

e-Faeries

If you see a faerie ring
In a field of grass,
Very lightly step around,
Tip-toe as you pass.
Last night Fairies frolicked there
And they're sleeping somewhere near.
If you see a tiny fairy
Lying fast asleep
Shut your eyes
And run away,
Do not stay to peek!
Do not tell
or you'll break a fairy spell.
-author unknown



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Credits

Lead Designer
Bryon Wischstadt

Editor
Steven E. Schend

Art Director
Todd Morasch

Creative Director
Jim Butler

Cover Artist
Doug Kovacs

Interior Artists
Anthony Francisco, Ben Eargle, Ginger Kubic,
Michael Orwick, and Todd Morasch.

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Introduction

Welcome to *e-Faeries*, a d20 preview of Bastion's full Faeries release, providing you with the information necessary to open the *Doorways* from any d20 campaign world into FaerieLand and introduce more fey, magic, and possibilities for game play. The majority of the concepts presented in this book use rules found in the *Players Handbook*, *DMG*, and *MM*, all published by Wizards of the Coast. A few of the concepts refer to monsters or rules from *Minions: Fearsome Foes* (the Deep Fey) and *Oathbound®: Domains of the Forge* (Prestige Races), both by Bastion Press; while you may find these books handy at the game table, they are not required for use of *Faeries*.

How to use Faeries

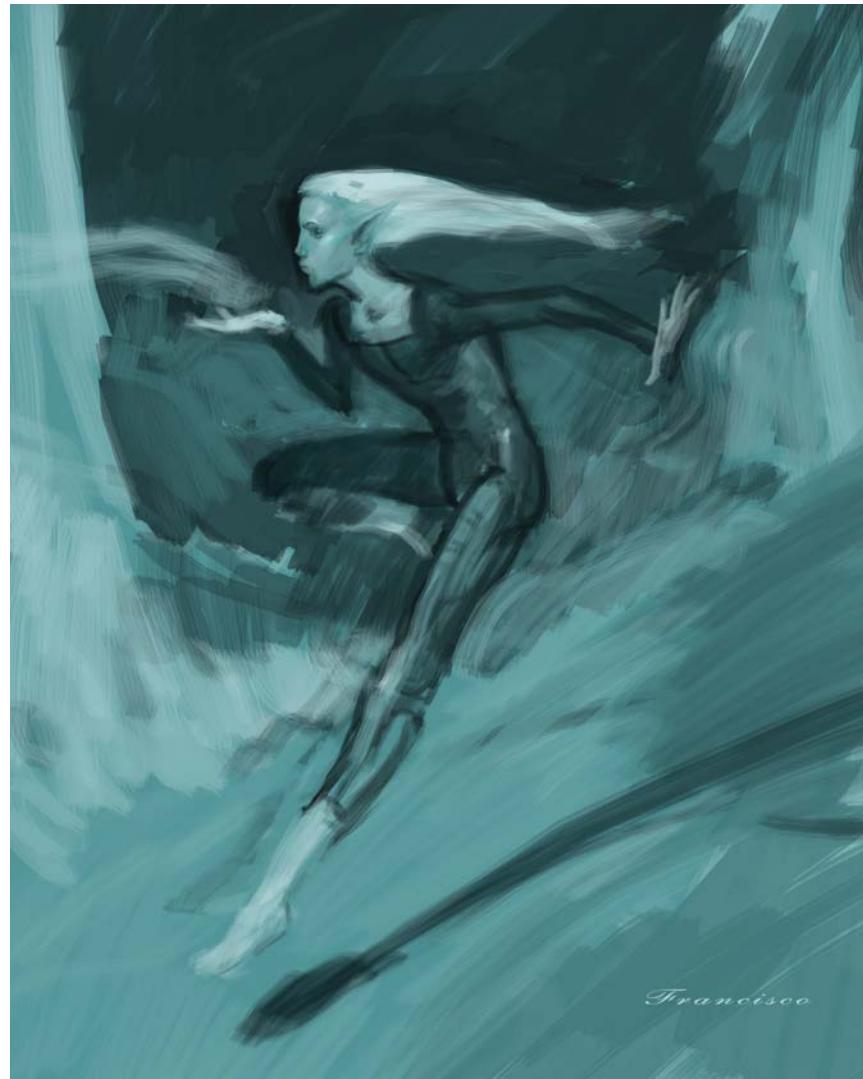
Faeries describe many concepts regarding fey, FaerieLand, and the magic surrounding them. All the information needed to incorporate—and possibly adventure in—FaerieLand are detailed in the following chapters. This book is divided into four major sections each devoted to a particular portion of FaerieLand; the player character heroes; the geography and locations within FaerieLand; the laws, lore, and legends of the fey and FaerieLand; and the spells and magic items of FaerieLand. Following the body of this work are appendices with miscellanies. While much of the material is designed for use by characters interacting with faeries or their homeland, part of it can be of use without adopting the rest of the material into your game.

Chapter 1: Fey Characters covers everything you need to know when creating a fey PC or NPC. *Character Races* unveils the bogie, deep fey, faerie, feeorin, half-fey, scath, and sprite character races. In addition to these new races, suggestions and rules are provided for players and DMs intrigued by the idea of playing one of the many other fey creatures found in d20 products today. *Classes* include optional guidelines for modifying standard player character races to better suit the motives and methods of the fey. The *Skills & Feats* section divulges many feats—general, item creation, metamagic, and the new fey category—for use in your campaign. As this chapter describes, encounters with the fey and the ambient magic of their homeland will open doors to new and powerful abilities. *Prestige Classes* delves into the adventuring professions of the fey

and those involved with them, including the Fae-walker, and Faerie Hunter to mention a few. *Prestige Races* guides you through the enchantments of the flesh that many fey undertake and the many different manipulations of the fey and quasi-fey form are revealed. The Aspects of Nature are also introduced as a new sub-type of prestige race.

Chapter 2: Lore of Faerie gathers obscure information regarding the fey and their home for easy access, allowing the DM to give flavor and authentic feel to a campaign. *Understanding the Fey* is a brief peek into the everyday lives of the fey. *Laws of Faerie*, covers the laws (written and implied) that govern FaerieLand's visitors and denizens alike, as well as the rules fey must follow while in non-fey worlds. Also of note are rules of thumb all adventurers should know when dealing with a fey. *Philosophical and Political Groups* uncovers what most fey take for granted and would rather leave undisturbed: the groupings within fey society. Many fey would rather see this kept quiet, likening it to discussing religion or politics among strangers in our world.

