

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
*Swords & Wizardry*

RULES AND ALL EDITIONS BASED ON  
THE ORIGINAL 1974 ROLEPLAYING GAME



MAJESTIC REALMS BESTIARY 2  
*Faeries*

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Rules

## **FAERIES**

Magic in the Majestic Wilderlands is the force of creation made manifest. Before the creation of the Abyss and the Chromatic Crystals, the inherent level of magic was low. In order to be harnessed as a spell, it was laboriously gathered in a ritual and infused into a scroll, charm, or magical device. After the creation of the Chromatic Crystal, someone with a disciplined will could cast a spell without the use of a device.

Over the centuries magic did not turn into a science or craft because it was influenced by an individual's emotional and mental state. What worked for one individual, often didn't work for another. This susceptibility of magic to emotion had another consequence, the creation and evolution of faeries.

Faeries are creatures, and monsters born out of the ambient level of magic that flow throughout the Wilderlands. The emotional life of elves, men, and even plants and animals give birth to these creatures including the faeries that developed sentience. The nature of their birth has left all faeries with a singular drive to recreate the emotions that give them life. This typically manifests with the faeries using their abilities to recreate the circumstances of their birth. Using magic, to manipulate the environment and those around them into playing out certain stories and emotions, over and over again. This can lead to dangerous situations when emotions like anger, hate, and fear are part of the faerie's nature.

The key to dealing with the Faeries is to understand the emotions and stories that gave them birth.

### **The Elves and the Faerie**

When the Wilderlands was created there were two sentient races; Elves and Men. The Elves were born as the glory of the Wilderlands, as a shining example of the potential of life. They were given great gifts however the price was that their fate was tied to the Wilderlands. One reason is the innate magic of the Wilderlands sustains their immortality and other gifts. Because of this, the elves feel kinship with the faeries, and in general will help them fulfill their nature. For the faeries that have the negative emotions as their nature the elves will still help them but try to do it in isolated locations far from the other races of the Wilderlands. Many elves realms have a large population of faeries.

## Banshee

Banshees are horrid undead creatures that live in swamps and other desolate places. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks.

Banshees are formed when an elf or a faerie dies with an unfulfilled intense loss or obsession. Their spirit does not to accept the loss of their current life and is unable to move on to be resurrected. Instead they linger as an incorporeal undead lamenting their loss or unfulfilled goals. The banshee is the closest thing that the elves and faeries of the Majestic Wilderlands have to a concept of hell.

<b>Banshee</b>
Init +3; AC 0[19]; HD 7; HP 25; Save 9;
Move 120' (fly); CL/XP 11/1,700;
<b>Attacks (x1)</b>
<i>Claw</i> ; HTB +7, DMG 1d8;
<b>Special</b>
<i>Damage Immunity</i> : Need Magic or Silver weapons to be hit.
<i>Magic Resistance</i> : Resist Magic on a roll of 11 or higher on a d20. Forcing a banshee to cross running water will cause the creature to lose this ability for 3d6 hours.
<i>Shriek of Death</i> : A horrid wailing shriek requires everybody in earshot to make a saving throw or die within 2d6 rounds unless a <i>remove curse</i> is cast.
<i>Magical Immunity</i> : Not effected by any enchantment spells.
<b>Harvest</b>
Ectoplasmic Residue (50d);

## Dryad

Dryads appear as a beautiful female. They are a manifestation of the life giving force of nature. When a tree sprouts in a highly fertile area with a high enough concentration of magic a dryad will manifest. It is tied to the tree's existence and will die if its host tree dies.

It is highly attracted to humanoid males and will use its Charm ability to beguile them into staying with them for a year and a day. To the effected individual it will appear as if a single wonderful day has passed in the embrace of a beautiful woman.

<b>Dryad</b>
Init +1; AC 9[10]; HD 2; HP 7; Save 12;
Move 120'; CL/XP 3/60;
<b>Attacks (x1)</b>
<i>Wooden Dagger</i> , HTB +2, DMG 1d4;
<b>Special</b>
<i>Charm</i> : Can cast a <i>Charm Person</i> at will. The target has a -2 to its saving throw.
<b>Harvest</b>
1 viz (dryad leaves);

## Leprechaun

Leprechauns appear as small humans about two to three feet tall (slightly smaller than halflings). Leprechauns are tricksters who delight in placing their targets in situations where confusion and misunderstanding abound. There are three broad types of Leprechauns. The first delights in humor and will orient their trickery to creating funny or absurd situations. The second delights in showing up those who are full of hubris and will orient their trickery to show how foolish these people are. The third is more malevolent and their trickery often have tragic or cruel endings.

