



# THE ADVENTURER'S GUIDE to PIXIE FAIRIES



LEARNING TO HACK WHEN YOU'RE  
KNEE HIGH TO A KOBOLD



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, fae-born, 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.
- Details on available packages and personalities, including the new Amber Guard package.
- 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.
- Descriptions of the Faerie Realm and the capital city of the pixie fairies, Croatoor.
- And much, much, more!



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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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# 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.

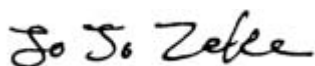
Some inferior roleplayers consider playing a pixie fairy only a step up from suicide. Now, if this were an inferior game, this would be true - and thus inferior games do not include the pixie fairies as PC races. However, HackMaster (being the superior game) brings these devious and even quite dangerous 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 Gaweze Wurld fantasy campaign setting

## 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, elemental, enchanter, illusionist, invoker, painted mage, transmuted; 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 south-eastern 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

**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 practitioners, 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.*

**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 Minister of Death attacks at +1 to-hit and +1 to damage. Any undead creature struck by this weapon goes into a type of



**Dusted:** A pixie fairy or pixie sprite with this flaw does not produce pixie dust. Like impotence, this leads to frustration and frequent self-chastisement. Worse, other pixie-kin frequently make fun of this character if the secret becomes known. (Minor: 5 points)

**End of the Line:** Pixie fairies suffering from this flaw cannot be reincarnated through a rebirth mother upon their death. Of course, they can still be Raised, Reincarnated or Resurrected (by the spells of the same names) a number of times equal to their initial Constitution score. (Major: 20 points)

**Fluttermoth:** Through some quirk of magic or genetics, a pixie hybrid with this flaw has unusual wings for his species. Roll 1d3 to determine the new wing type. On a result of 1, all of his wings resemble dragonfly wings. On a 2, the wings resemble those of a butterfly. On a 3, the wings look like those of a moth. Re-roll if the result is identical to the character's current wing configuration. Whatever the appearance of the wings, the character's movement is unaltered. However, he may often be mistaken for a pixie hybrid of another race, and even mocked by others of his own clan. (Minor: 4 points)

**Magically Impotent:** A pixie hybrid with this flaw lacks an innate spell-casting ability that he normally gets for free. In game terms, pixie fairies cannot freely cast a Faerie Phantom spell once per day. Elvariels, fae-born and grixies with this flaw have no natural resistance to Sleep spells. Pixie brownies and pixie leprechauns cannot cast Dancing Lights once per day, pixie nixies cannot cast Water Breathing once per day, and pixie sprites cannot cast Detect Good or Detect Evil once per day. Pixie fairies and pixie sprites with this flaw produce half the normal amount of pixie dust. (Major: 15 points)

**Reincarnated:** A character with this flaw has already died once and been reincarnated. This reduces the maximum number of times that the PC may be brought back from the dead (being his starting Constitution minus one). If a non-pixie fairy receives this flaw, assume that they have had a Resurrection spell cast on them. Non-pixie fairies lose one point of Constitution. This flaw may be rolled or cherry picked multiple times for additional lost lives. (Minor: 7 points)

**Telepathic Impairment:** This character's telepathy is very weak. Any intelligent creature must associate with the individual pixie fairy (for fae-born, or pixie sprite) for at least a month before becoming telepathically linked with that pixie fairy. Persons thus linked must remain within 5 feet of their pixie fairy companion to gain the ability of never being surprised. (Minor: 7 points)

**Visible:** This pixie fairy (or pixie brownie, pixie leprechaun or pixie sprite) cannot freely turn invisible once per day. Sometimes these characters anger other pixie hybrids because they fail to understand why the character "refuses" to turn invisible in times of need. (Major: 11 points)

**Weak Wings:** Pixie hybrids that can fly have their flying movement rate reduced by 2" and their Maneuverability Class reduced by one. (Minor: 7 points)



*The alcoholic flaw (PHB) is also common among Pixie Fairies.*

**PHB Table 6K [PHs]: Quirks (Mental) d100**

Roll	Flaw	BP Bonus
01-10	Aviophobia (fear of flying)	5-20
11-20	Chatterbox	13
21-30	Flighty	10
31-40	Hates Bathing/Grooming	8
41-50	Intrusive	5
51-60	Lusty	7
61-65	Multiple Reincarnate Disorder	Special
66-70	Pixie Meat Addiction	10
71-80	Spendthrift	7
81-90	Spirit of the Air	5
91-100	Thanatophobia (fear of dying)	5