Chapter 3: World of Faerie is divided into several sections. *Here, There, and Parts Between* provides a general overview of the world of FaerieLand, as well as a simple primer on FaerieLand geography. *There and Back Again* charts the routes to and from the lands of the faeries. The



The fey and their world of FaerieLand are not real. Ask any fey and she will tell you the same. Now the stories I will relate to you in the following pages are narratives of adventures real – to the best of my knowledge – and the journey I personally undertook to FaerieLand was itself quite real!

As if to promote this dichotomy of real or imaginary, scholars continue to dispute the physical nature of FaerieLand. Is it another Prime Material world? Is it a plane unto itself? Could it be a pocket dimension or is it part of the Ethereal Plane? I believe it is all these things and more! FaerieLand is a place that reaches into our world with magical roadways, and visits its curious faeries upon our world. Its wonders beg our attentions and its magic is as mysterious and primal as when the first fey charmed its way in this world.

As for the fey themselves, well, what they are and where they are from are more a part of our minds than a part of our world. Now, I know this may seem confusing, but theirs is a world grown from our own belief and peopled by facets of our own emotion and manifestations of Nature herself. Ah, Nature! Now there is the first of many terms that seems to be intertwined into the fabric that is a faerie. It seems that our concept of a divine Nature, or more exactly a goddess of nature, is not far off. However, we have missed the essence of Nature, that She is a consciousness that needs no divine representation. She merely is. So faeries, then, are ‘flowers’ that have bloomed from the concentrated emotion of Nature; Her exhilaration, excitement, and joy of simply being.

To say that this is all Faeries are again misses the essence of the question surrounding them. They have an identity that is separate from Nature. Faeries live an existence steeped in the Dreams of mortals. Dreams, to mortals, are fleeting wisps of imagination. Yet, to a Faerie, they are as real as the book you now hold. Dreams, or more importantly the free thoughts they represent, enable Faeries to quickly travel from their world and step sideways through the borderlands that separate their land from our own.

—Merle of Endswick
Dabbler in All Matters Arcane

magical roads and *doorways* are detailed, as is information necessary to those who might find themselves the unwilling guests of the fey. *Places of Faerie* maps out the points of interest in FaerieLand, from the boisterous and exciting mobile gathering place of Market to the elusive and dangerous village of Shadows.

Chapter 4: Magic of Faerie divulges the various magics of the fey. *Faercana* reveals magical power sources used by the fey, such as magic sand and the breath of life; it also touches on a few magical rituals and the power of true names. The *Spells* section lists scores of known spells common among the fey and their friends. *Magic Items* catalogs numerous magical weapons, armors, and wondrous items for use in your campaign with faeries.

The Creature Appendix contains information on creatures for your campaign, from old familiar creatures to many new and strange fey creatures to serve as adversaries or companions to the characters in your game. *Templates* allow GMs to introduce some interesting aspects and variants to ‘predictable’ monsters.

E-Faeries itself contains even more materials that we just couldn’t fit into *Faeries*. **FaerieLand Vocabulary** provides a pronunciation key as well as a list of common terms and phrases used among the Fae. **The Wild Hunt** details the manifestation of Nature’s will against evil.

Use of the word ‘Faerie’

There are numerous spellings – too many to list here – for the creatures, magic, and homelands of the creatures discussed in this book. Instead of confusing the issue, this book adheres to *fey* when referring to the creatures and all things related to them.

What are fey? According to the MM, “a fey is creature with supernatural abilities and connections to nature or to some other force or place.” The official creature type name “fey” is used when referring to faerie character races as well as creatures. The term *fae* is used to refer to objects or concepts native to FaerieLand.

Elves are often referred to as faeries or sylvan. These comparisons, while not wholly incorrect, should be avoided, especially in the presence of faeries. The reasons will be apparent in later sections. Conversely, goblins, and other creatures of non-fey worlds may have had their origins in FaerieLand. Some even suggest that the greater dragons Bahamut and Tiamat owe at least some of their power to FaerieLand and its bizarre magics. Most residents of FaerieLand will not dispute this, but most prefer to not speak of them. Mortal sages have difficulty researching this point, especially when they have gone in search of a confirmation of their information among the goblins.”

The homelands of these wondrous creatures also have many names, yet this book adopts “FaerieLand” as the overall standard. Many mortals have visited these far lands, and they have tried to explain the location and geography of the region in far too many ways. This book’s more simplified approach hopefully promotes more understanding of this strange and wonderful world the faeries call home.

Chapter 1: Fey Characters

Belief sees a fey, not logic; the heart sees a fey, not the eyes.
- Brian Froud, (paraphrased)

Character Races

Fey have called FaerieLand home as long as there have been mortals on the Prime Material plane. They have been referred to as the Gentry, the Good Folk, Green Men, Little People, and Lordly Ones, but this abbreviated list of monikers comes from a narrow view of the fey and what they are. For simplicity's sake, fey divide into six basic categories: those who disperse good and bad luck to mortals; those who actively help mortals; those who tempt mortals; those who cause mischief; those who defend nature; and those who seek to destroy mortals. To most, this would suffice, but others desire more knowledge of the mystical inhabitants of the lands of fey.

FaerieLand is home to countless intelligent races, and the lands themselves have native races of their own. These native beings, known as fey, are as diverse as natives of a mortal world, yet their differences are more striking than the characteristic differences among mortals. Some fey appear as one foot tall winged humanoids; some look like over-tall elves; still others have appearances not much different than that of a tree stump with legs. Every fey race can be found throughout FaerieLand, but their numbers tend to fluctuate depending on the type of terrain.

The wild areas of FaerieLand are home to faeries of all shapes, sizes, and varieties. Faeries typically inhabit the region in which they are most suited to live. Pixies with a water aspect, for example, would not be found in the Badlands, unless they are nurturing a wooded glen near a pond, whereas a faerie with *focus of the hordes* might find the Badlands' barren surroundings quite appealing.

Similarly, the more civilized and noble feeorin are found in fey hill galleries or among the elaborate pavilions of their roaming festivals and caravans. Feeorin tend to be interested in the personal benefits derived from their locale; a fey hill constructed overlooking the Fields of Golden would be more tranquil and impressive than one built with a view of the Badlands.

The deep fey, conversely, make their homes beneath the surface of FaerieLand on the shores of underground lakes in enormous caverns, and deep crevasses. Deep fey are quicker to jump to Nature's defense, and tend to be more suspicious of outsiders.

