



# Twilight FABLES

PREVIEW PACKET  
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## APPROACH

Because the original stories vary from culture to culture with thousands of variations and different names for essentially the same creature or fable, this book does not adhere to any one particular story/name. The Aos Sí, sprites, pixies, Anjans, and Sidhe, are all essentially the same type of fey creature, just by different names depending on the region of the particular story's origin.

Only the myths, folklore, and fables specific to several European regions are included to narrow the scope, keep this book manageable, and avoid potential cultural appropriation. This book does not have mythology from East or West Asia, Africa, Mesoamerica, the Mediterranean, Central or South America, or other regions.

The intent is to capture the original myths and stories as closely as possible, with some overlap and minor changes to better fit within a role-playing game setting. There are many different versions of the Fairy Queen: Titania, Mab, Oona, or several other names, so for brevity and organization, only one name and lore will be included here, which may be a combination of aspects from each story.

Suppose you're expecting a historical representation to precisely match that of a particular story. In that case, you won't find it here, mainly because no region's myths perfectly agrees with the next. Because there are many variations with slight differences, they have been rolled into one, despite the effort to keep them as accurate to the original as possible.

This contradiction is particularly evident when looking at the Arthurian legends and the many conflicting portrayals of the personalities within that lore. There are significant differences in how many key characters were described between Geoffrey of Monmouth's *Historia Regum Britanniae* and Thomas Malory's *Le Morte d'Arthur*. That's just comparing two of the sources. The disparities become even more pronounced when you also factor in other stories, such as the *Vulgate Cycle*. Therefore, you'll find that a description of a particular creature or person herein is a combination of one or more of these sources.

Additionally, many of these personalities from folklore have stories that cover their entire lives, from birth to death (like Arthur), or focus only on a very narrow period (like Gretel and Hansel). Unless otherwise noted, the stat blocks represent the characters during the prime of their stories or early adulthood. It is highly encouraged to incorporate them into your game at any point in their lifespan that fits your vision the best. If you want to utilize Lancelot early in his career, modify his stat block to match the knight stat block instead.

## HISTORY

While there is no single or central origin of the fey (for ease of use, this term is used going forward to align with the existing terminology of the game), most of the original stories can be traced back to causality that includes trance or dream-like states, psychic experiences, or a belief in a hidden



### FAIRY TRAITS

- OPTIM INVISIBLE
- RANGE IN SIZE FROM TINY TO HORN BEETLE
- BOTH BENEVOLENT AND MALICIOUS
- LIVE IN A REALM NEAR HUMANITY
- HAVE POWER OVER TIME
- POSSIBLY PHYSICAL FEATURES OF ANIMALS OR OBJECTS

people, which in turn is traced back to indigenous peoples hiding from invaders. Cultures that believe in ghosts or the supernatural also relied on those beliefs when coming up with stories (MacCulloch, 1912).

In Irish mythology, fairies are known as Tuatha Dé Danann. Their origin is derived from ancient goddesses, priestesses, nature spirits, nymphs, druidesses, and the fates. Thus, the Irish fey are descendants of the primordial gods and goddesses. (MacCulloch, 1911). Contrast that to the Nordic vættir, which includes the Dokkalfar, Ljósálfar, and Dvergjar, or the southern England coinage of the term "fairy" having originated from fear sidhean (fair-sheen) or "sidhe" from the Celts.

In the late Middle English period, the term "feyrie" meant "enchanted" or referred to magical or enchanted creatures (Silver, 1999). By this time, most mythologies of the fey were heavily influenced by Christianity (Yeats, 1988).

Fairies are classified into two categories: trooping and solitary. Trooping fey are the aristocracy of the fairy world and include those fey who live in communities (such as the Aos Sí). Solitary fey live alone and may not align with any particular court. These include kobolds, hobgoblins, and brownies.

### TWILIGHT FABLES

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The historical stories and folklore referenced and explained in context



### WILLOW TREE

In the Fey Realm or similar magically touched areas, the willow uproots itself and follow the travelers when they are not looking.

