

## Aeonians

**Personality:** As all fey Aeonians are creatures of the moment. But what if a moment could last forever? Among all the higher fey Aeonians are odd for their strange persistence of character. Where others are a flurry of changes as the mood takes them Aeonians are more consistent, their interests and aims drawn into the longer term more like humanoids. Still somewhat self-centered and drawn to excitement but less alien than the Sidhe.

**Physical Description:** These medium fey are tall but slender averaging around six feet tall and a hundred pounds. Physically they resemble nothing so much as a humanoid unicorn. Covered in a thick pelt that may be any color or pattern, even ones that would never occur naturally. While their features are delicate and anthropomorphized compared to true unicorns it's impossible to mistake them for anything else. The single horn erupting from the bridge of the muzzle where it meets the forehead is a foot long and tightly spiraled. Human-like hair grows from their scalp and continues in a mane down to the base of their neck. Under the velvety fur their finely boned five-fingered hands could be mistaken for those of an elf. Cloven hooves tip the end of graceful legs and the tufted tail of a lion as long as they are tall trails behind.

**Relations:** More commonly known as Anass or Kirin, the Aeonians are both open and mysterious to others. What is 'known' about them seems to depend heavily upon rumor and differ from one individual to another. Aeonians relation to others is more individual than group based and could be summed up in a phrase. "But are they interesting?" This personality trait may be the only really major holdover from the realm of faerie. Of course some are fairly universal until evidence otherwise is presented. Dwarves are generally too predictable and driven to be fun, and the harsh war-centered grimness of life on Idreicafar turns them away from humans, gnomes, and orcs. Most of the others could go either way. Elves are quite entertaining but ideas of fun differ and they tend not to share the same opinion of Aeonians.

**Alignment:** Aeonians are rather chaotic, but less so than most of the true fey. Good and evil can be far more problematic in its application. Often trying to apply good or evil to them can be thoroughly confusing. Like all fey their primary focus is their own pleasure, but they are far more likely to give thought to the consequences than most other fey. In general they're looking for something to hold their interest and occupy their attention. Less capricious than others they are more likely to give thought to the consequences of their actions and seek to avoid outwardly harmful actions except where this is the purpose of the action. As true fey like all members of the lower Sidhe they are incapable of telling a lie, of course deception is an entirely different question.

**Aeulum Lands:** Aeonians hail from the realm of faerie on the other side of the veil. Some of those who roam Siluria do so purely from a desire to experience the dangerous barbarian mortal realms, but they are the minority. The majority of those who live on the material plane are exiles, the result of some unmentioned falling out that created hostility among the Sidhe and left the survivors trying to find a place among on Siluria. These Aeonians have settled individually or in small family groups among the civilized races of the middle continents. Preferring to locate in the cities where many have taken up positions among the mages and low nobility.

**Lifestyle/Technology:** Those who are natives of the Twilight Realm and venturing onto Siluria should be assumed to possess standard D&D technology and access to materials. At home these fey have a lifestyle comparable to any bored higher noble. Exiles who live on Siluria should be judged based on their character region and social position.

**Religion:** Those who are natives of Faerie have no religion to speak of. Exiles are slightly more complicated, they don't have any inner tendency toward religion and generally find the idea of worship distasteful. However they tend to consider whatever local pantheon exists in a similar light to the High Circle of their old rulers among the faerie courts.

**Language:** Aeonians speak Sylvan among themselves and most speak several other languages as well.

**Names:** Aeonians are given two names at birth a personal name and the family name. They are very particular about these names among other fey, considering proper use a point of honor. Amongst the mortal races things are different and they display a more freewheeling attitude akin to other fey. Often they'll keep the family name but replace their personal name with a self-made nickname. This nickname can change on a whim and generally stands as unusual for the surroundings but the Aeonian will insist on its use.

**Adventurers:** Less whimsical or capricious than other fey Aeonians are both versed and interested in magic. The desire to improve their grasp of magic or rediscover some particularly interesting piece of information can lead them into the life of the adventurer.

