

Faeries

If you see a faerie ring
In a field of grass,
Very lightly step around,
Tip-toe as you pass.
Last night Fairies frolicked there
And they're sleeping somewhere near.
If you see a tiny fairy
Lying fast asleep
Shut your eyes
And run away,
Do not stay to peek!
Do not tell
or you'll break a fairy spell.
-author unknown



Chapter 1: Fey Characters	4	Chapter 3: World of Faerie	51
Character Races	4	Here, There, and Parts Between	51
Other Fey Monsters as PCs	14	FaerieLand's Planar Characteristics	51
Classes	16	There and Back Again	57
Skills	16	Places of Faerie	59
New Feats	17	Wanderers of FaerieLand	59
Prestige Classes	19	Chapter 4: Magic of Faerie	86
Prestige Races	33	Faercana	86
Aspects of Nature	38	Spells	89
Chapter 2: Lore of Faerie	45	Magic Items	105
Laws of Faerie	48	The Creature Appendix	115
Rulership of FaerieLand	50	Templates	122

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Introduction

Welcome to *Faeries*, a d20 sourcebook providing you with the information necessary to open the *Doorways* from any d20 campaign world into FaerieLand and introduce more fey, magic, and possibilities for game play. The majority of the concepts presented in this book use rules found in the *Players Handbook*, *DMG*, and *MM*, all published by Wizards of the Coast. A few of the concepts refer to monsters or rules from *Minions: Fearsome Foes* (the Deep Fey) and *Oathbound: Domains of the Forge* (Prestige Races), both by Bastion Press); while you may find these books handy at the game table, they are not required for use of this product.

How to use this book

Faeries describe many concepts regarding fey, FaerieLand, and the magic surrounding them. All the information needed to incorporate—and possibly adventure in—FaerieLand are detailed in the following chapters. This book is divided into four major sections each devoted to a particular portion of FaerieLand; the player character heroes; the geography and locations within FaerieLand; the laws, lore, and legends of the fey and FaerieLand; and the spells and magic items of FaerieLand. Following the body of this work are appendices with miscellanies. While much of the material is designed for use by characters interacting with faeries or their homeland, part of it can be of use without adopting the rest of the material into your game.

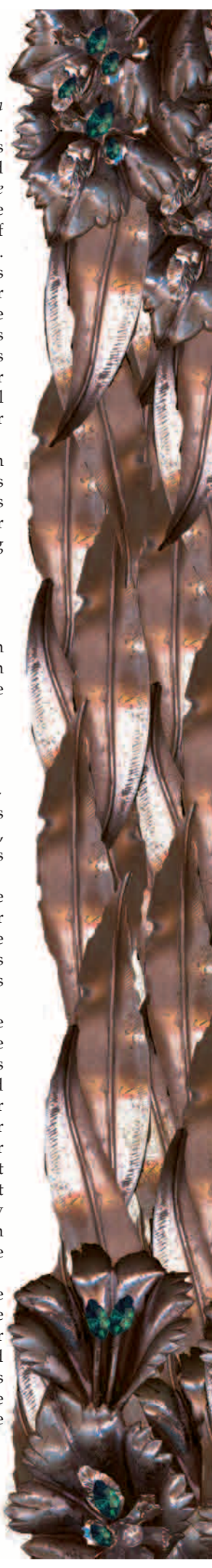
Chapter 1: Fey Characters covers everything you need to know when creating a fey PC or NPC. *Character Races* unveils the bogie, deep fey, faerie, feorin, half-fey, scath, and sprite character races. In addition to these new races, suggestions and rules are provided for players and DMs intrigued by the idea of playing one of the many other fey creatures found in d20 products today. *Classes* include optional guidelines for modifying standard player character races to better suit the motives and methods of the fey. The *Skills & Feats* section divulges many feats—general, item creation, metamagic, and the new fey category—for use in your campaign. As this chapter describes, encounters with the fey and the ambient magic of their homeland will open doors to new and powerful abilities. *Prestige Classes* delves into the adventuring

professions of the fey and those involved with them, including the Fae-walker, and Faerie Hunter to mention a few. *Prestige Races* guides you through the enchantments of the flesh that many fey undertake and the many different manipulations of the fey and quasi-fey form are revealed. The Aspects of Nature are also introduced as a new subtype of prestige race.

Chapter 2: Lore of Faerie gathers obscure information regarding the fey and their home for easy access, allowing the DM to give flavor and authentic feel to a campaign. *Understanding the Fey* is a brief peek into the everyday lives of the fey. *Laws of Faerie*, covers the laws (written and implied) that govern FaerieLand's visitors and denizens alike, as well as the rules fey must follow while in non-fey worlds. Also of note are rules of thumb all adventurers should know when dealing with a fey. *Philosophical and Political Groups* uncovers what most fey take for granted and would rather leave undisturbed: the groupings within fey society. Many fey would rather see this kept quiet, likening it to discussing religion or politics among strangers in our world.

Chapter 3: World of Faerie is divided into several sections. *Here, There, and Parts Between* provides a general overview of the world of FaerieLand, as well as a simple





The fey and their world of FaerieLand are not real. Ask any fey and she will tell you the same. Now the stories I will relate to you in the following pages are narratives of adventures real – to the best of my knowledge – and the journey I personally undertook to FaerieLand was itself quite real!

As if to promote this dichotomy of real or imaginary, scholars continue to dispute the physical nature of FaerieLand. Is it another Prime Material world? Is it a plane unto itself? Could it be a pocket dimension or is it part of the Ethereal Plane? I believe it is all these things and more! FaerieLand is a place that reaches into our world with magical roadways, and visits its curious faeries upon our world. Its wonders beg our attentions and its magic is as mysterious and primal as when the first fey charmed its way in this world.

As for the fey themselves, well, what they are and where they are from are more a part of our minds than a part of our world. Now, I know this may seem confusing, but theirs is a world grown from our own belief and peopled by facets of our own emotion and manifestations of Nature herself.

Ah, Nature! Now there is the first of many terms that seems to be intertwined into the fabric that is a faerie. It seems that our concept of a divine Nature, or more exactly a goddess of nature, is not far off. However, we have missed the essence of Nature, that She is a consciousness that needs no divine representation. She merely is. So faeries, then, are 'flowers' that have bloomed from the concentrated emotion of Nature; Her exhilaration, excitement, and joy of simply being.