### ELDER

A favorite tree of hags, one should never cut down this tree without first saying the following charm, lest they incur the wrath of a nearby hag:

"Ourd gal, give me of they wood  
An Oi will give some of the moine  
When Oi grows inter a tree"

### ASH

If two split ash trees are bound together to form an arch and a disabled or weak-limbed person walks under the arch, the disfigurement would heal by the next change of season if the two boughs have grown together.

### FLY AGARIC

When a creature eats this red toadstool and makes a successful DC 12 Constitution saving throw, it gains 1d8 temporary hit points. Failure results in the creature being poisoned.

## ALTERED REALITIES

Things behave differently in the Fey Realm. Time seems to have no effect, and it shares aspects of the underworld; no illness, aging, or natural death occurs (MacCulloch, 1932). Mortals describe the fairy realm as beautiful, pleasant, and magical, with flowers and fruit always in bloom with a perpetual sense of twilight.

Despite its beauty, the realm is not without its dangers. It is said that anyone who partakes in food or drink while in the realm becomes trapped there forever. Only a wish spell or the command of the king or queen allows a mortal to leave the realm after eating fey food or drink.

## ALTERED CREATURES

Plants, light, and water sources aren't the only things to have their realities altered in the Fey Realm. The Fey Realm is full of animal morphs—where two or more animal species are morphed into one, such as the hummingbear. Many other animals have insect-like traits to them.

## ANIMAL MORPH TABLES

The following tables can be used to quickly come up with your own altered animal morphs that may appear in the Fey Realm. Choose an option, or roll randomly from each table to determine the final result.

### WANDERERS OF THE FEY REALM MAY NOTICE ONE OR MORE OF THE FOLLOWING QUIRKS:

- Swarms of multi-colored butterflies and other insects frequently burst forth out of the wood in swirling dancing swarms.
- Tears landing on the ground sprouts lilies. Blood dripping on the ground kills the grass.
- Trees move slightly, almost as if they have their own consciousness.
- Damaging trees alerts the fey and other creatures in the region, who react with hostile intent to the damaging party.
- Creatures in the Fey Realm can enter the dreams of those in the prime material plane if they know the dreamer's name.
- Soft music plays in the background, just quiet enough that one can't pinpoint the location of the source.
- Motes of colored light dance in the forest shadows.
- Springs may run backward or uphill.
- PCs experience a slight sense of perpetual intoxication or sleepiness.
- Emotions are amplified.
- *Fair gortach*, or hungry grass, is planted in patches. Any creature touching hungry grass must succeed on a DC 12 Constitution saving throw or suffer a curse to forever feel insatiable hunger. No matter how much the creature eats, they will always be ravenous, always having at least one level of exhaustion. A remove curse or wish spell ends this effect. Creatures succeeding on their saving throw will be immune to hungry grass for as long as they remain in the Fey Realm.
- A creature walking onto a patch of stray sod must succeed on a DC 12 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. Wearing a piece of clothing inside out prevents this from happening.



TWILIGHT FABLES

Guidelines for living in the Fey Realm, and how it alters expected norms and realities



daily activities with frequent stops to chat with a badger who might have heard something from a sparrow about a group of people who entered the realm and are now trapped. Or they prefer to play with animated flowers, or laze the day away in a hammock made from living vines.

One form of recreation among the fey is the participation in pranks. With all the time in the world, sometimes literally, many fey creatures pass the time by playing tricks on each other. Naturally, after eons of this, residents of the Fey Realm are rarely surprised by pranks or taken off guard. That is why so many fey enter the Mortal Realm to play their gags on unsuspecting humans.

### THE ROYAL HIERARCHY

Despite most fey being laid back or playful, they all follow a rigid hierarchy in a feudal-like system. The king and queen are at the top, followed by the more powerful fey who take the roles of noblespersons and dukes/duchesses, then the less powerful who take the roles of local clan leaders, followed in turn by the individual members of a clan, and then finally the lowest caste, those who are individuals or semi-intelligent. Deviation from this system is highly discouraged and often punished.

