

Faeries

Addendum & Errata

***By Bryon Wischstadt
with Jim Butler***

This document incorporates some missing information and attempts to clarify some issues raised by questions regarding the product. It also integrates the material presented in “Of Faeries – or – The Company I Found Myself In One Midsummer’s Nightfall” on pages 26-30 of *Gaming Frontiers* Volume 4.

Chapter 1: Fey Characteristics

Character Races

Scath

The scath race presented in *Faeries* supersedes that previewed in *Gaming Frontiers*, Volume 4.

New Feats

Nature’s Aspect

The *nature’s aspect* feat presented in *Faeries* supersedes that previewed in *Gaming Frontiers*, Volume 4.

Nature’s Embrace

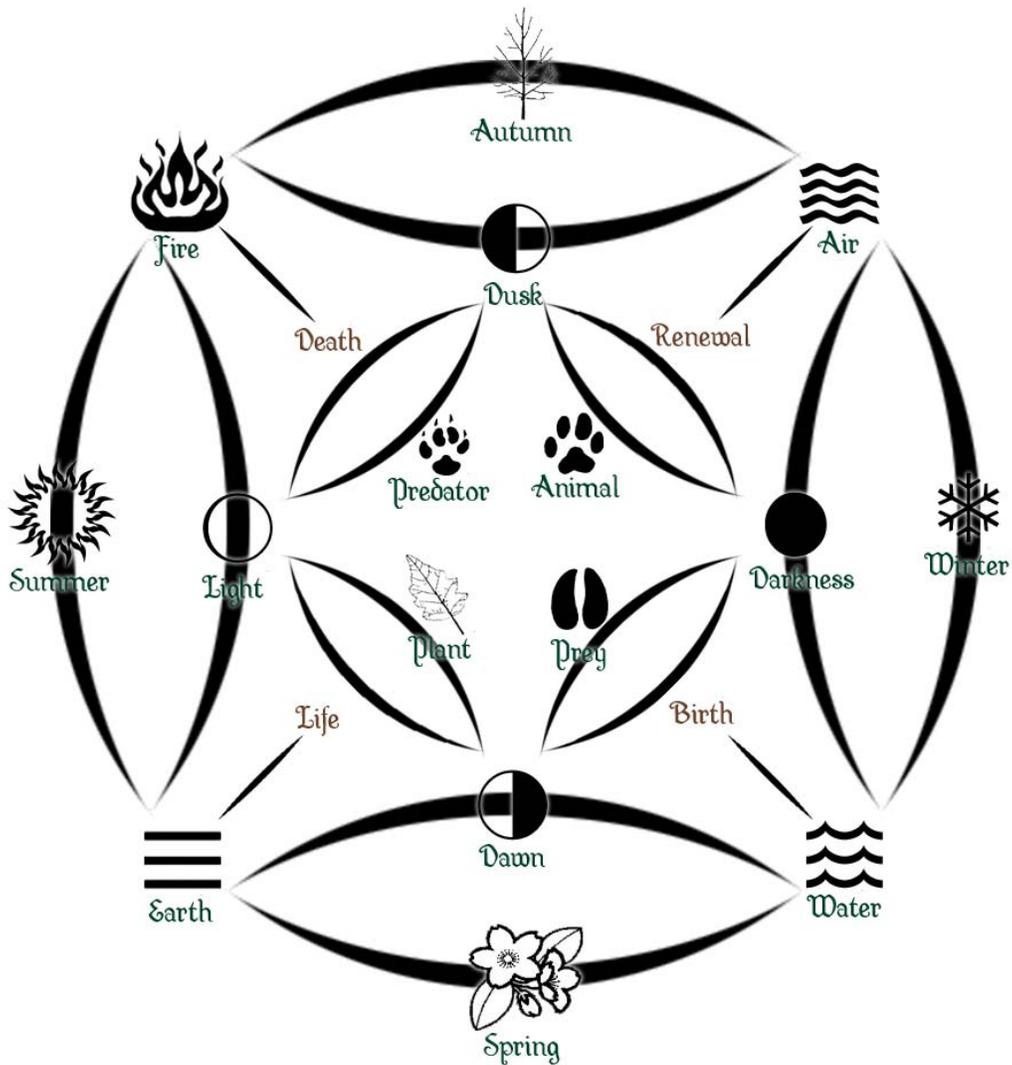
The *nature’s embrace* feat presented in *Faeries* supersedes that previewed in *Gaming Frontiers*, Volume 4.

Aspects of Nature

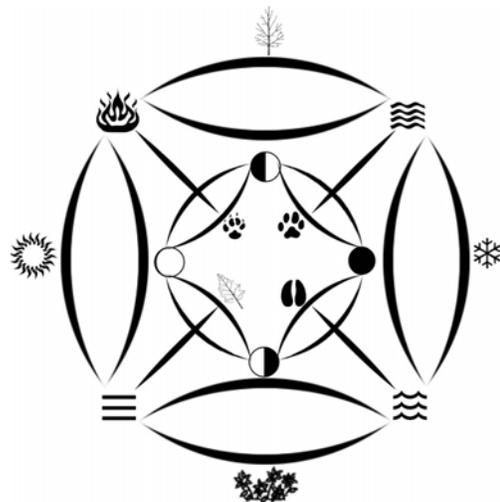
Adopting an Aspect of Nature

The information featured in *Gaming Frontiers*, Volume 4 was streamlined for ease of gameplay (and to save space in that publication), however, each step is explained in greater detail on pages 39-40 of *Faeries*.