To say that this is all Faeries are again misses the essence of the question surrounding them. They have an identity that is separate from Nature. Faeries live an existence steeped in the Dreams of mortals. Dreams, to mortals, are fleeting wisps of imagination. Yet, to a Faerie, they are as real as the book you now hold. Dreams, or more importantly the free thoughts they represent, enable Faeries to quickly travel from their world and step sideways through the borderlands that separate their land from our own.

*—Merle of Endswick
Dabblers in All Matters Arcane*

primer on FaerieLand geography. *There and Back Again* charts the routes to and from the lands of the faeries. The magical roads and *doorways* are detailed, as is information necessary to those who might find themselves the unwilling guests of the fey. *Places of Faerie* maps out the points of interest in FaerieLand, from the boisterous and exciting mobile gathering place of Market to the elusive and dangerous village of Shadows.

Chapter 4: Magic of Faerie divulges the various magics of the fey. *Faercana* reveals magical power sources used by the fey, such as magic sand and the breath of life; it also touches on a few magical rituals and the power of true names. The *Spells* section lists scores of known spells common among the fey and their friends. *Magic Items* catalogs numerous magical weapons, armors, and wondrous items for use in your campaign with faeries.

The Creature Appendix contains information on creatures for your campaign, from old familiar creatures to many new and strange fey creatures to serve as adversaries or companions to the characters in your game. *Templates* allow GMs to introduce some interesting aspects and variants to 'predictable' monsters.

Have Questions?

If you have questions about this product, please send an email to questions@bastionpress.com. In addition, you can also talk with other players at the Bastion Press message boards (www.bastionpress.com).

Use of the word 'Faerie'

There are numerous spellings—too many to list here—for the creatures, magic, and homelands of the creatures discussed in this book. Instead of confusing the issue, this book adheres to *fey* when referring to the creatures and all things related to them.

What are fey? According to the *MM*, "a fey is creature with supernatural abilities and connections to nature or to some other force or place." The official creature type name "fey" is used when referring to faerie character races as well as creatures. The term *fae* is used to refer to objects or concepts native to FaerieLand.

Elves are often referred to as faeries or sylvan. These comparisons, while not wholly incorrect, should be avoided, especially in the presence of faeries. The reasons will be apparent in later sections. Conversely, goblins, and other creatures of non-fey worlds may have had their origins in FaerieLand. Some even suggest that the greater dragons Bahamut and Tiamat owe at least some of their power to FaerieLand and its bizarre magics. Most residents of FaerieLand will not dispute this, but most prefer to not speak of them. Mortal sages have difficulty researching this point, especially when they have gone in search of a confirmation of their information among the goblins."

The homelands of these wondrous creatures also have many names, yet this book adopts "FaerieLand" as the overall standard. Many mortals have visited these far lands, and they have tried to explain the location and geography of the region in far too many ways. This book's more simplified approach hopefully promotes more understanding of this strange and wonderful world the faeries call home.



Chapter 1: Fey Characters

Belief sees a fey, not logic; the heart sees a fey, not the eyes.
- Brian Froud, (paraphrased)

Character Races

Fey have called FaerieLand home as long as there have been mortals on the Prime Material plane. They have been referred to as the Gentry, the Good Folk, Green Men, Little People, and Lordly Ones, but this abbreviated list of monikers comes from a narrow view of the fey and what they are. For simplicity's sake, fey divide into six basic categories: those who disperse good and bad luck to mortals; those who actively help mortals; those who tempt mortals; those who cause mischief; those who defend nature; and those who seek to destroy mortals. To most, this would suffice, but others desire more knowledge of the mystical inhabitants of the lands of fey.

FaerieLand is home to countless intelligent races, and the lands themselves have native races of their own. These native beings, known as fey, are as diverse as natives of a mortal world, yet their differences are more striking than the characteristic differences among mortals. Some fey appear as one foot tall winged humanoids; some look like over-tall elves; still others have appearances not much different than that of a tree stump with legs. Every fey race can be found throughout FaerieLand, but their numbers tend to fluctuate depending on the type of terrain.

The wild areas of FaerieLand are home to faeries of all shapes, sizes, and varieties. Faeries typically inhabit the region in which they are most suited to live. Pixies with a water aspect, for example, would not be found in the Badlands, unless they are nurturing a wooded glen near a pond, whereas a faerie with *focus of the hordes* might find the Badlands' barren surroundings quite appealing.

Similarly, the more civilized and noble feeorin are found in fey hill galleries or among the elaborate pavilions of their roaming festivals and caravans. Feeorin tend to be interested in the personal benefits derived from their locale; a fey hill constructed overlooking the Fields of Golden would be more tranquil and impressive than one built with a view of the Badlands.

The deep fey, conversely, make their homes beneath the surface of FaerieLand on the shores of underground lakes in enormous caverns, and deep crevasses. Deep fey are quicker to jump to Nature's defense, and tend to be more suspicious of outsiders.

The other fey races — as well as the occasional half-fey — are found everywhere among the varied geographies of FaerieLand and the mortal realms. Over the millennia of FaerieLand's history, numerous mortal races had the good fortune to be born there. The magic of this land strongly influences the biology of fey races, and many of these mortal beings have taken on faerie characteristics or, through spells or rituals, become fey themselves.

Introducing Fey Characters with ECLs

Depending on the focus and tone of the campaign, the DM may wish to introduce a fey PC at the beginning of the game or when the other characters are of an "equivalent character level" or ECL. In the case of a new campaign, the fey character will be of an effective level higher than that of the other PCs and most likely will be extremely

prominent in the adventuring party (unless all are fey characters). The extra physical abilities, spell-like abilities, and role-playing benefits may outshine the effectiveness of the other PCs in the game, rendering them somewhat useless or upsetting the players. Later, when the other characters are advancing through higher levels, the fey PC may still be first level due to the level adjustments the race has.

Alternately, the fey PC can be introduced to the campaign at a point when other characters have reached a higher average level. At this stage, the abilities of the fey character will be more balanced with those of the other characters in the adventuring party.

While normal ECL rules apply as per standard fey races, one further alteration and adjustment comes in applying the Prestige Race or the Aspects of Nature rules. Look below for details on these radical alterations of characters and races as well as their ECL adjustments.

Bogie

Bogies are the tricksters of the fey, seeing everyone as a fair target of a mischievous ploy. While faeries are the majority of the population of FaerieLand, bogies make up the largest population segment in Between. They serve as the lackeys of the Unseelie Court, cringing in the hopes that their work is worthy of the Queen of Air and Darkness. Beyond the confines of the Unseelie, they haunt the dark cellars, empty homes, and abandoned places of FaerieLand and the mortal world. Bogie tricks include leading people on seemingly endless chases, celebrating their victory when they have escaped or the pursuer has given up.