Therefore, when individuals live within the Fey Realm, they are expected to follow this hierarchy, and unless otherwise given a unique title, they find themselves towards the bottom. Make no mistake, the king and queen know everything that happens within their realm as there isn't much that evades their awareness in a land of talking plants and animals.

Mortals are generally viewed towards the bottom of this hierarchy and often are viewed with disdain for those mortals living in the Fey Realm. Occasionally, mortals have been swapped on the prime material plane with changelings, with the fey parent raising the mortal child within their own realm. There are many reasons for this. Good fey feel as if they are rescuing the child from impoverishment or an abusive childhood. Evil fey steal children to act as de facto enslaved people or servants. The reasons can vary widely.

### RELATIONSHIPS AND INTERACTIONS

Most of the creatures living within the Fey Realm are either part of the Seelie Court or influenced and sympathetic to it. The only exceptions are those that do not have the mental capacities to have allegiance to anything (like many animals or plants) or specifically take a neutral stance but agree to the terms and conditions of the King and Queen. Evil fey do not live within the Fey Realm but make their homes on other planes, such as the Underworld or the Mortal World.

Therefore, most interactions among the creatures living in this Realm are largely cordial, or at the very least, accepting. Fights and conflicts are rare, and those occurring are often resolved by regional leaders or the Court itself.

### TOUCH OF THE FEY REALM

Any creature that has spent a significant portion of its life in the Fey Realm is infused with some of the fey magic on an inherent level. For long-lived creatures such as humans, this

may take years to manifest, but only take weeks for short-lived creatures. This magical infusion is present in creatures born in the Fey Realm and those who have journeyed to the Realm and stayed for a long time, and they remain even if the creature leaves the Realm later.

When determining the type of manifestation, either roll on the following table or choose which you feel is best:

FEY MANIFESTATION TABLE

D20	Fey Manifestation
1	Your skin takes on a golden or silver tone.
2	Your hair takes on a bright color, or multiple colors.
3	An inner calm and playfulness takes root inside you, granting you a +1 bonus on all saving throws to resist fear.
4	Your eyes take on a sparkling effect or swirl in different colors.
5	A permanent scent lightly surrounds you. This can be floral, earthy, or musty in nature.
6	You can detect all illusions by comparing your passive perception against the Spell Save DC of the caster who created the illusion.
7	You can slightly alter your appearance, changing the color of your eyes, hair, and minor changes to the shape and size of your eyes, nose, mouth, and ears as a bonus action.
8	You take on an aspect of an animal. Your ears become elongated and furry, or your nose becomes beak-like, or your pupils become slitted as examples.
9	Your voice takes on a melodic tone. Any persuasion check is made with a +1 bonus.
10	You gain a basic understanding of the languages of animals. You can understand the general idea of what an animal is trying to say, but cannot understand details or actual words.
11	You grow a tail, like a dog, squirrel, or monkey.
12	Your hair appears like grass or roots.
13	You have tiny wings (Once per day for 1 minute, you can fly at a rate of 10 ft.).
14	Flowers bloom or wilt when you come near.
15	A barely noticeable mist surrounds you.
16	Your skin takes on a green hue, and you gain resistance to poison damage.
17	Your fingers and toes end in hard claws, granting a base 1d4 slashing damage for unarmed attacks.
18	Gills appear on your neck, allowing you to breathe underwater.
19	You grow a long flickering tongue, allowing you to detect any living creature within 10 ft. (effective blindsight against these creatures).
20	You can subsist solely on candies and cakes with no ill effects. Eating a sugary treat grants you 1 temporary hit point (not stackable).

# The Seelie and Unseelie Courts detailed



# A FESTERING REBELLION

This section includes a series of short one-shot adventure books tied together in an untwining discovery of seditious plotting. Unlike many campaign adventures, these short adventures are not meant to occur after another but are drag-and-dropped in existing campaigns or used as one-offs.

