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A CALL TO ADVENTURE

ong ago, in the mist-shrouded lands of the Fair Folk - Faerie, the Otherworld, Alfheim, or, as its inhabitants call it, Elfhome - there lived heroes of great renown whose names all people now know, who delved into the deepest dungeons, slew terrible beasts, retrieved legendary treasures, and did fabulous deeds about which songs are sung and stories written. This is one such tale. We begin in the Seelie Lands, in the mist-shrouded realm of Tír na nÓg, Land of the Young, a place of everlasting beauty ruled over by the radiant Queen Titania. Lady Una, one of Faerie's many nobles, has sent word throughout all of Elfhome seeking adventurous souls for some manner of Quest, with promise of renown and great reward...

In this mini-campaign you'll be playing as legendary figures, household names in Hex and beyond. As we begin our tale, however, you have yet to achieve this fame. You might play as a woodsman who wandered into Elfhome from the Tangle, as a runaway fairy princess seeking a life of adventure beyond the bounds of her castle, as a cunning goblin with a heart of gold, as a wise wizard from the Inkstained City seeking the wisdom of the elves, as a hedge knight who dreams of glory, or any number of other would-be heroes, setting out on the shifting paths of Faerie in search of your fortune.

THE LAND OF ELFHAME

lfhome is a confusing patchwork of duchies, fiefdoms, principalities, and other realms, each ruled by one of the Fair Folk or some other powerful creature, with great wildernesses and storm-tousled seas beyond. The world of Faerie does not lie in the same universe as the mortal realm, and thus does not take the shape of a sphere; rather, it is shaped as a great Wheel, bounded by the Eldritch Mists, from which none return.

Since the death of High Queen Nicnevan, Faerie has been broadly subdivided into the Four Realms, each ruled by one of the Kings and Queens of Elfhome: Queen Titania, who rules over Tír na nÓg, land of eternal spring and dewy youth; King Oberon, ruler of Mag Mell, the summer country, roamed by great beasts and monsters fit for hunting; Queen Mab, whose dominion extends over the ever-autumnal, terrifyingly nonsensical realm of Logris; and the dread King Arawn, tyrant of the winter-land of Annwn, domain of the dead. Tír na nÓg and Mag Mell together form the Seelie Court, Logris and Annwn the Unseelie - though woe betide any mortal who mistakes the artistry and elegance of the Seelie for *goodness*, in any form intelligible to humans. The distinctions between the two factions should be thought of not in moral terms but as differences of aesthetics - where the Seelie value all that is green and growing, no matter how voraciously fecund, the Unseelie find delight in death and decay, in the grotesque and the misshapen. At the centre of the Wheel is the great city of Gossamer, the Hub of the Wheel, where the Four Realms intersect - a bustling metropolis that shames such upstart cities as Hex or Erubescence in its power and beauty.

THE PEOPLE OF ELFHAME

CAMBIONS

Half-demons – cambions – can occasionally be found in Elfhome, given the uneasy truce between Faerie and Hell; those found in the Four Realms are typically the offspring of demons and Fair Folk, and so comingle their traits. Cambions have subtle demonic features: small horns or tails, crimson eyes, claw-like nails, and occasionally even cloven hooves. A few have yet more prominent traits, such as vestigial bat-wings, reddish skin, or a sulphurous stench. A significant preponderance of cambions are pathological liars, kleptomaniacs, erotomaniacs, or sadists, though not all succumb to the fell influence of their infernal blood – and, in any case, such qualities aren’t particularly problematic in many corners of Faerie.

Cambions are most common in Logris, the realm of Queen Mab, where some of her most favoured courtiers boast demoniac blood; some are also found in Annwn, mingling with the shades and trollspawn who haunt that drear and freezing kingdom. They are considerably less common in the Seelie Court, where they are looked upon as “impure” and “monstrous” beings, an offense to the order of nature.

Ability Score Increase. Your Charisma score increases by 2.

Age. Cambions of Elfhome are as ageless as their two immortal parents, typically reaching adulthood at around thirteen.

Alignment. Cambions have a tendency towards Evil given their Diabolic parentage, though many resist this lure.



Size. Cambions are typically Medium in size, even if their fey parents were quite small.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Hellish Resistance. You have resistance to fire damage.

Languages. You can speak, read, and write Common, Sylvan, and Diabolic.

Cambion Bloodlines

Disian. Your Intelligence score increases by one. You know the *Friends* cantrip. Once you reach 3rd level, you can cast the *Charm Person* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Suggestion* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Pandemoniac. Your Dexterity score increases by 1. You know the *Vicious Mockery* cantrip. Once you reach 3rd level, you can cast the *Charm Person* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Entrall* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Stygian. Your Constitution score increases by 1. You know the *Thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *Ray of Sickness* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Crown of Madness* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Tartarean. Your Wisdom score increases by 1. You know the *Thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *Hellish Rebuke* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Darkness* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.



CHANGELINGS

During their visits to the mortal world, Fair Folk frequently leave behind changeling babes who, fed on a diet of mortal food, lose a measure of their elfin power. Such individuals retain some vestige of their fey heritage – slightly pointed ears, mismatched eyes, or similar traits – but seem human in most respects. While most mortals are baffled by this behaviour, the Fair Folk consider it quite normal to exchange a troublesome or unaffectionate elf-child for a well-behaved human one, since they consider humans better-suited than elves to the menial task of bringing up a child; the human child is usually raised as a servant, though some are used to pay off the dread Tithe to Hell in order to keep the peace between Faerie and the Netherworld.

While, naturally, many parents are appalled by the loss of their children if the substitution is discovered, usually fairy glamers prevent them from learning the truth, and a certain subset of superstitious mortals hold that a changeling child is a source of good luck, to be wished for rather than shunned. Whether discovered or not, many changelings feel a certain pull towards their native Faerie upon reaching adulthood, and find themselves wandering from their lives and loved ones along twisting paths through the woods, till they find a strangely familiar world...

Ability Score Increase. Your Charisma scores increases by 2, and two other ability scores of your choice increase by 1.

Age. Changelings age as humans do, though they are unusually long-lived. Those that taste the waters of Faerie again can live endlessly, as all Fair Folk.

Alignment. Changelings often find themselves mildly confused by human norms and rules, with a slight tendency to Chaos; upon arriving in Faerie, they find the rules more intuitive, and often become Lawful.

Size. Changelings are Medium in size, even if their parents were quite small.

Speed. Your base walking speed is 30 feet.

Call of Faerie. Having felt a strange homesickness your whole life, you can feel



the pull of Elfhame, and can always sense its direction – follow this sense to find your way to the nearest entrance to Faerie.

Darkvision. You have superior vision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. Though no longer fully fey, you have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common. Upon drinking the waters of Elfhame, you remember the Sylvan tongue.



FAIR FOLK

The principal inhabitants of Faerie are the elves or “Fair Folk,” a people of tremendous age and pride, renowned for their caprice, whimsy, aesthetic devotion, and inhuman cunning. Using magic the Fair Folk adopt a wide variety of forms, but in their natural state they generally appear as elegant human-like beings with sharply pointed features and short stature who speak in a peculiarly lilting, archaic manner; their eyes are generally cat-yellow, glowing green, or midnight black.

Many elves have features others consider bizarre – consider such notables as the Duke of Bees with his head-full of buzzing insects, the ever-ticking Countess of Clocks, the be-prickled Mister Pincushion, the castle-crowned Palace-Pate, the rabbit-eared Chevalier Lapin, the grasshopper-legged Leaping Lucy, and myriad others. Elves hail from one of the Four Realms of Faerie, domains of the Elfin Lords and Ladies Titania, Oberon, Mab, and Arawn.

