

Protagonists

Five fae, trapped in another world; the world of humanity.

It is three thousand years since the last of the Feygates closed. Three thousand years since the fateful day on which a group of five fae were left behind. Fae are not generally much concerned about passing time – they do not age, and normally have the attention span of a butterfly – but in this case, the sheer weight of time has begun to tell on this small group.

Three thousand years without seeing home is a lot, after all.

Three thousand years ago, when the decision had been made to leave this world for good, none of them had expected to have been left behind. The reason was simple, indeed trivial; that reason was Glow, the smallest and youngest of the group. It had been Glow's job to wake them up – and Glow had fallen asleep on watch.

Glow was a particularly young fairy; so small she could only hold one emotion in her at a time. For some significant time, that emotion had been *guilt*. She left the group some two thousand three hundred years ago. A close reading of Peter Pan suggests that, wherever she is, she's most likely still alive; and, despite keeping a low profile, has found time to talk to a certain author. And at some length, given how closely Tinkerbell mirrors her own character.

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Opening a gate back home, even a temporary one, is not easy. There is a ritual that will do it, but it requires some very specific ingredients, and can only be completed once a year, in the light of the first full moon after the summer solstice. That's tonight.

Most of the ingredients – the four-leaf clover, picked on the third day after the vernal equinox; two seeds from the first apple grown in a new year; and so on – have already been obtained. But there is one last ingredient that is both vital to the ritual, and has not yet been obtained.

A piece of genuine moon rock. It does not have to be a large piece – a piece the size of a five rand coin will be enough – but it does have to be from the moon.

Fortunately, it is shortly after Neil Armstrong and his crew have recently returned from that location, bringing with them a number of rocks. And tonight, one of those rocks is on display in a museum. It is up to you to find that rock, bring it into the moonlight, and complete the gate ritual...

...before dawn.

Another year in this terrible world will be too much. This *must* be done tonight.

Fairy magic: Fairies are magical creatures, and can throw out minor illusions as easily as breathing. To conjure up an illusion, a fairy must first decide which sense he is trying to fool; sight, hearing, smell, taste, or touch. Secondly, he must decide whether he is casting a general illusion or an invisibility. A general illusion is visible to everyone, but can be seen through.

Fairies can also manage a few other, minor magics; light telekinesis and light.

Phantasm: An expert in the conjuring up of the appearance of things that are not there.

Phantasm is, at heart, a prankster; he likes nothing better than to see a look of utter shock on someone else's face. He'll turn a set of keys invisible just so someone spends ten minutes hunting for them; he'll create an illusion of staring red eyes in a darkened room; he'll create the sound of a creaking floorboard in an empty house. By far his favourite, though, is using his skill in illusions to prank someone's tastebuds; when an unsuspecting person chews a mouthful of peas, only to find that they inexplicably taste like carrots – or beef stew – or a mushroom omelette... well, the expression on their face is the best thing that can be found in the human world.

He does, however, have a very firm line that he does not cross; he is never malicious, and he takes some care in ensuring that his pranks do not cross that indefinable line. He never pulls the taste trick on anyone who has legitimate reason to fear death by poison, and he scrupulously avoids pranking the elderly, in case the person has a weak heart.

Strength: Low (D30)

Agility: Above average (D10) – Can use agility to avoid any non-surprise attack

Health: Average (D12)

Knowledge: Average (D12)

Perception: Average (D12)

Skills:

Incredible Illusions (D4)

High Telekinesis (D8)

Above Average Invisibility (D10)

Below Average Light (D20)

Average Stealth (D12)

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Vanisher: An expert in the hiding of things that are there.

Vanisher has never needed to bother with the delicate and difficult art of hiding behind the furniture. He's simply always been able to fade away into invisibility; and when you're that good at not being seen in the middle of the room, there's no benefit to skulking around behind the clock like some other fairies. He tends to be quiet, but when he does speak, he puts a lot of thought into what he intends to say.

His invisibility and quiet nature tend to lead others to suspect that he knows more than he says about almost any subject. By and large, though, the truth is that he just doesn't care; after spending so long in the human world, he's starting to come down with a near-terminal case of apathy. If the portal back home isn't opened tonight, during the full moon, there's a fair chance that he'll just stop bothering to remember to eat before the next opportunity comes along next year. He knows this, but he's having some trouble managing to care about it.

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Faebian: An expert in the use of telekinesis to move objects.

No Fae are really all that strong; their small, light bodies are built for strength and for not being noticed, not for muscle mass. Despite this, the Fae do, on occasion, require heavy objects to be moved. And when a heavy object needs to be picked up, carried to one side, and put down again, the Fae often call on Faebian's help.

He tends to play into the stereotype of the musclebound oaf as well as he can without the muscles; but behind that perpetually blank expression and dull gaze, he's really about as sharp as any other faerie. Nobody expects intelligence from him, which makes it great fun when he springs it on them without warning.

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Lightfoot: An expert in the subtle art of remaining unseen without the use of magic.

Fairies are limited in the number of spells they can keep running at once. It didn't take Lightfoot long to realise that she could do a lot better if she didn't bother to keep herself invisible all the time; it gives her that much more opportunity to put her magic to better use. She has a massive competitive streak, and always wants to be the very best at whatever she does.

Picking out one ability to train for above all others, she long ago decided that she wanted to be able to be the very best at magic – at all magic. Though she trained herself hard, she quickly realised that there was a shortcut to the top; if she could figure out how to do the simpler things, like remaining unseen, *without* magic, then she could put her magic to better use for other things. Why, in a mere couple of centuries, she might be a top-of-the-line mage!

It was in order to figure out how humans did things without magic that Lightfoot had originally arrived in this backwater universe. And getting trapped here had been the death of her ambitions; cut off from all but a trickle of her natural faerie magic, she knows that her skills have spent the last couple of thousand years atrophying for lack of use.

She must get back. Tonight. There is simply no other option. Even then, she will probably have to spend the next few thousand years doing mana-building exercises...

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Glow: A small fae with her own inner light. She left the group some time back, befriendng one J.M. Barrie (and becoming, in the process, the inspiration for Tinkerbell)

Skills:

Average Illusions (D12)

Above average Telekinesis (D10)

Below Average Invisibility (D20)

Incredible Light (D4)

High Stealth (D8)