Gnome Bait

```
Faerie Might: 15
Size -1   Int +1

Playful +2

Sling:    First/Rate +11, Attack +10, Damage +4 (annoying)
Fatigue +2, Defense +6 (Dodge), Soak +6 (+50% damage from iron/steel)
Body Levels: Ok, 0, -3, -5, Incapacitated

Powers:
          Invisibility (3 points)
          Stones of Enchantment (cause visions when touched, 3
               points, Stm roll of 12+ to resist, Per roll of 12+
               to act each round, actions at -5, missiles at -9)
               The gnomes use these sometimes in their slings.
```

These gnomes are worth two pawns of Terram vis each.

Lakai

```
Faerie Might: 15
Size -1   Int +2

Playful +2, Helpful +1 vs. Direct -3
Lakai has no weapon
Fatigue +3, Defense +8 (Dodge), Soak +6 (+50% damage from iron/steel)
Body Levels: Ok, 0, -3. -5, Incapacitated

Powers:
          Communicate with Stones
          Shapechange to Rock (1 point)
          Invisibility (3 points)


Lakai's body is worth 2 pawns of Terram vis.
```

Zwerg, King of the Gnomes

```
Faerie Might: 35
Size -1   Int +5

Cunning +2, Distrustful +3, Gambler +2, Playful +2

Sword:    First +8, Attack +10, Damage +16

Fatigue +3, Defense +8, Soak +8(+22 with armor) (+4 damage from iron)

Body Levels: Ok, 0, -1, -3, -5, Incapacitated


Powers:
          Elfshot (cause enchanted sleep, Stm roll 12+ to resist, 2 points)
          Enchant Objects
          Invisibility (3 points)
```

Zwerg is described with the major characters at the beginning of the adventure. Hopefully the storyguide will not need to use these stats for anything. Zwerg's body is worth four pawns of Muto vis.

Dwarven gnomes **Faerie Might** 21; **Size** -3; **Int** +2; **Per** +2; **Qui** +3

Powers:

- Shapechange to mole (3 hour)
- Shapechange to rock (2)
- Earth control (1)
- Invisibility (1 per hour)

Gnomes of the Forest **Faerie Might** 24; **Size** -1

Powers:

- Invisibility (2)

- Insubstantial form (2)
- Wood control (6) up to fourth magnitude
- Glamour (6)

30.6.2 Unseelie Faerie Creatures

Fairy Wolves

```
Faerie Might: 20

Size 0    Cun 0

Bite:           First +10, Attack +6, Damage +18
Fatigue +4, Defense +7, Soak +10
Body Levels: Ok, 0, -1, -3, -5, Incapacitated
```

These wolves are larger than normal wolves, and much, much fiercer. They have midnight black fur with silver eyes. They will run away (initially) when half of the attacking force is killed or wounded. Figure out the size of the attacking force in relation to the number of grogs and/or combat magi present. When killed, their wounds flow with water. Should the magi look, they will find that the hearts of these beasts are worth 3 pawns of Animal vis. They are, however, made of ice, and must be kept from melting.

The Black Knight

```
Faerie Might: 25

Size 0    Int +3    Strength +7

Brave +3, Honorable +1, Devoted +2 vs. Cruel +2

Silver Greatsword:  First +11, Attack +14, Damage +23

Fatigue +1, Defense +10, Soak +25 (+4 damage from iron/steel)

Body Levels: Ok, 0/0, -1, -3, -5, Incapacitated
```

The Black Knight is very strong and brave. He will not yield the contest until he is reduced to his -5 body level. He is dressed in full chain made of bronze painted black, and a long black cape. He carries a silver greatsword and a large horn. His helmet completely obscures his face, save for two red points of light which are his eyes. Immense stag horns protrude from the top of his helmet. It is unclear whether these are part of the helmet or not (they are not). Should they kill him and collect vis, his heart is a rook of Creo vis, but if he is killed, the wolves will attack immediately. If the horn is blown, hunting parties from the unseelie court will respond by hunting for the characters (whether the knight blows it or the characters do). These hunting parties consist of more wolves and more dark fairies like this one.