The “Aspects of Nature illustration” referred to on page 39 of *Faeries* was accidentally left out. The following illustration should make the concept of changing aspects more understandable:



If the aspects of Birth, Life, Death, and Renewal from *Gaming Frontiers*, Volume 4 are not used, drop them from the cycle to make it look more like the illustration at the right.



Chapter 3: World of Faerie

FaerieLand's Planar Characteristics

Time in FaerieLand

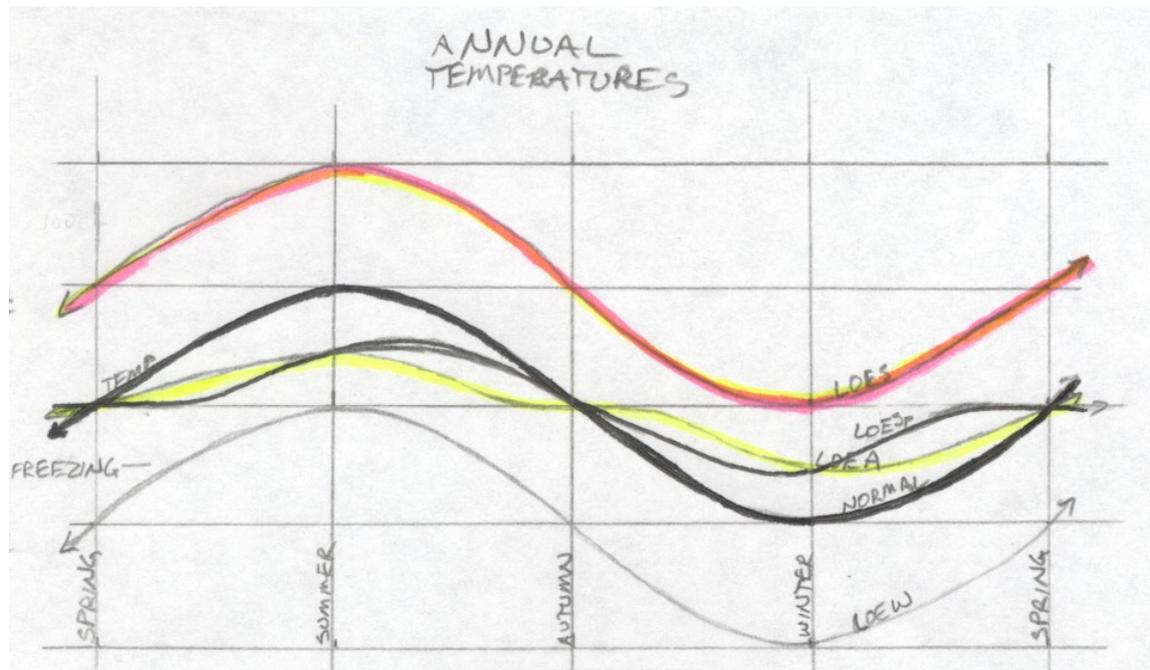
Days

On page 54, the use of monolithic stones in Shadow to determine the time of day is mentioned. One such stone is illustrated on page 81.

Seasons

The top line of the second column on page 54 is slightly cut off. It should read: “and the season going nearly unnoticed save for cool breezes”

During the writing process, I quickly sketched out the seasonal temperatures on a chart. It might be of use in your campaign.



