

URBAN

PAERIE

POCKET EDITION



Urban Faerie:

Modern Tales of Faerie for the Sick & Twisted

- All game text and graphics © 2004-2010 Postmortem Studios (James Desborough).
- Artwork by Linda M Pitman (www.sheblackdragon.com), SADE
- Writing, layout, artwork, borders, graphics, website, promotion, fretting, worrying, uploading, editing, correction, fiddling, grizzling, oversleeping, dreaming, monkeying around, complaining, losing patience, hitting things and breaking stuff all by James 'Grim' Desborough.
- Playtesting & proofreading by Alex T
- Urban Faerie was produced using Adobe Photoshop & Adobe InDesign
- *The Red Hat of Palferrick* comes from a comedy sketch on the BBC show *'A bit of Fry and Laurie'* which we heartily recommend to you all.
- Licensing of the system, setting and material is always possible and will be a bargain. Contact for details.

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Comments, suggestions, abuse & naked pictures of your supple young bodies should be sent to...

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You can also follow us on Twitter: [@Grimachu](https://twitter.com/Grimachu)

Dedication

This edition is dedicated to mushrooms, without which we would not have faeries. Take that – and mushrooms – any way you like.



Disclaimer

Faeries do not exist.

If they *do* then that statement just killed one. That is one less of the little buggers to worry about. Feel free to clap your hands if you think it will help.

It won't.

You are not a faerie. You cannot fly. You are not invisible. Grognar the Evil did not cut off your wings, you never had them. You did not model for Brian Froud and the pixies did not take away your younger brother and replace him with a drooling, retarded changeling. He is just a drooling retard and you're never going to have sex with David Bowie.

This is a game, not reality.

If you find yourself having difficulties differentiating between the two or have the sudden urge to wander into your school, college or place of work and slaughter all your co-workers or fellow students with a katana or machinegun please, for the love of fate, consider your fellow gamers and have the common decency to delete this file and remove all your gaming books and computer games from your room. Just leave a few copies of the bible and an NRA membership around to fuck with people's preconceptions instead.

Thank you.

Postmortem Studios accepts no responsibility for injuries sustained in the making or imbibing of the *Postmortem Studios' Patented Faerie Sight Potion*.

Don't be so bloody stupid.



Foreword

There are certain kinds of people, ale-drinking people, people who did a little too much acid in the sixties, people who wear large, warm jumpers and take long brisk walks in the country, people who buy garden gnomes without a sense of ironic postmodernism, people who collected Smurfs. These people maintain that faeries not only exist but that they are very common. They also tend to believe that faeries are, were and always will be a countryside phenomenon much like casual cruelty to animals, sexual intercourse with sheep, drinking real ale and having an impenetrable, parochial accent.

This is, of course, rather wide of the mark. Faeries have always had a strong relationship with man, darning his socks, cobbling his shoes, cleaning his houses, drowning him, marrying him and swapping his children for malformed hydrocephalics as a bit of a jape. Faeries have always aided or or demeaned the efforts of man and have even been outright hostile or beneficial. It's a symbiotic relationship. Faeries do not need our *belief* in order to exist; they need us and the things we leave around.

Like an urban fox or that aerial rat known as the 'pigeon', if they survive they will have adapted to city life and found their niches, not in tending to flowers and trees but in crashing computers, letting down the tires on peoples cars and eating the leftover pizza.

What, then, would their world be like as they transitioned with man, to an urban environment?

How would the traditional faeries of yesteryear alter, shift, change and cope to deal with this new world?

What powers would they have and what would they get up to?

So, armed with my imagination, a few research books and a hefty draught of the *Postmortem Studios' Patented Faerie Sight Potion* I set out to discover, imagine and set down what sort of world might exist for faeries today.

The fruits of that labour are now yours to play with.

Notes on the Pocket Edition

It was rather traumatic for me to discover that the original edition of *Urban Faerie* goes all the way back to 2004, one of my earlier self-publishing efforts. It's a good game that's gone woefully unappreciated by most, though it seems to inspire a deep love and abiding affection – as well as giggle fits – amongst those who have played it.

The Pocket Edition is a sort of halfway house between an entirely new edition – I'll be using the same system on some other games in the future – and a 'reprint'. There's been some additional editing, a few additions, a few lessons learned from the similar *Imaderz* and some decent artwork thanks to Linda.

I hope you enjoy it and that *Urban Faerie* reaches a new audience in its new edition.



POSTMORTEM STUDIOS

In days of yore
Man knew that faeries were
horrible, nasty, amoral little bastards.

They stole his children.
They soured his milk.
Perhaps, if he was lucky, they'd fix his shoes.

They still do...