

Sidh Creatures

Afanc				Aster			
AHP	16	OCV	5	DCV	5(11)	NWI	-3
S	20(+1)	St	15	D	16(+1)	A	22(+1)
MR	9(36)	NAV	1	C	29(+1)	NF	1D3*
EnL	54	DTV	-2	CDF	3	CL	NA
SS	Diurnal Omnivore			MDV	6	INT	5
MEL	2	PR	2	SIZE	2	HC	22%

Appearance – The Afanc is a large, ferocious beaver. It is four to five feet in length with a weight of eighty to ninety pounds. When it senses an enemy its eyes change from tranquil green to fierce, burning red.

Special – Afanc are immune to acid and any other corrosive power, including Decay and Corruption. All are resistant to the affect of Lightning. Subtract two hits per EL from any lightning spell that strikes them.

EXAMPLE – If an Afanc is hit by EL5 lightning the damage scored is (5*2) ten less than the amount rolled by the caster.

They are the enemies of Troid Folk and Beithir. They have MEL2/EL5 Mana Sensing that can be used to detect the presence of either race. Afanc are also capable of MEL2/EL2 Lower World travel. They are intelligent, powerful swimmers that favor Asrai and Water nymphs. Their pelt can be sold at any non-Sidh market for 5GC.

NOTE – Afanc children can only be encountered in the Lower World. If adventuring there, 1D6 pups are present if 3 adults are encountered.

Alfar				God – Dagda, Rhiannon			
AHP	17	OCV	5	DCV	7	NWI	0
S	18(+1)	St	16(+1)	D	40(+2)	A	50(+2)
MR	13	NAV	0	C	34(+2)	NF	1D3*
EnL	128	DTV	-3	CDF	8	CL	1
SS	Nocturnal Omnivore			MDV	6	INT	7
MEL	8	PR	6	SIZE	2	HC	25%

*Add MEL/2 (RU) to these values

**Add (MEL+1)*5.

Appearance – Alfar appearance is perfect and unmarred. All are 6-7 feet in height. They exude the power of the Sidh. They are children of the Sidh Gods themselves. Many members of the Elf Sidh consider them to be demi-gods.

Special –Alfar have the innate ability to use Sidh Magic and Interworld travel. They are MEL8/EL4 with both. Their CEL equals 2D6-2. The minimum is zero. The EL in weapons they posses equals CEL.

Alfar are afflicted by Iron. Any damage scored by Iron weapons scores 2 more hit points if the damage is greater than

zero (subtract AV first). Alfar wear AV4 Magical Scale Mail and have an EL4 Elven Magic Sword modified for hit chance and damage plus. Per encounter, there is a 40% chance they are accompanied by 1D6+5 Elves. If they are all are mounted on Fay horses and 1D10 Cu Sidh are present.

Alfar have the Common knowledge of both Elf and Faerry. Their normal home is the Upper world but they can be encountered in any of the 3 worlds.

NOTE - As referee you may vary an Alfar's attributes and equipment. The listed items above are an average listing for their most mortal, i.e. youngest, adult members.

A'mora				Morrigan			
AHP	36	OCV	13	DCV	11	NWI	-7
S	32(+2)	St	72(+3)	D	20(+1)	A	24(+1)
MR	40	NAV	2	C	40(+2)	NF	1
EnL	76	DTV	-5*	CDF	4	CL	1
SS	Inter. Omnivore			MDV	10	INT	6
		PR	10	SIZE	4	HC	56%

Appearance - A'mora are large black stallions with a small spot of white on their chest. They have pronounced canines and sharp hooves. All are immortal stallions in service to the goddess Morrigan. Their eldest, and greatest, is her personal destrier.

Morrigan's Steed				Morrigan			
AHP	144	OCV	42	DCV	28	NWI	-28
S	128(+5)	St	288(+8)	D	80(+4)	A	96(+4)
MR	80	NAV	8	C	160(6)	NF	1
EnL	224	DTV	-16*	CDF	15	CL	3
SS	Inter. Omnivore			MDV	40	INT	8
		PR	28	SIZE	6	HC	224%

SPECIAL - The Contact Level of the A'mora indicates that it can be summoned. Doing so gains the caster nothing unless he influences the animal. A'mora do NOTHING they do not wish to do. They only willingly serve Morrigan or priestesses in service to Morrigan. Any other person seeking their aid must offer something exceptional. Compelling their service is impossible.