## OVERVIEW

A particular opportunistic and power-hungry creature has recognized an opportunity for his influence to grow by weakening both the Seelie and Unseelie Courts. This creature is beginning to sow the seeds of rebelling and chaos. In the quest to discover and thwart these efforts, the PCs may find themselves deeply pulled into the Fey Realm itself and intertwined with one Court or the other...

The first adventure seems like a brief one-off side quest and should be familiar to most players as their characters encounter a pair of famous figures from folklore. Enjoy the references and have fun with them.

## RUNNING THIS CAMPAIGN

Approaching these adventures one right after the other in progression is difficult to manage because there may be significant time between them, and the PCs may not be experienced enough to handle future challenges unless they've had other opportunities between adventures to increase in power. At the conclusion of each quest, the players won't know of any follow-up items or quest tie-ins, as these are revealed to them when you, as the GM feel it is an appropriate time and the PCs have adequate experience.

Each quest describes a recommended party level, a prerequisite plot hook needed, a description of the adventure itself and any crucial areas, a final plot hook leads to the next stage, and guidance to the GM for what could happen in between adventures. There is also guidance for some of them depending on whether the PCs are all themselves with the Seelie Court or the Unseelie Court



Adventure campaign included!

This series of side-quests is best used when there is a natural break in plot progression during your existing campaign. It is challenging to incorporate one of these side quests if your current campaign is in the middle of the Underworld, for example. However, they are easily included during the downtime phase of your games or in between campaigns.

## MISSING AT BREISACH

Designed for Player Character levels 2-5.

**Background:** For as long as anyone remembers, the townfolk of Breisach have enjoyed the boon of two brownies, Hazel and Grimmer. Generations of villagers have known about the brother and sister and have always treated them well. In return, the fey folk have assisted in many ways, from helping do chores when a farmer needed help to keep an eye out against the incursion of evil. For this reason, the mood in the town is near panic as the two brownies have gone missing for more than a week now. No one knows where they may be found. Rumors are spreading, and with each passing day, they become more elaborate.

Hazel and Grimmer have been kidnaped by a shtriga who has taken residence in a previously abandoned cottage deep within the forest. The shtriga lured both brownies with promises of candies and cakes, only to capture and imprison both. She keeps Hazel in a...

presenting something not looked by either of the species lacks this magic and Gunglitz may generate this. If the disarming is successful, Gunglitz returns his goblet to return with the key (see below). If Gunglitz detects the attempted deception, he casts a spell and calls out how he looks forward to his new trophies before attacking. He attempts to rally his goblin minions to harass the PCs, especially any identified enemies with hit and run tactics, while he offers one brain flare to deal with those less combatant.

### LAR/ACTIONS

On initiative count 20 (losing initiative tied), Gunglitz takes a fair action to cause one of the following effects. Gunglitz can't use the same effect two rounds in a row.

- Crumpling vines and grass sprout from the ground in a 3-ft radius area within the lair. Any creature within this area must succeed on a DC 13 Strength saving throw or have their movement reduced to 0 until the end of their next turn.
- Fossils fall from the ceiling in a 3-ft radius area within the lair. Any creature within this area must succeed on a DC 15 Dexterity saving throw or suffer 11 (2d10) bludgeoning damage.
- The plants emit a disorienting globe of spores in a 3-ft radius or one point within the lair. Any creature in this area must succeed on a DC 11 Constitution saving throw or be disoriented, suffering disadvantage on all skill rolls until the end of their next turn.

### The Key

The key is not a traditional key, but a young human boy of about 10 years of age by the name of Martin. The boy's true age is more than 50, but he was kept in the Fey Realm his entire life and thus only aged 10 years over the past half century. When Martin was born, he was kidnapped and exchanged for a changeling. Even though he is physically 10 years of age, he possesses the knowledge of one who has lived 50 years and has a magical and psychic link to the changeling who replaced him. After Martin was captured by Gunglitz's goblins, it was revealed to Gunglitz that this other changeling existed and that it is the changeling who is the cause of the impending war. Through Martin, Gunglitz learned that this other creature held such a message for being abandoned by his fey parent, specifically for a reason, that he never responded, and has been plotting for years for a way to cause as much damage and strife as the Fey Realm as possible. Martin's adoptive parents, who were the changeling's actual parents, were killed by the changeling and Martin managed to escape, fleeing for Crosswinds. It was pure chance Gunglitz's goblins managed to capture him first.

