character fights with two weapons, one of their weapons must be smaller in size and weight than the other one, the exception being daggers and hand axes. Both weapons must also be usable by that character in one hand, so a pixie fairy may not use two daggers (these Small-sized weapons are two-handed weapons for a pixie fairy).

Attack Bonuses

As you should be aware, the pixie fairy gains a +2 bonus to hit in mounted combat and/or flying combat, with an additional +1 bonus on joust or charge attacks. However, it is important to note that this bonus only applies to melee attacks, not attacks with ranged weapons or spells.

Critical Hits

When your character suffers a critical hit, you roll a d10,000 on the appropriate critical hit table. As any good GM already knows, size modifiers to critical hit location do not generally apply to pixie fairies and other flyers. See the footnote in GMG Table 8EE: Critical Hit Location Size Adjustments. However, it's mentioned here for players who may be unaware of this knowledge.

Flight is a big advantage over other races.

Of course, the standard critical hit charts do not mention wings, for a very simple reason – most characters don't have them! However, determining whether a winged character suffers damage to his wings is easy. Whenever a winged character suffers a critical hit to his back, there is a 75% chance that a wing may be hit. These locations are: "upper back" for primary wings, and "lower back" for secondary wings. Treat results for "small of back" and "upper middle back" as normal critical hits to those areas. Since a character cannot wear armor on his wings, armor does not modify the severity of a hit to a wing.

So, whenever a critical hit determines that the wound is to the upper back or lower back, roll a d100. There is a 75% chance the damage is to the primary wings (if the hit was to the upper back) or secondary wings (if lower back). There is a 25% chance the damage was to the back itself, in which case you follow critical hit procedure as normal. On a hit to the wing, roll a further d4 to determine the injured wing. On an odd result of 1 or 3, the left wing is injured. On an even result of 2 or 4, the right wing is injured.

Treat any movement penalty results (m1-m10) as penalties to both flying and land-based movement, and ignore chances/results of profuse bleeding (pb) and internal bleeding (ib), except in cases where these are a result of a greater injury (listed below; see GMG p118 for more details). Note: If the character loses 50% or more of his hit points, whether to the wing or not, see also Damage, Flight and Falling, below.

(vX) **Vital Organ Damage**: On this result, the character's fragile wing is severed from his body. The stump can be cured by magical means or by natural healing at one-third the normal rate. A character with a missing primary wing can fly no faster than half speed. A character with a missing secondary wing has their maneuverability reduced by 1 (from A to B, or from B to C, or so on). After 4+1d4 months, he gains 25 points to his fractional Strength Ability Score, as he has been using his remaining wings much more

than most flyers in order to compensate. (Naturally, if he has rarely or never been flying since the injury, or has no remaining wings, he does not gain this bonus until 4+1d4 months after he does so.)

(mtX) Muscle Tear: On this result, the character tears one of his wing-powering muscles. The character drops his weapon and suffers a 3% x severity level chance of profuse bleeding (pb). A character with a torn primary wing muscle can fly no faster than three-quarters speed. A character with a torn secondary wing muscle has his maneuverability reduced by one (from A to B, or from B to C, or so on). These wounds heal naturally at half the normal rate. Dexterity and Strength reduction as a result of such a hit last for 20 – Constitution days, then are reduced by half for like periods until reduced to zero (fully healed). This lasting effect occurs regardless of whether the wounds have been healed fully by spell (tissue has been shifted, moved or even removed). Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bX) Broken Bone: Treat as "Broken Wing." However, the character does not suffer from paralyzation (p), weapon drop (ws), internal bleeding (ib) or profuse bleeding (pb). Due to the pain, a character with a broken primary wing can fly no faster than half speed. A character with a broken secondary wing has his maneuverability reduced by one (from A to B, or from B to C, or so on). The wing heals or can be cured in the same manner as a broken bone, and must be set properly before healing or suffer the consequences. These wounds can be cured by magical means or through natural healing at one-tenth the normal rate. Successfully setting a broken wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bfX) Broken Bone, Compound Fracture: Treat as "Broken Wing, Compound Fracture." The wing is broken in two places, one of them at the base. The character does not suffer from paralyzation (p), but he does suffer weapon drop (ws), and 10% chance of profuse bleeding (pb) at the base. Due to the pain, a character with a compound fractured primary wing can fly no faster than one-fourth speed. A character with a compound fractured secondary wing has his maneuverability reduced by two (from A to C, or from B to D, or so on; this cannot drop maneuverability below E). These wounds can be cured by magical means or through natural healing at one-tenth the normal rate. Successfully setting a broken wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bmX) Broken Bone, Multiple Fracture: Treat as "Broken Wing, Multiple Fracture." The wing is broken in multiple places, one of them at the base. The character does not suffer from paralyzation (p), but he does suffer weapon drop (ws), and 30% chance of profuse bleeding (pb) at the base. Due to the pain, a character with a multiple fractured primary wing can fly no faster than one-eighth speed. A character with a compound fractured secondary wing has his maneuverability reduced by three (from A to D, or from B to E, or so on; this cannot drop maneuverability below E). These wounds can be cured by magical means or through natural healing at one-twelfth the normal rate. Successfully setting a multiple fractured wing using first aid-related skills allows healing at one-quarter the normal rate. Note that, unless set properly prior to healing, even magical healing, fractures heal incorrectly, giving rise to obvious lumps and so on. In this case, half of any associated movement (m) and/or Ability Score reduction ((s) and (d)) will be permanent. Note that a Cure Critical Wounds spell or better will eliminate all ill effects instantly.

(bsX) Bone Shatter: Treat as "Wing Shatter." The character's fragile wing is shattered, becoming useless. The wounds can be cured by magical means or by natural healing at one-third the normal rate. A character with a shattered primary wing can fly no faster than half speed. A character with a shattered secondary wing has their maneuverability reduced by one (from A to B, or from B to C, or so on; this cannot drop maneuverability below E). After 4+1d4 months, he gains 25 points to his fractional Strength Ability Score, as he has been using his remaining wings much more than most flyers in order to compensate. (Naturally, if he has rarely or never been flying since the injury, or has no remaining wings, he does not gain this bonus until 4+1d4 months after he does so.)