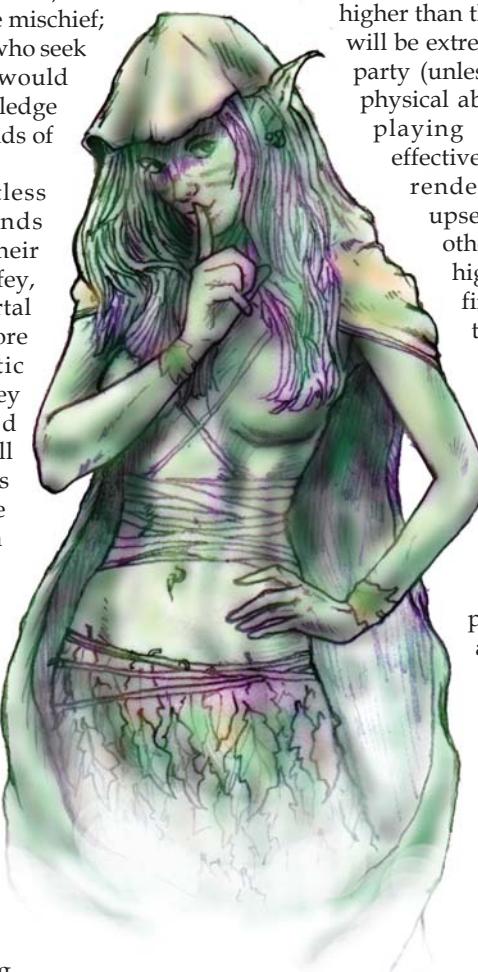
The other fey races—as well as the occasional half-fey—are found everywhere among the varied geographies of FaerieLand and the mortal realms. Over the millennia of FaerieLand's history, numerous mortal races had the good fortune to be born there. The magic of this land strongly influences the biology of fey races, and many of these mortal beings have taken on faerie characteristics or, through spells or rituals, become fey themselves.

Introducing Fey Characters with ECLs

Depending on the focus and tone of the campaign, the DM may wish to introduce a fey PC at the beginning of the game or when the other characters are of an "equivalent character level" or ECL. In the case of a new campaign, the fey character will be of an effective level higher than that of the other PCs and most likely will be extremely prominent in the adventuring party (unless all are fey characters). The extra physical abilities, spell-like abilities, and role-playing benefits may outshine the effectiveness of the other PCs in the game, rendering them somewhat useless or upsetting the players. Later, when the other characters are advancing through higher levels, the fey PC may still be first level due to the level adjustments the race has.

Alternately, the fey PC can be introduced to the campaign at a point when other characters have reached a higher average level. At this stage, the abilities of the fey character will be more balanced with those of the other characters in the adventuring party.

While normal ECL rules apply as per standard fey races, one further alteration and adjustment comes in applying the Prestige Race or the Aspects of Nature rules. Look below for details on these radical alterations of characters and races as well as their ECL adjustments.



For more information about fae races (the Bogie, Deep Fey, Faeries, Feeorin, Half-Fey, Nymph, Seath, Sprite get a copy of Faeries.

Chapter 2: Lore of Faerie

Fate is only what you make of it. If you can alter fate, then you are truly creating your own path.

—Merle of Endswick, Dabbler in All Matters Arcane

Understanding the Fey: A short treatise by Merle of Endswick.

In a world vastly different than our own, we should expect that its inhabitants would be equally different. Thus, it is not unforeseen that the Fey mindset is quite foreign to what we mortals deem normal.

Movement

Let's start with something simple: *movement*. We have only one inherent means of travel—walking. Yes, we have learned other methods of movement, such as running, swimming, crawling, and the like. Of course, we have adopted the use of other creatures to ride. We have even invented mechanical and magical means of travel over the ages. Still, at the root of our daily life, we still walk from one place to another.

Fey walk as well, but many also have the benefit of flight. To those who fly, it is the preferred method of travel. The need to walk is seen as something of a deficiency or a burden borne by more mundane folk. Flight, on the other hand, is more than a means of locomotion. It is a physical mirror of the mental state all Fey believe and revel in—freedom. Those among us who can swim naturally or those who fly magically might understand some of the release felt through this ‘foreign’ vector of movement, but it pales in comparison to the Fey mastery over flight.

Within the world of FaerieLand, even those creatures destined to spend their days walking have invented a means of quickly moving from one location to another. This method, known among them as “crossing over,” permits the traveler to cross over the boundary of one region and into the shifting terrain of another. Fey spellcasters have taken this technique and instilled it into magical doorways that can whisk creatures from one location to another in the time it takes a sprite to flutter her wings.

More lore of the faeries awaits you...

Our World & Faeries

This book gains its inspirations from the myths and fairy stories of more than a dozen cultures. While much of this lore comes together into a useful form for D20 games, as many contradictions as similarities abound among the faerie tales of Earth. This book attempts to honor all faerie stories and the faeries themselves, no matter they are called or what is said of them.

Below are the most enduring and constant bits of faerie lore compiled during our research. The rest of this chapter beyond this sidebar cloaks more faerie lore as the studies and meanderings of one Merle of Endswich, our arcane spokesman and expert on all things Fey.

- The original Faeries, or Faeries, bestowed gifts upon newborn children, such as beauty, wealth and kindness.
- In the subsequent centuries they continued this original gifting function, but expanded their activities into other types of meddling in human affairs.
- Faeries can only be seen clearly by animals and seldom by humans, although if one is fortunate enough, one might catch a fleeting glimpse. There are 3 exceptions where a human might fully see or encounter a faerie.
- Faeries can use their power (known as ‘glamour’) to enable humans to see them if they so choose; while using glamour, faeries always seem perfect in form and feature to human.
- Also, during a full moon on Midsummer Eve, mortals may witness faerie dances or celebrations as the faeries always revel on this night.
- And finally, by looking through a self-bored stone (a stone in which a hole has been made by tumbling in the waters of a fresh-water brook), one can see Faeries distinctly.



Chapter 3: World of Faerie

The world of FaerieLand is an infinitely large place governed by bizarre physical magics that can help or hinder you in your travels. Before embarking, it is important to understand the terminology surrounding this magnificent place.