Because of the magical bond between the two, Martin senses the location of the changeling's magic planes, and Gunglitz, in turn, knows just how valuable that information is. Thus he offered a deal to each quest, hoping to achieve his greatest desire to return, becoming an Archibute himself.

### 7. GUNGLITZ'S TREASURED ROOM

This room is hidden by a secret door (DC 20 investigation to detect). Within the chamber is a large greeny mound with two large flower plants on either side of a stream. The



# Additional PC options:

- \* Changeling Background
- \* Feats
- \* Spells
- \* Races

## ADDITIONAL CHARACTER OPTIONS

With this chapter are new options for your player characters. As with any non-official material, please share with your GM and ensure everyone is OK to use any of the following material in the game.

### CHANGELING BACKGROUND

You are a changeling, having been left in the place of the natural child of your "parents," then grown up in this environment as if you were a biological child. Your parents suspect of your nature and either raised you as one of their own (either due to love or fear of the law), or they discovered you or informed you, especially if you had any siblings.

As you get older, you noticed that your biology or other small traits that others around you didn't have. By the time you reached your teen years, you had your heritage confirmed via a message from a Fey creature. This can be as simple as a note or an actual conversation.

**Skill Proficiencies:** *deception, insight of mind*  
**Tool Proficiencies:** *one type of musical instrument*  
**Languages:** *elvish, language of your race, common*  
**Equipment:** *a staff, an elf's hooded cloak, musical instrument, and a pouch containing 5 gp.*

#### PERSONAL ATTRIBUTES

no.	Attribute
1	Thank you for so one of their own and/or for you.
2	Never acknowledge your ancestry, but always affirm your childhood near friends you often see through their siblings.
3	Only child. Remember care of you, watched while your teenage first others.
4	Only other Fey who obtained you on the streets and they named of your heritage.
5	Parents honored you, but it wasn't for long. Your siblings get attention and the best clothing, and you had to struggle to do it all on your own.

**Feature: Fey Ties**  
 Your Fey heritage has left a mark on you. Choose three out of the following, or roll on the chart to determine this trait.

no.	Fey Trait
1	Your skin has an iridescent sheen to it.
2	Your eyes sparkle in certain colors.
3	Your hair truly has a slight magical influence (they can't burn, won't, etc.).
4	Your skin is waxy and takes on the appearance of stone.
5	You glow off a mark of wealth or nobility.
6	You can detect and identify fey creatures.
7	Your movements are fluid, giving you a change to all of them. Checks you make when dancing will be double or triple.
8	You can sense other wiles of magic or features of light about the path of your hand.

**Suggested Characterization:**  
 Growing up as the only one of your kind has formed your personality with a few key...

no.	Personality Trait
1	...
2	...
3	...
4	...
5	...
6	...
7	...
8	...
9	...
10	...



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1	...
2	...
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### HAZARDOUS

You have the following trait:  
**Blindness:** You can see in the dark within 60 feet of you. You are unable to see in the dark within 60 feet of you. You are unable to see in the dark within 60 feet of you.

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### HONORING

You have the following trait:  
**Honoring:** You are a member of a noble house. You are a member of a noble house. You are a member of a noble house.

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### JOYOUS

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**Joyous:** You are a member of a noble house. You are a member of a noble house. You are a member of a noble house.

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### KEEN

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### LEVERAGING

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### POISE

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### SPYING

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### STRENGTH

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### SWIFT

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### SPELLS

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### BLESSING OF THE DRAGON

You have the following trait:  
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### SHADOW WALK

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### SHADOW WALK, GREATER

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**Shadow Walk, Greater:** You are a member of a noble house. You are a member of a noble house. You are a member of a noble house.