Regardless of type, Leprechauns maintain a treasure trove of coins and other valuables gained over the years from their trickery. If captured or tricked themselves the Leprechaun has to turn over his treasure trove or obligate himself to fulfill three tasks for its captor.

<b>Leprechaun</b>
Init +0; AC 8[11]; HD 1; HP 4; Save 15;
Move 180'; CL/XP 5/400;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +1, DMG 1d6;
<b>Special</b>
<i>Magic Immunity</i> : Spell casters need to roll 3 or better on 1d20 in order to affect them with a spell.
<i>Stealthy</i> : A Leprechaun gets +5 to its Stealth ability roll.
<i>Innate Magic</i> : Can cast <i>Invisibility</i> and <i>Dimension Door</i> at will. They can cast <i>Phantasmal Force</i> once per day.
<b>Harvest</b>
1 viz (hair);

## Nymph

Related to Dryads, Nymphs manifest as faeries of harmony and beauty. When magic concentrate in a small region of wilderness of particular beauty and calm, a Nymph will form. Regions include places like rivers, springs, mountain tops, forest glades, rocky outcroppings, windswept beaches, and geysers.

Nymphs have an innate connection to their region and can be a valuable source of information to friendly allies. They work towards enhancing and/or maintaining the natural beauty of their home. Nymphs feel the emotions of those who appreciate their work.

Harming or killing Nymph will invariably bring about a violent reaction from the animals, planets, and sometimes the weather of the region.

<b>Nymph</b>
Init +1; AC 9[10]; HD 3; HP 10; Save 14;
Move 120'; CL/XP 5/240;
<b>Attacks (x1)</b>
<i>Fist</i> ; HTB +3, DMG 1d3;
<b>Special</b>
<i>Blinding Beauty</i> : A character failing his saving throw upon seeing a nymph will forever have its beauty in his eyes. This is effectively the same as blindness.
<b>Harvest</b>
1 viz (tresses);

## Pixie

Pixies in their native form appear as a diminutive person with butterfly wings. They often fly with their *light* spell upon them appearing as a bright colored mote of light. They are an expression of the emotions of childhood. To the children of an area they are not dangerous. They delight leading children on harmless fanciful adventures and will often act as protectors. However Pixies are antagonistic towards adults and will play cruel tricks on them especially they interfere with one of the adventures the children are having. The exception are those adults, in their opinion, that managed to retain their childhood demeanor.

### Pixie

Init +0; AC 5[14]; HD 1; HP 4; Save 17;

Move 60'/150' (fly); CL/XP 5/240;

### Attacks (x1)

*Dagger*, HTB +1, DMG 1d4; or

*Pixie Bow*, HTB +1, DMG 1d4+1, RoF 2, RNG 70 ft/yds.;

### Special

*Pixie Bow*: Has a range of 60'/120'. A pixie can either

- fire a +1 arrow for 1d4+1 damage
- cause sleep for 3d6 x10 minutes if the target fails a saving throw
- cause total amnesia if the target fails a saving throw.

*Magical Immunity*. Spell casters need to roll a 6 or better on 1d20 in order to affect them with a spell.

*Innate Magic*: Can cast *Polymorph Self*, *Invisible*, and *Light* at will. Can cast *Dispel Magic* as a 1<sup>st</sup> level spell caster once per day.

*Magical Confusion*: A pixie's dagger and arrows are coated with a magical poison that causes the target to fall under the effects of a *confusion* spell if they fail their saving throw.

### Harvest

1 viz (pixie dust);

## Sidhe

The Sidhe appear very similar to elves, however they are faeries and not one of the Children Races of Elves and Men. The Sidhe born of positive emotions (love, charity, etc.) are considered to be part of the Seelie Court and are ruled by the King and Queen of Summer. The Sidhe born of negative emotions (hate, greed, anger, etc.) are considered part of the Unseelie Court and are ruled by the King and Queen of Winter. It is a mistake to consider the Seelie as good and the Unseelie as evil. Their motivation is to recreate the emotions that gave them birth regardless of the desire and needs of those they interact with.

## Sidhe, Lesser

These Sidhe appear as elves in rustic clothing. Lesser sidhe focus on inspiring artists and writers as a means of acquiring novel stories in order to rise in the hierarchy of the Sidhe.