Here, There, and Parts Between

Here and There are terms used not to merely tell where one is, but also to differentiate FaerieLand from the mortal world. Typically for fey, FaerieLand is 'Here' and the mortal world is 'There'. While in the lands of mortals, however, they often refer to their homelands as There, with a hint of hushed reverence in their voices. Mortals not at ease with this concept simply refer to their homes and FaerieLand by name.

Mortal Worlds

A term used more often by the fey than others, *mortal worlds* distinguishes the worlds of the Material Planes from FaerieLand.

FaerieLand

FaerieLand is the land from which all faeries come, where the source of their power lies, and to where their hearts are drawn when in mortal worlds. The lands themselves encompass two distinct areas: The Twilight Lands, most commonly referred to as FaerieLand; and Between, often sweepingly called Shadows. While it is not utterly wrong to use both terms interchangeably, the fey frown upon this. To them, the Twilight Lands are a portion of FaerieLand and Between contains a city by the name of Shadow.

Twilight Lands

Typically thought of when mortals hear of FaerieLand is this land of perpetually blazing sunsets, long shadows, and joyous fire-lit fey celebrations. A fluctuating belt of land known as Between separates the Twilight Lands from the mortal world and numerous roads knit them all together. While the lands Between define the borders, the geography itself defies customary expectations of distance and space. Where a journey from one particular destination to another might take a week or more, that same journey could take but a day's travel by someone versed in the ways of the fey (and possessing the Crossing Over feat).

Between

This nebulous and shifting space separates Here and There. Like many things fey, this fantastic physical space reflects the will of those in or adjacent to it. It is thickest where those who want to stay hidden reside. Though some dispute the direct tie of the Twilight Lands to Between (namely the inhabitants of both lands), this region indeed falls within the borders of FaerieLand.

Some faeries have chosen to reside Between because it is neither here nor there. Mortals wishing to lose themselves in this land do so at their own peril. The lands

Between remain in constant motion, and those within sometimes never find their way out again.

FaerieLand's Planar Characteristics

FaerieLand, like the Astral Plane, is a plane sitting beside our own material plane and connecting to it via countless distinct points. This relationship between FaerieLand and the Material Plane is coterminous, meaning the two planes share connections at their edges or termination points. Travel is possible via these connections if one knows the locations of the termination points.

- **Normal Gravity:** The physical nature of FaerieLand concurs with that of the mortal worlds. Gravity works similarly most often, though some areas, by their magical natures, may have altered gravity (to allow snow to softly drift more slowly, etc.)
- **Normal Time:** Creatures in FaerieLand do not age, although they do experience other effects due to the passage of time, such as hunger, thirst, natural healing, and the effects of poison. Travel to the mortal worlds from FaerieLand, however, can incur a time shift on the beings that have made the journey. See "The Flow of Time" below.
- **Infinite Size:** Though manifested as a seeming finite physical space, the realm can stretch to infinite size due to the inherent magic of FaerieLand combined with the magical abilities and skills of the resident creatures.
- **Alterable Morphic Trait:** Travel times change if one knows how to alter the physical dimensions of FaerieLand through the use of the Crossing Over feat and some magics.
- **Mildly Good Aligned:** The primarily good Twilight Lands and mildly evil Between have resulted in a mildly good-aligned plane overall.
- **Enhanced Magic:** Healing spells work very well in FaerieLand — all 1s, 2s, and 3s rolled are considered 4s. Enchantment and illusion spells function in FaerieLand as if cast by someone of one caster level higher, as do Chaos and Trickery spells cast in Between.
- **Elemental and Energy Traits:** Air, earth, water, and fire all play a major role in the weather of each season in FaerieLand and the adjacent lands. The Positive Energy plane looms close to FaerieLand, as manifested in healing magics, however rumors suggest the Negative skulks similarly close in Between.

For more information about the FaerieLand (plus a two-page map), you'll need the printed version of Faeries...

Chapter 4: Magic of Faerie

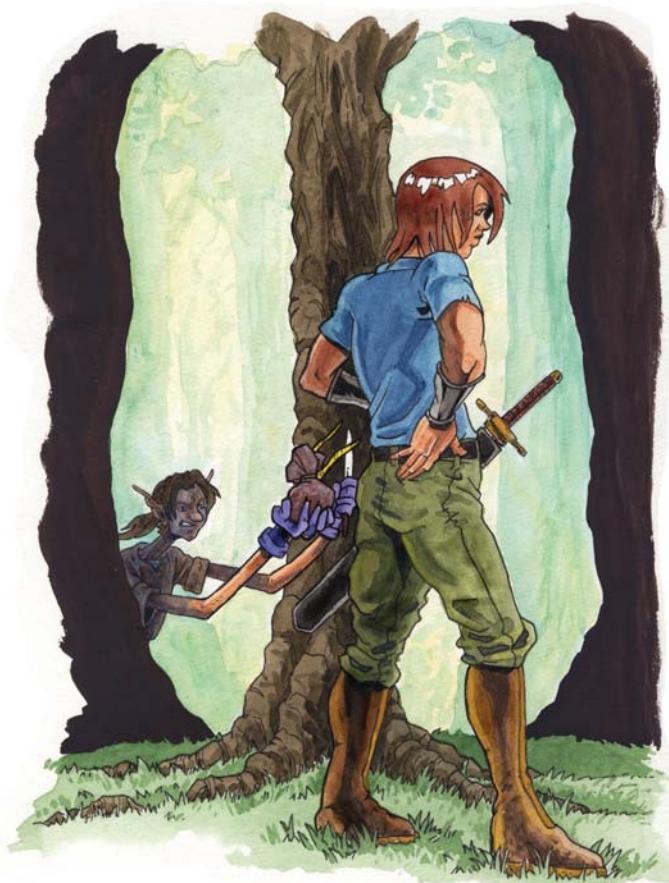
"I learned nine songs; I learned eighteen charms; I learned nine times nine names – names of gods, and mortals, and of the wild folk, names of cities, and trees, of eagles and serpents."

– Neil Gaiman, "The Land of Summer's Twilight",
Books of Magic

Unlike the mortal worlds, FaerieLand and all its denizens accept magic as a normal and essential part of life, not a mystery understood only by a sagely few. Thus, to mortal eyes, FaerieLand overwhelms them with magic of all kinds, from spells and abilities to items high and lowly. Below, we'll discuss the **Faercana**, or the broader concepts and sources of magics in the Twilight Lands. After that, we'll enter **Spells** and catalogue all the new spells found throughout FaerieLand. Lastly, **Magic Items** provide new and unique ways to bring the magics of the fey back to mortal lands.