Physical Description: Bogies appear as 2 to 3 foot tall humanoids with dull gray, mottled skin. They have thick bodies, long noses, and stunted bulbous limbs and features. Bogies weigh from 25 to 75 pounds.

Relations: Bogies are mischievous creatures prone to group together for support, avoiding other races out of distrust and sometimes fear. Bogies not in the employ of the Queen of Air and Darkness are more open to strangers and are most often those found adventuring.

Alignment: Like most fey, bogies are chaotic in nature, and in morals, they are normally neutral and sometimes evil. A few good aligned "bad eggs" have been driven out of their tribes to roam the wilds of FaerieLand alone.

Bogie Lands: Bogies live in the shadowy recesses of nearly all geographies across the planes. They favor caves, abandoned mines, and dark places. When in the mortal world, they haunt attics, cellars, and barns where mortals have stored food, drink, and other goods that wouldn't be missed by a careless eye.

Religion: The closest bogies come to worship is the groveling dedication they have to the Queen of Air and Darkness. The fear they have of the Queen of the Unseelie drives the bogies to perform nearly any task she assigns to them.

Language: Bogies speak their native tongue of Fae and its Sylvan parent language fluently. Bogies find all races worthy of spying on for their Queen, and they have deemed it useful to learn the languages of those creatures when gathering more information to perform their tasks; Common, Goblin, and Orc are often learned, as well as the languages of other servitor races.

Names: A bogie name reflects his or her current status within the bogie society. Bogies are more focused than their faerie counterparts, and those that are fortunate enough

to earn good names tend to work hard to keep them unchanged for long periods of time. The names given to a bogie must be used, and if one is ever caught using a higher status name, the consequences can be dire indeed. Leaders bestow more wanted names as a reward for performing some task perfectly. The less desirable names are normally chosen for the bogie as part of the punishment.

Punishment names reflect the uselessness of the bogie (to the bogie and others) and include names like Dungheap, Mud, and Soot. Coal, Brick, and Mortar rank among the reward names given to a Bogie, as they can be perceived as having some function or practical use. The most cherished names are those reflecting high status, exceptional achievement, friendship, and even individual identity. Cherished names include Scurry the Tunnelrat or Listen the Skulker.

Adventurers: Bogies adventure as a task assigned by the Unseelie Court, though they also have been known to take the first chance at freedom and use an adventure as an escape. They are not so easily tricked into joining an adventuring group as faeries are, but they do appreciate the promise of treasure. When the threat of danger arises, bogies are just as likely to flee as join in the fray, but they rarely leap into battle alone.

Bogie Racial Traits

- Racial bonuses of +2 to Strength and +1 to Intelligence, racial penalty of -2 Dexterity to and -1 to Charisma. The bogie's small size and stunted limbs hampers their ability to manipulate objects, but their strength and low center of gravity often compensate for this. Bogies are conniving and manipulative creatures and this often works to their disadvantage in social situations.
- Small: As Small creatures, bogies gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters (half if flying)
- Bogie base speed is 20 feet.
- Bogies do not age like mortals, and cannot die from old age. They look grizzled and wrinkled at birth, and while growing slowly larger, they never really seem to grow older.
- Fey Blood: Bogies, like their fey brethren, are resistant to illusion and enchantment spells. They benefit from a +1 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every three levels the bogie attains.
- Darkvision: Bogies are creatures of late night darkness and can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and bogies can function with no light at all.
- At third level, a bogie may pick one ECL point value of Faerie Racial Traits (including spell-like abilities). Every four levels thereafter, a bogie can select an additional half ECL point value of traits or save them to purchase more expensive abilities later.
- Spell-like abilities: 3/day – *luck*, *invisibility*; 1/day – *charm person*. These abilities are as the spell cast by a sorcerer of the bogie's character level.

- Automatic Languages: Fae, Shadow. Bonus Languages: Common, Goblin, Orc
- Favored Class: Fighter. A multiclass bogie's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment +1: Bogies are more powerful and gain levels more slowly than most mortal races.

Deep Fey

Also known as the Faerdath, deep fey call the deepest and darkest caverns home, living near underground lakes and grottos, and nurturing the lightless plant and mineral growths below. Some say mortals drove them underground millennia ago during an attack on FaerieLand, but other feel that Nature's "wild calling" pulled their race below ground. Also known as the Daoine Sidhe, they are the defenders of the underground world and caretakers of Nature's limited reach below ground. The deep fey shield the good and innocent subterranean races, and often come to the aid of surface folk in trouble with the more malevolent subterranean races.

As a result of tough lives in a hostile environment, deep fey are suspicious and err on the side of caution, taking a long time before trusting or approaching outsiders. Reflecting this, the deep fey have built their own limited fey road system connecting their portion of FaerieLand with the dark crevasses and deep caves of the mortal worlds. Most underground mortal races think they are nothing more than legends or tales from the surface used to hold the simple-minded creatures at bay. However, those encountering the deep fey know otherwise – they are brave beings that fiercely defend their homeland and any terrain they have sworn to protect.

Personality: Deep fey are suspicious by nature and would rather be cautious than rash when trusting folk the first time. They are prone to observing outsiders long before approaching them, finding it beneficial to understand the motives of another being or race before actually meeting them. Deep fey feel it is their duty to defend the good and neutral surface races from the evils of the dark world below ground.

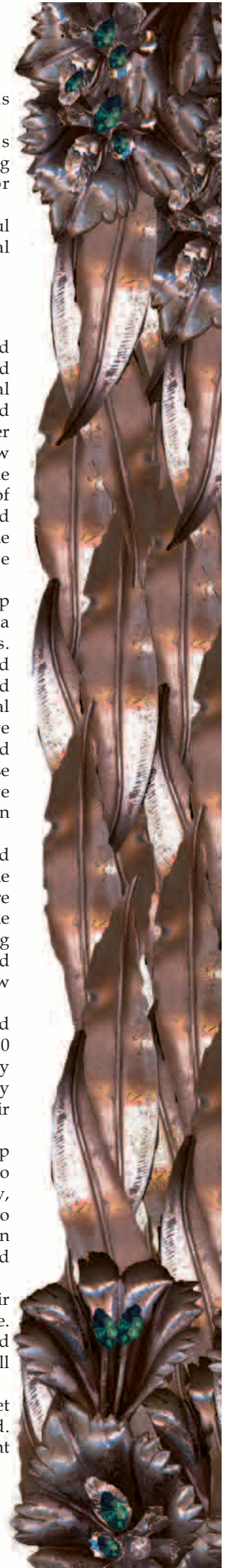
Physical Description: Deep fey have a slight build and average 4 to 5 feet tall. They typically weigh 80 to 130 pounds, men being only slightly heavier than women. They have jet-black skin, dull black hair, long pointed ears, snaky tails and thick ram-like horns that curve up behind their ears before jutting down and forward again.

