

Fey

Requirements: INT 9
Prime Requisite: STR and INT
Hit Dice: 1d6
Maximum Level: 10

Tall, thin and ephemeral, the Fey are a race native to a magical dimension which exists in parallel to the world of men. They are of diverse appearance, and always have one or more unusual features that mark them as obviously non-human, such as: pointed ears, silver or violet hair, cat-like eyes, sharp pointed teeth, extra fingers, etc. They typically weigh about 120 pounds and are between 5½ and 6 feet tall.

Often Neutral in alignment, Fey are fickle, mysterious and mischievous. They enjoy music and song, as well as fine food and drink - but all their pleasures have a strange otherworldly quality, which other races can find both intoxicating and eerie. Fey are excellent fighters, being able to use any weapons and armor, and are naturally magical. A Fey must have at least 13 in both prime requisites in order to get the +5% to experience. They must also have an INT of 16 and a STR of 13 to get the +10% bonus. They advance in level according to the Elf Level Progression chart.

Fey have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their magical nature, Fey are completely unaffected by the paralysis ghouls can inflict. Fey can speak their alignment language, common, elvish, pixie and goblin.

Although they do not study magic, Fey are able to use all magic items available to magic-users, with the exception of scrolls.

Fey Spell Progression

Fey cast spells according to the Druid spell progression chart in the Advanced Edition Companion, and gain spells from the lists given below. However their manner of spell casting differs from that of other spell using classes. As Fey are naturally magical they do not need to pray or study books to be able to use their spells. The spell progression chart represents both the number of spells a Fey can cast per day, and also the number of spells he or she knows. For example, a 1st level Fey knows two 1st level spells, which he or she can cast once per day each. Fey regain their spells automatically after a night's rest. Upon gaining an experience level, Fey automatically learn any new spells allowed to them. Fey's known spells are usually determined randomly.

Fey Spell List

(Spells marked C are from the Cleric spell lists, D are from the Druid spell list in the AEC, those marked I are Illusionist spells, and those marked MU are drawn from the Magic-user spell lists.)

1st level:

1. Auditory illusion (I)
2. Color spray (I)

3. Dancing lights (I)
4. Detect illusion (I)
5. Detect invisible (I)
6. Detect magic (MU)
7. Detect snares and pits (D)
8. Doppelganger (I)
9. Entangle (D)
10. Faerie fire (D)
11. Protection from evil (C)
12. Resist cold (C)
13. Speak with animals (D)
14. Wall of vapor (I)

2nd level:

1. Augury (C)
2. Blur (I)
3. Charm person or mammal (D)
4. Fire trap (D)
5. Heat metal (D)
6. Hypnotic pattern (I)
7. Invisibility (MU)
8. Mirror image (I)
9. Obscuring mist (D)
10. Produce flame (D)
11. Resist fire (C)
12. Stumble (D)
13. Ventriloquism (MU)
14. Warp wood (D)

3rd level:

1. Blink (MU)
2. Dispel magic (MU)
3. Haste (MU)
4. Plant growth (D)
5. Protection from fire (D)
6. Pyrotechnics (D)
7. Rope trick (MU)
8. Snare (D)

4th level:

1. Confusion (I)
2. Create food & water (C)
3. Detect lie (C)
4. Implant emotion (I)
5. Protection from electricity (D)
6. Speak with plants (D)
7. Sticks to snakes (C)
8. Temperature control (D)

5th level:

1. Greater confusion (I)
2. Phantasmal door (I)
3. Fey Teleport
4. Transmute rock to mud (D)
5. True seeing (C)
6. Wall of fire (D)

Fey Spells

Fey Teleport

Level: 5

Duration: Instantaneous

Range: 10'

This spell functions similarly to the magic-user *teleport* spell, with the one difference that a Fey can teleport himself into any very familiar location in his home dimension without any risk of error.

Afterword

To be used in conjunction with the Labyrinth Lord Advanced Edition Companion.

The class and the new spell in this document were created by Gavin of The City of Iron blog (www.the-city-of-iron.blogspot.com).

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