Faercana

The arcana that mortal wizards study are nothing compared to fey magics and faercana for one simple reason—While wizards' arcana provide power, faercana in many ways are the lifeblood of many fey creatures. It is still a focused look at magics and how they operate to change the rules of reality, but to the faeries and feorin and their ilk, it is as essential as breathing.



Magical Power Sources

The water flowing in this river passes by us on its way to the ocean. Once in the ocean, some of the water turns to mist and vapor, returning to the sky to form clouds. From the clouds it will fall as rain to fill the rivers of the world once again. Such is the flow of the Sands of Time.

– Merle of Endswick

It seems strange to some mortals that fey spellcasters would want or even need sources from which to draw magical power. After all, they and their home of FaerieLand is so suffused with magic...and that is the reason the fey often use power sources. Whereas mortal sorcerers pull magic from the very air around them or from within themselves, magic to faeries and their ilk is life; to haphazardly pull magic could possibly harm the land or someone they know, so some rely more on power sources.

Magical power sources simply work very similarly to spell components, although each of the standard fey power sources has its quirks and benefits (as well as drawbacks). The three most common sources that fey use to manipulate magic are the Breath of Life, True Names, and Magic Sand.

Breath of Life

The malevolent fey of Between are barred from using the *magic sand* from the Sands of Time to help power their spells. Instead, they harvest the Breath of Life from mortals and fey alike. Most often, victims are left severely weakened if not killed outright by having their breath stolen from them, but this matters little to the Unseelie of Between. In fact, they relish what they have stolen all the more if it kills the donor. Their most favorite targeted donors are mortal children and infants, as they insist the unused potential in their lives powers their spells even more. (Each Breath of Life equals a point of Constitution.)

More potent than its counterpart, the Breath of Life can be captured by use of a spell developed by the Queen of Air and Darkness. She, in her treachery, developed the spell and tested it by stealing the Breath of Life from faeries abducted and brought to Between. See *harvest breath of life* in the Spells section for more details.

When a caster uses a Breath of Life, he gains an effective caster level for 1d4 rounds for each Breath used. Each use of Breath is considered a separate act and the bonuses do not stack, so a caster cannot use three Breaths to temporarily gain three levels. The Breath of Life also does not stack with other temporary bonuses to caster levels.

The power of a True Flame and brand new spells await you...



FaerieLand Vocabulary

Merle of Endswick provided us with his priceless notes that he compiled during his earlier trips to FaerieLand. He currently plans to cobble together a far more comprehensive list of terms and words and create the mortal worlds' first Fae to Common dictionary and linguistic primer. Below are the most basic notes to start.

The following allows players and GMs alike to pepper their games and fey game encounters with some actual fey vocabulary. The language itself is called Fae and it can be assumed that all native denizens of FaerieLand and Between can at least understand it, if not speak it fluently.

Pronunciation Key

Like Common, those who speak Fae can often write and read in that same language, and any exceptions are duly noted among NPCs and PCs alike. Unlike human and other mortal languages, Fae has very direct relations between how words are written and how they are pronounced. The vowel sounds—the first and most likely place where languages confuse new learners—are all noted below. Unlike Common, the letter y is always a vowel, never a consonant.

- a = "ah" as in father
- e = "eh" as in ten
- i = "ee" as in
- o = "oh" as in home
- u = "u" as in blue
- y = "ih" as in synch

Fae has no homonyms or confusing "like-sounding" words with different spellings—the vowel sounds never change, even when used adjacent to each other. Also, very few consonants change their pronunciation or inflection, though there are specific compound consonants with special

- bh = "v" as in hover but with more breath and a longer sound than a v-sound
- ch = "ch" as in change—one of three letter constructs identical in Common
- dh = "dgk" is a unique velar consonant that sounds close to the word duck, though the stress is always in the front, not back, and the vowel sound becomes a hard "g."
- gh = "uh" as the missing Common vowel sound like duck; this is not a vowel but a consonant and signals a hard exhalation within the word.
- Sh = "sh" as in shush—one of three letter constructs identical in Common
- th = "th" as in thought—one of three letter constructs identical in Common
- u = "u" as in blue

Both of these factors make Fae a slightly easier language to learn if one has a visual primer, such as the table below. With the pronunciations of all other consonants the same as the same in Common and the notes above, all the words

should be easily read and spoken. The single solitary word in Fae—which suggests it was adopted from another tongue like Earth Gaelic—that does not follow these rules is the feoorin tribe name of the Sidhe, and it is pronounced "SHEE" instead of "SEE-dgk-eh."

Fae/Common Glossary

ai	ice
aile	air
aklas	blinding darkness
athar	sky
awen	divine muse
barbaragh	barbarian
bard	bard
ben oasle	lady
ceffil	horse
ceob	dark nook or corner
chaghter	emissary
cogadh	fight, war
colg	sword
din, dun	fort
doilleir	dim
dorcha	dusky
dorche	dark
dour	water
draoi	druid
druai	sorcerer
du	inky black
dubh	black
dubhliadh	gloomy
eilli	armor
fine	clan, subdivision of tuath
froshagh	murky
garadh	cave home
glam dicin	bard's song of death
grian	sun
holh	cave
keeir	blackish
laoch	warrior
leth	half, a derogatory term used to refer to half fey and half deep fey
lias ree	regent
liath	gray
luan	moon
marrach	castle
marvaanagh	mortal
mierghe	flag, banner
mitchoor	rogue
mo	I, my
myr, mor	sea
obbee	wizard
obbeeyys	magic
oidhche	night
oie	night
reul	star
rig	king
rioghan	queen
scath	shadow or shade
seun	charm
sgiatn	shield
sidchanta	peace

sidh	you	night	oie
sinn	we	peace	sidchanta
sorcha	bright	people	tuath
teine	fire	queen	rioghan
tiamda	dark	regent	lias ree
tiamhaidh	gloomy	region	tuath
tir	earth	rogue	mitchoor
triath	lord	sea	myr, mor
tuath	people of a region, also the region itself	shade	scath
vate	cleric	shadow	scath
		shield	sgiath
		sky	athar
		sorcerer	druai
		star	reul
		sun	grian
		sword	colg
		war	cogadh
		warrior	laoch
		water	dour
		we	sinn
		wizard	obbee
		you	sidh