Relations: Being as suspicious of outsiders as the deep fey are, they are inherently hesitant to accept someone into their midst. Once one has won the trust of the deep fey, they are considered a member of the clan and expected to defend its interests as such. Anyone who wrongs the clan is either banished to the dark wilderness or quickly and efficiently dispatched.

Alignment: Deep fey are usually lawful good, as their society requires complete order and cooperation to survive.

Deep Fey Lands: Darkest caves, sacred grottoes, and underground fungal forests are all locales the deep fey call home.

Religion: Deep fey are not an overly religious sort, yet they fervently worship those few religions followed. Underworld manifestations of Nature and the benevolent





mortal deities of the dark are given equal attention in deep fey communities.

Language: Deep fey speak the language of Fae, and its parent language Sylvan; over their years of separation from the surface, they developed their own dialect to describe the life they lead in an underground world. Deep fey find most races they encounter in the subterranean world dangerous and worthy of suspicion. Wishing to gain the most from any encounter with another race, they have taken it upon themselves to learn the universal languages of those creatures they might meet—Common for the mortal races, Aquan for the water creatures, and the coarse and raspy Terran to speak with creatures of the earth.

Names: Like their surface relatives, the deep fey take names from their surroundings. The names most often chosen come from their 150 different words for the kinds of darkness they encounter below ground. Other names the deep fey hold dear are words for the fragile yet beautiful crystals they sometimes find in a living cave, and the words and names of underground lakes and grottos.

Adventurers: Deep fey defend the caves of their homelands, protect the surface world by preventing the collapse of shallow caverns, and guard the sacred beauty of Nature's underground forests, lakes, and crystalline caves.

Deep Fey Racial Traits

- +1 Dexterity, +2 Wisdom, -1 Constitution, -2 Charisma. Deep fey are agile and cautious by nature, but somewhat frail and timid and erring on shy.
- Medium Size: As Medium size creatures, deep fey have no special bonuses or penalties due to their size.
- Deep fey base speed is 30 feet
- Darkvision: Deep Fey characters can see perfectly in darkness, even in magical darkness, such as that created by *deeper darkness* spells. They gain darkvision to a range of 120 feet.
- Light Sensitivity: Deep fey gain sustenance from the darkness and have extreme aversions to light. If exposed to a strong source of light (anything brighter than a torch), a deep fey receives a -2 circumstance penalty to all attack rolls, saves, and skill checks. If exposed to sunlight (directly or indirectly), or a *daylight* spell, a deep fey takes 1 point of damage per round and is *blinded*. Deep fey near the surface world sometimes manufacture special protective eyewear to counteract these penalties.
- Spell resistance of 11 + character level (Originally 16 in *Minions*, this now allows for character growth and individuality).



Faeries

Faeries, or “common fey” as mortals often call them, are found on both the mortal planes and in FaerieLand. As their colloquial name might suggest, common fey represent the vast majority of fey that mortals regularly encounter. The number of varieties nearly equals their population, since most faeries have some unique combination of abilities setting them apart from others of their kind. Adding to the confusion is the fact that mortal races see many faeries as reflections of their own race. For instance, a faerie may appear taller to a human, where an elven onlooker would perceive longer pointed ears and a slender build, while a dwarf would see a stout frame and a finely braided beard.

Common fey such as dryads or satyrs in the mortal world breed true, retaining the dominant physical and supernatural characteristics of their parents. In FaerieLand, this rule does not hold true, and the union of two similar faeries may yield an offspring with dissimilar characteristics. If a faerie and a feorin shared affections, their offspring could be one of two races—the child would be feorin if born in FaerieLand and faerie if born in mortal realms outside of FaerieLand's magic. A more common union would be that of a faerie and a mortal, with the child born of that coupling being a faerie if born in FaerieLand. If born outside the boundaries of FaerieLand, the child would be a mortal with the potential to attain the Fey-touched prestige class later in life, due to the faerie blood thinly flowing in his veins.

Personality: Faeries are more frivolous and less attentive than their pureblooded cousins. Their emotional range is like that of the feorin, but mortals would categorize them as childish verging on infantile in their display of happiness or sorrow. When happy, excited, or amused, they are known to joyously frolic about, dancing

- Fey Blood: Deep fey, born in a supernatural world where distances are ever-changing and based on misdirection or force of will, are resistant to illusion and enchantment spells. They have a +2 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the deep fey attains.
- Spell-like Abilities: 1/day — *deeper darkness*, *dispel magic*, *spider climb*. These abilities are cast as the spells cast by a sorcerer of the deep fey's character level.
- Automatic Languages: Fae, Sylvan, and Undercommon. Bonus Languages: Aquan, Common, Terran.
- Favored Class: Ranger. A multiclass deep fey's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
 - Level Adjustment: +2 (except when unprotected in surface campaigns). Deep fey are more powerful and gain levels more slowly than most mortal races.