**New Quirks**

**Aviophobia:** Characters with this quirk suffer from a fear of flying. They refuse to fly or ride a flying creature, though they have no fear of heights. Every time the character is forced to fly (such as to avoid falling) or ride a flying mount, he must roll a saving throw against paralyzation. If he fails the save, the character refuses to fly. If the save is successful the character may fly, but suffers a -10% on all skill rolls and a -2 on all to-hit rolls and saves while flying. The GM may force the character to make additional saving throws if

**Existing Quirk Clarifications**

**Acrophobia:** As on Table 6F in the PHB, with the following addition. Pixie hybrids with this quirk generally refuse to fly (or climb) higher than their heads. (Minor: 9 points for non-fliers or Major: 15 points for pixie hybrids)

**Animal Phobia:** As on Table 6F in the PHB, with the following notation. Characters with insect phobia cannot use butterfly or giant moth mounts. Pixie fairies and pixie nixies cannot summon a woodland thrall of the same type as their phobia. (Minor: 9 points)

**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 charac-

**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

ters 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 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.

**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

*Glide wing**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, 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).



Rations



Bombardier Saddle

**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.

**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.

**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 quarantined in a warm building or tent, it hibernates until spring.

Ginger Moths live for 12+2d8 months.



Pixie fairy communities rarely exist in isolation. If a threat is serious enough for the entire army to form, similar sized units from neighboring settlements accompany it into battle. The Queen or senior noble takes overall command of the joint force, assisted by a war council formed from the captains at her disposal.

Most pixie fairies admire bravery in battle and backbeat their wings, creating a melancholy humming-drone to pay tribute to brave deeds. Pixie fairy fighters salute one another by putting their left fist to their chest, raising their right arm and extending two fingers.

**Other Pixie-Kin:** Elvariel and pixie brownie tribes do not maintain permanent armies. Most or all members of the tribe are proficient combatants in one way or another, and the hunters, many of which are barbarians and rangers, double as soldiers and sentries as part of their regular duties.

## Tactics

Pixie fairies keep track of intruders through scouts and animal spies. Scouts make frequent reports, passing on details on numbers, composition, and the best place to set the ambush. Any party entering pixie fairy territory is usually detected within a few hours and is watched closely until they decide what action to take.

The usual tactic is to wait in hiding until the enemy blunders into a pre-set trap or pit, and then begin the attack with Sleep or Web spells, aiming at the toughest opponents and obvious magic-users. Spells like Blindness and Charm Person are employed against leaders, rendering them ineffective. Druids, and clerics with the Plant domain, use Entangle or Thicket (see Chapter Five: Rules of the Road) spells to contain the enemy and prevent them from fleeing. Spells like Charm Monster, or Charm Person or Mammal, are also useful. The mounts or companions of enemy commanders are targeted, with orders to throw their rider or lash out against nearby troops.

Once the spellcasters fire their first volley, the archers and flying cavalry attack. Intruders that escape the ambush find they have nowhere to run; any trying to enter the forest run into armored troops, archers and magic-users lying in wait. Spellcasters trying to defend themselves or launch a counterattack are cut down with arrow fire. When the majority of the intruders are incapacitated, the pixie fairies emerge from their hiding places, bows aimed and ready to fire. An enemy receives one verbal order to surrender; refusal is met with a deadly rain of arrows and spells against the trapped forces, leading to a swift death. Any surviving leaders are then interrogated and executed. Pixie fairies take no chances.

With their natural invisibility, pixie fairies are also skilled at scare tactics. An enemy force camping in the woods is a sitting target for such tactics. A small number of invisible pixie fairies penetrate the camp, leaving a warning by the commander's head, often an arrow or a dagger, and then retreat into the night. The clear threat that the pixie fairies could have killed the commander in his sleep is enough to rattle even hardened veterans.

## Amber Guard

The Amber Guard is thought to be the most respected fighting organization in all pixiedom. Members provide security for the Pixie Meet, guarding against grel and other intruders, and hunting grel before and after it. The Amber Guard is usually comprised of pixie brownie warriors, each of whom are the best of their tribe and feel that such a position is a great honor and their hereditary right.