Common/Fae Glossary

air	aile
armor	eilli
banner	mierghe
barbarian	barbaragh
bard	bard
bard's song of death	glam dicin
black	dubh
black, inky	du
blackish	keeir
bright	sorcha
castle	marrach
cave	holh
cave home	garadh
charm	seun
clan	fine, subdivision of tuath
cleric	vate
dark	dorche
dark, blinding darkness	aklas
dark, gloomy	tiamda
dark nook or corner	ceob
dim	doilleir
divine muse	awen
druid	draoi
dusky	dorcha
earth	tir
emissary	chaghter
fight	cogadh
fire	teine
flag	mierghe
fort	din, dun
gloomy (day)	dubhliadh
gloomy (dark)	tiamhaidh
gray	liath
half	leth (a derogatory term used to refer to half fey and half deep fey)
horse	ceffil
I	mo
ice	ai
king	rig
lady	ben oasle
lord	triath
magic	obbeeyys
moon	luan
mortal	marvaanagh
murky	froshagh
my	mo
night	oidhche



The Wild Hunt

The Wild Hunt is a manifestation of Nature's will and the balancing force of Nature against evil. It manifests in the mortal realms and FaerieLand alike when some evil act has been committed or when a great evil threatens an area. The Wild Hunt always appears as a large stag-antlered male humanoid over seven feet tall running a few feet behind a pack of twenty large jet-black hounds. The Wild Hunt manifests 1d10+1 miles from the source of evil that "summoned" it and runs toward it.

The night air fills with the Pack's howling and the blasts of the Master's hunting horn. Those bystanders within earshot of the noise are often drawn into the Hunt, finding the call enticing. If a person actually sees a member of the Wild Hunt, he must make a DC 25 Will save or be compelled to join the Hunt. Beings who have participated in even one previous Hunt find it even more difficult to resist the call (DC 30). The magical momentum of the Wild Hunt propels any creature caught up with it, enabling them to run along with the Master at full speed. If an obstacle gets in the way or terrain becomes impassible, the Wild Hunt runs upon the air until the land becomes navigable again (like a collective *air walk* spell).

For every mile the Hunt runs, there is a 10% chance a bystander gets noticed by the Wild Hunt and becomes the hunted instead of the original evil that inspired the Hunt. The Wild Hunt will attack the being, attempting to kill it, and then continue to the summoning evil presence before disappearing. Any beings drawn into the Wild Hunt will attack the targeted prey as if under the influence of a *charm person* spell.

If the Wild Hunt travels ten miles without finding a target, it passes within inches of the evil that created it and continue for another 10 miles in search of new prey. Any beings encountered during this time must make a DC 25 Will save or be drawn into the Wild Hunt or risk a 90% chance of becoming the new hunted prey.

If no being becomes the hunted after the second 10 miles, the Pack and the Master go after the nearest wild big game animal or monster to it. Anything that could be considered dangerous may fall victim to the Hunt. Once the Hunt has brought down either its original target or two others, the Master and his hounds all dissipate into mist and vanish.

Saves: Fort +17 (+13 Base, +4 Con), Ref +13 (+6 Base, +5 Dex, +2 Lightning Reflexes), Will +12 (+6 Base, +4 Wis, +2 Iron will)

Abilities: Str 23, Dex 21, Con 18, Int 18, Wis 18, Cha 15

Skills: Climb +9 (+3 Rank, +6 Str); Craft +23 (+18 Rank, +4 Int); Handle Animal +17 (+15 Rank, +2 Cha); Hide +15* (+5 Dex, +10 magic); Intimidate +8 (+6 Rank, +2 Cha); Intuit Direction +12 (+8 Rank, +4 Wis); Jump +13 (+7 Rank, +6 Str); Knowledge (Nature) +23 (+18 Rank, +4 Int); Listen +4 (+4 Wis); Move Silently +5 (+5 Dex); Profession (Hunter/Tracker) +14 (+10 Rank, +4 Wis); Spot +22 (+16 Rank, +4 Wis, +2 Focus); Tumble +6.5 (+1.5 Rank, +5 Dex); Use Rope +22 (+17 Rank, +5 Dex); Wilderness Lore +22 (+18 Rank, +4 Wis);

Feats: Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Spot), Track

Climate/Terrain: Any

Organization: Pack (Master of the Hunt and his Pack)

Challenge Rating: 20

Treasure: None

Alignment: Neutral

Advancement: –

The Master of the Hunt is a towering male being over seven feet tall with a set of stag antlers adorning his head. His skin is jet black, and his eyes blaze with an eerie green glow. His nearly black emerald hair flows long past his shoulders and whips about in the wind wildly. His clean-shaven face, while always severe and stern, has attracted many females that have run with the Hunt, although the Master has never returned their interest.

He never talks, preferring instead to work the Wild Hunt into a bloodthirsty frenzy with his relentless running and blasts of his hunting horn. Oddly enough, he runs barefoot and neither he nor any of the Hunt leave discernible footprints; any attempts to track the Wild Hunt must rely on their impact on surrounding undergrowth or the bodies of their target, not actual tracks.

The Master wears a suit of black *shadow leather armor*+5, which grants him a bonus +10 circumstance bonus on Hide checks. His *hunting horn*'s call aids the power that pulls mortals and fey alike into the Hunt.

Combat

The Master of the Hunt wields four +5 *returning shortspear*s in combat, but holds himself and his Pack back from the hunted prey until other members of the Wild Hunt have failed to kill the victim.

Call of the Wild Hunt: Whenever someone sees a member of the Wild Hunt, they must make a DC 30 Will save or be compelled to join the Hunt.

Preferred Enemy: The Master of the Hunt can treat the target of the Wild Hunt as if it were a ranger's preferred enemy (+10 to damage against any targets of the Hunt).

Spells: The Master casts spells as a 20th level ranger (Ranger Spells per day: 3/3/3/3).

The Master of the Hunt

Medium-sized Fey

Hit Dice: 15d10+60 (150 hp)

Initiative: +9 (+5 Dex, +4 Improved initiative)

Speed: 50 ft., fly 50 ft. (average)

AC: 22 (+7 Armor, +5 Dex)

Attacks: Shortspear +31/+26/+21/+16 (+20 Base, +6 Str, +5 magic) melee, Shortspear +31/+26/+21/+16 (+20 Base, +6 Str, +5 magic) ranged.

Damage: Shortspear 1d8+11

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Call of the Wild Hunt, Spells,

Special Qualities: SR 20, see invisible

Skills: Due to the armor worn by the Master of the Hunt, he gains a +10 circumstance bonus to Hide checks (included in stat block).

