

## **Monstrous Fey Stolen**

The monstrous fey do not usually take humans alive, but sometimes a human impresses them so much an exception is made. Usually those stolen by the fey are raised among the beauty and insanity of kingdoms of the Seelie and Unseelie and end up mirroring it in small but noticeable ways. Monstrous fey stolen are not so lucky. They are forced to endure the harsh, violent, and (in its own way) beautiful mountain range that surrounds Faerie. Those changelings that come from the mountains are vastly different than those from below.

### **Monstrous Fey Stolen's Penalty**

As with other changelings, those stolen by the monstrous fey have a small portion of their soul ripped out. They receive a -1 to their soul stat. Monstrous fey stolen also don't get to use their Glamour in the same way that other fey stolen do. They cannot start out using it to effect peoples minds or create illusions, they can however buy it with the bonus New Dog, Old Trick. New Dog, Old Trick, however, costs 3 points on character creation rather than 2 (6 when using xp). Also cold iron breaks their Glamour like other fey stolen changelings. The monstrous fey don't use much magic, so the monstrous fey stolen changelings don't usually start with much magic. They start with Soul + Mind (modified by class) + 5 magic points to learn spell.

### **Monstrous Fey Stolen's Bonuses**

**\*Note\*** Monstrous fey stolen changelings get all the bonuses shared by all changelings. Except for the +1 to Social stat.

#### **1) Monstrous Strength**

Monstrous fey stolen changelings live hard lives. They work, they fight, they toil. Because of this, the monstrous fey stolen changeling get a +1 to his Body stat.

#### **2) The Art of War**

Monstrous fey are warriors. They are known for their strength, their fury, and their weapon smithing. Those taken by monsters learn how to forge implement of death. All monstrous fey stolen changelings get +2 Art (weapon smithing).

#### **3) Warrior's way**

Monstrous fey stolen changelings learn the way of battle quickly, or they die. All monstrous fey stolen changelings gain a +2 to any two combat skills.

#### **4) Glamour**

The monstrous fey are still fey, and monstrous fey stolen changelings are still fey stolen changelings, so they can learn Glamour. However the starting Glamour for the monstrous fey stolen is vastly different than that of their lowland cousins. The Glamour of the monstrous fey stolen adds to their intimidation checks, and damage. When trying to intimidate someone, the monstrous fey add their Glamour to their Socialize skill for the roll, if they chose to. When fighting, they can add their Glamour to their damage. To

do this they first roll to see if they hit. If they did hit than their Glamour is added to whatever they rolled to hit to calculate damage.

#### 5) **Stainless Steel Stomach**

The time spent with monsters changes a person, body and mind. With the mountains being completely barren, the monstrous fey stolen learns to survive off of anything. Not long after they are taken to the mountains their bodies adapt to eat anything, and I mean anything their jaws are powerful enough to chew, as long as it is not outright poisons. A monstrous fey stolen's jaw can do 3 points of weapon damage and anything that does not move only gets a D20 roll to save vs an attack. So to see if a monstrous fey stolen can eat something roll and attack roll using Fist Fight skill and the object gets only a D20 roll to save vs the damage. Something fighting back gets full dodge and D20 roll.

#### 6) **A Little Tolerance**

Monstrous fey stolen changelings get +2 save vs poisons and drugs.

#### 7) **The Hills are Alive**

Where the normal fey stolen are surrounded by forest and rivers and animals, the monstrous fey stolen are surrounded by rocks and stones and metal. So while the normal fey stolen learn to make friends with nature, the monstrous fey stolen make deals with the very earth itself. When in a place with earth, stone, or metal the monstrous fey stolen can call on it for help. With a social challenge (1/2 soul + D20) with a difficulty level of Average, the monstrous fey stolen can inspire the stone, earth or to animate and help him. This works on processed metal, but not iron.

### **Monstrous Fey Stolen Changeling's Opinion of Other Cursed**

**Shamans** - They talk to the spirit of the earth, we talk to the earth itself. They died and agreed to follow those they found on the other side in exchange for the spirit of power, we were taken and in exchange have taken our captors power. They have the spirit of strength and we have strength itself. They are like the our shadows, but their healing trick they do with the spirits is pretty cool.

**Mystics** - Weak. Their magic is no match for my physical strength, especially since it takes them about half an hour to cast a spell and it takes me about a minute to beat them to a bloody pulp. Lucky for them we seldom have anything against them.

**Psychics** - What the hell man? Some of these guys can go toe to toe with me without lifting a finger. How the hell can Poindexter throw a punch from across the room.

**Sorcerers** - Do not trust these guys, they have to many secrets. If one is on your side than watch him closely, because he's probably lying. if one of them is against you, beat him to a bloody pulp before he can open his mouth.

**Summoners** - Most people don't trust these guys because they have tainted heir own

hearts for power, that I don't mind. No, what makes me not trust these guys is the fact that they are so willing to summon things that make what took me look like a carebear for a bit of power. Otherwise I feel the same way about a summoner I do about a sorcerer.

**Blessed** - Blind fools. They would put me down for my own good and try to take on what took me so no one would suffer as I have suffered. As if they could. They don't even make good eating. Pretty useless.

**Fey Stolen Changelings** - Sparkly, pretty, useless. They get to go to wonderland while I get the wasteland. But I'm not bitter. I just like making pretty pictures with their bloodsplatter as I bash in their heads.

**Spirit Found Changelings** - I guess it depends on what type your talking about when it comes to how I feel about them. I feel a certain kinship with the predators. Teeth that tear meat, claws that rend flesh, eyes that shine a warning of death at their prey. Yeah I like these guys. I like the prey changelings as well, they taste so good, and chasing them defiantly gives me an appetite.

**Demon Stolen Changeling** - I was raised by monsters, but looking at these guys I think I got off easy. They put up a good fight, I can respect that. Every word that leaves their lips are lies, I can't respect that however.