Damage, Flight and Falling

Faerie-kin wings are of the delicate membranous type. Pixie fairies taking 50% or more of their initial hit points in damage are incapable of flight. If that damage threshold is exceeded while the character is in flight, he must immediately glide to earth in the direction he was flying. This decent can be no steeper than 1 foot for every 2 feet moved forward. For example, if the character is 100 feet in the air when he sustains damage forcing him to descend, he must cover at least 200 feet in his direction of travel while descending.

If a character in flight sustains damage exceeding 75% of his hit point total, he is incapable of gliding to earth. He immediately falls into a tailspin, suffering damage upon impact. This damage is equal to 1d6 hit points per 10 feet of his elevation when he began to fall.

TRIBAL TATTOO MAGIC

The tribal tattoo magic of the faerie-kin comes down from ages past, its origin lost in the mists of time. Though other races have learned certain aspects of tattoo magic, using it to create spell tattoos, the art of faerie-kind tattoo magic has evolved little from its tribal roots.

Only pixie fairies, pixie sprites and grixies have the ability to draw upon the power of an inscribed tattoo. The only race not of pixie-kind that can use tribal tattoo magic are the grel, though they must consume the magical flesh of a tattooed pixie fairy or pixie sprite to do so.

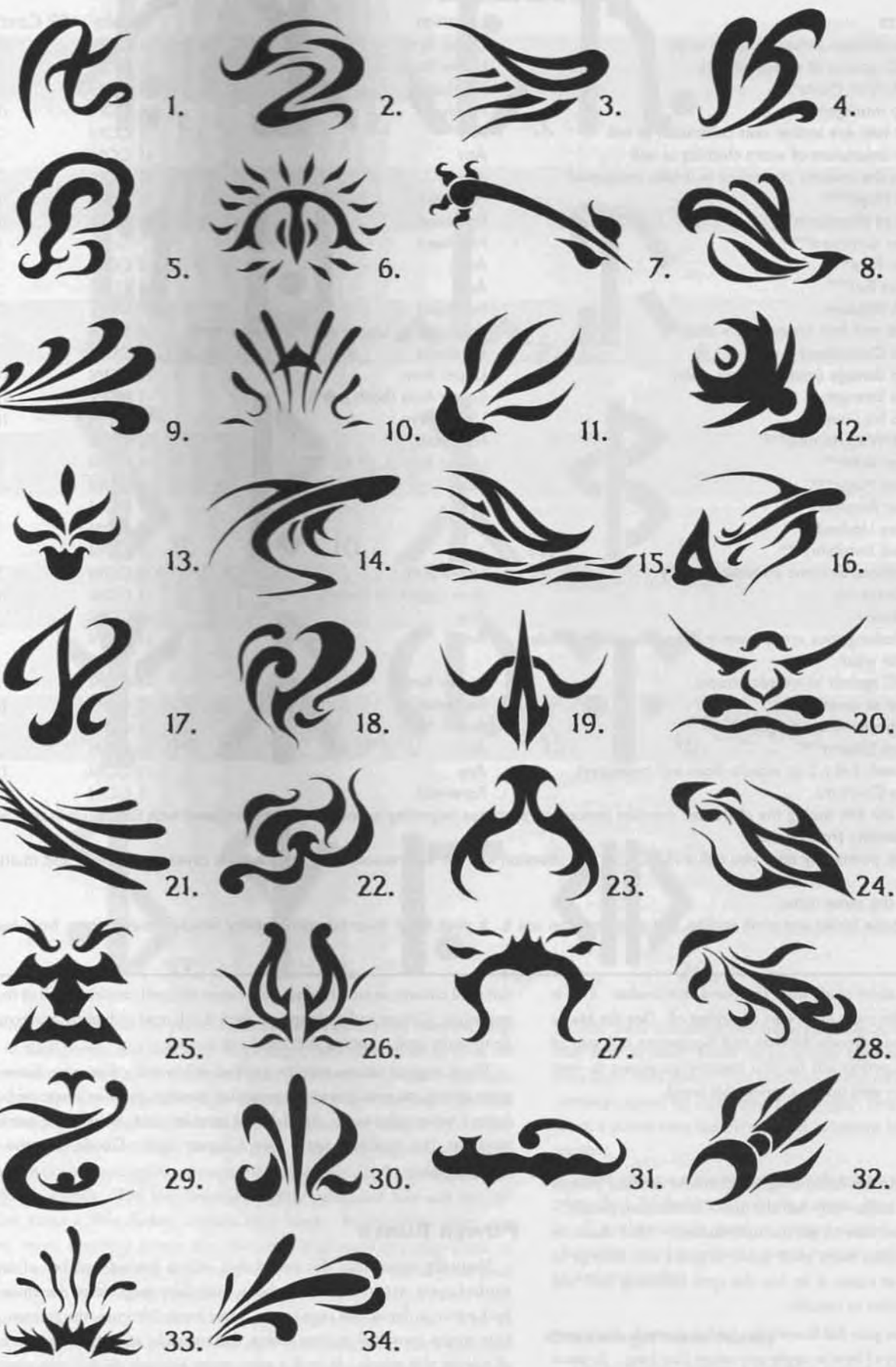
Tattoos

These magical tattoos serve as focal points, allowing the pixie fairy to draw from his own inherent magical energies to achieve perpetual spell-like results. However, because the tattoos draw their power directly from the character, there is a significant drawback – each tattoo permanently removes a point or more of the character's Constitution ability score.