A'mora live for battle. They revel in that thrill and the hunt. The taste of flesh is a pleasure to them. They have disdain for all other equines, especially Sri E'poni. While they serve a rider they are able to communicate with him or her telepathically. No rider can fall from their back unless the A'mora wishes it. In combat the average A'mora counts as a Warhorse VI.

NOTE - A'mora are a Kotothi corruption of the original gift of Lugh to E'pona (the horse). Their rape of fay horses in Kototh's service led to the birth of the mortal equine. As a result, Morrigan was sent to slay them. When she saw their majesty, she

freed them from the jester's service and took their vow instead. No A'mora tolerates any harm or insult to Morrigan or those who serve her honorably.

Anwora				Pwyll, Morain			
AHP	13	OCV	4	DCV	4	NWI	+2
S	13	St	18(+1)	D	14	A	16(+1)
MR	12	NAV	0	C	21(+1)	NF	1D6
EnL	57	DTV	-3	CDF	2	CL	1
SS	Nocturnal Omnivore			MDV	7	INT	6
		PR	4	SIZE	2	HC	20%

Appearance - The children of Pwyll are residents of the Sidh underworld, a plane called Annwn. They have the general appearance of their elven cousins. They are a bit taller and gaunter in appearance.

SPECIAL - Only noble warriors of this race can be summoned. They will be armored in AV2 Leather armor. Each is armed with a fighting dagger AND either a fighting spear (01-70) or an elf bow (71-100). Roll D100.

The forces of Nebeth and Gartun sorely press Annwn. Should a chance present itself, Anwora seek to recruit, trick or shanghai potential allies into returning to Annwn with them. With other Sidh they never do so dishonorably. Where mortals are concerned they are not as picky.

Forty middle world years pass for each year in Annwn. A mortal who visits and does not return within a few months is not likely to survive his return. The Anwora are friendly and giving to those who serve there. When the agreed service is done, they freely let them leave. Sadly, for most, their return is fatal.

Anwora are blessed when fighting any Kotothi serpent or ape lifeform. Subtract 6 from any rolls they take to affect them. Add 6 to rolls taken by their enemy to harm them. When they fight such creatures they always fight to the death.

No summonable Anwora is a magician. All have the basic skills of an elf in forest and hill terrain. They speak Elf Sidh and True Sidh. All have CEL 1D3 and EL3 with their weapons. They are only encountered in Annwn unless summoned.

NOTE - Anwora have a blood tie, through their gods, to the goddess Ro'beall and the Romati. If any who are summoned are abused there is a 40% chance Romati avengers will seek out those responsible.

Cait Sith				Oberon			
AHP	6	OCV	2	DCV	4(10)	NWI	0
S	6	St	8	D	30(+1)	A	150(+5)
MR	48	NAV	0	C	10	NF	1D6
EnL	44	DTV	-1	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	6
MEL	4	PR	0	SIZE	0	HC	9%

Appearance – The sidh cat is the size of a small dog (9-12 inches at the shoulder). It is wholly black except for a white spot on its breast. They have pointed ears with feathery tufts of black fur. Its eyes are intense.

Special – Cait Sith have Mana Reading at MEL4/EL4. They have the innate camouflage ability of the Elf (see Common Knowledge in book 1). They avoid conflict with enemies that can kill them. When they encounter enemies they enjoy the mischievous destruction of property, misleading them, etc. They only fight if they are cornered or have no choice.

There is 30% chance that one of the encountered cats is the leader of her clan. If so, she has the following attributes:

Cait Sith Queen				Oberon			
AHP	10	OCV	2	DCV	6(20)	NWI	-1
S	12	St	12	D	42(+2)	A	210(+7)
MR	52	NAV	0	C	16(+1)	NF	1
EnL	65	DTV	-1	CDF	5	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	7
MEL	6	PR	2	SIZE	1	HC	14%

Queens have all innate powers and abilities of Faerry including Sidh Magic at MEL6/EL3. Other Cait Sith have one Sidh power at MEL4/EL2. All Cait Sith understand the Tongue of the Sidh and Faerry Sidh. Queens speak Faerry Sidh.