Like the standard military of the settlement, the Amber Guard is divided into paochs of five members. Its theoretical strength is ten paoch, but in practice their numbers vary from 10 to 80. The Amber Guard has no aeiste (cavalry) or vassen (sergeant). Members of the Amber Guard who do not

attend/protect Pixie Meet lose 75% of their Honor. A new Amber Guard package can be found in Chapter Three: Priors and Particulars.

## RELIGION

Pixie fairies believe in many gawds, though most place the Seelie Court above all others. The pantheon is also known as the Unseelie (evil) Court or the Inseelie (neutral) Court, depending on the gawd being discussed, the alignment of the speaker or the changing alignment of the Court. Legend says that there were dozens of gawds in the Seelie Court, but most were destroyed (an embarrassing number were consumed by grel deities) during the War of the Tablet of the Ages. Before the war, it was not unusual for these numerous gawds to actually spend time with their followers, descending openly among the mortals and partying with their congregations. After the restructuring of the Seelie Court, however, such visitations became rarer - and always unannounced.

While the gawds of the Seelie Court are the pixie fairies' first choice, they may worship the gawds of other pantheons. After all, the Seelie Court no longer covers all spheres of influence, as many gawds died in the War. Members of the Seldarine (elven pantheon; see Deities and Demi-Gawds pg 67) are also popular choices. In fact, the word of Erevan Ilesere is spreading among the elvariels, and Aerdie Faenya has begun courting this new race (though she is often confused by their chaotic nature).

Other likely options include: Benyar, Kazaar-Freem, Sumar-Fareen or Zeus (lawful good); Shang-Ti, Skraad, or Thrain (lawful neutral); Druaga, Francor'Dieus, Loviatar, or Set (lawful evil). More neutral worshippers favor Deneir, Enlil, Kishijoten, Lathandar, or Nudor (neutral good); Camaxtli, Hokalas, or Oghma (neutral); Alu, Grawdyng, P'Rakeke, Pyremius or Tobadzistini (neutral evil). Those with a more chaotic bent may favor Bast, Markovia, Nephthys, Thor, or Zelaur (chaotic good); Draper, Mangrus, or Par'Kryus (chaotic neutral); Arnuya, Kuchooloo, Yiders or Yi'Gor (chaotic evil).

## The Seelie Court

The upper echelons of the Seelie Court are composed of a dozen individuals of demi-gawd status, with the lower Seelie Court consisting of various lesser immortal fairies, pixies, brownies, nixies and other such kin. Major figures are listed on Table 6C: The Seelie Court.

Their religious laws are sacrosanct and those that break them are banished or, in extreme cases, killed. Most pixie fairy communities possess at least a handful of temples, worshipping other gawds at shrines. A few of these shrines may even boast one or two full-time clerics.

**Table 6C: The Seelie Court**

Name	Alignment	Spheres
Mab	LG	Alliances, oaths
Melusine	NG	Rhythm, song and water
Titania	NG	Wee folk
Ariel	CG	Flight, love and air
Morgana	N	War, the moon (Shadara)
Auberon	LN	Magic and fire
Lygte	CN	Loneliness, wanderers, the sun and stars
Puck	CN	Chaos, curiosity, luck
Engue	LE	Fear, poison
Kielkrop	NE	Death
Caliban	CE	Greed, lust and earth
Merryzot	CE	Hate, hunger

HACKMASTER COUPON

I'VE GOT MY EYES ON YOU

Detect Invisibility for your



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 jars



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

FAE-VORABLE OUTCOME

Add +2 to any die roll



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

HIT ME WITH YOUR BEST SHOT FIRE AWAY!

Good for two +3 peashooter quarrels (one volley)



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

SUGAR & SPICES EVERYTHING TASTE BETTER

Good for 1d4 points of healing



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

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

HACKMASTER COUPON

TEMPORARY TATTOO

You gain a tattoo of your choice provided you have a free 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 the Irresistible Jig (target must be touched with a 'to-hit' roll)



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HACKMASTER COUPON

SIGNAL BOOSTER

Telepathic linkage increased to 60 feet for 1 hour. If you suffer a migraine (one flaw) for 1d4 hours.



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HACKMASTER COUPON

OOOPS!... I DID IT AGAIN

Instantly sober up (all negative effects of alcohol negated)



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HACKMASTER COUPON

... BABY ONE MORE TIME

Reroll any



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HACKMASTER COUPON

BLING BLING

Receive a silvered weapon from Tab (weapon must be metallic or have a metallic head/point)



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.