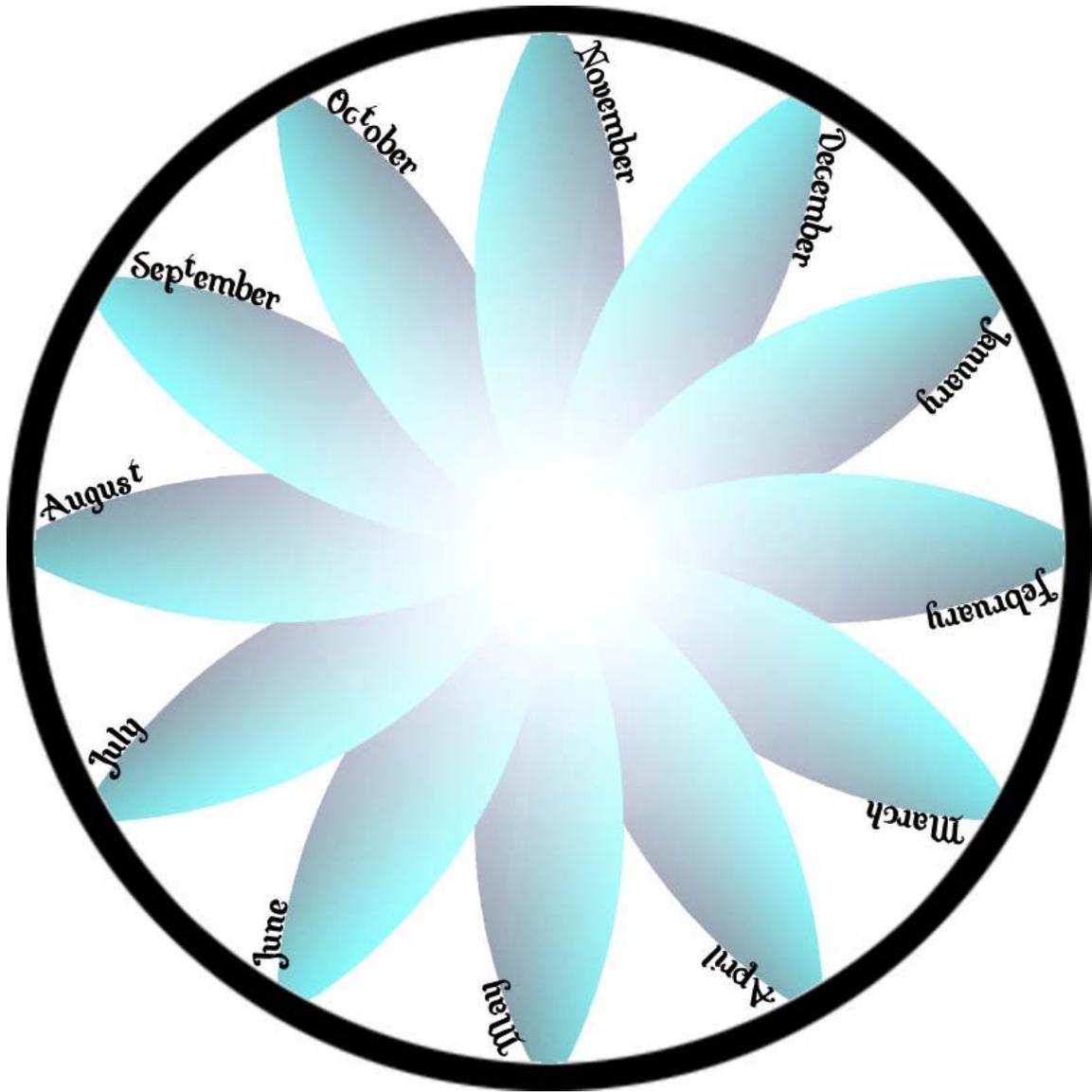
Other than the “freezing” label (at left below the center line) I avoided writing temperatures and instead used it as a guide for temperature references; in the Land of Eternal Winter, the warmest day is about the same temperature as the coldest in the Land of Eternal Summer.

Moving down the summer axis, the lines are labeled LOES (pink), normal, LOES (pencil), LOEA (yellow), and LOEW (pencil). These stand for Land of Eternal Summer, Twilight Lands/Between (normal), Land of Eternal Spring, Land of Eternal Autumn, and Land of Eternal Winter. Also notice that the spring and autumn are noticeably longer in the Land of Eternal Spring and Land of Eternal Autumn respectively.

As the sun moves around the sky of the Twilight Lands—and the moon around Between—its movement can be somewhat expressed by using this chart as well. As the sun (or moon) moves around the sky it slips lower or climbs higher depending on the season. The sun is never higher than the summer solstice in the Land of Eternal Summer, and never lower than in the Land of Eternal Winter on the winter solstice.

Calendar

The calendar is a standard twelve month calendar like that in our world, but it is often expressed like a wheel with the holiday of Samhain being topmost.



The FaerieLands

The map of the FaerieLands included in *Faeries* is wonderful, but it is missing a few location names and other names are in the wrong location. In addition, there have been some questions as to where the Twilight Lands end and where those of Between begin.

Map Errata

Stone Ring Hill should be relocated to the fork of rivers at the forest in the center of the map (between the fork and spine of the book)

The Fairy Woods on the left hand side of the map is mislabeled. It should be the Lands of Eternal Summer with Tallgrass nearby.

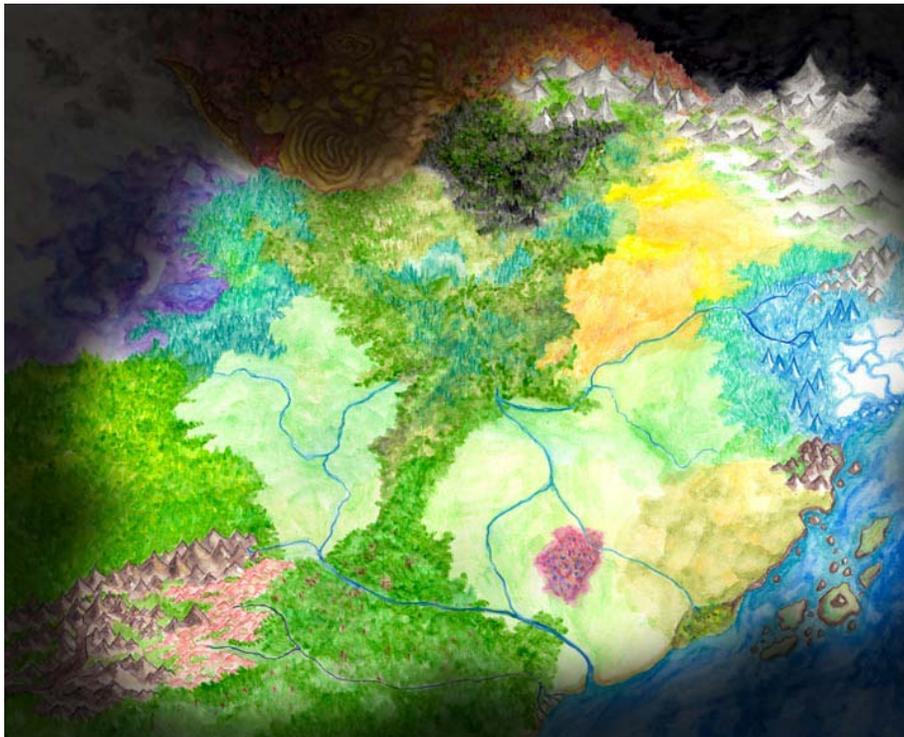
The Lands of Eternal Spring in the upper right side of the map should be moved to the bottom of the map where it says The Fairy Woods (and The Fairy Woods should be removed).