If a Character aids the Cait Sith in some way and rolls a successful Influence Chance the cat's friendship is earned. The cat will remain with the character until it dies or the character violates a taboo of the Sidh. (Unless it is killed the Cait Sith will never die before the character if the character is human. Cait Sith live 200+(2D10*20) middle world years).

Bast				(Oberon's cat)			
AHP	24	OCV	6	DCV	8(24)	NWI	0
S	24(+1)	St	32(+2)	D	60(+3)	A	300(+9)
MR	56	NAV	0	C	40(+2)	NF	NA
EnL	121	DTV	-4	CDF	11	CL	2
SS	Nocturnal Carnivore			MDV	4	INT	9
MEL	16	PR	8	SIZE	1	HC	9%

NOTE – Cait Sith serve faerry before all others because their High Queen serves Oberon. When he was a child Oberon saved a sorely wounded Bast from a pack of cu sidhe. She has remained

with him ever since. Now and then, she takes elf or human form and walks at his side. Her EL with all Sidh magic is 8. She can cast from either her EnL or a casting ability of 121. All other Cait Sith, and some members of the Sidh, consider her to be the Cait Sith goddess.

Cu Sith				Daenn, Donel			
AHP	19	OCV	6	DCV	9	NWI	-2
S	28(+1)	St	30(+1)	D	10	A	52(+3)
MR	28	NAV	0	C	18(+1)	NF	1D6
EnL	43	DTV	-2	CDF	5	CL	NA
SS	Diurnal Omnivore			MDV	8	INT	5
MEL	6	PR	4	SIZE	3	HC	23%

Appearance – Cu Sith are the size of a yearling bull. They are green in color. All have an exceptionally long tail that is curled and lies on their back. Their enormous paws are as wide as a man's feet are long. Its eyes are bright and intelligent.

Special – Cu Sith are servants of the Sidh. They can be encountered in association with Elves and Faeries. They have the tracking abilities of the Cu Sidhe with increases received tracking Kotothi creatures. These abilities are used to hunt those that violate the dwellings of their master.

Cu Sith are generally silent. When they are tracking they emit deafening howls that can be heard for miles. This is the only time they make any sound. Cu Sith are totally loyal, guileless and faithful. They can be attached to a character in the way specified for Cait Sith if they are not already serving someone.

Elf				Daenn, Finvarra			
AHP	10	OCV	2	DCV	5	NWI	+2
S	10	St	10	D	16(+1)	A	26(+1)
MR	12	NAV	0	C	20(+1)	NF	1-5 1D6 6-9 2D10 10 3D10+2*
EnL	56	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Omnivore			MDV	5	INT	6
		PR	2	SIZE	2	HC	15%

*An Elf hill is found. The number rolled is the number of warriors resident. The total population is four times that number.

EXAMPLE – If the hill has 14 warriors the total population is 56.

Appearance – Elves are thin, lithe, humanoid creatures 5-6 feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in power and are among the oldest of the intelligent races.

Special – Sidh Magic has no affect on Elves. They are afflicted by Iron as specified for Alfar. All have a minor affliction to light. Reduce OCV and DCV 50% (RU) when they fight in magical light or daylight. Any light power scores an additional one hit per EL when the target is an Elf. Light that does not score damage does not damage an Elf.

Elves are skilled fighters. Their EL in every weapon they have equals the maximum possible for their characteristics. (For the average Elf above, EL4 with a sword and 5 with the bow). They are CEL 1D3-1.

In any encounter with Elves, 10% of those encountered (RD) are Sidh Magicians. The magicians encountered have CEL 1D6+1, MEL 2D6 and EL 1D3+1 in any spells they know. Their base attributes are:

Elf Magician				Daenn, Finvarra, Donel			
AHP	15	OCV	3	DCV	6	NWI	+2
S	15	St	15	D	24(+1)	A	39(+2)
MR	13	NAV	0	C	30(+1)	NF	1
EnL	79+(MEL*5)	DTV	-1	CDF	1+(MEL/2)	CL	NA
SS	Nocturnal Omnivore			MDV	6+MEL	INT	7
		PR	2	SIZE	2	HC	17%

Elves double their MDV against Elder and Balance magic. The casting ability of an Elf Magician equals his EnL.

All Elves that are encountered are armed. If the number found is 1D6, they are armed with Elven Bows, 1D10+10 Elven arrows and an Elven sword. If they are armored, a 50% chance, it is AV2 Leather.