30.6.3 Other faeries

30.6.3.1 Auretta

Faerie Magic: 29; **Size:** -2
Auretta is an alven who have settled on a small glare in the Regio of the Fay to protect a few clusters of tiny, light blue flowers. She is ordinarily invisible.

Powers:

- Curse (2)
- Change Size (2)
- Communicate with plants (5)
- Visibility (1 per hour)
- Wind Control (1 per magnitude) up to level 20

30.6.4 Magi of Gloria Senecta

If you hadn't realized by now, the magi at Gloria Senecta are supposed to all be exceptionally old. It's sort of like a retirement home for old Flambeau. Here are some of the stats for the magi that I used (although most of the stats weren't that important)

```
Vigor Invictus: Bonisagus, Cr 21, In 30, Co 35, Vi 32, others around 15.
   Age: 112
```

Personality Traits: Brave +1, Practical -2, Devoted +2, Meddlesome +1.
Virtues: Affinity w/ Corporem, Affinity w/ death and aging, hermetic prestige, inventive genius, strong writer, busybody, alchemy.
Flaws: Driving goal (invent perfect longevity potion), Gangling, faerie emnity, susceptible to infernal power, sensitive to poor manners.

Dominus Mundus: Tremere, In 21, Mu 21, Re 31, Co 25, Me 24, others around 14.
Age: 92
Personality Traits: Overbearing +2, Brave +3, Timid -2.
Virtues: Affinity w/ Rego (skill at 7), Personal vis source, +2 knack with certamen (certamen skill 10 without including the knack), gentle gift, fast caster.
Flaws: No familiar, magic addiction, incomprehensible, over confident, compusion to settle arguments with certamen.
He's the only one at the covenant who bothers to go to tribunals anymore.

Vigilax Arbiter: Quaesitor, In 34, Pe 27, Co 30, Me 21, Im 20, Vi 28, others around 15.
Age: 105
Personality Traits: Devoted +3, Brave +0, Owl +3, Nocturnal +2
Virtues: Affinity w/ Intellego, personal vis source, intellego, Quaesitor,

Quiet magic, versatile sleeper, knack with certamen.
Flaws: susceptible to divine power, obsessed with guarding tree, sensitive to poor manners, fragile constitution, wild magic, delusion: imaginary friend Astan.

Vox Mentis: Jerbiton (Ex Flambeau), Cr 14, Pe 29, Co 25, Ig 14, Me 16, others from 8-12.
Age: 73
Personality Traits: Brave +2, Violent +1, Calm +2
Important V&F: Sense of Doom.

Saevitia: Jerbiton (Ex Flambeau), Cr 19, Pe 31, Co 25, Ig 17, Me 24, others from 14-19.
Age: 98
Personality Traits: Brave +2, Calm +2, Violent +1, Cruel +1
Important V&F: Gentle gift, sensitive to remarks about females, magic

addiction.

Ictus Igneus: Flambeau, Cr 27, Pe 24, Ig 25, others from 8-15.
Age: 73
Personality Traits: Brave +2, Violent +1, Impulsive +1
Important V&F: Fast caster, fury (when injured), minor deficiency: Rego, blatant gift, sensitive to disrespect to house Flambeau.

Incendium Spissus/Obitus per Ignis: Flambeau, Cr 30, Pe 24, Ig 31, others from 8-19.
Age: 85
Personality Traits: Brave +2, Reclusive +1
Important V&F: Quiet magic, obsessed with fire, over confident, blatant gift.

30.6.5 Others

Praeses: Merinita, Cr 6, In 6, Mu 16, Pe 6, Re 10, An 8, Aq 3, Au 6, Co 8,

He 9, Ig 3, Im 10, Me 8, Te 5, Vi 6.
Age: 34
Personality Traits: Stubborn +1, Brave +2
Virtues: Sidhe blood, student of faerie, faerie magic, faerie eyes, personal vis source, Muto, free expression, clear thinker.
Flaws: susceptible to divine power (-2 faerie flaw), vulnerability to iron, strong faerie nature, compulsion to champion the faeries, fear of clergy, hedge wizard.

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