The Land of Eternal Winter are the bluish mountains on the right hand side.

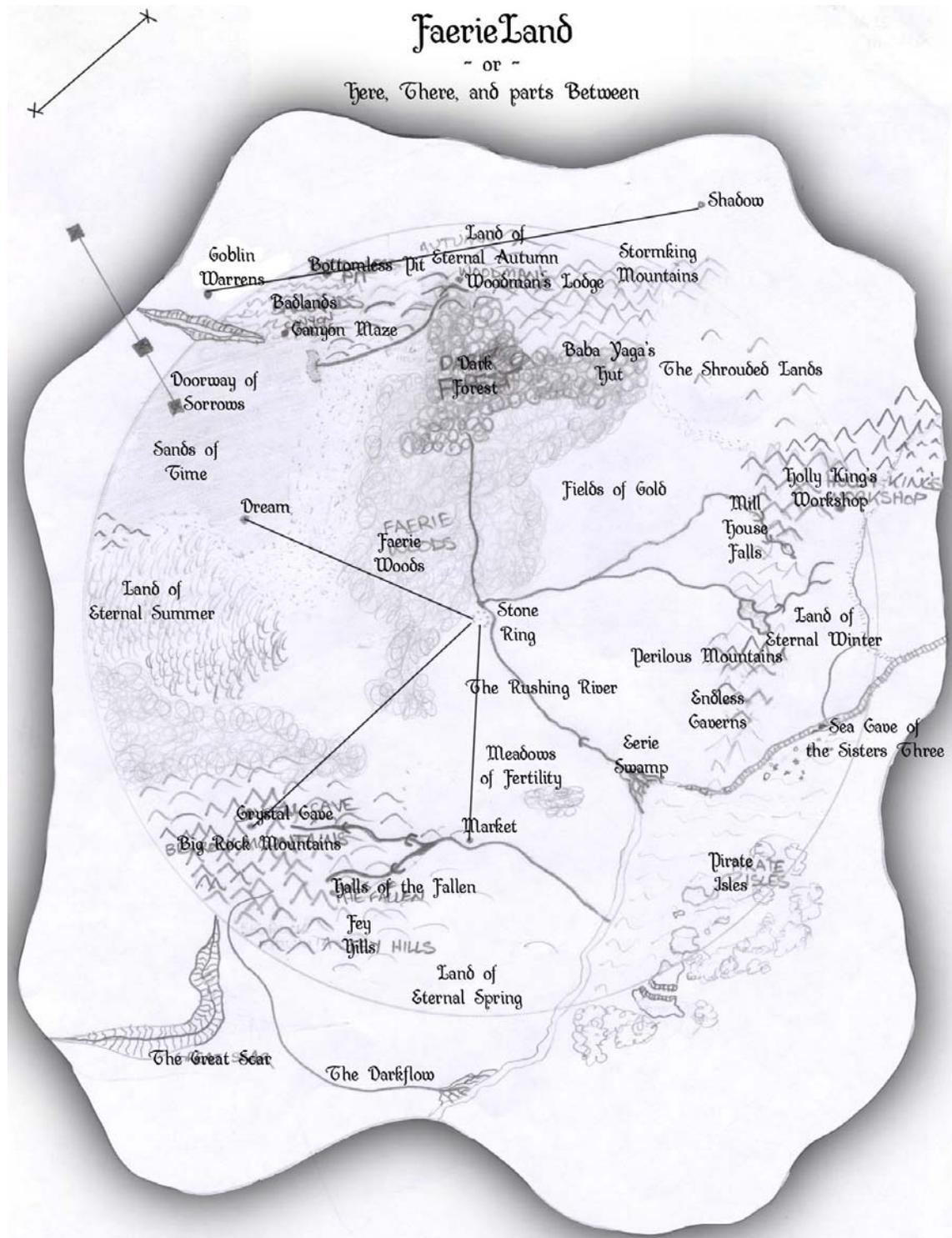
The Moors of Disrepair should be the Moors of Despair and should be moved down the coast two river deltas. This large delta is the Eerie Swamp.