Characters may have as many magical tattoos as they have "slots" available (one tattoo per slot, six total slots). Slot locations are as follows: forehead (two slots), upper arm (left), upper arm (right), lower arm (left), lower arm (right). Certain tattoo types can only go in a specific slot. Once a tattoo has been placed, it cannot be removed and replaced with another.

GM Option: Allow pixie fairy tattoos in other locations (even locations normally slotted for power runes) at twice the cost in BP and/or Con. Of course, if your player's not responsible enough to handle this, then don't do it!

Tattoos do not transcend the rebirth process and so are lost when a character reincarnates (see the section on pixie fairy life and death, in Chapter One: Races. However, the tattoos continue to function upon the dead body. Thus, it is possible to skin a pixie fairy and, if the tattoo is not damaged in



Tatoos

1. Acckrink
2. Ardkrin
3. Botakrin
4. Carnkrin
5. Clikrin
6. Clokrin
7. Drinkrin
8. Durykrin
9. Elfkrin
10. Emphkrin
11. Ecrikrin
12. Fakrin
13. Feaykrin
14. Gawdlikrin
15. Glittykrin
16. Gorkrink
17. Grekrin
18. Hurdkrin
19. Jukarin
20. Krinkrin
21. Magkrin
22. Merrokrin
23. Nekkrin
24. Nokrin
25. Obfuskrin
26. Rinkrin
27. Rorkrin
28. Seamskrin
29. Shewkrin
30. Shunkrin
31. Speakrin
32. Subakrin
33. Tarkrin
34. Yiskrin

Table 5C: Tattoos

Type/Name	Effects	Location	Penalty	BP Cost*
Acckrink	+1 to damage (missile attacks only)	Upper Arm	-1 CON	10
Ardkrin	+1 AC against all melee attacks	Lower Arm	-1 CON	5
Botakrin	Speak With Plants***	Forehead	-1 CON	5
Carnkrin	+1 to Intelligence	Forehead	-1 CON	10
Clikrin	Alter hair, eye and/or skin coloration at will	Any	-1 CON	2
Clokrin	Alter coloration of worn clothing at will	Any	-1 CON	2
Drinkrin	Halve the amount of alcohol in drinks consumed	Any	-1 CON	2
Durykrin	Read Magic***	Forehead	-1 CON	10
Elfkrin	Aura of Innocence***	Forehead	-1 CON	10
Emphkrin	Never surprised****	Forehead	0	0
Ecrikrin	Poker Face***	Any	-1 CON	2
Fakrin	Detect Evil***	Any	-1 CON	5
Feaykrin	+1 to Wisdom	Forehead	-1 CON	10
Gawdlikrin	Hands and face always seem clean	Forehead or Upper Arm or Lower Arm	-1 CON	2
Glittykrin	+1 to Comeliness	Forehead	-1 CON	2
Gorkrink	+1 to damage (melee attacks only)	Upper Arm	-1 CON	10
Grekrin (2 slots)	+2 to Strength	Lower Arm (both L & R)	-1 CON	15
Hurdkrin	+1 to hit points**	Upper Arm	-1 CON	10
Jukarin	Speak With Animals***	Forehead	-1 CON	5
Krinkrin	Flutter Soft***	Lower Arm (L or R)	-1 CON	5
Magkrin	Detect Magic***	Any	-1 CON	5
Merrokrin	Water Breathing***	Any	-1 CON	5
Nekkrin	Detect Undead***	Any	-1 CON	5
Nokrin	Detect Invisibility***	Any	-1 CON	5
Obfuskrin	All tattoos become invisible (at will)	Upper Arm	-1 CON	5
Rinkrin	+1 Dexterity	Arm (upper or lower)	-1 CON	10
Rorkrin	+2 Honor	Any	-1 CON	5
Seamskrin	All clothing (not armor) worn does not naturally fade, fray or wear	Any	-1 CON	2
Shewkrin	+1 AC against all missile attacks	Lower Arm	-1 CON	5
Shunkrin	+1 on all saves	Forehead	-2 CON	10
Speakrin	Comprehend Languages***	Any	-1 CON	5
Subakrin	Detect Charm***	Any	-1 CON	5
Tarkrin	Diminish Evil (-2 to attacks from evil creatures)	Any	-1 CON	10
Yiskrin	+1 to Charisma	Forehead	-1 CON	2

*Pixie fairy characters can use BPs during the character creation process to purchase beginning tattoos. Tattoos purchased with BPs result in only 50% of the total Constitution penalty (rounded up).

**Gives you these extra hit points any time you roll a Hit Die, in any situation and for any reason. This includes the cavalier sub-levels and multiple Hit Dice instances.

***Works like the spell of the same name.

****This tattoo is free to pixie fairies and pixie sprites, and only they can use it. It gives them their telepathic ability, which prevents them from being surprised.

the process, magical items can be made from the cured skin/leather. This is something that grels and other races often take advantage of. (See the Magic Items section in Chapter Four: Goods, Services and Equipment.) A pair of Shewkrin Gloves makes the perfect gift for that ranger-type person in your life, and a tattooed pixie fairy arm makes a serviceable wand.