Table 1: Faerie Physical Characteristics

Trait	Game Effect	ECL Modifier
Antennae	+4 Spot (sense vibrations, bonus versus all but incorporeal)	+0.25
Body, snake-like	Move 30 ft., natural armor +3,	+0.75
Body, Unusual	Catch-all category for exotic body types (cupid, Peaseblossom, plant-like, etc)	+0.25 to +1**
Claws	Claw 1d6 (critical 20, x2) (multiple attack feat still required)	+0.5
Claws, retractable	Claw 1d4 (critical 20, x2) (multiple attack feat still required)	+0.5
Ears, long	+4 Listen	+0.25
Eyes, big	+1 Spot, low-light vision 90 ft.	+0.25
Eyes, dark	Standard darkvision*	+0.25
Eyes, distance	Doubles the normal range of vision	+0.25
Fangs	Bite 1d4 (critical 20, x2)	+0.25
Fangs, drugged	Bite 1d4 (critical 20, x2), <i>sleep</i>	+0.5
Fangs, poisoned	Bite 1d4 (critical 20, x2), poison DC 14 0/1d4 Str + 1d3 Wis	+0.75
Horns, blunt	Gore 1d6 (bludgeoning) (critical 20, x2)	+0.5
Horns, sharp	Gore 1d6 (critical 20, x2)	+0.5
Legs, goat	Speed 40 ft., Move Silently +4, skill: Run, Dodge (size Small and bigger)	+0.75
Legs, grasshopper	Jump, +1 reaction checks (size Tiny and smaller)	+0.25
Nose, long	+4 (smell)	+0.25
Size, Large	-1 AC, -1 attack, +1 Str, +1 Con, -1 Dex	+0.5
Size, Small	+1 AC, +1 attack, +2 Dex, -2 Str	+0.25
Size, Tiny	+2 AC, +2 attack, +4 Dex, -4 Str	+0.75
Skin, furred	+ 2 AC, cold resistance 5	+0.5
Skin, leafy	+ 2 AC	+0.25
Tail	+2 balance	+0.25
Tail, prehensile	+2 balance, Able to hold objects, additional attack possible	+0.75
Wings, butterfly	Fly 20 ft. (average)	+0.5
Wings, gossamer	Fly 40 ft. (good)	+0.75
Wings, bat	Fly 50 ft. (perfect), - 2 Cha	+0.75
Wings, bird	Fly 30 ft. (perfect)	+0.75
Wings, furred flaps	Glide (average)	+0.5

* This is in addition to the fey's low-light vision; allow a round to adjust between the two.

** At the DM's discretion

Table 1a: Spell-like Abilities Modifiers

Spell-like Ability	Use	Game Effect	ECL Modifier
Acid Fog	1/day	As spell	+1
Bad Luck	3/day (or At will)	As spell	+0.25 (or +1)
Charm Person	3/day	As spell	+0.25
Cone of Cold	3/day	As spell	+1
Control water	3/day	As spell	+1
Damage Reduction	Permanent	DR 5/+1	+1
Dimension Door	1/day (or 3/day)	As spell	+0.25 (or +1)
Elemental Swarm	1/week	As spell	+1.5
Faerie Fire	5/day	As spell	+0.25
Fear	3/day	As spell	+0.75
Fly	3/day	As spell	+0.75
Fog Cloud	3/day	As spell	+0.5
Good Luck	3/day (or At will)	As spell	+0.25 (or +1)
Horrid Wilting	1/week	As spell	+1.25
Ice Storm	1/day	As spell	+1
Invisibility	3/day	As spell	+0.5
Invisibility, Improved	3/day	As spell	+1
Invisibility, Natural	At will	(as Sprite: pixie entry)	+1.5
Irresistible Dance	3/day	As spell	+1.5
Obscuring Mist	5/day	As spell	+0.25
Polymorph Self	3/day (or At will)	As spell	+1 (OR +2)
Shrink	At will	As spell	+0.75
Sleep	3/day	As spell	+0.25
Slumber	At will	As spell	+0.75
Speak With Animals or Plants	At will	As spell	+0.5
Water Breathing	3/day	As spell	+0.5
Water Walk	At will	As spell	+0.5





with each other or the nearest person, animal, or mobile object. They are just as passionate about fey causes, though they lack the attention span of the more sedate feeorin. When angered, they frequently rely on practical jokes or humorous transformations to bring about their vengeance.

Physical Description: Faeries range in size from a few inches to nearly ten feet tall, however most are between two to five feet tall. Refer to Table 1: Faerie Physical Characteristics for more information.

Relations: The lighthearted faeries enjoy the company of all living species at one point or another. This part of their personality, coupled with their childish mannerisms and short attention spans, has earned them a poor reputation among more serious mortals. Feeorin tend to treat them as younger siblings or children to look after.

Alignment: As with nearly all typical fey, faeries are chaotic good or chaotic neutral. Chaotic evil faeries tend to not associate with anyone but their own and congregate in the Shadows.

Faerie Lands: Common fey find beauty and excitement in everything, and as such, can be found everywhere in every geographic type if one simply knows where and how to look.

Religion: Like the feeorin, faeries do not have a specific religion other than that of Nature. They revere and care for all of Mother Nature's works, wonders, and creatures. Adventuring faeries sometimes worship a nature divinity or a benevolent power associated with one of the more chaotic facets of faeries (i.e. trickery, luck, beasts, etc.). However, any dedication to a single philosophy is frequently given up in favor of another interest or momentary passion (a pretty waterfall, rumors of a 20 pound diamond, etc.).

Language: Faeries speak their native tongue of Fae and its parent language Sylvan fluently. Faeries find all races they encounter interesting and worthy of conversation. As a result, they have taken it upon themselves to learn the universal languages of those creatures they might meet – Common for the mortal races, Aquan for the water creatures, the Auran language of airborne creatures, and the coarse and raspy Terran to speak with creatures of the earth.

Names: Being more emotional than feeorin, faerie names change often depending on the mood of the faerie, the place they are in, or the people with whom they find themselves. Their names are just as numerous and varied as the faerie form, and tend to change as often as the focus of their limited attention. Some people even believe that faeries can't remember their names for more than a few days, and instead find another one more attractive to them. Favorite names are usually taken from the things around them that the faeries find pleasing at the moment (Ivy, Cherryblossom, Fern, etc.). Whatever the reason, the names that stay with faeries are usually ones given and used by their daily companions.

Adventurers: Faeries adventure for the promise and wonder of something, someone, and someplace new. They are also easily tricked into joining an adventuring group, finding the promise of treasure intriguing (and sparkly) and the danger of combat exhilarating to partake in and sometimes watch.

Faerie Racial Traits

- Reflecting their connection with the inherent chaos of FaerieLand, faeries gain the following

ability modifiers: +2 racial bonus to Dexterity and +2 racial bonus to Charisma, with a -2 racial penalty to Wisdom and a -2 racial penalty to Strength.

