

TRIUMPH LARP

**Fey's
Handbook
4.0**

The Fey of Lantai

A Fey is a humanoid being in Lantai, and can be recognized by their faerie features: wings, horns, and/or a gem set in the forehead. Sometimes fey will have pointed ears as well. Fey are a descendent of the faeries of legend, and have a long life span. The fey are quite long-lived, and can live to see 900-1000 years of age. They are magical and nimble, though not physically strong. A fey has a strong bond to nature, and to the spirits of nature. The fey have a disposition toward magical endeavors, and are often mages, shamans, and clerics. The fey, as a race, have a reverence for life and its contribution to the flow of magic, and will typically seek to preserve life when possible. Note that there is NO such thing as an EVIL PC playable fey. If you are looking to play an evil character, move to another race.

This handbook, along with the class handbook of your choice, will help you to portray a character that will help drive an epic story which we call Triumph. This game is story-driven, and the more thought given to your character, the better your game experience will be. Welcome to Lantai, welcome to Fairhame, and may you Triumph.

This handbook is not meant to replace reading the manual...in fact, if you've not read the rulebook, you should put this handbook down and go do so now. OK...so you're back. Hope you enjoyed the rulebook. Now, let's talk about fey.

Physical Representation

So, what exactly makes fey look like the fey? The answer is their faerie traits: horns on the head, wings on the back, or a gem set in the forehead. If you're going to play a fey character in Triumph, you are required to represent one or more of these traits. If after your 3rd event you do not wear your minimal physrep and costume, you can still play, but will receive no Triumph Points. Note that this is a minimum physical representation...you can go further! You can always improve your look, adding pointed ears, makeup, body paint, wig, and more, to make yourself look more like a Fey, and less like you. The Fey can be fun to costume and physrep...from a blue faced horned and fanged being to a pointy eared fey with a topaz on her forehead, the only limit to being a Fey is your imagination and minimum physrep requirement.

Racial Modifiers

By choosing to play a Fey character, you receive some advantages and some disadvantages compared to others in the game. These racial modifiers exist to help characterize the race.

Fey are very nimble, able to deftly move and manipulate objects. As such, a fey character can disarm a trap or pick a lock at half the normal count times described if they purchase the Disarm Trap or Lockpick skills.

Fey are very magical, with a legacy given by their ancestors of attunement with the Flow. Fey receive a bonus of 2 magic points per purchase of the magic skill.

The Fey are not physically strong, and so may not purchase 2 hand edged or 2 hand blunt skills.

The Fey are physically weaker than other races, as they were not originally from Lantai. As such, they receive a 2 health point penalty per purchase of the health skill.

Racial Traits

Each race has its defining qualities, or traits. This includes typical costume, common attitudes, traditions and ways of life, and natural tendencies. By playing to these traits, you are portraying a fairly typical member of the race. If you choose to ignore these traits, your character is probably quite uncommon...and might even be frowned upon by members of your own race.

The Fey exist today in many roving gypsy-like bands, Family Clans that have banded together for safety and company after the Cataclysm. Most are only 1 or 2 generations removed from the Cataclysm, though some are in the 3rd and 4th generation. These groups travel from place to place, setting up mobile villages of wagons, tents, yurts and such, searching for Gates to Faerie, or just avoiding the rest of the world.

Some Fey, however, have decided that their ancient homeland can never be reached again, and have begun to integrate into society. Many of the younger Fey, the current generation, have made this shift in culture. These are Fey who have no living memory of Faerie, and some don't believe the tales of its glory.

The Fey are persecuted in many lands, treated as thieves at best, and as the cause of the Cataclysm at worst. Only in Nordriki and Aettlund are Fey openly accepted as just another goodly race, and many Fey who have left their Family Clans choose to reside in one of the two kingdoms. There are no Fey cities or holdings, and they are still somewhat of an orphan race, their numbers increasing very slowly.

The Fey have no kings or princes or queens, each Family Clan has an Elder or Council of Elders that make decisions for the clan. Some clans give their blessing to the younglings leaving to join society, and some do not, banishing the "betrayers" from ever returning. Banishment is rare, however, and only occurs in the most strict and desperate of Family Clans.