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# New Subclasses

## Rules for becoming an Archfey!

### CLASS OPTIONS

The following options represent those substitutions that all Warlocks can choose.

#### WARLOCK PATRONS

Most of the Archfey are creatures in various planes, and the Archfey are creatures in various planes. The Archfey are creatures in various planes. The Archfey are creatures in various planes. The Archfey are creatures in various planes.

#### COLLEGE WARLOCK PATRON

College Warlock Patron is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron.

#### ARCANE WARLOCK PATRON

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#### WILD WARLOCK PATRON

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#### ELDER WARLOCK PATRON

Elder Warlock Patron is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron. It is a subclass of Warlock Patron.

#### WIND WARLOCK PATRON

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#### WATER WARLOCK PATRON

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You have an additional spell when you reach certain levels in this class, as shown in the *Warlock Patron Spells* table. Each spell counts as a magic spell for you, but it doesn't count against the number of magic spells you know.

Warlock Patron	Spell
College	College Patron Spell
Arcane	Arcane Patron Spell
Wild	Wild Patron Spell
Elder	Elder Patron Spell
Wind	Wind Patron Spell
Water	Water Patron Spell

When you choose the *Wild Warlock Patron* subclass, you gain the following:

- You gain a *Wild* patron.
- You gain the *Wild* patron's magic spells.
- You gain the *Wild* patron's magic spells.
- You gain the *Wild* patron's magic spells.

### CLERIC DOMAINS

#### ARCHFEY

Archfey Cleric Domain is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain.

#### DISCIPLE OF THE WORM

Disciple of the Worm is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain.

#### BECOMING ARCHFEY

Becoming Archfey is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain.

#### PREQUISITES

Prequisites are requirements for becoming an Archfey. They are requirements for becoming an Archfey. They are requirements for becoming an Archfey. They are requirements for becoming an Archfey. They are requirements for becoming an Archfey. They are requirements for becoming an Archfey.

#### ARCHFEY OF THE ARCHFEY

Archfey of the Archfey is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain. It is a subclass of Cleric Domain.

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## BESTIARY

Material folklore is teeming with various fantastical monsters and faeries, both benevolent and malevolent alike. They were countless born of stories to scare children into proper behavior or keep them away from danger. Many tales of the kelpie and other devices where creatures were created for such a purpose, to keep children away from the water's edge where they might drown.

Monsters, spirits, demons, and other creatures were also often used to explain something that the people of the time didn't understand. An incident was the cause of what we now call sleep paralysis, or someone with unexplained pigmentation might have been accused of sorcery. Sometimes these creatures were fairly benign, as with most folkies. Other times they were created from something very dark, violent, or traumatic, such as the mythos. Because the lore and history behind the darker creatures might be troubling for some, it is best to include an advisory warning indicator. Instructions on how to handle these are at the front of this book.

**NATURAL WEAPONS & MAGIC RESISTANCE**  
 Note that any creature of a CR of 2 or higher will have their natural attacks be considered as magical for the purposes of overcoming magical immunities or resistance another creature might have.

### STAT B

**Name** The name of the creature.

**Flavor Text** The lore of the creature.

**Lore & Ecology** The lore origin. PCs may recall it. A failed DC of at least of 10. A successful DC of at least of 10. A successful DC of at least of 10.

**Behavior** The behavior of the creature.

**Comment**

**Quote** Some creatures may have a special quote about them.

**Habitat** The typical habitat where the creature may be found.

**Feat Block** The statistical traits of the creature.

Creatures that have the ability of "spellcasting" treat these actions as spells for the purposes of counterspell and other potential impacting reactions or scenarios.

### EXCEPTIONAL VARIANTS

Many groups of hominids or other social creatures have a single individual that leads them, or they are exceptional members in their species. These include but are not limited to alpha males/females, dominants, chieftains, captains, kings/queens, and cult/pack leaders. Many of these have their own specific set of black entries as described under the creature entry. For those that aren't specifically described, the following guidelines can be applied: use "superior" for alpha, "elite," and "legendary" for creatures that do not lead groups that are exceptional for their species.