- Size: Two to five feet tall, with some extremes ranging from a few inches to nearly ten feet tall. (See Table 1: Faerie Physical Characteristics for more information.)
- Base Speed: (dependent on size)
- Faeries do not age like mortals, and cannot die from old age. Upon reaching adulthood by roughly 20 human years, they gain the ability to halt their physical aging at any point. Since the appearances of faeries differ considerably, many typically halt their aging at a point where they feel most comfortable with their appearance.
- Fey Blood: Faeries, like their feeorin brethren, are resistant to illusion and enchantment spells. However, due to the mortal blood that runs in their veins, this imparts a lesser +1 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the faerie attains.
- Low-light Vision: Faeries are creatures of twilight and therefore can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. They retain the ability to distinguish color and detail under these conditions.
- Given their nature of sneaking about, Faeries are adept at using weapons that do not interfere with stealth. Faeries are proficient with the short sword and the shortbow.
- At third level a faerie may pick one ECL point value of Faerie Racial Traits (including spell-like abilities). Every three levels thereafter, a faerie can select an additional half ECL point value of traits or save them to purchase more expensive abilities later.
- Automatic Languages: Common, Fae, Sylvan. Bonus Languages: Aquan, Auran, Terran.
- Favored Class: Rogue. A multiclass faerie's rogue class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment +X: Faeries can be more powerful and gain levels more slowly than most mortal races, depending upon their actual forms (see Table 1: Faerie Physical Characteristics for more information). When determining the level adjustment, add up the ECL modifiers and round up to the nearest whole number.

Feeorin

Feeorin, sometimes called "noble fey," are the native pureblooded residents and rulers of FaerieLand. Individual feeorin sometimes feel the "wild calling" normally responsible for drawing faeries away from FaerieLand, and spend much of their lives adventuring, exploring, and interacting with the mortal world. Those seen are often adventurers, but occasionally a large group will venture outside the borders of FaerieLand. These feeorin are participating in what they refer to as a "Rade," marching as though they were on parade for onlookers, reviewing the mortal lands they send fey to, or viewing a new or interesting world as if they were on a safari.

As a race, feeorin tend to be poor judges of characters or others' intentions, due to their unwillingness to conform to the subtle realities of mortal life. Simple things, such as the value of an imported gem over that of a similarly valuable regional stone, are lost on them. Distance, time, and death are not often considered by feeorin. They instead focus on beauty, happiness, and entertainment; feeorin enjoy music and singing, art and architecture, hunting and war.

Mortals often mistake the feeorin for tall elves when they first see them, since they are seldom seen outside of their homelands. Feeorin find the concept of being mistaken for a more common mortal creature upsetting. Noble fey usually ignore the presence of such 'lesser beings' in favor of their own kind.

Feeorin are born of parents who are both feeorin. If, however, a feeorin takes a faerie as a mate, their child would be feeorin only if born in FaerieLand, and faerie if born in mortal realms away from FaerieLand's magic. Sometimes a feeorin falls in love with a mortal. Children born of this union are also influenced by their birthplace's magics. A faerie will be born to the parents in FaerieLand, while the same pregnancy spawns a Half-fey in the mortal world.

Personality: Feeorin represent the epitome of emotions, expressing all of them with more passion than capable by most mortals. When happy or amused, they sing, dance, and celebrate for days on end; when angered, they stop at nothing to exact their vengeance.

Physical Description: Appearing as overly tall elves (an association they loathe), feeorin stand about 6 to 7 feet tall yet weigh a scant 100 to 175 pounds. Skin color ranges across the entire spectrum but tends toward the colors associated with each feeorin's elemental aspects. Their hair, always worn long and styled to reflect the whim of the moment, is normally a darker or lighter hue of their skin color. Beards are not uncommon, but when they are worn, they are a means to further reflect their personality and emotions.

Relations: Feeorin view mortals as curiously amusing and interesting personalities. At worst, they may ignore, pester, or even kill someone who has wronged them. At best, they see mortals as intriguing companions who serve as distractions during their visits to the mortal world. Elves are seen as the closest thing to equals, although even they are often referred to as "children" or "younglings", and are looked after as younger siblings.

Alignment: Like all fey, feeorin are chaotic by nature, but given their status within FaerieLand, they have lawful tendencies (for a fey). While normally good, and oftentimes neutral, evil feeorin have occurred among their race on rare occasions.

Feeorin Lands: Aside from their home in FaerieLand, feeorin have been seen in forested hills and meadows, and occasionally in field crops and urban parks.

Religion: Like all fey, the feeorin do not have a specific religion other than that of Nature. They revere all of Mother Nature's works and wonders, and try to help her where they can. Sometimes, especially among those journeying the mortal realms, feeorin have taken on the worship of a nature divinity or a benevolent power associated with one of the artful facets of feeorin life (i.e. hunting, nobility, music, war, etc.)

Language: Feeorin speak the Fae language, a Sylvan dialect, as their native language. Since they frequently

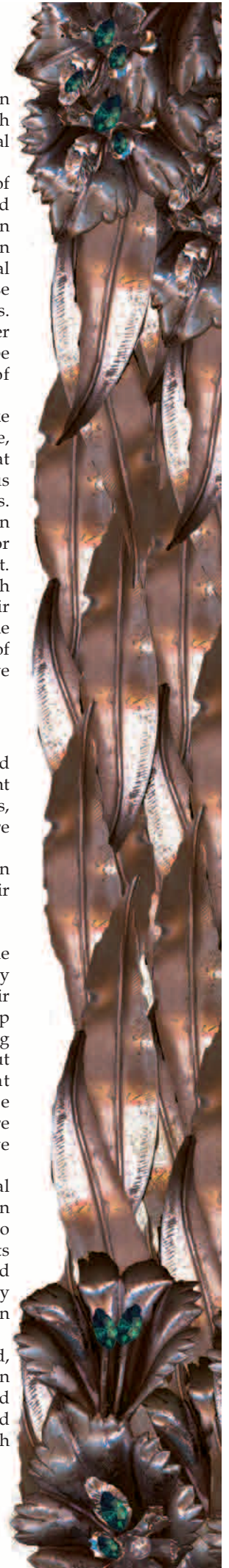
interact with mortals, they also converse in Common fluently. As rulers of the fey world, they often interact with good beings from the planes, as well as highly magical and ancient mortal races.

Names: Feeorin names are more constant than those of the faeries. A few known names are Titania, Oberon, and Finvarra. Instead of using a formal name, feeorin sometimes go by nicknames or a title such as Old Man Winter and the Queen of Air and Darkness. Some mortal scholars believe that there are no feeorin names, and those that appear as such are, in reality, nobles title themselves. This means that there is always a Queen Titania with her eternal consort King Oberon. This theory has yet to be proven, given the feys' evasive nature and habit of changing appearances.

Adventurers: Feeorin take up adventuring for the sake of seeing new lands, interacting with interesting people, and the thrill of danger. The act of exploration is what drives a feeorin to delve into the depths of a cavernous dungeon or scale the heights of perilous mountain ranges. Sometimes feeorin undertake adventures to right certain wrongs against the fey, Nature, their protected aspect, or to learn more about the mortals with whom they interact. Feeorin returning home to FaerieLand are welcomed with open arms and celebrations where they can share their adventurous tales. Once home, they rarely return to the affairs of the Faerie Court, but rather spend their time aloof from the 'seriousness' of faerie life, favoring its more festive side instead.