If the number found is 2D10 they are armored in AV3 Scale Mail, have a spear, in addition to the weapons above, and are mounted on Fay Horses.

If a hill is found, the armament and armor varies as the Referee sees fit. Elves do not make plate armor or platemail. Elven chainmail, AV6, is very rare. It is only worn by Elven nobility. Magicians with an MEL of 9 or more have it. Any armor Elves make has an AV at least one higher than standard human armor and a weight 20% less (RU).

Elves will never wear, use or willingly touch an item made out of Iron or Steel. The metal items that they make are made of alloys that do not contain Iron. The most common metal in all weapons and armor alloys is silver. The value of Elven weapons are:

Weapon	WSB	Fatigue	Skill Type
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow
Spear	0(+2)	10	Spear

Arrow +1 15 Used with the Bow

Other weapons are not commonly used by Elves. They manufacture them as curiosities. (The Referee may modify these weapon parameters as he sees fit).

Elven Society – Elven society has a hereditary hierarchy. Beyond the social importance given at birth, status is gained through skill in magic and war. The Station of a character is never less than 1/2 his CEL or MEL, whichever is higher. If it is his station is increased upon successfully influencing Elves of higher or equal station that he has earned the position.

Beyond the hierarchy of birth and accomplishment individuals in the society are allowed a great deal of freedom. As long as they do not violate the land, interfere with another Elf or bring trouble to the clan they are tolerated. Where events caused by a character's actions being trouble, the Referee (As the Elven council of nobility) will impose a penalty, quest or geas.

EXAMPLE – A Elf character starts with a station of 2. When his CEL or MEL reaches 5 his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

Faerry				Daenn, Oberon, Titania			
AHP	7	OCV	1	DCV	5(9)	NWI	+4
S	5(-1)	St	8	D	20(+1)	A	32(+2)
MR	7(27)	NAV	0	C	15	NF	1-5 1D3 6-9 2D10 10 D100*
EnL	51	DTV	-1	CDF	3	CL	NA
SS	Nocturnal Omnivore			MDV	9	INT	6
MEL	4	PR	0	SIZE	1	HC	10%

*A Faerry palace. The number found are its residents. The total can include a Referee determined number of Cait Sith and Cu Sith. They should not exceed 20% of the Faerry population. No less than 10% of the faerry present are trained magicians. One is the Queen.

Appearance –Faerries have the general appearance of the Elf. They are small creatures averaging 3 feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

Special – Faerries are afflicted by light and iron (see Alfar). All Faerries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Balance, or Elder spell he learns.

Untrained Faerries have innate ability in one Sidh Magic spell. The power level for the average NPC above is MEL4/EL4. Faerry characters may learn other spells in the course of play. Any they learned are used as a natural magician.

Faerries have limited access to, and training in, weapons. The standard weapons are daggers, slings and javelins. Items of their manufacture have a WSB one less than standard and a fatigue of two less. They are not accomplished smiths. Faerries do not choose to wear armor. They can ride Fay creatures but seldom do so.

All Faerries that are encountered with a weapon will have EL0 in its use. No more than 50% of those encountered (RU) are armed. Faerries survive with their magic not prowess in physical combat.

No more than 5% of the Faerries encountered outside a palace are trained. The others have one innate ability each in Sidh magic. (The most common ability for the race is one of the forms of Sleep). Trained faerry are MEL 1D6+4 in all their spells. Their EL will be half the MEL (RU) or 4 (whichever is higher).

Faerry King or Queen				Daenn, Oberon, Titania			
AHP	14	OCV	4	DCV	5(10)	NWI	+3
S	10	St	16(+1)	D	30(+1)	A	48(+2)
MR	9(32)	NAV	0	C	30(+1)	NF	1
EnL	79	DTV	-3	CDF	7*	CL	NA
SS	Nocturnal Omnivore			MDV	15	INT	7
MEL	8	PR	4	SIZE	1**	HC	23%

* A random Faerry King or Queen is MEL8/EL8 in all Sidh magic. They also have EL4 in some Elder and Neutral spells.

** The more powerful a Faerry is the larger he is. A truly powerful Faerry can be size 2.

Faerry society – Faerries are ruled by a hereditary king and queen. Where both exist, the Queen is the prime guardian and deals with day to day affairs. The King deals with other matters and administers justice.