Obtaining Tattoos

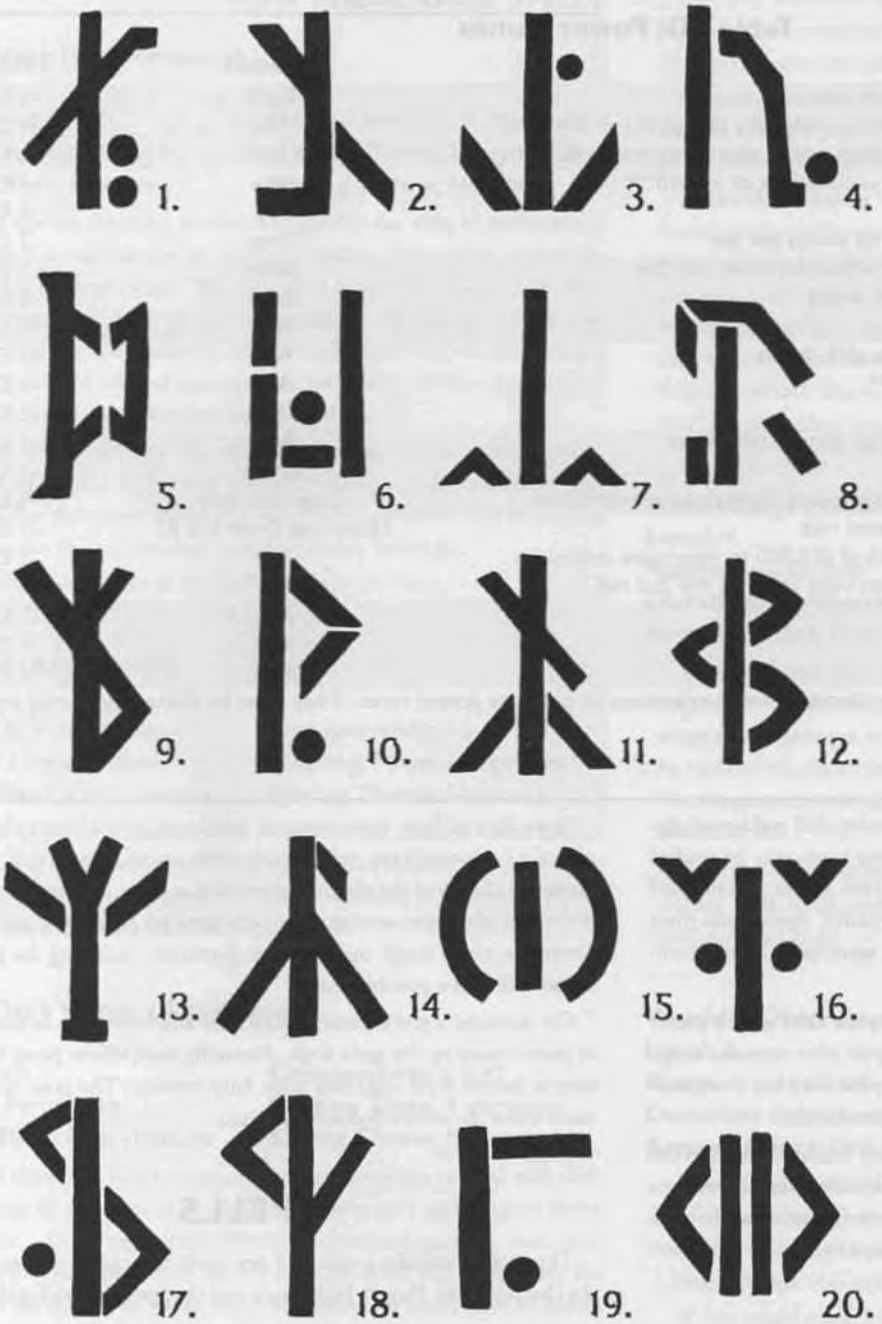
Tattoos may be purchased with BPs during the character creation process (in which case the character suffers only half the total Constitution penalty – round up – so this is the best time to get multiple tattoos). After character creation, a 1st to 5th level pixie fairy, pixie sprite or grixie can attempt to apply tribal tattoos or power runes if he has the spell tattooing skill and knowledge of the sigil he wishes to inscribe.

At 6th level, all pixie fairies gain full knowledge (either through practice or some mystical racial memory) of how to apply any tattoo they learn. In game terms, a 6th level or higher pixie fairy (but no other race) automatically succeeds at his spell tattooing skill check (for tattooing magical pixie fairy sigils, not spell tattoos), even if he does not possess the spell tattooing skill or its prerequisites. Grixies and pixie sprites, even if 6th level or higher, must continue to make spell tattooing skill checks as normal.

These magical tattoos may be applied to himself, other pixie fairies and pixie sprites, or even grixies if compelled through force or threat of bodily harm - never voluntarily. Special inks must be used, as well as a particular quill for the needling agent (see Chapter Four: Goods, Services and Equipment).

POWER RUNES

Naturally, when they discovered that only a limited number of tattoos worked upon certain areas of the body, pixie fairy magic-users determined to find a way to break this restriction. Over many lifetimes, the greatest pixie fairy mages consulted ancient tomes, dark magicks and other races in hopes of solving this puzzle. It took a great many generations and reincarnations before they came upon a solution – power runes.



Power Runes

1. Aeikkrun
2. Bakrun
3. Chakkrun
4. Dowkrun
5. Forkrun
6. Hoikrun
7. Leprekrun
8. Lookrun
9. Lukkrun
10. Morkrun
11. Nekkrun
12. Nikrun
13. Orkkrun
14. Oksykrun
15. Rekkrun
16. Spekrun
17. Strikrun
18. Summekrun
19. Visikrun
20. Wintikrun

While some say that the power runes are based on ancient dwarven magicks of dark power, and that such magicks are why most dwarves shun the arcane arts, no one has yet confirmed this. The dwarves give nervous looks and deny any knowledge, the pixie fairies claim to neither know nor care since the origin is long since lost, and the other races are completely clueless. However, it seems there might be some truth to the dark magicks, at least, for with each power rune inscribed on the flesh, the pixie fairy's coloration seems to change slightly. The skin becomes slightly paler, and hair and eye coloration turns a little darker, towards solid black. Furthermore, every two power runes inscribed brings the character's alignment one step closer to chaotic, and then one step closer to evil. For example, a lawful good pixie fairy with two power runes becomes neutral good. With a fourth power rune, he turns chaotic good. With a sixth, he becomes chaotic neutral. With an eighth, he turns chaotic evil (and has dark black hair, solid black eyes, and very pale skin). Each power rune permanently removes one or more points of the character's Constitution ability score.