Feeorin Racial Traits

- +2 racial bonus to Intelligence and Charisma, and a -2 racial penalty to Strength. Feeorin are bright and witty conversationalists, lively entertainers, but due to their tall frames and slight build, are somewhat weaker than other mortal races.
- Medium Size: As Medium size creatures, feeorin have no special bonuses or penalties due to their size.
- Feeorin base speed is 30 feet.
- Feeorin do not age like mortals, and cannot die from old age. Upon reaching physical maturity (roughly 20 human years), feeorin can halt their physical aging at any point. Many choose to stop aging sometime in young adulthood, having achieved the fully mature physical form without the social burdens some feel they might experience due to looking older. Others see benefits in a wizened complexion, and therefore halt their aging after graying and wrinkles have started setting in.
- Fey Blood: Feeorin, being from a supernatural world where distances are fluid and based on misdirection or force of will, are resistant to illusion and enchantment spells. This imparts them with a +2 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every two levels the feeorin attains.
- Low-light Vision: Like all creatures of FaerieLand, feeorin are creatures of twilight, and therefore can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. They retain the ability to distinguish color and detail under these conditions.





- Feorin are naturally proficient with either the long sword or rapier. They are also proficient in using the shortbow, longbow, composite shortbow, or composite longbow.
- At third level, a feorin may pick one ECL point value of Faerie Racial Traits (including spell-like abilities). Every four levels thereafter, a feorin can select an additional half ECL point value of traits or save them to purchase more expensive abilities later.
- Spell-like abilities: 3/day – *good luck*; 1/day – *charm person*. These abilities are as the spell cast by a sorcerer of the feorin’s character level.
- Automatic Languages: Common, Fae, Sylvan. Bonus Languages: Auran, Celestial, Elven.
- Favored Class: Bard. A multiclass feorin’s bard class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment +2: Feorin are more powerful and gain levels more slowly than most mortal races.

Half-fey

Half-fey are born of the passionate union between a feorin and a mortal, the mortal attracted to the utter grace of the fey, and the feorin to the intense ardor of the mortal. Unfortunately, these relationships seldom last beyond a fleeting moment in each other’s arms, and mortal women find the labor and birth extremely difficult if not dangerous. A successful Con check of DC 20 is required to survive. If successful, the mother receives 2d4+2 points of temporary Con damage.

Like other fey, half-fey are cross-fertile with other races, however the diluted fey blood is not as receptive to FaerieLand’s magical sway. If a half-fey mates with a feorin, the resulting child is a common fey, while the offspring of a half-fey and common fey union would be half-fey. A half-fey to mortal coupling would result in a mortal with the potential to attain the Fey-touched prestige class later in life, due to the faerie blood in his veins.

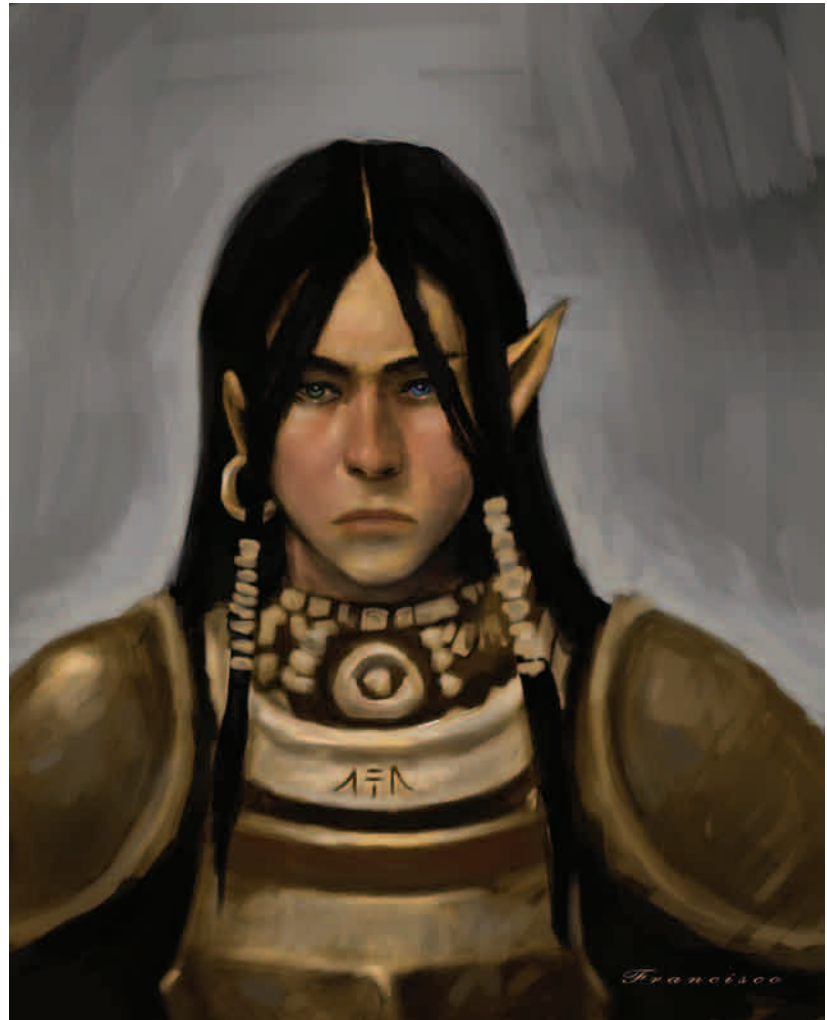
Personality: Half-fey are frequently amused where their fey-blooded relatives would be joyous and excited. They often share the dominant traits of their fey parentage, yet to a more subdued degree.

Physical Description: The appearance of a half-fey is closely tied to that of their parents. The fey characteristics mix equally with the mortal, resulting in a graceful mixture of features. Supernatural abilities of the parent gained from Aspects of Nature do not pass on to the children, though physical attributes do. For example, a half-fey born to a feorin Fey of Summer’s Fury (see Aspects of Nature below) and a dwarf would have a rich auburn beard and hair, lightly reddish tanned skin,

orange-flecked eyes, and stand slightly taller than typical dwarves.