The Fair Folk are the most powerful people in Elfhome, though not the most numerous – pixies, goblins, and treefolk outnumber them by significant margins. Their rule is predicated on their

command of magic; Faerie itself is suffused with eldritch energies, and none have mastered it as fully as the elves (save perhaps certain Elder Races from realities even older than Elfhome itself).

Ability Score Increase. Your Charisma score increases by 2.

Age. Fair Folk have infinite lifespans and could be virtually any age.

Alignment. Fair Folk don’t abide by human moral or political systems, and generally count as Chaotic in the mortal realm. However, they do have their own intricate and seemingly arbitrary codes and laws enforced in Elfhome, and so generally count as Lawful while in Faerie.



Size. Fair Folk vary wildly in size. Your size is either Small or Medium.

Speed. Your base walking speed is 30 feet.

Cantrip. You know one of the following cantrips of your choice: *Dancing Lights*, *Druidcraft*, *Minor Illusion*, *Prestidigitation*. Charisma is your spellcasting ability.

Cunning. You are proficient in the Deception skill.

Darkvision. You have superior vision in the eldritch gloom of Faerie. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey. Fair Folk count as both fey and humanoids. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages. You can speak, read, and write Common and Sylvan.

Elfin Bloodlines

Spring (Titania). Your Constitution score increases by 1. You may communicate simple ideas with any woodland beast.

Summer (Oberon). Your Strength score increases by 1. You have proficiency with the longsword, shortsword, shortbow, spear, and longbow.

Autumn (Mab). Your Dexterity score increases by 1. In addition to other cantrips, you also know *Poison Spray*.

Winter (Arawn). Your Wisdom score increases by 1. You have resistance to cold damage.



FINFOLK

Though finfolk are also found in the mortal world – denizens of the dark city of Finfolkaheem – they hail originally from the seas of Faerie and can be found in considerable numbers in the Poison Sea Logris, near to the mists where the border between Faerie and the mortal world grows thin. They frequently venture into terrestrial seas to lure unsuspecting fishermen, bathing youths, hapless sailors, and anyone else they can find underwater, spiriting them away to serve as slaves and even spouses in their fell underwater palaces, full of teeming subaqueous gardens and crystalline grottoes. Skilled illusionists, they can take on the guise of humans or other creatures – often alluring merfolk – but in their natural form they are squat and slimy, with lower bodies like fat eels, and monstrous lamprey maws. The finfolk are also bloodsuckers, marking their servants with circular wounds on their shoulders – “contract bites” like brands, to symbolize their indenture. The home of most finfolk in Faerie is known as Hildaland, a place of vast phosphorescent halls, eerie songs, and gleaming silver.

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Finfolk can live well into their third century, reaching adulthood around twenty years of age.

Alignment. Though not innately or inevitably Evil, finfolk are rarely drawn to Good.

Size. Finfolk are quite long – up to seven feet – with compact torsos. You are medium size.

Speed. Your walking speed is 30 feet, and you have a swim speed of 30 feet.

Bloodsucker. You can make unarmed attacks using your bloodsucking maw, dealing 1d4 (plus Strength modifier) piercing damage. If you deal damage with this attack you regain hit points equal to half the damage dealt.

Limited Amphibiousness. You can breathe both water and air but need to be submerged at least once every 24 hours to avoid dehydration, suffering one level of exhaustion.

Shapeshifter. You can cast the spell *Disguise Self* once; the spell recharges after a long rest. The spellcasting ability for this spell is Wisdom.

Languages. You can read, speak, and write Common and Finfolk, a dialect of Sylvan.



FIRBOLG



Seelie counterparts to the twisted Fomorians, the proud Firbolg are a reclusive folk who prefer to be left in peace and show their wrath to those who disturb it. This cantankerous folk are surprisingly crafty illusionists, capable of weaving magical disguises to dissuade intruders into their high fastnesses. They consider the Fair Folk a flighty, dangerous people - highly untrustworthy. Goblins and pixies they typically see as loathsome pests, to be driven away or killed on sight. They dislike gnome peddlers (“we’re not buying anything!”), scorn cambions as unclean devil-spawn, and view shades and trollbloods as servants of the Enemy, Arawn. Humans and changelings they judge as mostly idiots - which, to be fair, is an apt assumption most of the time. About the only creatures they have time for are the speaking animals of Faerie, the odd treefolk, and the occasional woodwose who finds themselves in Firbolg lands.

Like their twisted cousins, the Firbolg are the descendants of Giants and trolls who migrated to Faerie and adapted to its ways. They are said to be kin to bears and rarely leave their cave-homes, save to protect them. In times of war, however, the Firbolg become some of the most dangerous forces in the Seelie army, shrugging off the glamers they habitually disguise themselves with to reveal their true stature.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Firbolg reach adulthood at about 30 and live for centuries – usually between five and seven hundred years.

Alignment. Most Firbolg tend towards Neutrality, scorning the codes of others.

Size. Firbolg range from seven to nine feet in height; your size is Medium.

Speed. Your base walking speed is 35 feet.

Disguise. You can cast *Disguise Self*, using Wisdom as your spellcasting ability. You can’t cast it again until you finish a short or long rest. When you use this version of the spell, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with Fair Folk.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can’t use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Savage Attacks. When you score a critical hit with a melee weapon Attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Giant. Firbolg can also communicate simple ideas with bears and other vaguely ursine creatures.



FOMORIANS



The giants known as the Fomorians were banished from Elfhame by Queen Mab after their leader, King Balor, sought to depose her. Cast adrift, they conquered the isle of Hy-Brasil, ruling for a thousand years, until a terrible earthquake caused the isle to sink into the sea. Though the few survivors now linger in the mortal world, a few renegades have returned to Faerie, risking Mab's vengeance, and a handful never left, hiding themselves away in dark corners or even fleeing to the Seelie Realms. Physically, Fomorians are a gigantic race, ten feet tall or more and often massively muscled. Nine out of ten are cyclopean, often one-armed or one-legged, or with limbs out of proportion; one out of ten, however, are "Fair Fomorians," comely to human eyes, though still prodigious in size. The remainder are sometimes called "Foul Fomorians," though not within earshot if one is wise. Those who return to Faerie often seek to right ancient wrongs done to their clans, or to reclaim certain heirlooms.

Ability Score Increase. Your Strength score increases by 2.

Age. Fomorians age slowly, reaching adulthood around 25 years of age. They can live indefinitely, with some being thousands of years old.

Alignment. Fomorians retain a tendency towards Chaos from their former ruler, the mischievous Queen Mab.

Size. Fomorian heights vary quite widely, but all adults are well over 10 feet high. You are Large in size.

Speed. Your walking speed is 40 feet.

Evil Eye. You can cast *Bane* once, and it recharges after a long rest. Charisma is your spellcasting ability for this spell.