Like tribal tattoos, power runes can only go in a specific slot. Characters may have as many power runes as they have slots available (one tattoo per slot, eight total slots). Slot locations are as follows: back (two slots), chest, stomach, upper leg (left), upper leg (right), lower leg (left), lower leg (right). Once a power rune has been placed, it cannot be removed and replaced with another.

Power runes are discovered through roleplaying, depending on how and when the GM decides to introduce them. Inscribing power runes is a crime in all predominantly good or neutral-aligned pixie fairy settlements, and characters found to possess a power rune are stripped of treasure and property, and then exiled.

Obtaining Power Runes

Unlike magical tattoos, a character cannot purchase power runes with BPs during the character creation process. However, a character of any level can

Table 5D: Power Runes

Type/Name*	Effects	Location	Penalty
Aeikkrun (2 slots)	+6" to Fly movement rate	Back	-1 CON
Bakrun	Reincarnate (as spell or pixie fairy ability) in half the time	Any	-1 CON
Chakkrun	30% resistance to Sleep and all charm-related spells	Chest	-2 CON
Dowkrun (2 slots)	Feather Fall (when unconscious or at will)***	Back	-1 CON
Forkrun	Detect Good***	Any	-1 CON
Hoikrun	Heal 2 (additional) hit points per day	Chest	-2 CON
Leprekrun	Turn invisible two (additional) times per day	Belly	-1 CON
Lookrun	Fascinate*** (at will; 3/day)	Belly	-2 CON
Lukkrun	Diminish Good**	Any	-1 CON
Morkrun	+5 bonus on arcane skill checks	Any	-1 CON
Nekkrun	Speak With Dead***	Any	-1 CON
Nikrun	Immune to Fear	Chest	-2 CON
Orkkrun	Character may change gender once/week	Belly	-1 CON
Oksykrun	Filter*** (SG)	Chest	-1 CON
Rekkrun (2 slots)	Lose all previous Quirks and Flaws upon reincarnation	Chest and Belly	-4 CON
Spekrun (2 slots)	+6" to land movement rate	Upper Leg (both L & R)	-1 CON
Strikrun	PC may force re-roll of d10,000 to determine critical hit locations against him; must abide by the 2nd roll.	Any	-1 CON
Summekrun	Resist Fire***	Any	-1 CON
Visikrun	Premonition***	Any	-1 CON
Wintikrun	Resist Cold***	Any	-1 CON

*Pixie fairy characters cannot use BPs during the character creation process to purchase power runes. They must be discovered during play.
**Gives -2 to all attacks from good creatures.
***Works like the spell of the same name

attempt to apply power runes if he has the spell tattooing skill and knowledge of the power rune he wishes to inscribe. These power runes may be applied to himself, other pixie fairies and pixie sprites, or even grixies if compelled through force or threat of bodily harm - never voluntarily. Special inks must be used, as well as a particular quill for the needling agent (see Chapter Four: Goods, Services and Equipment).

Some sages speculate that, should a dwarf eat a pixie fairy with a power rune, the dwarf would gain that ability just as do grels who consume magically tattooed pixie fairies. However, no dwarf or pixie fairy has yet volunteered to test this theory, and both dispute such a fanciful idea.

Special needles and inks must be used (see Chapter Four: Goods, Services and Equipment). These require the ashes from a cremated Treant's remains and the blood of an Aarnz Hound. Other tattoo ink formulas can be concocted, but it is up to the GM to decide if the mixture works.

Types of Tattoos and Power Runes

There are many magical tattoos and power runes, each with different effects. See Table 5C: Tattoos and Table 5D: Power Runes. Magical tattoos and power runes are collectively known as sigils.

Grel and Tattoo Magic

Every six years, during the time of the Pixie Meet, pixie magic reaches its peak. It is predominantly at this time that the grunge elves hunt and eat pixie fairies and pixie sprites (who look just like pixie fairies to the grel). After all, with the wee folk gathered together, it makes hunting much easier.

A grel that consumes a tattooed pixie fairy or pixie sprite gains the ability to use one magical tattoo or power rune (not both) – if the character was so inscribed. Only one tattoo or power rune per pixie fairy eaten can result in magical benefits, and the Constitution loss from such a sigil is the same as the cost paid by the pixie fairy.

Regardless of how many magical tattoos or power runes the consumed pixie fairy possessed, the grel can only make use of a single sigil. This sigil is randomly chosen at the time the pixie fairy is eaten, and cannot be changed. If the grel consumes another magically tattooed pixie fairy, again randomly determine which single sigil becomes dominant, including the grel's current tattoo ability as a possible result.

On occasion, a grel captures a pixie fairy and forces him to inscribe tattoos or power runes on the grel's flesh. Naturally, such efforts prove futile, as grel cannot benefit from inscribed pixie fairy tattoos. The poor tattoo artist is eaten when the failure becomes apparent.

SPELLS

This section includes a variety of new spells that can be used to supplement the choices in the Player's Handbook and the Spellslinger's Guide.

Spell Components

In accordance with the listings in the Player's Handbook, material components are given below for the spells that require them. The GM decides the precise amounts of these materials, as well as any other details that may come up later.

Verbal and somatic components also should have their precise nature determined by the GM. Specific verbal and somatic components are not required, but they add color to the game by giving players a clearer idea of exactly what procedures must occur in order for the PC magic-users to cast spells. Verbal components can be single words, brief phrases, snatches of poetry, chants or nonsense syllables. They can be spoken, whispered, shouted, sung, groaned, grunted, coughed, whistled, or so on. Somatic components can be any type of physical gesture, including pointing, touching, rubbing the hands or wiggling the fingers.

NEW MAGIC-USER SPELLS

Disable Wing (Necromancy)

Level: 2
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 2 segments
Area of Effect: One wing
Saving Throw: Negates

This spell enables the caster to effectively disable the wing of one creature. The creature takes an amount of damage equal to 10% of his normal hit point total if it has four wings. The damage is reduced by 3% for each extra wing the creature has down to the minimum of 1% of the creature's hit points. The damage is increased by 3% for each fewer wing the creature has up to a maximum of 18% of the creature's hit points. If the target has no wings, he automatically succeeds at his saving throw.