Q: Where is the border separating the Twilight Lands and Between?

A: The following map shows the regions of Between shaded darkly and the Twilight Lands remain in their original coloration.



This is the hand-drawn map I worked with while writing *Faeries*—edited slightly for ease of reading. Compare the two and make the *FaerieLands* work for your campaign by adding what you want to use, moving other parts, and ignoring the rest.

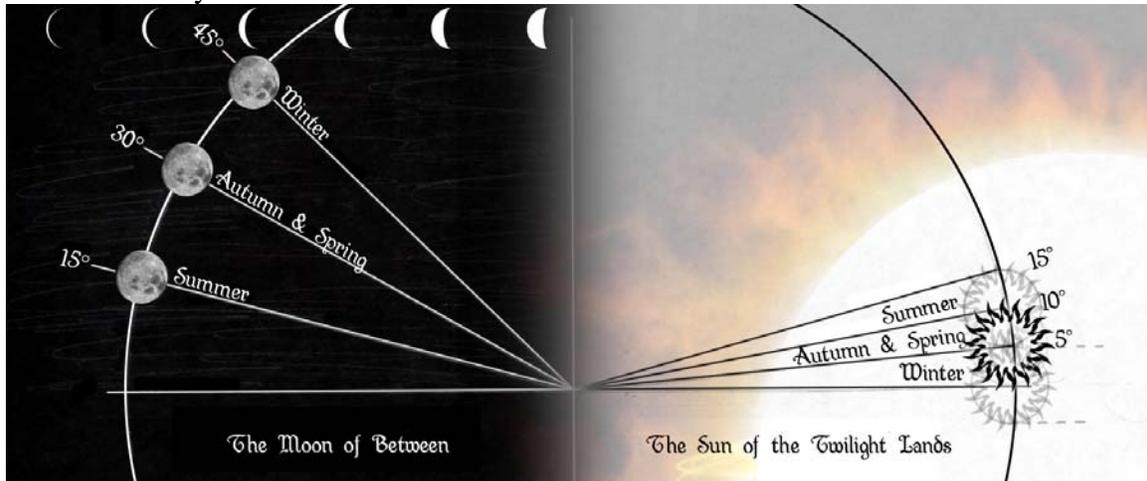


The area within the faint circle on the map is the Twilight Lands while the area outside of that is *Between*. The shaded part outside of *Between* on this map is what I thought of as

the “real world” while designing. Although FaerieLand is infinite in size, direction still plays an important role in travel, so knowing ‘where’ a place is relative to other places needs to be mapped.

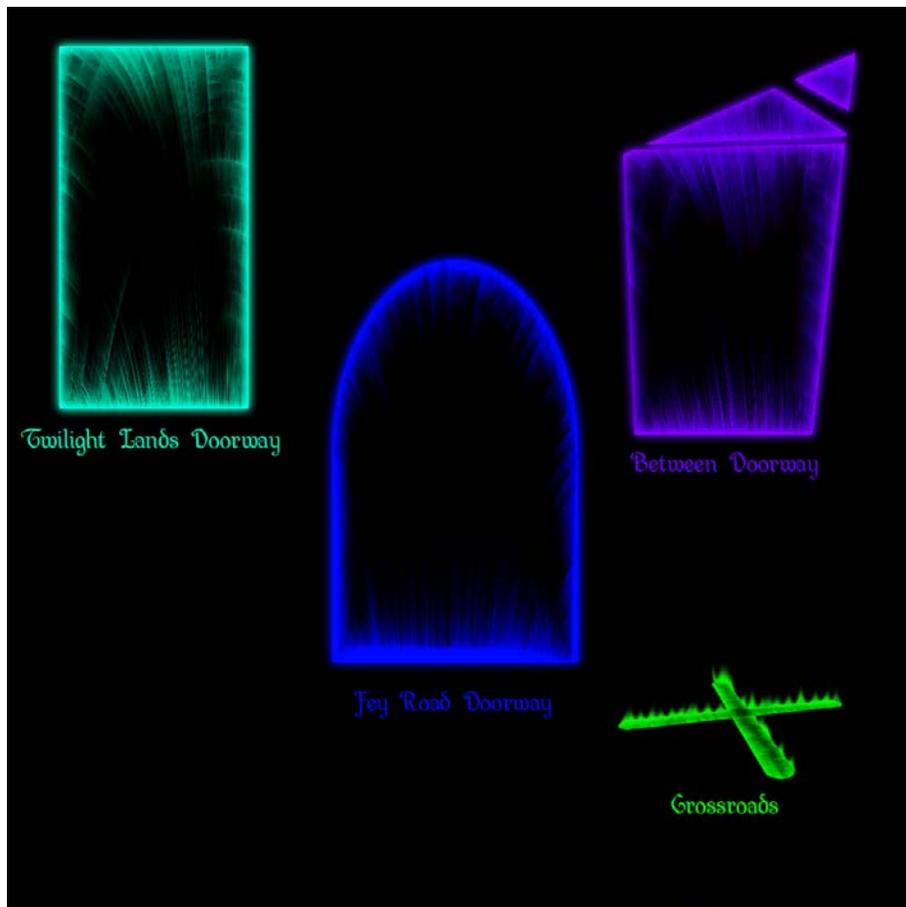
Celestial Bodies

I created a little illustration that isn’t really vital to the book (so I can’t say that it is “missing”), but it is interesting to look at when wondering about the position of the sun or moon in the sky.