**Leader/Superior** (3-10 members of a group)  
 +1 to any two ability scores, +1 CR, +2 HD, +1 damage to each attack, scores to 1 hit action.

**Lieutenant/Alpha** (10-21 members of a group)  
 +1 to any two ability scores, +2 CR, +1 Proficiency bonus, +1 AC, +7 HD, 1 extra attack action per round, 1 hit action, one trait.

**Captain/Elite** (25-50 members of a group)  
 +1 to any three ability scores, +3 CR, +1 Proficiency bonus, +1 AC, +7 HD, 1 extra attack action per round, 4 hit actions, one trait.

**Chieftain/Chieftess/Legendary** (50+ members of a group)  
 +1 to any three ability scores, +4 CR, +2 Proficiency bonus, +2 AC, +10 HD, 1 extra attack per round, +2 damage to each attack, all applicable hit actions, two traits.

### EXAMPLE: ELITE CAT-SPIRIT

An elite version of this creature would have four of the hit actions listed below when encountered in its lair, and appropriate trait from the list below, such as escape, and the following modifiers as in our table:

**A MID-IF-GUILD WIGHT GRAB**  
 Name: wight AC: 10  
 Hit Points: 40 (10 HD)  
 CR: 3  
 Abilities: Multi-attack (one bite and one claw attack)  
 Bite: +6 to hit, reach 5 ft., one target, Str 9 (10+0) piercing damage.  
 Claw: +6 to hit, reach 5 ft., one target, Str 8 (10+0) slashing damage.

### LAIR ACTIONS

Cult leaders, chieftains or chieftesses, and other "bosses" have the advantage when fighting in their home turf. They know the layout better than the PCs—where every crevice and rock is, they typically have positions in place such as traps or mines, and they have minions to order around. Leaders simply know where everything is in their lair and can leverage that to combat.

From a narrative perspective, how that looks in the game is up to you as the GM and depends on how the lair is actually described. Are there plants and animals on a table nearby? Traps or mines of supplies? The actual form may vary, but the effect as it is described below under the lair actions remains the same.

For those actions that force a saving throw or skill check, the DC = 10 + the creature's proficiency bonus.

On initiative count 20 (losing initiative tied), the leader takes a hit action to cause one of the following effects:

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More than 200 monster entries!  
 Additional rules for giving lair actions  
 and creating exceptional variants to  
 "normal" monsters!







## MYTHOLOGICAL TREASURES

Viscous beasts and horrific fiends aren't the only parts of a heroic story or folktale. Often the hero or heroine can only achieve great deeds through the use of magical items. Each region and culture has a different contribution to the type and style of the magical object. Still, we see some key similarities across all mythology, regardless of region or culture of origin.

The first of these is the view toward swords. In history, particularly from the late Iron Age to the Viking Age, crafting a sword was a highly skilled profession, and often swordsmith's techniques were highly guarded. Swords were kings' gifts and were available only to those who could afford them.

The second item frequently occurring in many myths and folktales are gauntlets and rings. These items bestowed great powers to the wearer of either.

The frequency of similar items, particularly with the aforementioned swords, creates a risk of having a list of items where several different items are essentially the same in function. Due to brevity, only the more popular or unique items are described below.



## MAGICAL ITEMS BY RARITY

### UNCOMMON

Angrvabull  
 Armor of Beowulf  
 Fall-Not  
 Fairy Dust  
 Mead Of Poetry  
 Mistilteinn  
 Shoes Of Vǫlvarr  
 Svefnthorn  
 Toadstone  
 Wolfsoegen

### RARE

Adder's Stone  
 Aghsjálmur Helm Of Awe  
 Bradamante's Lance  
 Carnennan  
 Cohuleen Druith  
 Dyrnwyn  
 Edhrinnair  
 Gunnar's Atgeir

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Dozens of artifacts from folklore and mythology included!



Thank you so much for your interest in Twilight Fables. I hope the material enhances your gaming and you have fun!

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