The caster may target a specific wing. A character with a disabled primary wing can fly no faster than half speed. A character with a disabled secondary wing has their maneuverability reduced by one (from A to B, or from B to C, or so on; this cannot drop maneuverability below E).

The material component of the spell is a dragonfly wing.

Grounded (Abjuration)

Level: 3
Range: 10 ft. + 10 ft./level
Components: V, S
Duration: 1 minute/level
Casting Time: 3 segments
Area of Effect: One creature
Saving Throw: Negates

The target of this spell loses the ability to fly for the duration unless he succeeds at a saving throw versus spell. If failed, he immediately falls into a tailspin, suffering damage upon impact. This damage is equal to 1d6 hit points per 10 feet of his elevation when he began to fall.

Lizenz's Dark Wings (Alteration)

Level: 3
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 4 segments
Area of Effect: One creature
Saving Throw: Negates

This spell causes the target to sprout two bat-like wings covered with dark fur. The wings rip out from under the skin of the target's back, slightly above the shoulders. Any wings already there are destroyed, and the pain is so excruciating that the target must survive a system shock roll or die from the stress put on the body. The wings twitch and spasm for one full round before they come fully under the target's control. These wings are appropriately sized to the target's body (each wing being approximately as long as the character is tall). The character now has a Fly movement rate of 15" and a Maneuverability Class of C. If the character practices flying with these wings at least once per day, his Maneuverability improves to Class B after one month.

The material component of this spell is the wing of a Huge Bat and blood from a Nefarian. The caster must place his palm firmly on the target's back at the culmination of the spell to complete the process.

Merge Pixie Dust (Abjuration, Alteration)

Level: 1
Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 segment
Area of Effect: 10 ft. x 10 ft. area
Saving Throw: Negates

The spell allows the caster to magically gather all loose pixie dust from his person and his surroundings, and neatly arrange it into a small pile at his feet. Only pixie fairies and pixie sprites are affected by this spell.

If another creature other than the caster has pixie dust on his person (on his skin or in a container) and is within the area of effect, he may attempt a saving throw to enable the pixie dust on his person to resist the effect.

As noted in Chapter One: Races, a roving pixie fairy adventurer generally doesn't remain in the same place long enough for its pixie dust to accumulate to any real value or use. However, if a pixie fairy remains in the same area on a routine basis (such as living in the same house for a time), he usually accumulates enough pixie dust to scrape it up and sell it. Remember, the pixie fairy or pixie sprite sheds an average of 0.5 lbs of pixie dust each year, about 0.02 ounces each day, or just over half an ounce each month. Heck, the floor dust in a pixie fairy's bedroom is sometimes as much as 90% pixie dust!

Pixie Wings (Alteration)

Level: 4
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 4 segments
Area of Effect: One creature
Saving Throw: Negates

Targets of this spell grow two pairs of dragonfly-like wings from their backs. Any current wings fall off, to be replaced by these new wings. These wings allow the target to fly with a speed of 18" and a maneuverability of B. As a side effect, the recipient's skin becomes glossy and shimmers in the light. The wings make wearing bulky armor impossible and fairly bulky armor very uncomfortable.

The material component for this spell is pixie dust from a pixie fairy.

This spell is an updated version of the same spell appearing in the Spellslinger's Guide.

Youthful (Necromancy) [Woeful]

Level: 8
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 8 segments
Area of Effect: One creature
Saving Throw: None

The Youthful spell causes a target to physically grow younger, regaining his life force at a vastly increased rate. The actual youthening effects take 1d4 rounds to be fully realized, but the effect is permanent. The amount of youth a character regains is equal to 1d4 years.

If this would cause a character's age to be zero or less, the character turns into an amorphous, lifeless puddle of goo. Interestingly, blood mages have been rumored to use this spell to keep their most hated prisoners from dying of old age. However, the caster need not be a blood mage to cast this spell.

Like all Woeful spells, this spell ignores magic resistance. It also causes the caster to lose 1d3 points of Constitution, then fall into a comatose slumber for 36 hours. After each 12 hours, there is a 34% chance that the caster regains one Constitution point. If he fails a roll, the loss of that point is permanent. Roll separately for each point lost.

Each successive time this spell is cast on the same character, it reduces age by only one year.

NEW CLERIC SPELLS

Last Resort (Alteration, Enchantment)
Level: 5 **Sphere:** Necromancy
Range: Touch **Components:** V, S, M
Duration: Permanent **Casting Time:** Two rounds
Area of Effect: Two creatures of equal level/HD **Saving Throw:** Negates

The spell merges two minds into one. It is rarely used, but occasionally two pixie fairy lovers cannot bear to part from one another, and use this spell when one lover's "final death" approaches. Characters must be of the same level or Hit Dice.

One body is chosen as host, and both minds now permanently occupy that body until its own final death. Both minds become one, with all the memories, skills, talents, proficiencies, quirks and mental flaws of both characters. If two characters have the same skill or proficiency, use the better of the two. Intelligence and Wisdom scores also use the better of the two. Other Ability Scores are unchanged. The joined character does not gain any new classes or abilities of a different class. For example, a fighter host joined with a magic-user's mind does not gain the ability to cast spells. Such knowledge came about through intense training on the dying character's part, and so does not transfer.

However, two characters of the same class may pool their knowledge, as both minds are already receptive to such information. For example, two joined magic-users may know different spells. The joined character now knows all these spells, but cannot cast more than his normal allotment.

There is a 90% chance that the host body is the dominant mind, with the secondary mind in the "background" of his thoughts as no more than a comforting presence. However, there is a 10% chance that the dying character's mind becomes dominant and takes over the host body, relegating the host's mind to the background.