Doorways

This odd illustration was for the artists if they decided to use any doorways in their artwork for the book. I guess the descriptions were good enough (Table 16), and none of the artists depicted one in their work... so, for fun, here they are.



Places of Faerie

The text of the “Places of Faerie” entry on page 59 (to the next heading “Wanderers of FaerieLand”) is best associated with the top of page 62 just above the “Badlands” entry. This section (p. 56) explains how the rest of the entries (from p. 62 to p. 86) are formatted.

You might notice that some labels on the hand-drawn map do not appear in the printed version of *Faeries*. Perhaps they will show up as articles on the Bastion Press web site.

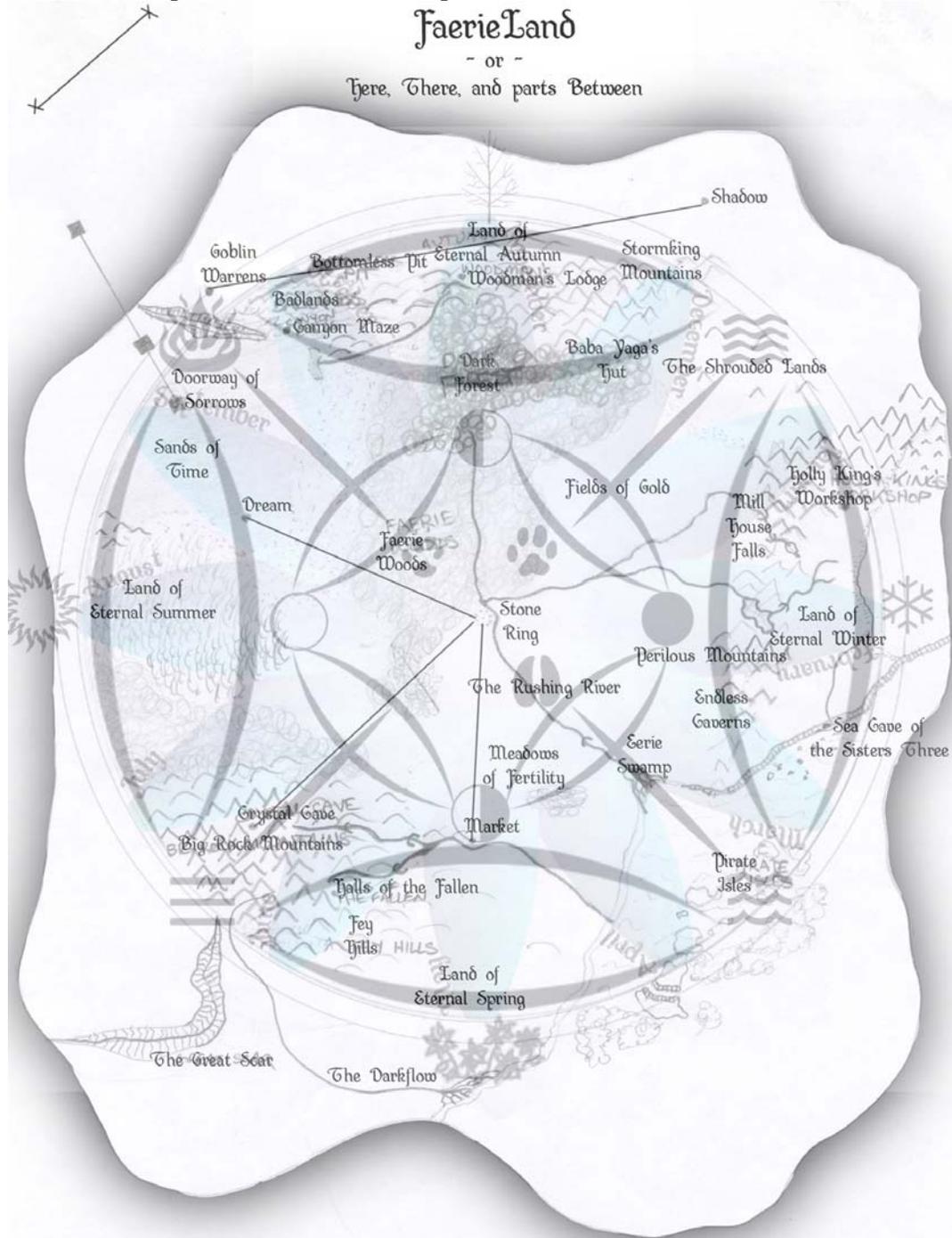
Wanderers of Faerie

The entries for personalities should be considered “sidebars” on the parchment background just like the Goblin King entry. They are positioned near the write-up of the region they are commonly found in or associated with.

The illustrations of pages 83 and 85 should be “swapped” for the Sandman and his home of Dream to appear near their entries.