Treasure

The only treasures carried by the Master are his *shortspears* and his *Hunting Horn*.

Hunting Horn: The Master's *Hunting Horn* allows him to access the following spells by blowing the horn: *charm person*, *dominate person*, or *enthall* (at will up to 4 times each per Hunt; save DCs as if cast by a 12th level caster). The effects last until the targets make successful saves against the effects or until the Hunt ends and the Master releases any recruits. The Master blows the *horn* upon the summoning and once for each mile crossed by the Hunt. The *Horn* attracts additional hunters to the Master's side beyond those drawn in by the sight of the Hunt itself.

Hound of the Wild Hunt

Large Fey

Hit Dice: 8d10+16 (64 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 50 ft. (average)

AC: 18 (-1 size, +3 Dex, +6 natural)

Attacks: Bite +10 melee

Damage: Bite 1d8+7

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Call of the Wild Hunt, trip

Special Qualities: Scent, SR 16

Saves: Fort +11, Ref +9, Will +6

Abilities: Str 20, Dex 17, Con 18, Int 13, Wis 17, Cha 14

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +11, Wilderness Lore +7*

Feats: Alertness

Climate/Terrain: Any.

Organization: Pack (1d10+10)

Challenge Rating: 7 (individually)

Treasure: None

Alignment: Neutral

Advancement: 8-11 HD (Large); 12-18 HD (Huge)

Appearing somewhat like jet-black dire wolves, the hounds of the Pack are eerie companions to the Master. They have glowing green flames for tongues, and the same fire flickers where their eyes should be. The hounds howl in unison with the Master's *Hunting Horn* whenever it is sounded.

Combat

The Pack is fiercely loyal to the Master and treat him as the leader of their pack. If anything happens to the Master during a Hunt, no less than three hounds move to aid him or protect him while the rest remain focused on the target of the hunt.

Call of the Wild Hunt: Whenever someone sees a member of the Wild Hunt, they must make a DC 30 Will save or be compelled to join the Hunt.

Trip (Ex): A Hound from the Pack of the Wild Hunt that hits with its bite attack can attempt to trip an opponent

as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the hound.

Skills: Hounds from the Pack receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and have a +4 racial bonus to Wilderness Lore checks when tracking by scent (included in stat block).

Legends & Lore

Common: The only way to survive being the victim of the Wild Hunt is to leave the ten-mile radius of the summoning evil, face-off against the Wild Hunt and slay them, or elude them until daybreak.

Uncommon: Any member of the Wild Hunt slain will be recreated to hunt again the next night.

Rare: Casting *remove curse* can negate the power the Wild Hunt has over you.

Obscure: There will only be one Wild Hunt active at any given time. If you happen to slay the Master of the Hunt and his Pack, you will have the use of his equipment until all returns to him the next night.

Campaigns

Low-Level: The characters are drawn into the Wild Hunt, and they help it kill a medium-level evil cleric. While the local people will be happy with the results, the religious sect of the evil god who lost the priest sends investigators and militant-clerics to seek out the killers and bring them to justice.

Medium-Level: Somehow, a trusted wizard contact has turned evil, and has attracted the notice of the Wild Hunt. The Master and his Pack want the contact dead, while the adventuring party must defend themselves and find a way to help their friend become his former self.

High-Level: The Wild Hunt relentlessly pursues the adventuring party night after night. Until the adventurers discover that an evil intelligent magic item is in their midst, the Hunts continue. It is up to the characters to evade the Wild Hunt and destroy the item.

The Wild Hunt is an exclusive release from e-Faeries...

The Creature Appendix

A myriad of creatures call FaerieLand home and there are far more creatures that are fey than are noted in the core d20 manuals. Below are some of the more interesting creatures or the more standard beings one could expect to meet while wandering the wilds of the Twilight Lands.

Faerie Dragon

Tiny Fey

Hit Dice: varies by age

Initiative: +4 (+4 Improved Initiative, modified by Dex)

Speed: 15 ft., fly 60 ft. (good)

AC: varies by age

Attacks: 2 claws, bite (bonus varies)

Damage: claw 1d3, bite 1d4 (bonus varies)

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Breath weapon, spells

Special Qualities: Natural invisibility, telepathy, SR (see below),

Saves: varies by age

Abilities: varies by age

Skills: Bluff +7, Escape Artist +8, Hide +12, Intuit Direction +3, Listen +5, Move Silently +8, Search +3, Sense Motive +5, Spot +5

Feats: Alertness, Dodge, Improved Initiative

Climate/Terrain: Temperate, tropical, and sub-tropical forests.

Organization: Wyrmling to young adult: solitary or clutch (2-5); adult to great wyrm: solitary, pair, or family (1-2 and 2-5 offspring).

Challenge Rating: 2

Treasure: Double standard (gems, magic)

Alignment: Always chaotic good

Advancement: Wyrmling (tiny); Very

Young (tiny); Young (tiny); Juvenile (tiny); Young Adult (tiny); Adult (tiny); Mature Adult (tiny); Old (tiny); Very Old (tiny); Ancient (small); Wyrm (small); Great Wyrm (small)

The faerie dragon is a chaotic good sub-family of the pseudodragon, and shares some of the characteristics of its physiological cousin. They resemble miniature dragons with slender bodies, long prehensile tails, beautiful butterfly wings, and what can only be described as large draconic smiles. The coloration of a faerie dragon is quite fitting for a fey variant of the pseudodragon, ranging from red as a hatchling through the rainbow spectrum to violet and black in the twilight years of their lives. Female faerie dragons have a golden sparkle to their scales while the male's hide has silver highlights.

Faerie dragons communicate with each other telepathically up to a range of two miles. All faerie dragons also speak

draconic, sylvan, and the sylvan dialect of Fae. Faerie dragons are most at home in the forests of FaerieLand, but when found in the mortal worlds they favor the densely wooded forests in temperate, tropical, and subtropical regions.