To a degree, the social rules that apply parallel a human monarchy. Lesser Faerries have some freedom but are not given access to knowledge or wealth. Birth and the favor of the noble determine faerry station. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faerries are noted as thieves of wealth, food and children. Due to the skills they lack, they need to interact with stronger races especially those who work metal. For this reason, they are often associate with nearby human settlements. Favors are exchanged, needed items are "claimed", etc. To a Faerry there is no moral wrong in theft unless the item is stolen from them.

Faerry expect moral conduct from those they deal with. If promises are not kept, they seek vengeance. Persons that are severely nosy are despised. Those that are kind and/or generous

are rewarded. In general, if Faerries are dealt with in a kind and moral manner they are friendly. If not, trouble follows. NOTE – Faerries feel no obligations to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to reciprocate. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.

Fata Shee (Warrior)				Mathgen			
AHP	33	OCV	5*	DCV	4*	NWI	0
S	51(+3)	St	40(+2)	D	35(+2)	A	45(+2)
MR	12	NAV	0	C	41(+2)	NF	1
EnL	77	DTV	-5	CDF	4	CL	NA
SS	Nocturnal Omnivore			MDV	12	INT	6
		PR		SIZE	2 or 3	HC	41%
Fata Shee (Magician)				Mathgen			
AHP	13	OCV	0*	DCV	3*	NWI	0
S	15	St	15	D	35(+2)	A	20(+1)
MR	11	NAV	0	C	22(+1)	NF	1
EnL	58**	DTV	-2	CDF	EL	CL	NA
SS	Nocturnal Omnivore			MDV	24	INT	6
		PR	2	SIZE	2	HC	19%

* The CEL of the fated is added to these values. The Fata Shee warrior is CEL 2D6+3. The Magician is CEL 1D6+2. A Fata Shee Magician will be MEL 2D6+6 and EL 1D6+4.

** Add MEL*5 to this value.

Appearance - Fata Shee are humans or elves that have dedicated their lives to destroying an explicit enemy of the Sidh. Such a tie is generally a grant of the Elf Sidh. Once it is taken it is forever. The bearer's life must be dedicated to the assigned/agreed task. Fata Shee dress as normal for their type. Most have an exceedingly intense, sometimes haunted, look in their eyes.

SPECIAL - Fata Shee carry a divine blessing in battling a specific enemy of the Sidh. This grants the ability to track that enemy. It also yields a blessing when facing them. When opposing his fated enemy he subtracts ten from all attack rolls or spell success rolls. The enemy must add a like amount to any rolls against the Fata Shee.

These champions must dedicate themselves to the task. They must be hunting or planning to hunt at all times. Per day they are not they lose 1D10 points from their EnL. The only time this is not required is when their physical condition prevents it or a reigning power of the Sidh grants them rest. TO wit, if they are unconscious or a god says take a break, they don't have to hunt or plan.

The Fata Shee boon is laid on a champion by a god or a noble Sidh magician with an MEL of at least 20. Often (70% chance) the giver of the boon grants the fated one or more items of equipment to help in their task. Such items are only theirs while they remain Fata Shee.

The boon ends in one of two ways. The Fata Shee dies or the source of the boon casts a powerful rite to release him. In the second case, the Fata Shee must be willing to be released. If he is not the boon cannot be removed by anyone.

EXAMPLE - The half elf Sarak accepted the boon from Finvarra. He dedicated his life to slaying Trolls. The god gave him a sword to aid in this task. During the next decade he dedicated himself to the effort, nearly dying fifteen times. Finvarra offered him release four times. He always refused. It finally required Faerry intercession, and cunning trickery, to gain his agreement and end his obsessive devotion to slaughter.

Fay Horses

E'pona, Lugh

Male (Sri E'poni)							
AHP	24	OCV	9	DCV	11	NWI	-2
S	24(+1)	St	60(+3)	D	20(+1)	A	25(+1)
MR	36	NAV	2	C	12	NF	1-6 1 7-9 1D6* 10 2D10**
EnL	61	DTV	-4	CDF	3	CL	NA
SS	Nocturnal Herbivore			MDV	6	INT	5
MEL	4	PR	6	SIZE	3	HC	36%

*A breeding herd. The first horse is male. The others are mature females.

**A herd with young. One of those encountered is an adult male. 20% (RU) are adult females. The rest are foals. The adult male will fight to the death to protect the young. They flee from combat led by the females.