The "Lost" Fey Circle Theme

With the absence of the Aspects of Nature and calendar illustrations, and the slight skewing of the FaerieLand map, a minor theme of the book was lost. I tried to tie in the calendar with the Aspects of Nature diagram and the locales on the map of FaerieLand itself, since I felt that they all were governed by the same unbreakable bonds to Nature. Here's a brief peek into that idea (I hope the cluttered illustration makes sense):



I imagine that Jack Frost and Old Man Winter (both with the Aspect of Winter) were born in the Land of Eternal Winter during the month of February... see what I mean?

Faeries: Q & A

Q: If I were going to add faeries to the list of familiars under the Improved Familiar what level equivalent would you give a Pixie familiar? I was thinking of equating it with an Imp or Pseudodragon(7th).

A: I'd put the pixie even higher than that. Perhaps 8th or 9th level. This is really the DM's call, however.

Q: Why does the feat "Insight of the Fey" require a base Will save +3 at 1st level?

A: This should be a base Will save of +2 at 1st level.

Q: Could someone please explain the Practiced and Amateur spells concept? How do I know which spells fall in to which category? Do I choose a school? A domain? Particular spells?

A: The spells should be related to the aspect you are taking. For example, a character with Aspect of Fire (ash) is practiced at using fire spells, but amateur at using cold spells. The specific spells for other aspects should be discussed between the DM and the player.

Q: I found that most of the prestige classes didn't have the stat for bonus spells and saves! (Faerie hunter and mortal slayer did have them.)

A: [Bryon] Like those found in the DMG, most of these prestige classes do not grant additional spells or an increase to a spellcaster's level.

[Jim] Not all prestige classes will also advance as spellcasters while they're in the prestige class, nor will they all gain separate spellcasting abilities for the class" and he was right on the mark.

Q: Also, I wanted to know if a fey creature takes one of the prestige classes, do they need the skill Knowledge: Fey and if so would they get it as an automatic class skill? It would seem strange if they would be barred because they have a class without class skills in knowledge. (at x2 cost for crossclass it would be 17th level before fey could get into most prestige classes without any ecl's!)

A: [Bryon] A fey creature still needs the Knowledge: Fey skill and will not get it as an automatic class skill. I suppose one of the racial abilities would be to have access to the skill.

[Jim] I'd grant all fey creatures class skill in knowledge: Fey (to the same extent as I'd allow human creatures to have knowledge of their own race). I think a lot of the specifics depend on the campaign you're running."

Q: Can someone going through the focus of the changeling and gets to skinflow creature switch over to the focus of shapechanger without extra exp? Focus of the shapechanger starts with skinflow creature, so it would seem like it would be ok.

A: As with all Prestige Races, Focus of the Changeling specifically forbids moving over to the Shapechanger focus without suffering the effects of moving along two focus paths. See the entry on page 35.

Q: Cold iron and fey blade were given a cost as a bonus. Is this right? Shouldn't they be given a base cost like mithril? If not, does that mean that these could added later to the weapons like other bonuses? Also, for the fey blade, what kind of attack bonus does it give? (i.e. what does it stack with?)

A: [Jim] The Cold Iron ability (as written in *Faeries*) is worthy of the +2 bonus attributed to it. Fey struck by such a weapon are going to suffer two additional HD in damage and not be able to heal that damage save through magical means.

With that said, I believe that the new 3.5 DMG has different rules for cold iron weapons that work just like mithral and other metals. Those don't have the additional harmful effects to fey creatures, though, so it will soon be up to you which method you choose. Again, I think it depends on how difficult you want these items to be on your world, and how effective they should be to the fey creatures on your world.

For the feyblade, I'd grant the same bonus as for a masterwork item--it's nonmagical, so it stacks with everything.

Actually from what I've seen (in the conversion guide and the new MM) all fey, and I do mean *all* fey have damage reduction 5/Cold Iron. I found this to be very nice

[Bryon] Jim summed it up nicely. Like what he said, I recommend you pick one version of Cold Iron and use those rules exclusively.

Q: How long does it take for the Faemancer's fey to retrieve spells it says at least a round?

A: [Jim] Unless the fey becomes offended by the request (see the Spells entry on page 21), the fey always retrieves the spell the next round.

[Bryon] This is entirely up to the DM and the player. If the PC treats her fey companions poorly, they might stop to smell the roses while off looking for a spell. If, on the other hand, the fey companions are treated with respect.

Q: What is the difference between *faerie gold* and *fool's gold*? Since they have the same area of effect how many coins are in a 1in x 12in x 12in area?

A: [Bryon] Actually, they have different areas of effect if you look closely. *Fool's gold* is 1in x 1in x 12in (12 cubic inches) while *faerie's gold* is 1in x 12in x 12in (144 cubic inches)

[Jim] *Fool's gold* is 150 coins; *faerie's gold* is 1,800 coins.

Q: Has anyone else noticed that a Great Wyrm Faerie dragon would rip apart a 2nd level party?

A: True, but keep in mind that a Great Wyrm Faerie Dragon is no longer a mere CR 2 creature. For more on this topic, refer to the *MM* section pertaining to dragons.