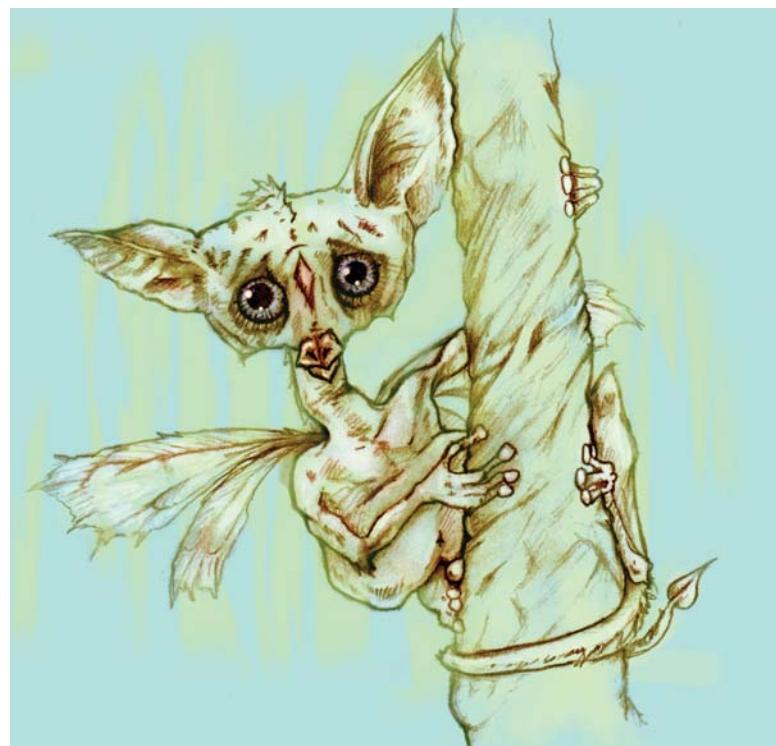
Faerie dragons are impulsive creatures that will stop at nothing to play a practical joke. Faerie dragons love fresh fruit (especially apples) and pastries. It is the quickest way to their hearts, but once you are out of good things to eat, they normally leave. Grigs, pixies, and true sprites enjoy the company of faerie dragons and frequently live with them or are found in their company.

According to legend, the first faerie dragon had its origins with the conception and birth of a pseudodragon in FaerieLand. Many fey beings have had a faerie dragon companions at one time or another, and a rare few wizards have had them as familiars.

Combat

Faerie dragons avoid combat when they can, and refrain from inflicting damage unless protecting their lairs (containing treasure and young), or finding themselves in a life or death struggle. When they find themselves in a combat situation, their first reaction is to turn invisible. While invisible, they attack with their breath weapon and spells, along with a vicious melee attack.

Breath Weapon (Su): A faerie dragon has one type of breath weapon—a cloud of euphoric gas. Anyone caught in the cloud of gas must succeed at a Fortitude saving throw or be struck with a euphoria that causes them to wander around blissfully for the 3d4 minutes. During that time, the victim is unable to attack, cast spells, or defend themselves (view as Stunned Condition). While in the state of euphoria, the victim can make an Intelligence check each round versus the DC of the breath weapon to keep his mind on the situation. If a check fails, the victim is



Faerie Dragons by Age

Age	Hit Dice (hp)	Color	AC*	Attack Bonus	Fort. Save	Ref. Save	Will Save	Breath Weapon (DC)	SR
Wyrmling	1d6/2 (2)	Red	20 (+2 Dex)	-	+4	+3	+4	13	13
Very Young	1d6 (4)	Red-orange	20 (+2 Dex)	+1	+4	+3	+4	14	14
Young	2d6 (6)	Orange	20 (+2 Dex)	+2	+5	+4	+5	15	15
Juvenile	2d6+2 (8)	Orange-yellow	20 (+2 Dex)	+3	+5	+4	+5	16	16
Young Adult	3d6+1 (10)	Yellow	21 (+3 Dex)	+4	+6	+5	+6	17	17
Adult	3d6+2 (12)	Yellow-green	21 (+3 Dex)	+5	+6	+5	+6	18	18
Mature Adult	4d6+2 (14)	Green	21 (+3 Dex)	+6	+7	+6	+7	19	19
Old	5d6+1 (16)	Blue-green	21 (+3 Dex)	+7	+7	+6	+7	20	20
Very Old	6d6 (18)	Blue	21 (+3 Dex)	+8	+7	+7	+8	21	22
Ancient	6d6+2 (20)	Blue-violet	22 (+4 Dex)	+9	+8	+7	+8	22	24
Wyrm	7d6+1 (22)	Violet	22 (+4 Dex)	+10	+8	+8	+9	23	26
Great Wyrm	8d6 (24)	Black	22 (+4 Dex)	+11	+8	+8	+9	24	28

* All faerie dragons have a +2 size bonus and +6 natural armor added to their Armor Class. This does not advance with age.

Faerie Dragon Abilities by Age

Age*	Str	Dex	Con	Int	Wis	Cha	Wizard**	Cleric **
Wyrmling	11	14	13	10	12	10	1	1
Very Young	11	14	13	10	12	10	2	3
Young	11	15	13	11	13	11	3	4
Juvenile	12	15	13	11	13	11	4	6
Young Adult	12	16	13	12	14	12	5	7
Adult	12	16	13	12	14	12	6	8
Mature Adult	13	17	13	13	15	13	7	9
Old	13	17	13	13	15	13	8	10
Very Old	13	18	13	14	16	14	10	11
Ancient	14	18	13	14	16	14	12	12
Wyrm	14	19	13	15	17	15	14	13
Great Wyrm	14	19	13	15	17	15	16	14

* All faerie dragons fly at a speed of 60 (good) and have a ground movement of 15 ft.

** Caster Level

unaware of events that may occur during the remaining duration of the breath weapon's effect.

Natural Invisibility (Su): Faerie dragons are equally comfortable being visible or invisible. A faerie dragon can attack and use its special abilities while invisible and not be revealed. Faerie dragons can become invisible at will as a free action.

Skills: All skills need to be adjusted for the abilities reflected in the **Faerie Dragon Abilities by Age** table above.

Spells: A faerie dragon has the ability to cast spells as if it were a wizard or cleric. Faerie dragons are often wizards (65%) and occasionally clerics (35%). Those that cast wizard spells favor *animal growth*, *animate object*, *distance distortion*, *forget*, *legend lore*, *limited wish*, *obscurement*, *suggestion*, *unseen servant*, *ventriloquism*, and *water breathing*.

Telepathy (Su): Faerie dragons can communicate telepathically with creatures within 60 feet that speak

Common, Sylvan, or Draconic and other faerie dragons up to two miles away.

Treasure

Faerie dragons love glistening gems and sparkling magic items, and frequently hide them in a horde in their hollow tree trunk homes.

More monsters await you in the pages of *Faeries...*



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