The Fey are quite in tune with the cycles of nature, and indeed the Faeries of their ancestry were tied into the creation of some of those cycles. This can be a blessing and a curse. In spring, it gives the Fey a vitality and drive unparalleled among the races. Upon the Autumnal Equinox, however, the Fey are taken by the Night of Death, when their darker selves rise out of their psyche to act. A Fey in the throes of the Deathnight will rarely act for the greater good, their own self interest being all that is.

Many Fey will lock themselves away voluntarily on the Deathnight, and in Aettlund each gaoler is instructed to allow the Fey to do so on the equinox, with no penalty for their actions while in voluntary lock up. Those who wander, though, are still subject to the laws of the land...and often break them anyway. Fey in Family Clans will set a Deathwatch on this night, enacting magics to bind and protect themselves from their own darkest desires.

Tips for roleplaying a Fey character: The fey are very complex, and should have a layer of mystery...they may be reluctant to reveal things about their past or the Family Clan, and none of them will have clear memories of their lives in Faerie. This bears repeating. They will not have clear memories of Faerie...they might have some vivid images, but few, they might remember close friends, but not well, they will not remember towns, rulers, abilities, etc. This remains a mystery. They have a dim memory of an eternal balance between light and dark, and have learned that they are descended from

something known as the Seelie Court. ALL PC FEY ARE SEELIE. Fey costume tends to utilize bright colors. Personality can vary, and a Fey will typically have either a disdain for the societies of Lantai, choosing to be loyal only to their Family Clan, or they will make a strong attempt to “fit in”, emulating a facet of society as meticulously as possible...this is best RP’d as a subconscious compulsion, rather than a conscious decision. Fey should have a reverence for living things, from animals to plants to thinking beings. Fey will likely have an adverse reaction to unnatural creatures though...goblinoids, monsters, and Changelings. A Fey meeting a Changeling will usually react with distrust at the best, and with mild violence at worst. A Fey seeing a Friend of Fey mark on a player will be inclined to trust that person until given reason not to. This should also be played as a compulsion, and not a conscious decision.

Key Points in Fey History

Many millennia ago, the Dream reshaped the world of Lantai. It created the Gods, who lived upon and discovered Lantai’s secrets. The Gods, in turn, Ascended, seeking a further enlightenment. Some of the Gods gave birth to Children of their own. Those are other tales.

Also on the face of Lantai were magical portals, some as elaborate as gates made of stone, some just knotholes in a tree. These portals lead to an Otherrealm known as Faerie, and the inhabitants there were called Faeries. When the Gods sent their Children to Lantai, the Faeries became aware of its existence. Some of them took up guardianship of various aspects of nature, making arrangements with the Gods and with the spirits of Nature. Over time, the Faeries that lived in Lantai noticed a change...life in their land was very different, with thought being a power unto itself, creating reality. Lantai was much more physical, and some of the Faeries became so as well...evolving into the early Fey. These early Fey began to gain a curiosity about more of the world, and began to interact with the elves and dwarves, learning of them and their ways.

Over time, the Fey began to grow away from the Faeries, though they still traveled freely between the worlds. When the younger races arrived, some of the Fey began to desire more than just to observe...they wanted to help contribute to the history and future of the world. Family clans began, living with other races, yet still moving through the secret (and some not-so-secret) Gates from time to time. The Great Empire of Man even had a treaty with a representative of Faerie for trade through a Gate, trading things of interest to both races that are now lost to time.

When the Cataclysm struck, the Gates failed as did most magic...some exploded, raining fire and shrapnel where they stood. Some just ceased to be. Everywhere, the Fey were incapacitated and some even killed as the Magic of the world screamed in cosmic agony. As the changes of the Dark Times took the world, many came to view the Fey’s violent reaction as proof that they were the cause, and the persecutions began. The Fey themselves were lessened, their bond to their ancient home severed. The Fey became part of the world, and 4 generations are assimilating into societies, or still searching for a way to return to Faerie.

Quite recently, the Fey experienced the Night of Remembrance. A Gate was opened momentarily, and in that moment was a racial memory revealed. The Fey of Lantai

learned that they are descended from Faerie of the Seelie Court, the 'good' faeries. However, they also became aware of the dark nature of the Unseelie, and there are closely guarded rumors among the Fey that there are some Dark Fae in the world of Lantai

Now, in the present, Fey strive as we all do. The Savage Lands have become more dangerous, if that were possible. Orcs, goblins, trolls, and worse have become more and more common. Monsters long thought to be extinct, or mere fairy tales, have been sighted. The Oracles speak of dark days ahead. May we all triumph.