<b>Lesser Sidhe</b>
Init +2; AC 7[12]; HD 5; HP 20; Save 12;
Move 120'; CL/XP 6/400;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +5, DMG 1d6;
<b>Special</b>
<i>Magical Immunity</i> : Spellcasters need to roll an 11 or better on 1d20 to affect them with a spell.
<i>Innate Magic</i> : Lesser Sidhe can cast <i>Phantasmal Force</i> at will.
<i>Gift of the Muses</i> : A Lesser Sidhe can bestow a +2 ability bonus for 1d6 months to create an artistic or literary work. However while under the influence of the gift, the target will age 1 year per month and will be obsessed with completion of his work. The immortal elves are not affected by the aging but have to make a saving throw with a +2 bonus or retire to the realm of Silvanus for 1d6 months to recuperate from its effect. The target can opt to refuse the gift allowing him to make a saving throw to avoid the effect.
<b>Harvest</b>
1 viz (faerie essence);



## Sidhe, Greater

These Sidhe appear as elves in extraordinary fine clothing or armor. Greater Sidhe are the chief servants of the Sidhe Lords and serve as heralds, and their champions. In exchange for their service the Sidhe Lord grant a Greater Sidhe the right to enact their stories in a small region or focused on a small group of mortal. This grant is known as the Concession, Arcane. If focused on a region there is a spot where a hidden treasure of ancient wealth is buried. If focused on a group, the individuals will be marked in some manner typically with a minor birthmark.

<b>Greater Sidhe</b>
Init +5; AC 3[16]; HD 10; HP 45; Save 5; Move 120'; CL/XP 12/2,000;
<b>Attacks (x1)</b>
<i>Rapier</i> ; HTB +10, DMG 1d8;
<b>Special</b>
<i>Magical Immunity</i> : Spellcasters need to roll a 16 or better on 1d20 to affect them with a spell. They immune to the effects of any mind control spells like <i>Charm Person</i> or <i>Suggestion</i> .
<i>Innate Magic</i> : Greater Sidhe can cast <i>Phantasmal Force</i> at will. They can turn <i>Invisible</i> and cast <i>Dimension Door</i> at will. And use <i>Polymorph</i> at will to change their appearance. Once a day they can cast <i>Suggestion</i> .
<i>Gift of the Muses</i> : A Greater Sidhe can bestow a +4 ability bonus for 1d6 months to create an artistic or literary work. However while under the influence of the gift, the target will age 1 year per month and will be obsessed with completion of his work. The immortal elves are not affected by the aging but have to make a saving throw with a +2 bonus or retire to the realm of Silvanus for 1d6 months to recuperate from its effect. The target can opt to refuse the gift allowing him to make a saving throw to avoid the effect.
<i>Spellcasting</i> : Greater Sidhe can cast 4 1 <sup>st</sup> level spells, 3 2 <sup>nd</sup> level spells, 2 3 <sup>rd</sup> level spells, and 1 4 <sup>th</sup> spell as a 10 <sup>th</sup> level magic user.
<b>Harvest</b>
3 viz (faerie essence);
<b>Magic-User spells (10<sup>th</sup> Level)</b>
1 <sup>st</sup> Level: <i>Charm Person x2, Detect Magic, Sleep</i>
2 <sup>nd</sup> Level: <i>Darkness, Detect Thoughts, Mirror Image</i>
3 <sup>rd</sup> Level: <i>Lightning Bolt, Dispel Magic</i>
4 <sup>th</sup> Level: <i>Hallucinatory Terrain</i>

## **Greater Sidhe NPCs**

### ***Ariel***

Ariel's main interest is elevating scholars and magic-users to the height of their professions. To this end s/he will act as a willing servant aiding his/her master with various task and with information. To some Ariel appears as a female elf, and others as a male elf. The chosen form depends on whatever to be whatever will inspire or aid his/her target the most.

### ***Herne the Hunter***

Herne appears as an elf wearing hunter's garb made of head and wearing an antlered stag headdress. He works towards inspiring mortals to help the helpless and fight injustice. He often acts by teaching his targets how to survive in the forest and use it to their advantage in their fight. He is noted for his rivalry with the Erl-king and to his irritation is often mistaken for the Winter King.

### ***Puck***

Puck interest lies mostly in getting his chosen targets to reenact stories of love. He delights in creating romantic situation with complications. One of his favorite tools is a potion concocted from a flower known as heartease. When applied to the eyelids of a sleeping individual, they will fall madly in love with the first person or animal they see when awakened. (Saving throw applies). Puck appearance is little different from his days as a lesser Sidhe; he appears as an older adolescent dressed in forest clothes.

### ***Umberiel***

One of Mab's favorites in the Court of Winter, Umberiel feeds off of stories involving sorrow, loss, and tragedy. He will rarely take any direct action himself. Instead he will plant items drawn from his Bag of Sighs, Sobs, and Sorrow to manipulate mortals into playing out his collection of stories. While his appearance is definitely elven, he is shorter and more gnome-like than his fellow Sidhe. He also sports a sparse beard.