## Racial Traits

- +4 Dexterity, +5 Intelligence, +5 Wisdom, +7 Charisma: Aeonians are visions of perceptiveness and beauty literally not of the material world. In a way they are a vision of what humanoids wish they were.
- Fey: Aeonians are fey and as such are ageless and immune to natural diseases. They are also not subject to spells that solely target humanoids or specific other types of creatures other than fey.
- Medium: As medium size creatures, Aeonians receive neither penalties nor benefits from their size.
- Aeonian base speed is 30 feet.
- Life-Sight: Aeulum can see living creatures in poor illumination or complete darkness so long as they have line of sight and the living creature illuminates the area around them as though a light source in a radius based on size category.
- Racial Hit Dice: An Aeonian begins with four levels of fey, which provide 4d6 Hit Dice, a base attack bonus of

+2, and base saving throw bonuses of Fort +0, Ref +4, and Will +4.

- Racial Skills: An Aeonian's fey levels give it skill points equal to 7 x (6 + Int modifier). Its class skills are Bluff, Decipher Script, Diplomacy, Gather Information, Knowledge (all skills, taken individually), Perform, Sense Motive, Spellcraft, and Use Magic Device. Aeonians have a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks.
- Racial Feats: An Aeonian's fey levels give it two feats.
- +4 natural armor bonus.
- Natural Weapon: Gore (1d4).
- Automatic Languages: Sylvan, Character Region. Bonus Languages: Any
- Unearthly Grace: An Aeonian adds their Charisma modifier as a bonus on all their saving throws, and as a deflection bonus to their Armor Class.
- Spells: An Aeonian character casts spells as a 4<sup>th</sup>-level arcanist. If the character takes additional levels of arcanist these stack with the Aeonian's base spellcasting ability for spellbooks, essentia points, and other effects dependent on caster level. An Aeonian character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.
- Aeonian possess the following spell like abilities usable once per day by touching the target with their horn at caster level 8<sup>th</sup> or three-quarters of their Hit-Dice, whichever is greater. *Cure light wounds*, *cure moderate wounds*, and *neutralize poison*. See the spell description for further information. The save DC is Charisma-based.
- Damage Reduction: Aeonians possess damage reduction 2/- from natural armor and damage reduction 10/cold iron from its fey type.
- Favored Class: Arcanist. A multiclass Aeonian's arcanist class does not count when determining whether they suffer an XP penalty for multiclassing. Magic comes naturally to Aeonians due to their fey heritage and natural intelligence.

### Aeonian Racial Class

Dms' and players may prefer to start at a lower level. To assist this a racial class for Aeonians has been created that spreads their abilities out over four character levels. (At each level add the abilities in the Special column to existing abilities)

<b>Level</b>	<b>Hit Dice</b>	<b>BAB</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Skill Points</b>	<b>Special</b>	<b>Spells</b>
1st	1d6	+0	+0	+2	+2	(6+ int mod) x 4	+1 Dex, +2 Int, +1 Wis, +1 Cha, Life Sight, +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks, feat, +1 natural armor, natural weapon (gore, 1d4), DR 1/-, DR 2/cold iron, Unearthly Grace	+1 Level
2nd	2d6	+1	+0	+3	+3	(6+ int mod)	+1 Dex, +1 Int, +1 Wis, +2 Cha, +1 natural armor, DR 3/cold iron, Spell-Like Abilities	+1 Level
3rd	3d6	+1	+1	+3	+3	(6+ int mod)	+1 Dex, +1 Int, +1 Wis, +2 Cha, +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks, feat, +1 natural armor, DR 1/-, DR 2/cold iron,	+1 Level
4th	4d6	+2	+1	+4	+4	(6+ int mod)	+1 Dex, +1 Int, +2 Wis, +2 Cha, DR 3/cold iron,	+1 Level