Leaves to Bees (Alteration)
Level: 4 **Sphere:** Animal
Range: 20 yards **Components:** V, S, M
Duration: 2 rounds/level **Casting Time:** 9 segments
Area of Effect: 1d4 leaves +1 leaf/level in a 10-ft. cube **Saving Throw:** None

By means of this spell, the cleric can change 1d4 leaves, plus one additional leaf per experience level, into bees. Thus, a 9th level cleric can change 10-13 leaves into an equal number of bees. These insects attack as commanded by the cleric.

There must, of course, be leaves to grow into bees. Such a leaf cannot be smaller than a human's fist. Magical or carved items, such as a leaf made entirely out of gold, are not affected by the spell. The spell typically creates Giant Worker Bees (HF 2, EP VALUE 175 each, Int 6 (low), AL N, AC 6, MV 9", 30" Fly (D), HD 3+1, hp 11 each, SZ M, #AT 1, D 1-3 + poison (5d4) save at +0, SA poison, SD n/a, TOP n/a, Crit BSL: Def AC –1, FF n/a, Reference HoB 1 p 62).

However, there is a 2% chance per level of the caster for any particular bee to actually be a Giant Soldier Bee (HF 3, EP VALUE 270 each, Int 6 (low), AL N, AC 5, MV 12", 30" Fly (C), HD 4+2, hp 16 each, SZ M, #AT 1, D 1-4 + poison (5d4+1) save at -1, SA poison, SD n/a, TOP n/a, Crit BSL: Def AC –1, FF n/a, Reference HoB 1 p 62). Thus, a 10th level cleric has a 20% chance of any single leaf becoming a Giant Soldier Bee instead of a Giant Worker Bee.

The spell lasts for two rounds per experience level of the spell caster. The material components of the spell are some twigs and a bit of honeycomb.

The last resort spell brings two lovers together - forever.

Protection From Grel (Abjuration)
Level: 4 **Sphere:** Warding
Range: 0 **Components:** V, S
Duration: 1 round/level **Casting Time:** 1 round
Area of Effect: 10-foot radius **Saving Throw:** None

This spell protects the cleric and all within 10 feet of him from grunge elves (grel). A maximum of 3 Hit Dice per caster level of grel are affected. Grel with a hit point bonus of +3 or better are counted as having an additional Hit Die. In the case of attack by multiple grel, the weakest foes (in terms of Hit Dice) are first repelled, up to the maximum efficacy of the spell. No grel protected against can penetrate the circle physically or magically in any way, but the person(s) inside can launch attacks (except melee attacks, of course) against any creature held at bay. The protection moves with the cleric.

This spell is only effective against full-blooded grunge elves, not other types of Elves. Grixies and characters with only some grel blood are unaffected.

Surrogacy (Alteration, Enchantment)
Level: 3 **Sphere:** Devotional
Range: Touch **Components:** V, S
Duration: Special **Casting Time:** 1 hour
Area of Effect: Two pixie fairies **Saving Throw:** None

This spell allows a pixie fairy to choose his rebirth mother. The spell works for one reincarnation only. It must be cast again (on the same target or another target) once the target pixie fairy reincarnates.

HACKMASTER COUPON

I'VE GOT MY EYES ON YOU

Detect Invisibility for 1 hour

To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A.
Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

JUMPIN' JANNOO

Find 1d100 jannoo coins

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Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

FAE-VORABLE OUTCOME

Add +2 to any die roll

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HACKMASTER COUPON

HIT ME WITH YOUR BEST SHOT! FIRE AWAY!

Good for two +3 peashooter quarrels (one volley)

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HACKMASTER COUPON

SUGAR & SPICE AND EVERYTHING NICE

Good for 1d10 points of healing

To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A.
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HACKMASTER COUPON

PIXIE STIX

Good for two weeks rations of Glitter Berry flavored sugar snacks

To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A.
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HACKMASTER COUPON

TEMPORARY TATTOO

You gain a tattoo of your choice provided you have an available slot for it. Tattoo fades away in 24 hours.

To Redeem: present to Game Master. No cash value. Authorized by the H.M.P.A.
Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

DANCE OF THE SUGAR PLUM FAIRY

Play this coupon to cast *Munari's Irresistible Jig* (target must still be touched with a 'to-hit' roll)

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Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

SIGNAL BOOSTER

Telepathic linkage increased to 60 feet for 1 hour. Afterwards you suffer a migrane (per the flaw) for 1d4 hours.

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Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

OOPS!... I DID IT AGAIN

Instantly sober up
(all negative effects of alcohol negated)

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Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

... BABY ONE MORE TIME

Reroll any die

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Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.

HACKMASTER COUPON

BLING BLING

Receive a silvered weapon from Table 4A
(weapon must be metallic or have a metallic head/point)

