

BEGUILEMENT

Glamour works on more than the material world. It can also confound and confuse the judgment and intellect. The glamour known as beguilement enables a faerie to invest her words and suggestions with an illusory good sense, making them impossible to resist. This power takes various forms depending on the personality of the faerie, but regardless of its origins, the results are the same.

Beguilement's mechanical effects are described on page 286 of the Antagonists chapter in the Exalted rulebook, under the Fair Folk Diplomat entry. Chaos-Repelling Pattern, Integrity Protecting Prana and similar Charms all protect Exalted from direct effects like beguilement. These forms of glamour all attempt to reshape the subject's mind, which is protected by these Charms as part of the wielder's being.

GLAMOUR SORCERY

Glamour sorcery is the noble equivalent of creating permanent glamour. Through this exquisitely fine craft, a faerie sorcerer can shape gossamer into powerful enchantments or fearsome magical items.

Items created by glamour sorcery take months or years of effort, and are comparable in power to enchanted devices created by Exalted sorcerers through use of the Five Magical Materials — see the Exalted Storytellers Companion and the Book of Three Circles for examples of such objects. The major limitation to using glamour sorcery is that Fair Folk almost never create devices that work beyond an individual level. They make weapons and armor, brass horses, and crystals for scrying, not war machines and flood control devices.

Magic performed by glamour sorcery focuses on enchantment, illusion, and conjuration. It is used to beguile, to curse, to create and to control. With this magic, the Fair Folk can bring down curses vast enough to make a kingdom sleep until a certain condition is met, or bring down rain in a region for forty days and forty nights. They can rout armies, confound destiny and create illusory sendings of themselves to appear in the farthest reaches of Creation. With this magic, the Fair Folk wrenched aside the wards that held them back from Creation, and it is said they will use their sorcery to break those wards asunder again in Creation's far-distant final days.

Fair Folk cannot summon or command spirits and elementals, for the faerie have no station in the Celestial Bureaucracy. Nor can they command demons and the dead, having no aptitude for the rituals involved. However, faeries can command behemoths, often ensorcelling these bizarre primordial creatures for use as titanic war machines. After a fashion, the fey can also command the great vortices of chaos that lurk beyond the edges of Creation. These storms cause havoc to mortals caught in

them, and more importantly, allow the unshaped Fair Folk to enter Creation without withering.

The high Essence cost and sheer power required to perform it makes most faerie reluctant to perform overmuch glamour sorcery. Though they live endless lives, any given period in that span may be very active. Few nobles can set aside much time to perform powerful but time-consuming acts of magic. When they do, however, the effects are extremely potent.

To perform glamour sorcery, a faerie must have Craft (Glamour) and Occult at 4 or higher. Most faerie sorcery can be undone with Sapphire Countermagic, though certain more powerful castings require Adamant Countermagic. Some fey magic, particularly that which has no mortal equivalent, cannot be undone with any form of standard countermagic.

SHAPESHIFTING

Shapeshift: 10 Motes, 1 Willpower. The faerie can shapeshift into the form of a natural animal. While in animal form, the faerie has the beast's Physical and Social Attributes and Health Levels, but its own Mental Attributes and Abilities. Faerie animals can talk, and can use the animal's natural Abilities such as flight, exceptional smell or the ability to breathe water. A faerie can remain in animal shape indefinitely, but the mercurial nature of the fey means most of them have a hard time maintaining the facade.

If a shapeshifted faerie touches cold-wrought iron, it is forced back into its natural shape, and anyone with a Perception + Essence higher than the faerie's Wits + Craft (Glamour) can tell the animal is a transformed faerie. Most commoners with this power can turn into only a single type of animal. All faeries with this power can speak with animals whose shape they can assume, regardless of their current form.

ELEMENTAL CONTROL

Control (Element): 5 Motes. The faerie can create and control the element with which it is affiliated. The exact effects of this power vary depending on the element in question. In combat, the faerie can grant a dice bonus or penalty equal to its permanent Essence or make an attack that does base lethal damage equal to twice its permanent Essence. Such attacks can be dodged or parried.

Air — The faerie can cause strong winds to blow, hear conversations spoken outdoors over vast distances, predict the weather with near-perfect accuracy, and call or banish thunderstorms, blizzards, sleet, and hail, though these latter effects cost 10 motes. Air attacks cannot be dodged, only parried.

Wood — The faerie can shape wood by touch, rapidly molding it into complex and intricate shapes without tools. She can also animate any wooden object