## Sidhe, Lord

<b>Sidhe Lord</b>
Init +8; AC -1[20]; HD 16; HP 56; Save 3;
Move 180'; CL/XP 18/3,900;
<b>Attacks (x1)</b>
<i>Weapon</i> ; HTB +16, DMG 2d6;
<b>Special</b>
<i>Magical Immunity</i> : Spellcasters need to roll a 16 or better on 1d20 to affect them with a spell. They immune to the effects of any mind control spells like <i>Charm Person</i> or <i>Suggestion</i> .
<i>Innate Magic</i> : Sidhe Lords can cast <i>Phantasmal Force</i> and <i>Hallucinatory Terrain</i> at will. They can turn <i>Invisible</i> and cast <i>Teleport</i> at will. And use <i>Polymorph</i> at will to change their appearance. They can cast <i>Suggestion</i> at will.
<i>Gift of the Muses</i> : A Sidhe Lord can bestow a +4 ability bonus for 1d6 years to create an artistic or literary work. However while under the influence of the gift, the target will age 1 year per three months and will be obsessed with completion of his work. The immortal elves are not affected by the aging but have to make a saving throw or retire to the realm of Silvanus for 1d6 years to recuperate from its effect. The target can opt to refuse the gift allowing him to make a saving throw to avoid the effect.
<i>Spellcasting</i> : They can cast 5 spells each from 1 <sup>st</sup> level to 6 <sup>th</sup> level, 2 7 <sup>th</sup> level spells, and 1 8 <sup>th</sup> spell as a 16 <sup>th</sup> level magic user.
<b>Harvest</b>
7 viz (faerie essence);
<b>Magic-User Spells (16<sup>th</sup> level)</b>
1 <sup>st</sup> Level: <i>Charm Person</i> x3, <i>Detect Magic</i> , <i>Sleep</i>
2 <sup>nd</sup> Level: <i>Darkness</i> , <i>Detect Thoughts</i> , <i>Mirror Image</i>
3 <sup>rd</sup> Level: <i>Lightning Bolt</i> , <i>Dispel Magic</i> x2, <i>Fly</i> , <i>Protection from Missiles</i>
4 <sup>th</sup> Level: <i>Charm Monster</i> , <i>Confusion</i> x2, <i>Polymorph Other</i> , <i>Fear</i>
5 <sup>th</sup> Level: <i>Conjure Elemental</i> , <i>Feeblemind</i> x2, <i>Passwall</i> , <i>Telekinesis</i>
6 <sup>th</sup> Level: <i>Control Weather</i> , <i>Geas</i> , <i>Project Image</i> x2, <i>Reincarnation</i>
7 <sup>th</sup> Level: <i>Limited Wish</i> , <i>Power Word Stun</i>
8 <sup>th</sup> Level: <i>Mass Charm</i>

## **The Sidhe Lords**

### ***The Erl-King***

The Erl-King is the ruler of the Winter Court. He appears as a giant of man dress in hunter's grab made from the hides of his kills. His face is shrouded by the antlered stage headdress he wears. The only thing that can be seen are his red burning eyes. His stories are as merciless as a hunting wolf pack and as cold as a winter storm. He has used his mastery of stories about cruelty, terror, and unforgiving nature to become the King of Winter. It is said he is a lover of the blood goddess Kalis and sometimes asked to be the Master of the Wild Hunt when one of her vampires are not available.

### ***Mab, the Queen of Air and Darkness***

Mab has long ago mastered stories of all the great vices; Greed, Envy, Avarice, Gluttony, Lust, Wrath, and Sloth. But what made her the Queen of the Winter Court, the Queen of Air and Darkness, is her ability to manipulate her target into not caring about the consequences of their actions. Some say she literally is able to freeze a person's heart into ice, free of all concerns about what they do or not do. She appears as an unearthly beautiful elven maiden wearing a gown tinted with various shades of white and blue, reminiscent of the shades of ice.

### ***Oberon***

The Summer King, Oberon has mastered stories about the great virtues of Charity, Love, Diligence, Patience, Kindness, Humility, and Temperance. He only takes a personal hand in those stories involving epic danger to its participants. The rest he doles out to his followers. As a consequence his attention is not always welcomed by mortals. His natural form is a dwarf with the features of a kingly elf lord. He is typically dressed in clothing of a fine make colored in earth tones. Titania is the great love of his life and he is sometime intensely jealous when she show any favor to other males.

### ***Titania***

Titania is the Queen of Summer, and like Oberon, she has mastered all the stories of the great virtues. She prefers to take a personal hand in those stories involving a great romance among its participants. Manipulating the situation so that not only love is fulfilled but exemplifies the desired virtue. Her natural form is of a beautiful elf maiden with fiery red hair wearing in an iridescent white dress.