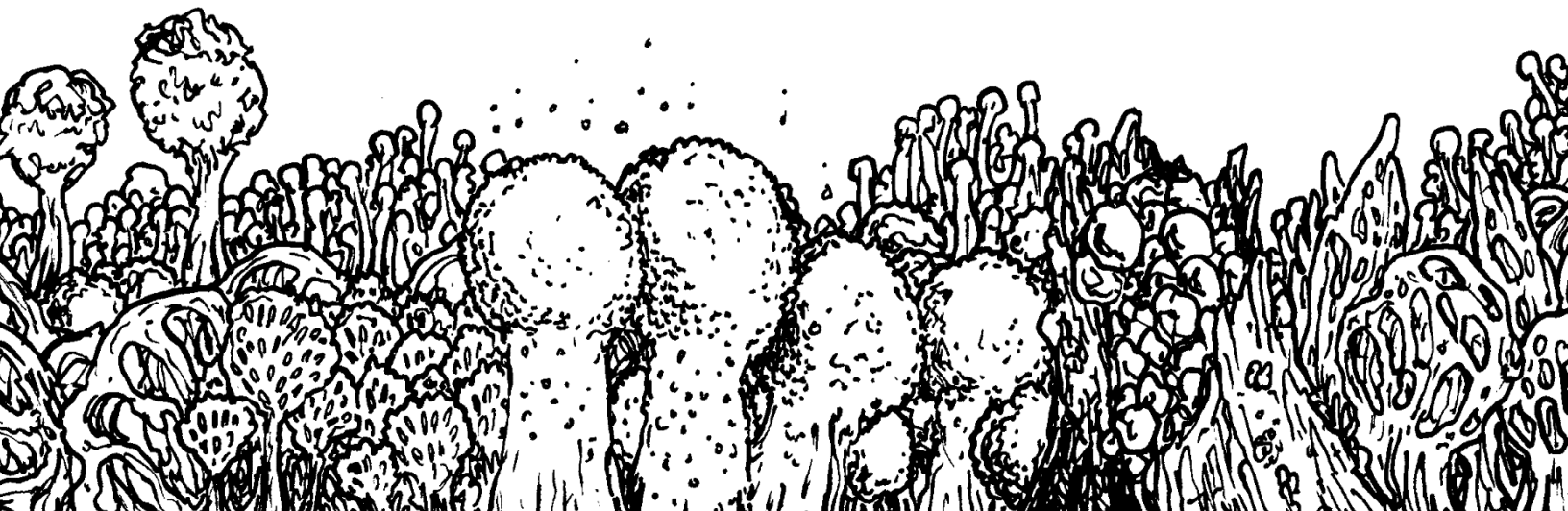
Tool Proficiency. You gain proficiency with artisan's tools of your choice – smith's, brewer's, or mason's tools.

Languages. You can read, speak, and write Common, as well as a dialect of Giant. You also know either Sylvan or Jetsam, a mortal tongue of sea-folk.

Fomorian Bloodlines

Fair. Your Charisma score increases by 1, and you gain Proficiency in the Persuasion skill.

Foul. Your Constitution score increases by 1, and you gain proficiency in the Intimidation skill.



FUNGIDS

All plants and animals in Elfhome share in some greater degree of sentience than their earthly equivalents, and the modest mushroom is no exception. In Faerie, the creatures called fungoids exist most plentifully in the damp, festering reaches of Logris, domain of Queen Mab, and in the networks of tunnels that run beneath much of the Unseelie Realms, though clusters frequently spring up in Tír na nÓg during its damper months. Seelie fungoids live happily enough alongside pixies and treefolk, but the Fair Folk of the Seelie Court dislike them intensely as odouriferous creatures of putrescence and decay, ruthlessly exterminating them on sight. Unseelie fungoids, on the other hand, usually form rough-knit tribal infestations in order to defend themselves against marauding goblins, predatory treefolk, trolls, or wild beasts. Mab and the Unseelie Court take great delight in such creatures and recruit them as servants, soldiers, and pets.



Ability Score Increase. Your Constitution score increases by 2 and your Wisdom score increases by 1.

Age. Fungoids take about a month to fully develop. Most live between three and five years at the most; however, offspring of the fungoid may possess some of the same memories.

Alignment. Fungoids often find the idea of morality confusing. Most are Neutral in alignment.

Size. Most Fungoids are about the height of a human. You are Medium size.

Speed. Your base walking speed is 25 ft.

Spores. You can release spores from your body which act as the *Poison Spray* cantrip. At 3rd level, you can cast the *Fog Cloud* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Blur* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Superior Darkvision. Acclimated to the dankest, dimmest parts of Faerie woodlands and swamps, you have superior vision in the darkness. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light.

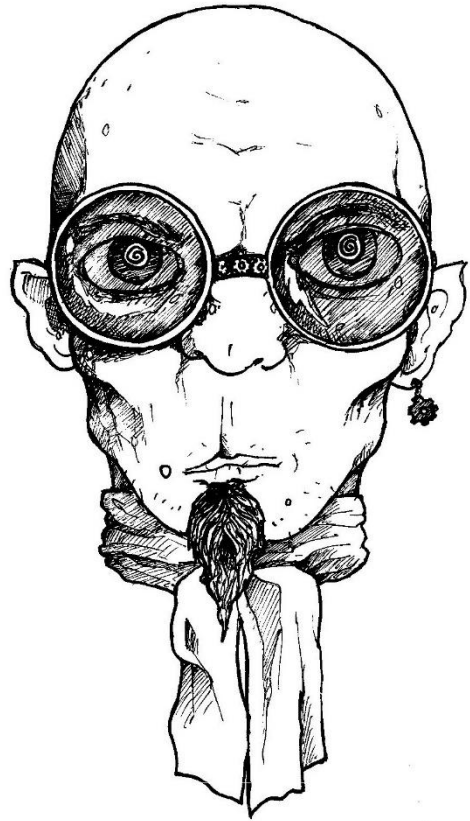
Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You speak, read, and write Common, Sylvan, and Undercommon.



GNOMES

Squat, grumpy, and ingenious, gnomes are beings of elemental earth. Some say they were created by alchemists in ages long past, others that they are the reincarnate souls of prudish women, others still that they are fey who emigrated from Faerie into the mortal realm. The close resemblance between gnomes and goblins has been often noticed, to the chagrin of both peoples, leading many to believe that the species are closely related. The gnomes themselves are, for the most part, profoundly disinterested in their own origins, being much given to grand designs and the creation of complex mechanical and magical devices. By and large a subterranean people dwelling in the Sunless Realms or Underdeep, some gnomes have been known to venture into Elfhame, largely for reasons of trade, peddling their miraculous inventions to the whimsical lords and ladies of Faerie. Gnomes a reputation for thinking in ways that other species find disconcerting, often possessing a kind of demented creativity.



Ability Score Increase. Your Intelligence score increases by 2.

Age. Gnomes typically live for three to four hundred years.

Alignment. Gnomes tend towards Neutrality, caring more for the mysteries of the earth, magic, or their own fantastic machines than for moral matters.

Size. Gnomes stand between three and four feet in height and are Small on size.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60

feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Languages. You can speak, read, and write Common and Gnomish, and you can communicate simple ideas with any burrowing beast of Small or smaller size.

