

FAEMOOT FIELD FOLIO

A Spotter's Guide to the Faemoot

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A Spotter's Guide to the Faemoot

By n°Mad the Enchanter, House Purple, Seelie Knocker of Renown (or so I tell myself)

What is a Faemoot?

A **Faemoot** is no mere gathering. It is a crossing place — not quite Terrene, not quite Tirn'Aill, but a weaving of both realms, where the Wyrð is thin and the Foyson flows. Here, the Sweven convene in a shared dream made solid. Humans (or Tellurian, as we call you) are welcome, so long as they behave. Some arrive wide-eyed and curious, others painted and polished, attempting to pass among us.

Know this first: a Moot is ruled by the **Law of Haven**. Haven means no iron drawn, no quarrels settled with teeth or claw, no Glamour wielded in cruelty. Think of Haven as sanctuary, sacred neutral ground.

Break Haven, and the Moot breaks you.

So: come curious, come dressed, come kind. You will not be turned away — but the more you clothe yourself in your Expression, the more you will belong. Shine on!

Who are the Sweven?

The **Sweven** are mythic creatures shaped by dreams themselves. You know us by many names: fair folk, kin, fairies, the fae, shining host, the good folk, the others ... We are as varied as the dreams that made us. As trooping fae built societies, we found that shared traits and similarities grouped us together, as like sought like, and familiarity shaped us into divisions and cooperations, families and tribes.

Allegiance: Seelie & Unseelie

The easiest way to tell who's who at a Moot is by temperament and attire.

Seelie shine like dawn. They favor flowing fabrics, harmonious colors, and motifs of growth. They are inspirers — they will press a paintbrush into your hand, lead you in dance, or speak in poetry when prose would do. If you see laughter easily shared and garments of soft radiance, you've likely spotted a Seelie.

Unseelie gleam like midnight. Do not mistake their shadows for dullness; their style is sharp, bold, deliberate. Leathers, metals, velvets, the colors of bruises and blood. They are survivors, pragmatists, sometimes tyrants — yet many are the best conversationalists you will ever meet. If their look unsettles you, then their look has succeeded.

The difference? The Seelie wish to uplift the world with dreams. The Unseelie wish to wrestle it into shape with nightmares. Both paths are valid, though one sings sweeter than the other (says I, and I am Seelie).

Houses: The Colors of Outlook

Each Sweven belongs to a House, and each House to a color. These are more than hues of fabric — they are lenses on life.

Red — Passion, courage, the warrior's path. Expect martial garb, bold stripes, and a readiness to stand tall. Red is the pulse of blood and the flare of courage.

Orange — Hearth, craft, and making. Makers wear aprons, belts of tools, and hues of flame and brick. Orange is the warmth of the forge and the hearth.

Yellow — Lorekeepers, scholars, seekers of truth. They adorn themselves with scrolls, books, and sun-bright dyes. Yellow is the lamp carried into the dark.

Green — Teachers, judges, and those who seek balance. Their raiment carries leaves, vines, and symbols of justice. Green is the balance of branch and leaf.

Blue — Healers and artists, touched by inspiration. Expect flowing robes, paints, and watery or sky-tinted cloth. Blue is the song carried on the wind, the soothing balm on the wound.

Purple — Merchants, dreamsmiths, and weavers of imagination. The best House (I may be biased). Rich dyes, silks, and clever accessories abound. Purple is the coin, the canvas, the gamble, the vision.

Brown — Rulers, stewards, and builders of stability. Their strength lies in root and stone; their garb in sturdy fabrics of earth. Brown is the soil beneath all others, the burden of command.

Seelie and Unseelie alike swear by these colors. The hue tells you less about morality and more about vocation. Even among the Unseelie, a Red soldier bleeds red, and a Blue artist still weaves songs.

Expressions: Faces of Foyson

What you Terrene-born call “appearance” is, for us, a manifestation of Foyson. Think of Foyson as the creative current that courses through us, shaping our bodies as dreams shape stories. Each Sweven bears an **Expression** — a living reflection of their nature. Learn these if you wish to blend at a Moot.

Daoine Sidhe (Seelie) / Leanan-Sidhe (Unseelie)

The Nobles of Dream. Regal and radiant, they embody allure and authority. The Seelie shine like moonlight on silver; the Unseelie smolder like embers under velvet.

► Spotter's Note: If they walk as if born wearing crowns, you've spotted them. The Seelie glow with nobility, the Unseelie with predatory allure.

☀ How to Blend: Elegance — flowing gowns, sharp suits, jeweled adornments, pointed ears ... a crown never hurts but arrogance completes the look.

Hobs (Seelie) / Boggarts (Unseelie)

Keepers of the Hearth. Hobs bring warmth, baking, and quiet order. Boggarts sow mischief and disorder in the same kitchens and halls.

► Spotter's Note: Hobs smell faintly of bread and soap; Boggarts reek of smoke and secrets. Both meddle with household things — one to tidy, the other to tangle.

