



For the most part the faerie realm is like an alternate universe in that it appears solid to its inhabitants, although it may be far more mutable than the physical world. Faerie realms are often portrayed as places of powerful and wild magic, filled with all manner of wonders, from plants made of gold and glass to talking animals and powerful spirits. The faerie realm is typically an inner spirit world, apart from the physical world, although it often duplicates characteristics of the physical world and may have similar geography.

The faerie realm is a highly magical place. It generally has a mana level higher than that of the normal campaign world. GMs may wish to make the effects of wild mana from *GURPS Celtic Myth* apply to the entire faerie realm, making magic very powerful there, but the effects of magical failures potentially disastrous. Mana in the faerie realm may be aspected (see p. M94) toward things like elemental and mind-control spells, life-aspected (or death-aspected in dark and sinister areas), or aspected toward illusions and other forms of trickery.

Illusion or “glamour” is often associated with the realm of faerie, and GMs may wish to treat many of the grand

structures and vistas of the realm as illusory creations of its faerie inhabitants. They may be the result of powerful illusion and creation spells powered by high levels of mana, or simply the faerie ability to shape the stuff of their realm to suit their needs. In fiction, faeries are often portrayed as having little or no imagination; thus, everything in their realm is merely a copy of something in the physical world (or in the imagination of a particularly clever mortal). This is why faeries have castles, horses, verdant glens, and so forth.

A common tale in folklore is spending a night “under the hill” with the faerie folk. Usually there is a great party with food, drink, music, and dancing. Mortals who comport themselves well are rewarded with gifts (although they’re often mixed blessings at best). The visitors wake up in the normal world and discover that time has passed differently in Faerie: the night of merriment may have taken 20 years in mortal time, or months spent in Faerie passed in a single night in the physical world. Such a Faerie visitation can start a campaign, or be a one-way means of “time travel” to send the party years into the future.