Gnomish Bloodlines

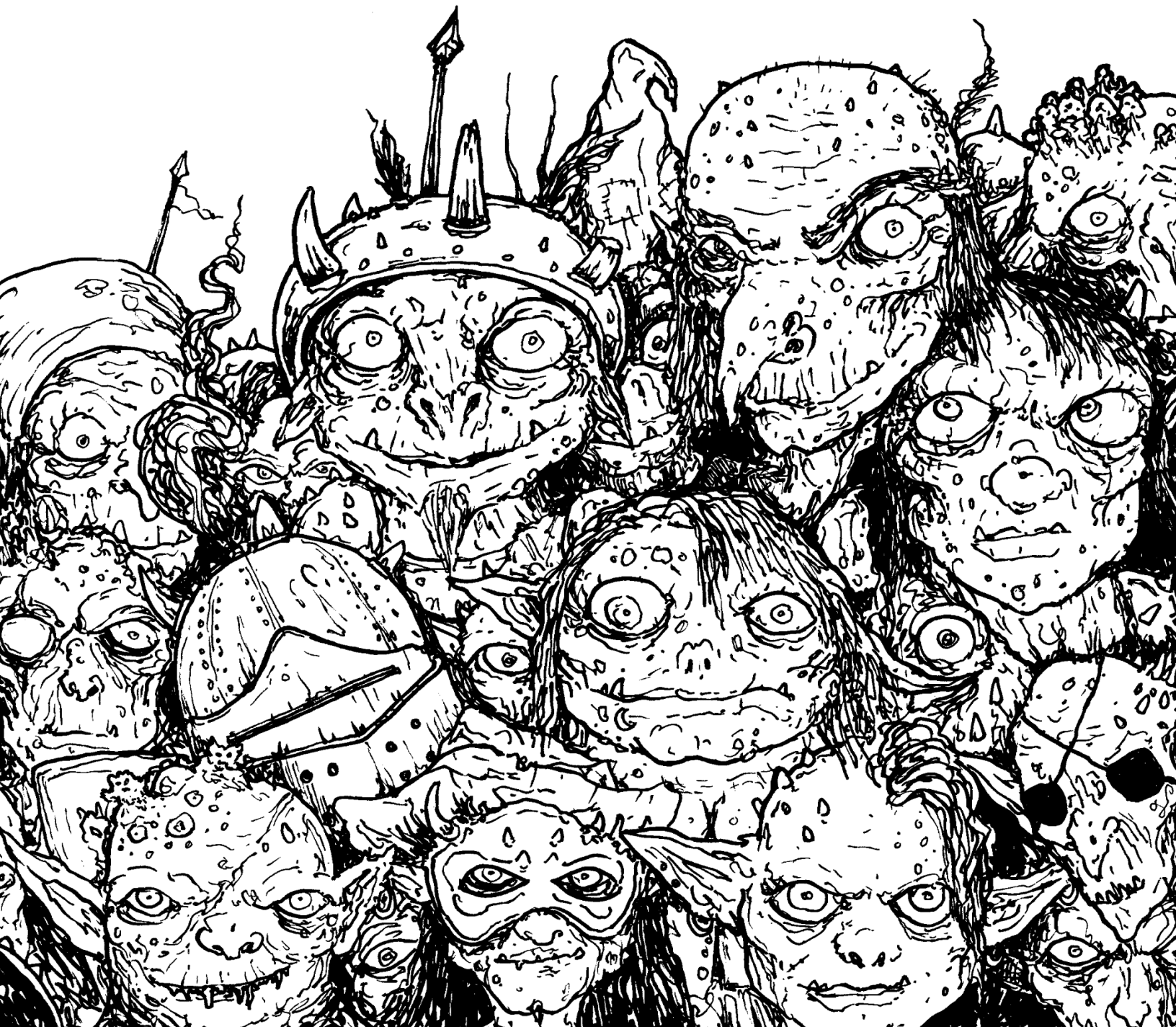
Peddler Gnomes. Your Charisma score increases by 1. You know the *Minor Illusion* and *Prestidigitation* cantrips; Intelligence is your spellcasting modifier for these spells.

Machinist Gnomes. Your Dexterity score increases by 1. Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply, and you are proficient with tinker's tools, capable of producing simple clockwork devices such as toys, simple locks, lighters, or music boxes with an hour's work and 10 gp of materials.



GOBLINS

Legend claims that Queen Mab created goblins as a prank, unleashing them upon Faerie to bedevil her enemies (or perhaps her own subjects). Whatever the truth of this rumour, goblins have spread throughout Elfhome and the mortal world like a pox. Most remain wild, unruly creatures devoted to sating their appetites and increasing their own numbers. However, the Fair Folk have managed to selectively breed certain goblins, painstakingly training them (often by unkind means) to become more obedient; as a result, many goblins now act as servants and labourers, an underclass ground beneath the spiked heels of the aristocratic Elves. Physically, goblins are diminutive, leathery things that most other species find incomparably ugly. Goblins mutate with astonishing frequency and variety: their physical features vary extremely wildly and their skin typically comes in shades of green, blue, purple, and orange.



Ability Score Increase. Your Dexterity score increases by 2.

Age. Goblins reach adulthood at roughly six years of age and can live indefinitely, as most inhabitants of Faerie. Those who dwell in the mortal plane dwindle and die after about two hundred years.

Alignment. As creations of Mab, goblins have a tendency towards Chaos, but domestic goblins have had this beaten out of them, leading to an opposite tendency to Law.

Size. Goblins are almost always Small in size, standing between two and half and four feet in height.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Distraction. You can distract your foes with name-calling, crude faces, and lecherous gestures. As an action on your turn you can bedevil enemies within 10 feet that can see you, granting all allies advantage on attack rolls against them. Once you use this trait, you can't use it again until you finish a short or long rest to come up with some fresh obscenities.

Fey. Goblins count as both fey and humanoids.

Naturally Stealthy. You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.



Nimble. You can move through the space of any creature that is of a size larger than yours.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Common and Goblin.

Goblin Bloodlines

Domestic. Your Intelligence increases by 1. You have advantage on any Charisma (Deception) or (Persuasion) checks when dealing with an obvious superior.

Feral. Your Constitution increases by 1. You are resistant to poison.

HUMANS

Humans foolish enough to venture into Faerie come in a few varieties. Most are lost-travelers who took a wrong turn down a twilit path and found themselves in the Hunting Grounds of Oberon or the labyrinths of Mab. Others are scholars, wizards who seek knowledge of fairy magic, or those who have made certain pacts with the Fairy Queens and Kings. A handful are slaves, taken as payment in some fey bargain-gone-wrong, or snatched by Arawn's raiders. Humans typically find Faerie's elaborate rules and ceremonies bewildering, and some have been driven to madness by long stays in the Otherworld, but a few adapt to the oddness of Elfhome and learn to survive and thrive in this strange land.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Feat. You gain one Feat of your choice.

Skills. You gain proficiency in one skill of your choice.

Languages. You can speak, read, and write Common and one extra language of your choice.



LENGIANS

Originally hailing from the cold Plateau of Leng, which lies in the world of dreams, Lengians are a mysterious species who sometimes fare into Elfhame as merchants, renowned for their trade of silk, spices, drugs, poisons, slaves, weaponry, and captive nightmares, monsters for the menageries of the Fair Folk. While often viewed as nightmarish and untrustworthy by many on the mortal plane, in Faerie Lengians are generally tolerated, and in the Unseelie Court they are viewed as fascinating and beguiling. Very few Lengians make their homes in Elfhame permanently, but it is not uncommon to find one tucked away in the corner of a well-trafficked elfin inn, or to spy a Lengian wagon drawn by giant spiders out on the Moon Road.

Strange, spindly creatures mingling spider and satyr, no two Lengians are alike; their skin ranges from alabaster white to pale purple to red, and many have several sets of eyes, which reflect caste systems now decaying. Lengians can seem cruel and callous to mortals - their society is violent and individualistic, though not without brutally enforced hierarchies - but is far more compatible with the culture of the Fair Folk, who share the Lengians' disdain for human sentimentality. Lengians are skilled enchanters and conjurors, and bring with them the knowledge of distant spheres. They are highly learned in the husbandry of spiders, breeding them to produce beautiful objects of silk, including suits of armour.

Ability Score Increase. Your Intelligence score increases by 2 and your Dexterity score increases by 1.

Age. Lengians reach full adulthood in thirty years and can live for roughly one thousand years.

Alignment. Most Lengian have a moral compass at odds with that of humanity and other people of this universe and are often thought of as “evil” or untrustworthy. They typically respect the law, provided it is their own.

Size. Lengians are a short people, mostly about 5 feet in height, with thin builds. Your size is Medium.



Speed. Your base walking speed is 30 feet.

Cold Resistance. You have resistance to cold damage.

Unfearful. You have advantage on saving throws against being frightened.

Web Walker. You ignore movement restrictions caused by webbing and cannot be snared by magical webs.

Lengian Weapon Training. You have proficiency with flails, nets, and whips.

Languages. You speak, read, and write Common and Aklo, the twisted language of Leng, full of sibilant hissing and chittering sounds.



PIXIES

Creatures of mischief, pixies delight in pranks and japes, and have often been known to lead hapless humans into Elfhame to inflict some manner of humiliation upon them. Tiny humanoids, pixies have delicate insectile wings, and sometimes have features or dragonflies, mice, toads, squirrels, or other woodland creatures; others appear to be partly flower or fungus. They typically dwell in small groves, though a handful of pixies take up an adventuring life as vagabond tricksters - or, even more rarely, as miniature questing knights, a small number being possessed of a lunatic chivalry and wanderlust. Although pixies are typically considered pests by the Fair Folk, some are recruited as spies or even assassins by elfin lords and ladies, and a large community in Gossamer serve as messengers.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma increases by 1.