Female							
AHP	19	OCV	7	DCV	17	NWI	0
S	16(+1)	St	50(+2)	D	15	A	115(+5)
MR	60	NAV	0	C	10	NF	1*
EnL	46	DTV	-3	CDF	2	CL	NA
SS	Nocturnal Herbivore			MDV	12	INT	6
MEL	12	PR	4	SIZE	3	HC	30%

*The number found only applies to a summons and when only females are encountered.

Appearance - Fay horses are commonly milk-white. Rare members of the species can be another color. They are exceptionally appointed animals with a fiery hearing. As seen from a Sidh perspective, they are the noble line of the horse species. The females are 4-5 feet at the shoulder and lightly built. The

males average 6-8 inches taller at the shoulder and are much more heavily built.

Special – The Sri Eponi is sacred to the Horse Goddess and blessed by her. They are untamable. All Fay Horses are intelligent creatures with great pride. In combat, the stallion rates as a Warhorse IV and the mare as a Warhorse III. Neither will fight if they have a choice (unless they are ridden by an accepted rider). Either will fight rather than be ridden against their will.

Fay Horses were born, through the magic of the gods, from fire and flame. They cannot be affected by any form of fire and have triple MDV against any Death spell. No Fay Horse can be ridden unless they allow it.

In general, only Elves, Faeries and noble born humans with a native Empathy of at least 15 are allowed to ride. A human that has a tie to Elder, Shamanic or Sidh forces may ignore the restriction and subtract 10 from his roll to influence the animal. In all cases, the Fay Horse must be influenced successfully before it lets a person mount. To make this attempt, the person must speak a language the horse understands or use magic.

EXCEPTION – For Number Found, if the encounter occurs in the Lower World 1D3 Sri Eponi, 1D6 Fay Horse mares per Sri Eponi and 2 foals per mare are encountered.

EXAMPLE – Two Sri Eponi are encountered. 1D6 are rolled twice yielding 11 mares. The herd that is encountered is 2 Stallions 11 mares and 22 Foals.

IMPORTANT – All Fay horses are capable of Interworld travel. Males use MEL4/EL2. Females use MEL12/EL6. Foals are MEL2/EL0. In general males and foals seldom use this power. Mares often do.

Gwydi				Gwydion			
AHP	13	OCV	4	DCV	8	NWI	+2
S	12	St	16(+1)	D	32(+2)	A	52(+3)
MR	14	NAV	0	C	24(+1)	NF	1*
EnL	73	DTV	-3	CDF	7	CL	NA
SS	Nocturnal Omnivore			MDV	24	INT	7
MEL	10	PR	4	SIZE	2	HC	20%

* Roll 1D10. If a 10 is rolled the Gwydi is leader a force of 2D10 elves or faerry on a quest against some enemy.

Appearance – The disciples of Gwydion are elves who generally dress in drab, homespun robes. Each wears a silver ring marked with ornate sigils on his right hand. The greatest are surrounded by a silver glow of power.

SPECIAL – The Gwydi are dedicated to the god Gwydion. Their purpose is to humiliate, abuse and, as possible, slay enemies of

the Sidh. Humiliation and abuse of such beings is more important than slaying to these savants.

Gwydi use all Sidh magic at MEL10/EL5. For Transmutation and Shape Changing their EL is 10. Like their god, they are able to alter their shape in a blink and use any attributes of the creature whose form they adopt. They only take the form of animals, Sidh creatures or Elder creatures. Whatever the shape they take, they retain their listed values with one exception. They gain the NAV and NWI of a creature they take the shape of.

Savants seek humorous ways to humiliate their foes. When one of them is in their power, they revel in humorous abuse of it. Their most important goal is showing the enemy that they are helpless before the might of the Sidh. If leading a quest they are armed with the weapons normal for an Elf Magician. They will never be armored. Gwydion's might is the only armor they need as they see it.

Hob				Luchta, Criedne			
AHP	8	OCV	2	DCV	4	NWI	+1
S	10	St	12	D	17(+1)	A	22(+1)
MR	9	NAV	0	C	10	NF	1-9 1 10 2D6*
EnL	48	DTV	-1	CDF	4	CL	NA
SS	Nocturnal Omnivore			MDV	5	INT	6
MEL	5	PR	0	SIZE	1	HC	11%

* A Hob residence is found. It will have one Elder and two other adults (one of each sex). The remainder of those present are children.