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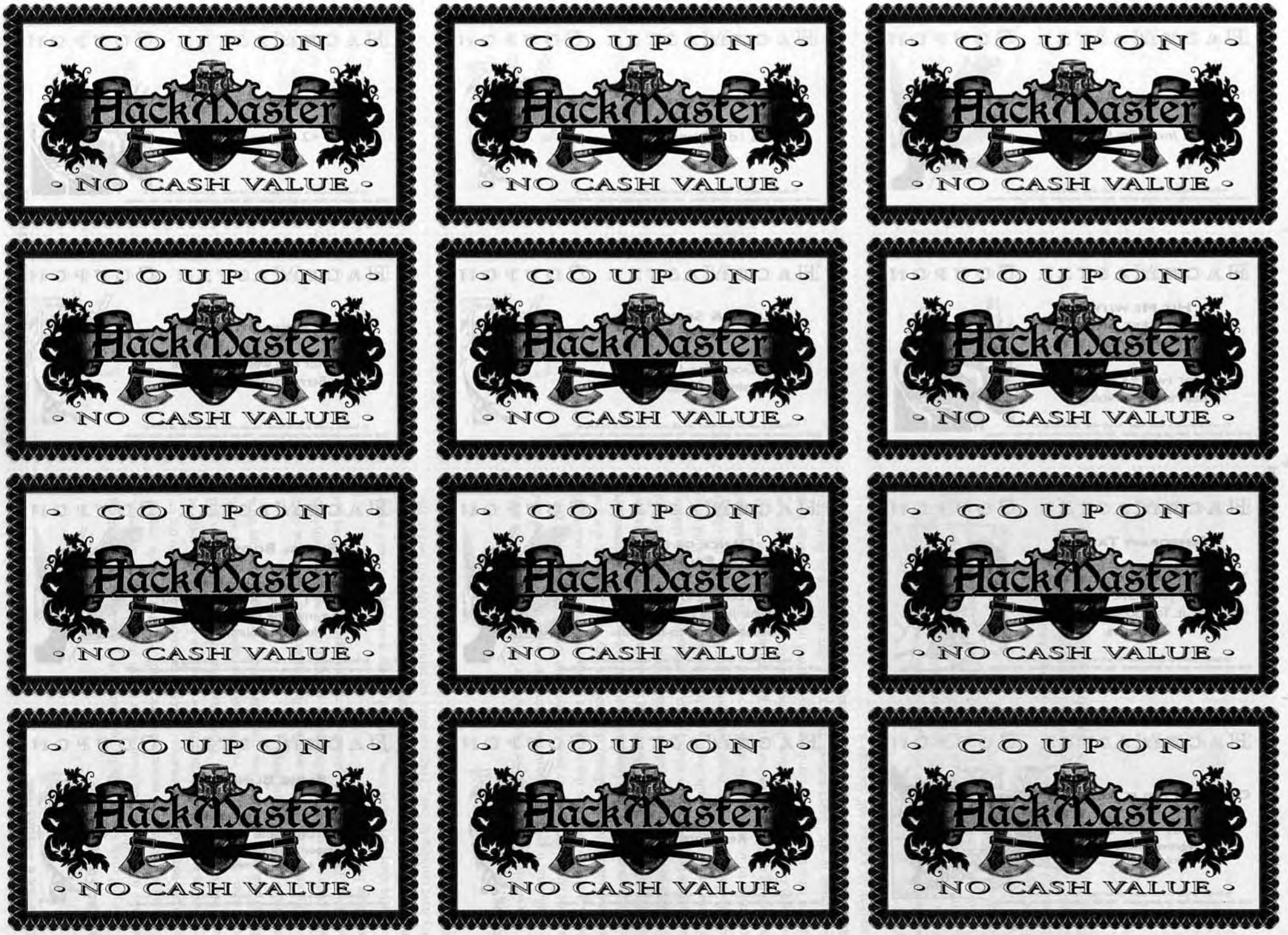
Limit one coupon per player per gaming session. Not valid in conjunction with any other coupon.


COUPON
HackMaster
NO CASH VALUE

You begin play with half the hit points of larger characters.
You only have a few years to live.
No one takes you seriously.
Your comrades like to use you as bait.
Even the halfling is taller than you.
Sure, you're quick and agile, and pit traps aren't really a problem.
But your foes are big. Really big. Finally, help arriveth:

The Adventurer's Guide to PIXIE FAIRIES

Learning to Hack When You're Knee High to a Kobold

by Mark Plemmons and Eric Neumann

LIVE FAST. DIE YOUNG. REPEAT.

Whether you profess to be the greatest pixie fairy adventurer in the Wurld, or need to gird yourself for battle with a swarm of these elusive faerie folk, this book is for you! What you hold in your hands is the codex that will guide your quest for knowledge like a brilliant beacon amidst a coastal storm. This tome will assist your rise about the petty humans, dwarves, elves and other land-bound races you've ever met. This thoroughly researched and finely detailed reference work includes everything you ever wanted to know about the masters of the air. Here's just a sampling from the inventory of secrets revealed herein:

- Detailed information on the pixie fairy and seven new player character races, including the elvariel, faeborn, grixie, pixie brownie, pixie leprechaun, pixie nixie and pixie sprite.
- 13 new classes, including the Animalist, Arcanist, Eater of Love, Fellow of Fear, Friend of the Wee Folk, Keeper of Oaths, Lovewing, Lustlord, Messenger of Light, Minister of Death, Soldier of Faerie, Trickster, and Wavesong.
- 22 new pixie fairy quirks and flaws including antennae and wing amputee, fear of flying, magically impotent, multiple reincarnate disorder, pixie meat addiction, and telepathic impairment.
- 9 new skills, talents and proficiencies including Aerial Acrobatics, Aerial Wrestling, Dropped Missiles and Great Maneuverability.
- Over 30 new weapons, including the antennae sword, brownie battle axe, claw feet, pixie fairy great bow, ripper and sprite sword, plus full details on pixie fairy armor.
- 44 new magical tattoos and power runes, plus full details and clarifications on the special Emphkrin tattoo.
- 10 new spells, including Grounded, Lizenz's Dark Wings, Merge Pixie Dust, Protection from Grel and Surrogacy.
- 13 new magic items, including Armor of Flying, Bolts of the Firefly, Mushrooms of Psychedelic Enhancement, Pixie-Kind Magic Armor and Weapons, and Tattooed Skin Clothing.
- An expanded equipment list, including antennae caps, flying bombardier saddle, glide wings, magic tattoo inks and needles, flying mounts, animal companions.
- New pixie fairy priors and particulars, including details on clans and places of origin.
- New rules and clarifications for aerial combat, aerial travel, flying while encumbered, honor, critical hits, falling damage, pixie fairy reincarnation, and more.
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- Detailed analysis about pixie fairy life, including social structure, military forces and tactics, and pixie fairy practices of courtship, religion, trade and tribute, recreational habits, the Pixie Meet and a myriad of other subjects.
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