Age. Like other true fey, pixies live indefinitely.

Alignment. Pixies are often drawn to Chaos, though a handful are drawn towards Law and Goodness and are highly honourable – these freaks are usually hurled out into the world for being spoilsports.

Size. Pixies are Tiny in size, being barely a foot tall.

Speed. Your base walking speed is 15 feet. You have a fly speed of 30 ft. so long as you are not wearing medium or heavy armour.

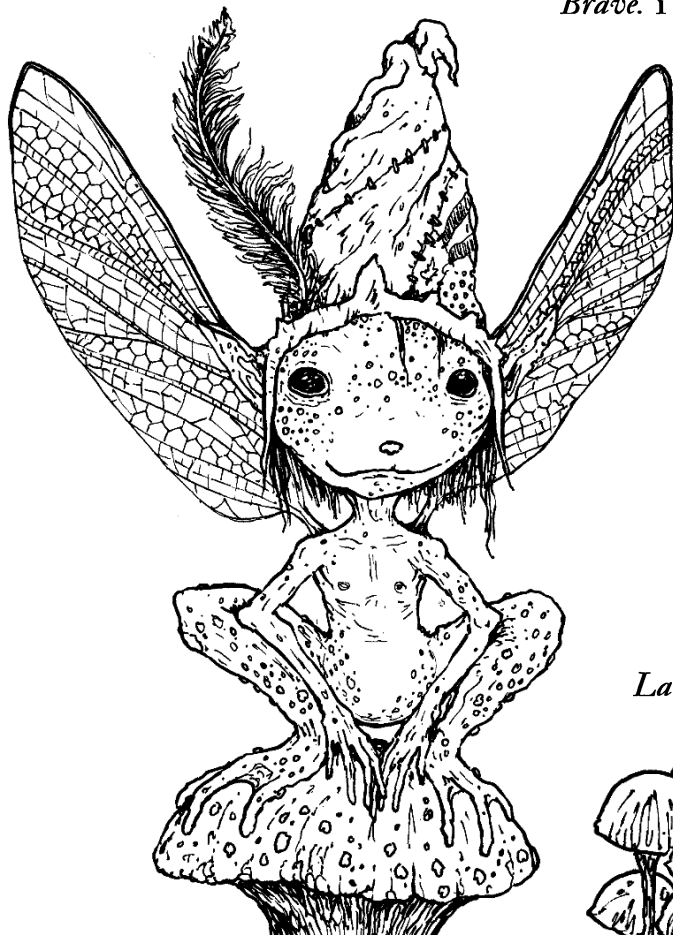
Brave. You have advantage on saving throws against being frightened.

Darkvision. You have superior vision in the eldritch gloom of Faerie. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey. You count as both humanoid and fey. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Invisibility. You can cast the *Invisibility* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Sylvan.



SHADES

Those who die in Elfhame do not pass to the Netherworld; instead they find themselves reborn in the realm of Annwn, the kingdom of endless winter, ruled by the dread King Arawn, Oberon's dark twin. Denizens of the endless mounds and tunnels of that cold and pitiless land, these spirits are known as Shades, or the Underfolk; where other Fair Folk are quick to laughter and delight, they are grim and sombre creatures, having left behind the joys of life. They appear as they did in living, but drained of all colour, gaunt and pallid, their bodies only quasi-solid. Some are known to become Arawn's raiders, joining his Wild Hunt to rampage through Elfhame and the mortal world to add to their numbers. Others content themselves in the grey, underground cities of the dead, crowded with the numberless slain.

Ability Score Increase. Your Constitution score increases by 1, and your Wisdom score increases by 2.

Age. Shades are forever the age they died at.

Alignment. Bitter and resentful of the living, many Shades sadly succumb to Evil.

Size. The majority of Underfolk are Small or Medium in size.

Speed. Your base walking speed is 25 feet.

Darkvision. You are a creature of darkness. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Spectral. As a bonus action, you can magically teleport up to 15 feet to an unoccupied space you can see, and you gain resistance to all damage until the start of your next turn. During that time, you appear ghostly and translucent. Once you use this ability, you can't use it again until you finish a short or long rest.

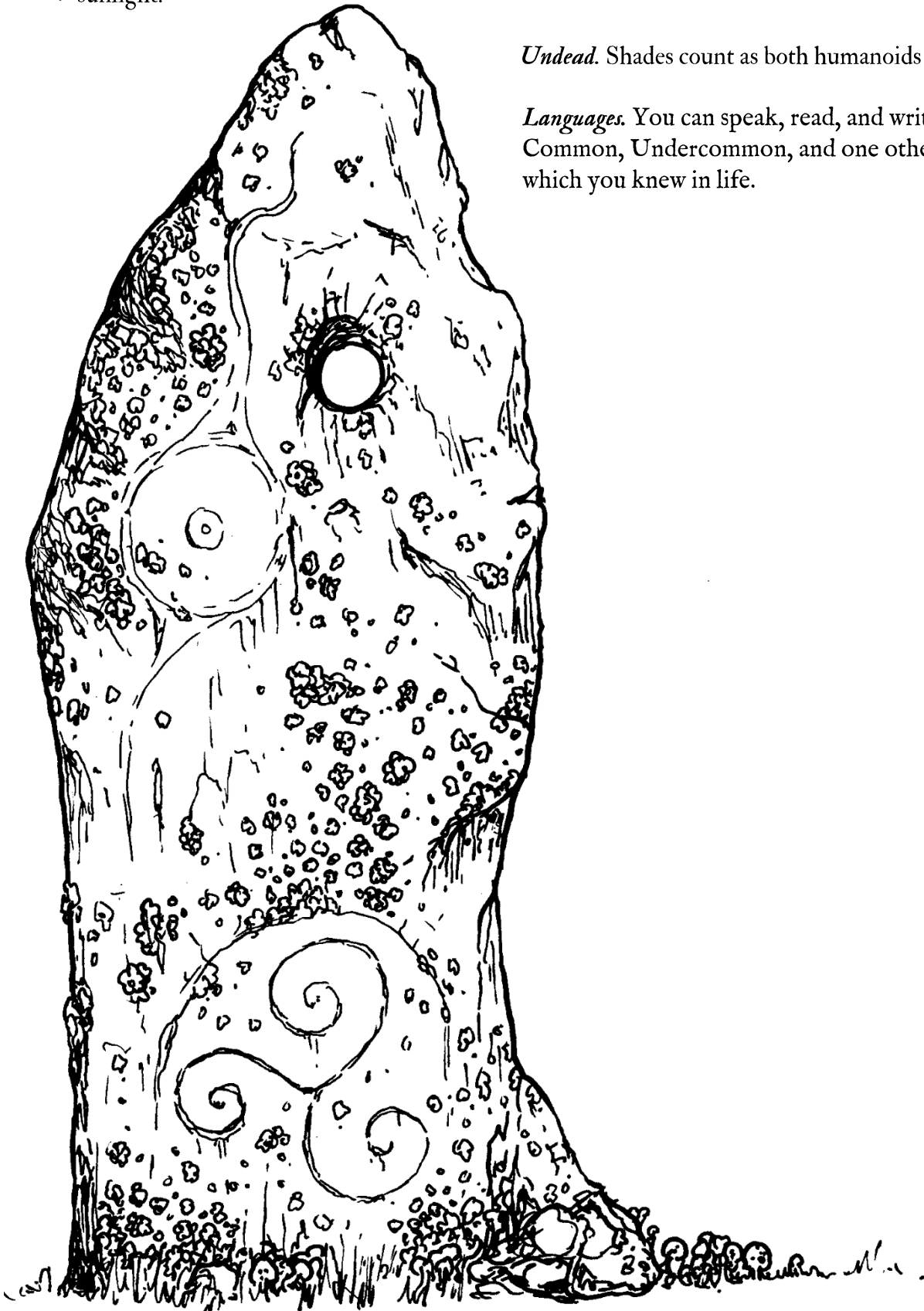
Resistances. You have resistance to poison and necrotic damage.



Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Undead. Shades count as both humanoids and undead.

Languages. You can speak, read, and write in Common, Undercommon, and one other language which you knew in life.



TREEFOLK



rees in Elfhome are quite unlike the dumb, mindless trees in the mortal world, for all trees can speak and move - though many choose not to, spending much of their time in deep slumber, particularly older, larger trees. Younger, sprier trees, however, have often been known to uproot themselves and walk the world. Such creatures are often dubbed “treefolk” by mortals. Their motives for wandering vary; many are simply curious about the doings of the fleshly races, while others stir from their torpor to defend the woodlands from outside threats. Treefolk appear somewhere between slumbering trees and humanoids, growing into roughly bipedal shapes and acquiring facial features - typically brown, green, or tawny eyes. Some have deep, booming voices, while others sound like the wind whistling through trees.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Although treefolk can live as long as any tree, most adventuring treefolk are quite young – though what this means varies by species. Short-lived willow treefolk might be as young as five or six; an oaken treefolk might be fifty or even a hundred.

Alignment. Treefolk vary in alignment, much as humans do. At least one axis of their alignment is typically Neutral.

Size. Treefolk are typically Medium in size, though they may eventually grow larger.

Speed. Your base walking speed is 20 feet.

Awaken Shrub. As an action, you can magically animate a shrub you can see within 60 feet. This shrub has the same statistics as a awakened shrub. An animated shrub acts as an ally of you. The shrub remains animated until it dies or you are more than 120 feet away from it; or until you take a bonus action to turn it back into an inanimate shrub. The shrub then takes root if possible. You may have a number of shrubs animated equal to your level.

Bark. You have AC equal to 14 + your Dexterity modifier, provided you are not wearing armour. You can still use a shield. Treefolk are resistant to bludgeoning damage.

Plant. Treefolk count as both plants and humanoids. You are vulnerable to fire. Instead of consuming food like most humanoids, treefolk absorb energy from the sun and nutrients from the soil for sustenance. A treefolk that spends at least an hour outside, while the sun is up, is considered to have eaten for that day. Treefolk characters suffer fatigue the same way other people do for going without food.

Rooting. You sink your feet into the ground. As a reaction, when you are affected by an effect that would move you unwillingly you can dig your roots in and negate any forced movement that

affects you. Your speed drops to 0 feet; you may uproot your feet from the earth as a bonus action. While rooted, you are indistinguishable from a normal tree provided you remain motionless. You must root yourself for at least 8 hours, as other creatures sleep.

Languages. You can speak, read, and write Common and Sylvan, and can communicate simple ideas with other trees.



Treefolk Subspecies

Ash. Your Intelligence score increases by 1. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Elm. Your Charisma score increases by 1. You are proficient in the Medicine skill.

Oak. Your Strength score increases by 1. Your AC increases to 15 + your Dexterity modifier when not wearing armour.

Pine. Your Constitution score increases by 1. You are resistant to cold damage.

Willow. Your Dexterity score increases by 1. Your base speed increases to 30 feet.

TROLLBLOODS

Also called half-trolls or trollspawn, trollbloods are humans with partial troll parentage. Though some are solitary creatures, many are members of tribal lineages, common in the northern forests and mountains of the mortal world.

Physically, trollbloods may inherit any number of attributes from their trollish parents; many sport fangs, tusks, claws, or pointed ears. Some possess great stature, prodigious physical strength and toughness, stony skins, and hunched postures; others have multiple heads or limbs, or even sorcerous talents.

The enmity between Fair Folk and trollkind is legendary, but some trollbloods can be found in Faerie, often as slaves descended from prisoners of war. Others, like humans, strayed into Faerie by accident - trolls often inhabit lands that border Elfhame, their ancestors having conquered and deforested many parts of the mortal realm previously considered part of Faerie's dominion. They tend to be treated with particular scorn by the Fair Folk and so must often disguise themselves as humans to avoid abuse, though goblins and firbolg are sometimes friendlier towards them. This prejudice is notably absent in the frigid reaches of Annwn, where a number of trollblood tribes have pledged their service to Arawn and have even been known to join the Wild Hunt.



Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Trollbloods reach maturity at twelve and live up to a century.

Alignment. Trollbloods are generally drawn to Chaos, given the destructive instincts of their Giant heritage.

Size. Often a bit taller than humans, trollbloods are still Medium in size.

Speed. Your base walking speed is 30 feet.

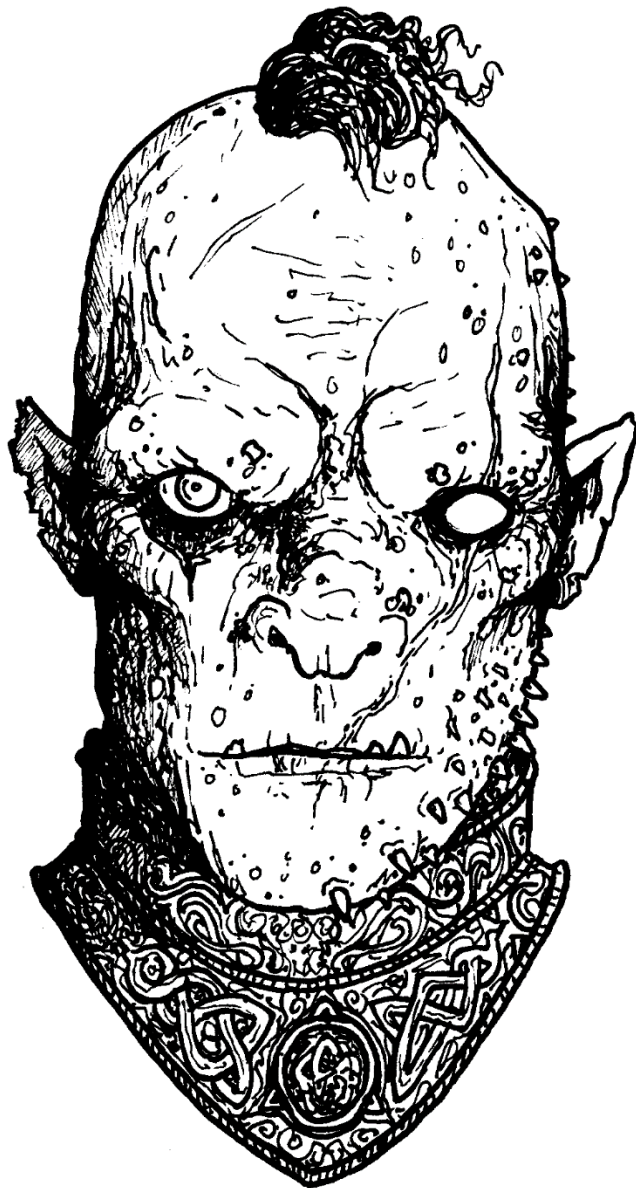
Darkvision. Thanks to your troll ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Troll Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Languages. You can speak, read, and write Common and Giant.



WOODWOSES



Some say woodwoses are humans who have dwelled so long in the woods they have become part of them; others say that humans are simply woodwoses who crept out from the forest in ages long past. Whichever is true, woodwoses closely resemble short humans, albeit far hairier, stooped of stature, longer of limb, and somewhat sloped of brow; twigs and leaves intertwine with their fur, they often sport symbiotic mosses or fungi, and a slight point to the ears hints of interfusions of fey blood. Living in family groups or small clans in the deepest parts of forests, they are often conversant with fey of various kinds, and have been known to wander into Faerie while hunting game or gather roots, mushrooms, and berries. More

commonly, however, woodwoses in Elfhome are exiles from their clans, driven by sticks and stones from their familial glades till they walk beneath unfamiliar trees.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength increases by 1.