☀ How to Blend: Aprons, rustic garb, tool belts, perhaps flour-dust on your cheeks. For Boggart flair, add a sly smirk, rumpled clothes, and pockets of stolen trinkets.

Pooka (Seelie) / Goblins (Unseelie)

The Tricksters. Restless, quick, and sly, they embody change itself. Seelie Pooka are playful shape-shifters; Goblins twist tricks into malice and mischief into menace.

► Spotter's Note: Quick, restless, forever shifting shape. Seelie Pooka are playful messengers; Unseelie Goblins twist the joke until it stings.

☼ How to Blend: Mismatched fabrics, masks, animal ears or tails, and a trickster's grin. Pick an animal and embody its spirit.

Knockers (Seelie) / Kobolds (Unseelie)

The Mirthwrights. Knockers whisper to walls and mines, crafting wonders and humor from hidden places. Kobolds warp this gift into a grotesque carnival — part digger, part clown, all menace.

► Spotter's Note: Knockers carry the rhythm of pickaxe and ore, always quick with a joke. Kobolds add greasepaint grins and carnival menace.

☼ How to Blend: Gemstones, lanterns, soot-streaked skin. For Kobolds: carnival stripes, harlequin rhombi, cracked masks, and a smile painted just a bit too wide.

Trow (Seelie) / Trolls (Unseelie)

The Giants. Trow are dancers, drummers, fiddlers, and storytellers; Trolls thrive on brute strength and extortion ... often involving bridges for some reason.

► Spotter's Note: Hulking forms, horns, tusks, shaggy hair.

☀ How to Blend: Furs, patched armor, big boots, horns or tusks.

Pixies (Seelie) / Portunes (Unseelie)

The Small Folk. Bright, quick, and mischievous, Pixies carry sunlight in their laughter. Portunes are their prickly cousins, brimming with irritation and spite in miniature form.

► Spotter's Note: Small, spritely, brimming with youthful mischief, with wings to flit around.

☀ How to Blend: Bright colors, wings optional, playful props. Think child-like but never childish.

Nixies (Seelie) / Asrai (Unseelie)

The Waterborn. Nixies embody the vitality of rivers and lakes, full of shifting moods. Asrai are shadow-water, luring with beauty before dissolving into mist.

► Spotter's Note: Always damp, moods shifting like tides.

☀ How to Blend: Flowing fabrics in blues and teals, shells, glitter like water-sheen.

Gargoyles (Seelie) / Gwyllion (Unseelie)

The Stonebound. Gargoyles are watchful guardians, carved from cathedral dreams. Gwyllion stalk mountain paths and city alleys, heavy with the weight of gloom.

► Spotter's Note: Stony skin, wings like slate, heavy stillness.

☀ How to Blend: Grey makeup, cloaks, wings if daring, stoic posture.

Fawns (Seelie) / Glaistigs (Unseelie)

The Satyrs. Fawns are deer-like, joyful dancers of the glade. Glaistigs, goat-footed cousins, are elegant hosts with an alluring veil of hidden predation.

► Spotter's Note: Antlers, horns, fleet limbs, laughter, or alluring grace with a sharp edge.

☀ How to Blend: For Fawns — antlers, greens and browns, trailing sashes. For Glaistigs — veils, horned crowns, decadent fabrics.

Ghillie Dhu (Seelie) / Fideal (Unseelie)

The Greenborn. Ghillie Dhu are guardians of the deep forests, cloaked in moss and vine. Fideal are swamp-haunters, trailing reeds and decay.

► Spotter's Note: If the forest itself seems to rise and walk, you've found them. One offers shelter under leaves; the other drags you down in roots and muck.

☀ How to Blend: Moss, leaves, bark, tangled hair, forest scents.

Siofra (Seelie) / Spriggans (Unseelie)

The Wild Folk. Siofra embody wandering freedom and size-shifting mirth. Spriggans are fierce treasure-guardians, swelling in size when roused. Both love hats and mushrooms, adorning themselves with fungi or feasting on their secrets.

► Spotter's Note: Siofra wear whimsical hats crowned with flowers and fungi; Spriggans skulk in wide hoods, belts heavy with truffle trophies.

☼ How to Blend: For Siofra — ragged vivid garb, feathers, beads, and mushroom-decked hats. For Spriggans — earthen fabrics, chains, wide hats, and exaggerated silhouettes.

Sluagh (Seelie) / Oskorei (Unseelie)

The Death-Touched. Sluagh are pale and spectral, guiding lost souls with quiet sorrow. Oskorei are their terrifying cousins, a wild hunt of ghostly riders and storming dead.

► Spotter's Note: Veils, translucent fabrics, shadows clinging to them. Seelie weep softly for the dead; Unseelie laugh coldly at the dying.

☼ How to Blend: Pale makeup, dark eyes, layered veils. For Oskorei, add bones and storm-rider motifs.

And there you have it, dear reader — enough to spy, blend, and perhaps even belong. But remember: you are never invisible to us, only tolerated. So tread lightly, play wisely, and honor the Law of Haven. Merry Faemoot.