Appearance - Hobs are short, solidly built Sidh humanoids with common features. They dress in hides or homespun clothing. Most are common craftsmen or fertility spirits who aid, or hinder, agriculture.

Special - Hobs have a magical level of stamina in the performance of their trade, be it a craft or agriculture. If treated well they help humans. If not, they are a great hindrance. They have magical proficiency in one common craft (cobbler, carpenter, etc) or in agriculture. They use their skill in exchange for favors. If they give aid and are not rewarded they seek vengeance.

Hobs are rarely armed. When they are (20% chance per Hob) they use a Spear or a club. No Hob will ever wear armor.

Other than magical competence in their craft, Hobs have only one talent. If they are attacked, insulted or badly abused, they are capable of leveling an MEL5/EL5 Curse on the person responsible. When this applies, and what they choose to do, is up to the Referee.

NOTE - Faerry and Elves are the noble races of the Sidh. Hobs are commoners in their eyes. They are treated with condescension when noticed at all.

Larshee				Lugh			
AHP	18	OCV	7	DCV	11	NWI	-3
S	34(+2)	St	18(+1)	D	30(+1)	A	51(+3)
MR	24	NAV	4	C	20(+1)	NF	1D3*
EnL	56	DTV	-2*	CDF	5	CL	1
SS	Nocturnal Omnivore			MDV	10	INT	6
MEL	6	PR	2	SIZE	3	HC	19%

Appearance - The Larshee are avenging spirits who take the form of green lions. They are four to five feet in length and up to three feet at the shoulder.

Special - Larshee hunt those who defile sacred Sidh realms or persons. Any Kotothi or Chaos individual they encounter is subject to attack. They take no prisoners in doing so and can only be encountered at night.

All Larshee have EL2 Immunity to Chaos and Elder magic. They can cast MEL6/EL6 Smokeless Flame once per night. They can also use MEL6/EL3 Insubstantiability and Invisibility.

As Larshee are "avenging spirits", it is possible to dispel them. Success sends them home to the Sidh realm in the Upper World. Any failure is abysmal.

Peist				Mathgen			
AHP	35	OCV	11	DCV	5(11)	NWI	-3
S	36(+2)	St	32(+2)	D	NA	A	31(+2)
MR	8(36)	NAV	2	C	72(+3)	NF	1D2**
EnL	121	DTV	-6	CDF	8	CL	NA
SS	Inter. Carnivore			MDV	15	INT	7
		PR	10	SIZE	3	HC	52%

**If 2 Peist are present the lair is found. Each lair contains treasure and 1D6 eggs.

Appearance - The Peist is a 10-15 feet long Water Serpent. It is black or green (depending on sex), heavily scaled and has 3 silver horns (green females) or 1 gold horn (black males) on its head.

Special - Peist are sidh aligned to repay an ancient favor done by the Sidh. They will never attack any Sidh creature unless it infringes on the rights or territory of the Peist without permission.

Peist have the innate ability to cast all Elder Magic spells (MEL8/EL4). The bite of the Peist injects a BL 8 magical poison. It has the affect of EL8 Forgetfulness and permanently erases any memory of the encounter with the serpent.

When two Peist are encountered one is male and one is female. When one is encountered it is male. Peist attack any

creature that enters its waters without permission. When serving as a guardian, they attack anyone that poses a threat to what they guard.

Except for these situations they will not attack persons that show deference. They will never serve any character except a Sidh magic-user that influences them to help. In any case, it never leaves its water for more than one hour. The horns of a female Peist have a combined value of AHP silver coins. The male's horn is worth OCV Gold Coins. A Peist egg, unhatched and unbroken, is worth one Gold Coin.

Searbhani				Nuada, Yngvi, Ull			
AHP	70	OCV	23	DCV	4	NWI	-3
S	120(+5)	St	76(+4)	D	16(+1)	A	14
MR	14	NAV	0	C	84(+4)	NF	1D3*
EnL	133	DTV	-9*	CDF	7	CL	NA
SS	Inter. Omnivore			MDV	16	INT	7
		PR	24	SIZE	6	HC	80%

Appearance – One eyed Giants 15-20 feet in height. They are commonly dressed in skins and armed with a heavy club. They generally carry a hide bag that contains their personal possessions i.e. treasure, food, etc. Searbhani are loquacious and friendly. They are known for gullibility and furious tempers.