Age. Woodwoses live a normal human lifespan.

Alignment. As a rule, woodwoses are steadfastly Neutral.

Size. You are Medium size, of roughly human height, albeit somewhat hunched.

Speed. Your base walking speed is 30 feet.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

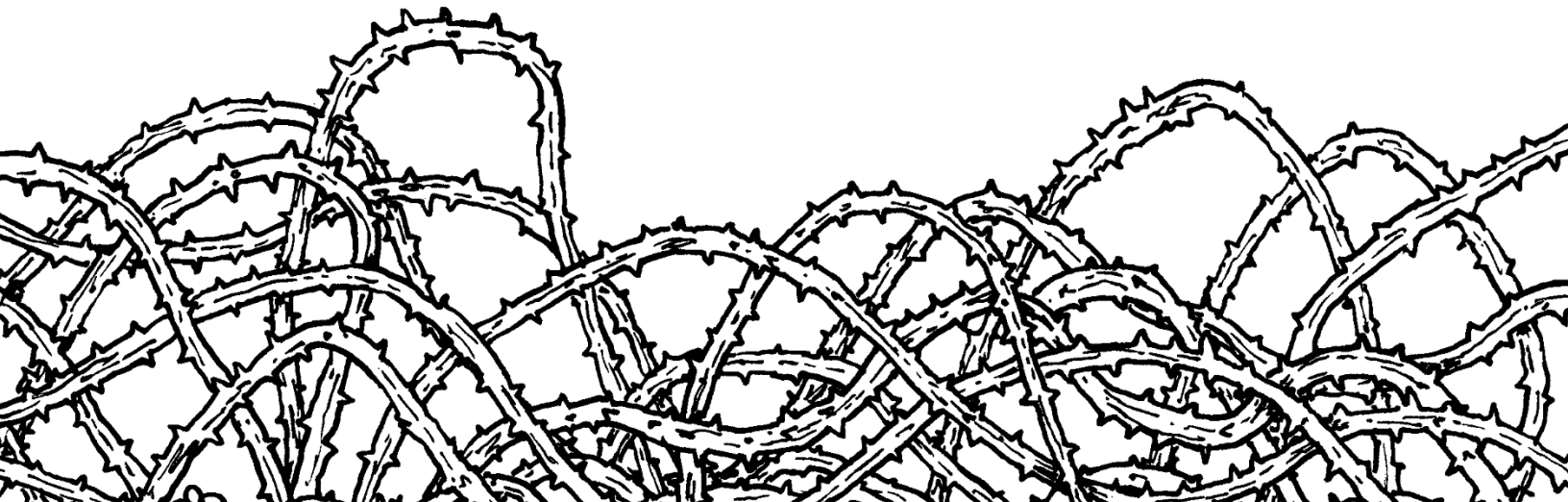
Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Pelt. Your hairy hide grants you some measure of protection against attacks. When you aren't wearing armour, your AC is 12 + your Dexterity modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Languages. You can speak Common and Sylvan but cannot read or write.



STORY POINTS

In an Elfame game, the players have two roles. First and foremost, they play as the heroes in the tale being narrated, telling the Dungeon Master their actions and intentions. However, they also play as an in-universe “audience” swapping fairytales round a campfire or an elegant salon. As such, they can make interjections and corrections - there are many versions of these stories, and some party members may have heard a different account of the chronicle.

Each session, every player receives a Story Point. Story Points can be spent to do the following:

- ❖ Introduce a new story detail - a twist or turn, a sudden *deus ex machina*, etc. For example, you might declare that as you remember hearing the story, while the heroes were fighting bugbears in the Foetid Forest, a rugged woodsman appeared in the nick of time.
- ❖ Change a story detail - modifying a character, object, or setting in some way. For example, you might declare that in the version you were told, the elfin Captain of the Guard who just placed the party under arrest is in fact your changeling character’s long-lost sister.
- ❖ Reverse a narrative decision - “undoing” an action or event. You can use this function to force a reroll of any roll made in the last round (including your last turn) but must accept the new result. For example, you might declare that some element in the story “didn’t happen like that!”
- ❖ Spare a character from death - even what appeared to be certain death. The character will miraculously survive, though they may still be injured, kidnapped, transformed into a toad, petrified, or otherwise in grave peril.

The DM has the final say as to whether a Story Point’s specific applications makes sense, but as a rule they should only veto a Story Point if the change or addition being proposed is based on a miscommunication or misunderstanding of story details, and should work with the player to modify the change as needed rather than simply rejecting it out of hand.

If a player does not use their Story Point, they retain it for future sessions, but everyone gets +1 Story Point per session.



THE LAWS OF ELFHAME

Every Faerie fiefdom has its own peculiar laws, often seemingly quite arbitrary. For example, in the Duchy of Frolick, failure to dance while music is being played is punishable by the removal of the feet, while in the Margraviate of Ostensoria being caught without a hat and the requisite minimum of three pieces of jewellery earns the offender seven months in the diamond mines. Mortals and other visitors to Faerie are strongly advised to familiarize themselves with the local laws, which are not always posted publicly. When in doubt it is recommend one ask a trustworthy animal such as a badger or a bird of respectable breeding; asking pixies is strongly discouraged, as they inevitably lie.

Aesthetics Are Everything

Aesthetics are paramount in Faerie, and a failure to uphold certain standards can result in severe punishments. For instance, destroying a garden or befouling a fountain in the Seelie Court generally results in the offender being transformed into a statue, and offenses of sartorial taste are often punishable by loss of limb, if not life. Contrariwise, in the Unseelie Court the opposite aesthetics hold true - one who prunes a hedge will find themselves fed to the Living Topiary, and a floor-washer will find their good work ruined by their own blood if they are caught. Even good hygiene in the Unseelie Court is deeply frowned upon.

Food and Drink

Mortals who visit Faerie only become subject to its various laws (both social and magical) if they consume fairy food or drink, be it as little as a sip of water from a stream or a berry from a bush.

Gifts

If you accept a gift from another in Elfhome - anything of value without payment - you are presumed to now be in that person's debt, and they may demand a boon of commensurate value in return at some later date, even if the gift is returned. Failure to repay this debt entitles the gift-giver to enslave the feckless party until the debt is paid seven times over. Disputes over the value of gifts and boons must be settled by the local noble, or by the King or Queen of the Realm if no such person can fulfill this duty. The only way to avoid this burden is to say, "this gift is freely given - I offer it without obligation, let, or lien," or words to this effect.

Names

It is considered deeply unwise to tell one of the Fair Folk your full name, for many spells and rituals which work only in Faerie require such things. At the very least, keep your middle name secret. This is why many of the Fair Folk are known primarily by titles and nicknames.

Oaths

Anyone who swears an oath in Faerie is magically bound by that oath. If you break an oath, you are permanently cursed until suitable amends are made or *Remove Curse* is cast; you have disadvantage on all ability checks and attack rolls, and your maximum hit point total is reduced by 1 per day. Typically, whoever you have harmed by breaking the oath must grant you forgiveness for the oath to be absolved.

Repayment

To repay more than one has borrowed is not only insulting in Faerie, it is a crime – the over-payer now owes the recipient an *additional* debt equal to the amount by which they overpaid.

“Thank You”

To thank someone in Faerie is to acknowledge that a gift has been received, at which point the receiver of the gift now owes the giver a boon, even if they return the gift.