Q: How big is the Faerie Dragon's breath weapon? It says it is a cloud but with no dimension. Also shouldn't a Great Wyrmling Faerie Dragon have a much higher CR? Even though it doesn't have many hit points between its SR, AC, improved invis, and the DC on its breath weapon a 2nd level party could never take one.

A: [Jim] Hmmm. I've been using the breath weapon as a cloud of vapors that affects all creatures in a 10-foot radius per age category from the faerie dragon. The faerie dragon is immune, of course.

The CR listed is just for the wyrmling by my reading of it. A quick shorthand might be to add this base to the spellcasting level of the dragon to come up with a good CR (assuming the dragon isn't attacked by surprise or when it is unprepared; I'd lower it in those instances).

[Bryon] I agree with Jim on this. For a nice rule of thumb on the breath weapon, you can also refer to the *MM* section pertaining to dragons.

Q: Do the side effects of using *faerie sand* in magic allow a separate saving throw? If so, is it a consecutive saving throw (only needed if the primary spell is failed to be saved/resisted against) or a parallel saving throw (a completely separate saving throw regardless if the primary spell is resisted or saved against)? Also if a saving throw is allowed, what type applies (Will)?

A: No, although the final decision is up to the DM. Think of it as a material "metamagic feat"... in a way. The intent of magic sand was to capture the spirit of something I remember from an old *Dragon Magazine* article. The idea there was that if a spell (let's say *fireball*) required a material component (bat dung) then there could be a mystical/magical equivalent that would "pump up" the spell (fire bat dung added more damage). With the *magic sand*, this concept is possible.

Later, I incorporated the idea that the Sandman's sand, Tinkerbell's fairy dust, and the countless dusts of myth are all derived from the same source. It also helped explain the flow of time between planes and the Father Time/Baby New Year conundrum.

Q: Where do fey get their XP to make the "refined" *Faerie sand* from the Sands of Time or other places? Or can someone just use the raw sand in greater amounts and get the same effect as the refined version? I am having this idea that a wizard might just show up with a gate spell and use a super vacuum sucker spell to send tons of the sand to holding area of the wizard's lab to act a material component substitution for doing major spells. Or maybe an evil wizard would surprise "Father Time" and keep blasting him and taking his sand repeatedly.

A: As in magic item creation and certain spells, the PC must "burn" some of their own XP to create magic sand. Using raw sand has no effect due to interference from the impurities normally filtered out during the *harvest magic sand* spellcasting process. With regard to "sand-blasting" Father Time, well, I don't think he'd be too happy about that and just might be a bit defensive about it. (I always pictured him as a master of "chronomancy" spells, with the ability to age

people +/-50 years).

A point you bring up is something that I don't ever think made it into the book... I had intended to create a limit to the amount of magic sand someone could carry. Something like one pound per caster level. Naturally, that raised questions like "can non-spellcasters carry the stuff?" or "what happens to the extra magic sand created by the spell?". As you might guess, I didn't come up with a concrete answer for this (and the book was getting bigger), but I really think it should be left to the DMs discretion. If someone abuses *magic sand*, slap them with a one pound per caster level limit.

Q: In the "bottomless pit" section, it mentions that the interaction of the forces there has created some sort of special nexus for some purpose but did not say what that purpose was or what it actually does.

A: You're right, and the Knights of the Faerie Throne want to keep it that way! I believe you are referring to "the influx of magic...creates a node where someone can perform an enchantment of the flesh." This means, if someone were to figure out where this "node" is in the pit, and how to levitate there long enough, they can perform the ritual necessary to gain a Prestige Race.

Q: For the description of the Lady of the Lake it says here dominion includes some mountains and the pirate islands, but aren't they separated from each other by quite some distance (Not sure of this since labels on the map are no always explicit)? Or does she control all that area in between too?

A: The initial domain of the Lady of the Lake was supposed to be the northern islands, but I think that was changed to the mountains. Regarding the map, please refer to the map section in this errata document.

Q: Any description of the artifact that changed the evil queen aside from the fact that it changed her to evil and made her less solid?

A: That artifact was purposely left vague. During the research process, I ran across only a few references to it, and decided it was way too evil, corrupted, and smart to allow itself to fall into the wrong hands. Think of it as a variation of the "One Ring" of Lord of the Rings fame.

Q: There has been mention that the doorways/gates can be moved around, as in the bottomless pit description. Is there any explanation of how this is actually done? Is it just picked up like a portable hole or something?

A: The moving of doorways was intended to be the sole ability of the Gatekeeper... something about being exposed to all that raw magic of the planes while living in the Bottomless Pit has given him the ability to latch onto a doorway and move it. Obviously, he won't do that unless directed to do so, but he can do it.

Q: On page 34, in the example it mentions a person changing from a Focus of Beast to Focus of Body. I don't seem to see a listing and description for Focus of Body. Did I overlook it somewhere?

A: You can find that on page 63 of *Oathbound, Domains of the Forge*. There were a couple of Prestige Races from that book (Focus of the Beast and Focus of the Green) which were a good fit for a campaign involving the fey. That book delves deeper into Prestige Races than *Faeries*; so, if you have the means, I highly recommend it. 😊