Special – Searbhani are allied with the Sidh, usually Elves. They will only harm Sidh creatures if their actions force the giant to do so. They are immune to all Sidh and Elder magics. They are highly intelligent and have a jovial and effervescent manner. If they are angered they go berserk. When angered they attack the offending creature until it is dead. If it flees they pursue forever unless they are serving as a guardian.

NOTE – Searbhani can be treasure guardians. When so they do not let any creature approach what they guard. An angry Searbhani attacks anyone that does so, after a warning. The club used by the Searbhani has a WSB of +3. It weighs at least 20 pounds and is commonly bound with metal.

Sidh Boar				Ull			
AHP	16	OCV	7	DCV	6	NWI	-4
S	32(+2)	St	20(+1)	D	12	A	25(+1)
MR	20	NAV	2	C	12	NF	1-5 1 6-9 1D3 10 1D6+1*
EnL	28	DTV	-2	CDF	2	CL	NA
SS	Diurnal Omnivore			MDV	4	INT	4
		PR	2	SIZE	3	HC	16%

*The first 2 are adults. The others are piglets at 1/2 (RU) value.

Appearance -A large, milky-white or green, Boar 2-3 feet at the shoulder.

Special - Sidh Boars are aligned with the Sidh but show no deference to anyone. Unless cornered they flee any encounter. Any pursuers are led into the most dangerous part of its forest. If it is cornered, and must fight, it fights with uncontrollable battle fury until a route of escape presents itself or it dies.

The meat of the Boar is highly prized. In a human market it sells for at least 3 Copper coins per food point. The average adult male, fully butchered, yields 400 food points of meat (the value is 12GC).

NOTE - Supernatural forms of this beast, HPV 30 or higher, are eternal. They can be eaten and live again the next day if their bones are returned to their hide and nothing is broken.

Whispers				Gwydion, Daenn			
AHP	9	OCV	2	DCV	5	NWI	+3
S	8	St	12	D	20(+1)	A	24(+1)
MR	12	NAV	0	C	16(+1)	NF	1-7 1 8+9 1D6 10 3D6+1*
EnL	52	DTV	-1	CDF	4	CL	NA
SS	Nocturnal Omnivore			MDV	10	INT	6
MEL	6	PR	2	SIZE	1	HC	14%

* A hill of whispers is found. One is their king. He is MEL10/EL5 with Sidh magic. The average height of a king is a bit over five feet. They can reduce it to as little as three when they wish.

Whispers King				Gwydion, Daenn			
AHP	18	OCV	6	DCV	7	NWI	+3
S	16(+1)	St	24(+1)	D	40(+2)	A	48(+2)
MR	14	NAV	0	C	32(+2)	NF	1
EnL	52	DTV	-3	CDF	7	CL	NA
SS	Nocturnal Omnivore			MDV	20	INT	7
MEL	10	PR	6	SIZE	2	HC	28%

Appearance - "Whispers" are sidh beings. They are exceptionally beautiful faerry a foot and a half to two feet in height with no wings. Few mortals ever see them. Those who do rarely forget the encounter.

SPECIAL - Whispers have innate invisibility. It affects all members of any other race except when the being is in a place that is purified for the Sidh. At any other time, the only way to see one is to grab him or her.

Each whisper encountered has one of three powers. They are Foyson Theft, Peace and Abandon. The King has all three plus power as a magician. The power for a normal whisper is MEL6/EL6. The King is MEL10/EL10. In all cases, they must touch their

victim to use the power. The King's power as a Magician is MEL10/EL5 for any Sidh spell.

Whispers enjoy toying with mortals. They use their power to steal nutrition, enjoy mortal frustration and defend themselves. Unless the mortal offends them, the annoyances they inflict are not potentially fatal problems. They certainly are if they are angered.

If a mortal manages to hold one it will negotiate to buy its freedom. In all such cases, the agreement will be honored. No whisper from its hill will ever trouble that mortal again. If the whisper is harmed he and his hill will exact vengeance if it takes a century.

NOTE - When the race is encountered the party sees nothing. They may hear clues, i.e. giggles, rustling, items floating out of their packs and hanging in the air, etc. Referee such encounters with subtlety.