The Tithe to Hell

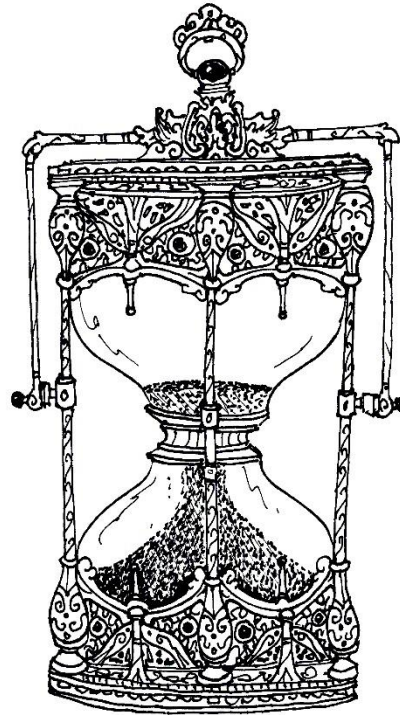
Every seven years, the Fair Folk must pay a tithe to Hell - all children in the land who have not yet seen their first birthday. To get around this rule, the elves typically kidnap human children, swapping out their own offspring: on the mortal plane, their children are safe, to be raised by humans largely none-the-wiser, while Hell simply demands souls, and accepts human ones as surely as elfin ones. Should the Tithe ever not be rendered in full, the long peace between the two realms would be broken, with potentially cataclysmic results for Elfhame.



TIME IN ELFHAME

Time flows strangely in Elfhame, generally passing at a rate far slower than in the mortal world, with pockets of quicker or slower time scattered across the land. Generally speaking, one hour in the mortal world is worth seven in Elfhame, and thus one mortal day the equivalent of a Faerie week.

Because of the nature of the Four Realms, seasons do not exist in their traditional form in Elfhame, though each of the Realms experiences its own versions of a seasonal cycle - even in the endless spring of Tír na nÓg there are brief snows, and the hazy swelter of Mag Mell is punctuated by cold snaps and ferocious summer storms, while the perpetual rot of Logris has periods of humid fecundity, and the wasting cold of Annwn sees occasional melts and floods.



PLANTS AND ANIMALS IN ELFHAME

All animals in Elfhame, from the lowliest insect to the mightiest beast, have a much greater degree of intelligence than their counterparts in the mortal world. The degree of this intelligence varies according to their proximity to a given Sídh - that is, the dwelling places of the Fair Folk. Those who dwell near to the castles, palaces, and towns of the elves can speak the Sylvan tongue, and usually wear clothes and adopt various manners and customs; those who dwell in the depths of the woods far from elfin habitation are still cunning, but they are feral things who scorn the language and society of their “city-folk” brethren, who they often deem as corrupted by the decadence of the fey. Partly due to these distinctions, the Fair Folk have relatively little animal husbandry, but tend to hunt the wilder beasts of the forest for food.

Plants and fungi also exhibit startling degrees of sentience in Faerie, but like beasts, the degree to which they adapt to civilization varies largely on proximity; treefolk and other plants near to fair habitations tend to be more “awake” and verbose than their wild cousins, though the latter are no less active - they are numinous, alien things who move and converse in ways unintelligible to all but druids and woodwoses.





DEATH AND RESURRECTION IN ELFHAME

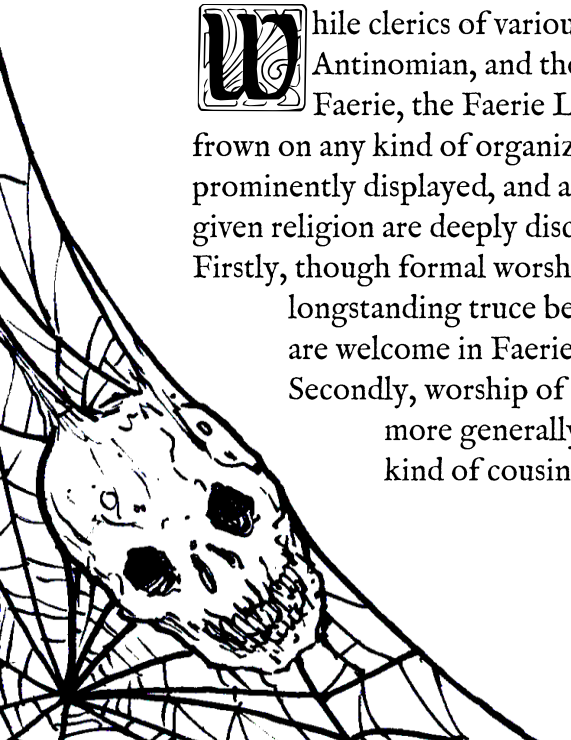
In Elfhame, death functions differently than in the mortal world. The souls of the dead do not pass to the Netherworld, but instead appear in the realm of Annwn, the eternally wintry Kingdom of Arawn, Lord of Death. Any character who dies can return as a shade. Remove their normal bonuses from their ancestry and instead apply those of a shade. Typically, shades are the subjects of Arawn, but shade player characters can choose to defy the will of the White King and rejoin their party as the vicissitudes of the narrative permit. Shades who are killed are typically destroyed forever, barring the use of Story Points or the intervention of Arawn himself. Resurrection and reincarnation spells function normally in Faerie. However, anyone who comes back from the dead by magical means will be Marked by Arawn, who feels cheated of a subject. Riders from Annwn will immediately set out to retrieve the errant soul by killing the resurrected character; if defeated, more will inevitably come. The only way to satisfy Arawn is to offer him seven other souls in return, as “interest” for the debt (note – this does not count as “repaying more than you owe”).

Rolling New Characters

If a player chooses to roll a new character instead of resurrecting an old one or turning into a shade, they begin at the same level as their previous character, at the minimum experience points for that level. If they wish, this character may be a beneficiary in the deceased character’s will, if such a thing exists.

GODS IN ELFHAME

While clerics of various deities - the Troll Gods, the Hanged God, the Magistra, the Antinomian, and the many other deities of the mortal pantheon - operate normally in Faerie, the Faerie Lords and Ladies take a decidedly dim view of religion and tend to frown on any kind of organized worship. Holy symbols are generally considered an eyesore if prominently displayed, and any attempt to convert Fair Folk or other denizens of Elfhame to a given religion are deeply discouraged. There are two partial exceptions to this general rule. Firstly, though formal worship of the Chthonic Gods is still unknown in Elfhame, the longstanding truce betwixt Hell and Faerie means that worshippers of the Archdemons are welcome in Faerie, and open reverence towards them is not frowned upon. Secondly, worship of the Mother of Spiders, goddess of the Dreamlands, is tolerated more generally, as the Faerie believe her to be the sister of Nicnevan and thus a kind of cousin of the fey Lords and Ladies.



RECOMMENDED READING & VIEWING

Books

Alice's Adventures in Wonderland, by Lewis Carroll
The Bloody Chamber & Other Stories, by Angela Carter
The Chronicles of Narnia, by C.S. Lewis
The Chronicles of Prydain, by Lloyd Alexander
The Faerie Queene, by Edmund Spenser
Fairy Tales Told for Children, by Hans Christian Andersen
The Hobbit, by J.R.R. Tolkien
Household Tales, by the Brothers Grimm
Jonathan Strange & Mr. Norrell, by Susannah Clarke
The King of Elfland's Daughter, by Lord Dunsany
Lyonesse, by Jack Vance
The Princess and the Goblin, by George MacDonald
Sir Gawain and the Green Knight
Stardust, by Neil Gaiman
Through the Woods, by Emily Carroll
The Wonderful Wizard of Oz, by L. Frank Baum

Films

The Black Cauldron
The Company of Wolves
The Dark Crystal
Labyrinth
Legend
Howl's Moving Castle
MirrorMask
Pan's Labyrinth
Princess Mononoke
Return to Oz
Spirited Away
The Last Unicorn
The NeverEnding Story
The Princess Bride