On rare occasions, some half-fey exhibit a patchwork assemblage of physical features from their parentage—one eye, limb, and ear appearing fey, while the others draw from the mortal parent, and blotchy-freckled skin of both parents’ skin types. Fey see this as a blessing from Nature, and help to provide the best living conditions and opportunities for the child. Mortals see these half-fey as somewhat freakish, and tend to avoid them or drive them off altogether.

Relations: Frequently brought up by the fey parent and their clan (especially if the mother has died), a half-fey exhibits a more moderate attitude toward other races compared to the standard fey outlook. A half-fey of feorin parentage would see it as their responsibility to protect his adventuring companions, where a half-fey of faerie parentage would simply be excited to interact with so many interesting people for a dangerous and intriguing journey. **Alignment:** Half-fey value both the fey and mortal ways of life, and enjoy the freedoms their mixed birth allows them. Half-fey are often chaotic in nature, due to the influence of their fey blood and the slight tugging from the “calling of the wild” within them. They are frequently good or neutral, though evil half-fey exist and have taken up the fey hunter or mortal slayer prestige classes out of hatred for their parents or their own potential pariah status.



Half-fey Lands: Half-fey typically reside with their fey parent in FaerieLand, however an occasional mortal parent has been known to raise their child among mortals.

Religion: Half-fey often choose to worship a deity of Nature or some other facet of their fey parent's outlook.

Language: Half-fey speak the languages of the fey or mortal society in which they are raised.

Names: Reflecting their nature, the names of half-fey are a blending of names from both their parents.

Adventurers: Half-fey answer the wild calling within them with adventure. They seek out interesting and faithful companions to join them in the exciting and profitable pursuit of adventuring.

Half-fey Racial Traits

- Half-fey inherit the ability modifiers of their mortal parent, not the fey parent.
- **Medium Size:** As Medium size creatures, half-fey have no special bonuses or penalties due to their size.
- Half-fey base speed is 30 feet.
- Half-fey, despite their mixed heritage, do not age like mortals and can not die from old age. When they reach young adulthood, half-fey age normally for 3d20 years and then their appearance doesn't change. Thus, some stop aging in their twenties or thirties while others gain an aged and wizened appearance. No matter what age the half-fey appears to be, he or she suffers no aging-related benefits or penalties to ability scores.
- **Fey Blood:** Half-fey, having a fey parent from a supernatural world, are resistant to illusion and enchantment spells. They gain a +1 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the half-fey attains. For all special abilities and effects, half-fey are considered fey. Half-fey, for example, can use special fey weapons and magic items with racially specific powers as if they were fey.
- **Low-light Vision:** Half-fey, like all creatures born of FaerieLand, are creatures of twilight, and therefore can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. They retain the ability to distinguish color and detail under these conditions.
- **Spell-like ability:** 3/day—*luck*. This ability is as the spell cast by a sorcerer of the half-fey's character level.
- **Automatic Languages:** Common OR Fae, Sylvan (depending on which parent raises the half-fey). **Bonus Languages:** Any spoken by either parent.
- **Favored Class:** Any. When determining whether a multiclass half-fey suffers an XP penalty, his highest-level class does not count.
- **Level Adjustment:** +1. Half fey are more powerful and gain levels more slowly than most mortal races.

Scath

Rarer than the deep fey, the Scath are children born to mortal and deep fey parents. Deep fey seldom take mortals as partners, but when they do, they bond for life. Given

the trust and life-long commitment involved in a relationship with a deep fey spouse, a scath is typically raised in the deep fey society.

As in the pregnancies of mortal mothers carrying a half fey child, those of a "half deep fey" find the labor and birth just as difficult and dangerous. The mother needs to make a successful Con check of DC 20 to survive. If successful, the mother receives 2d4+2 points of temporary Con damage. Unlike other fey crossbreeds, scath are born sterile, and cannot breed with any races.

Personality: Scath share the distrust their deep fey parent has for other races. They are quick to suspect the worst from someone, and are slow to befriend someone new. Once scath befriend someone, however, they are friends for life.

Physical Description: Scath are stony-gray in color with skin tones of their parents marbled across their body. They retain the black ram-like horns of the deep fey parent, as well as the dull black hair, snaky tails, and pointed ears (though shorter than those of a deep fey).

Relations: Normally brought up in the deep fey society (especially if the mother has died), the scath exhibits the same outwardly suspicious attitude toward other races. Scath are protective of those they see as members of their community, family, or adventuring party. Deep fey quickly accept these half mortals, feeling that if a deep fey trusted the mortal enough to have a child, then mortal and child can be trusted as members of the deep fey society. Those few raised outside of the deep fey society are approached carefully by deep fey, but are often accepted after they have been verified as scath. Like their deep fey parent, scath are quick to jump to Nature's defense, and tend to be wary of those who seem aggressive and careless.

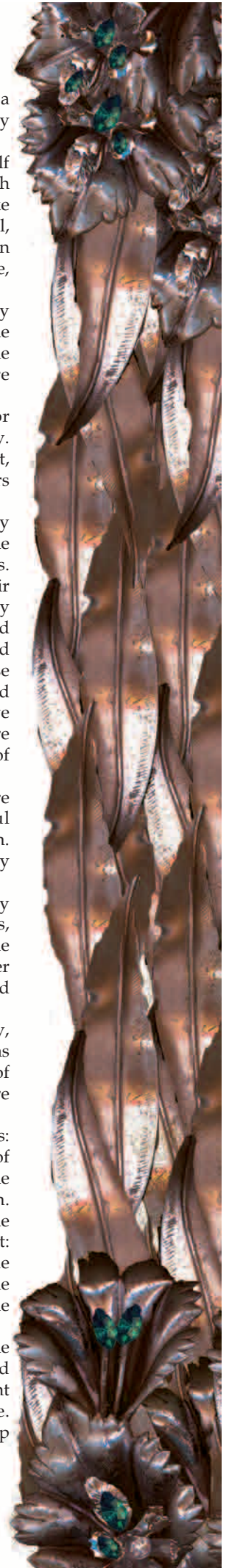
Alignment: Scath raised in the deep fey society are typically lawful good, however an occasional lawful neutral or chaotic good person grows up among them. Those raised outside of the deep fey society can be of any alignment.

Scath Lands: Scath, typically reared in the deep fey culture, live in or near the darkest caves, sacred grottoes, and underground fungal forests of FaerieLand and the mortal planes. The deep fey make their homes deep under the surface of FaerieLand on the shores of underground lakes, in enormous caverns, or within deep crevasses.

Religion: Following the beliefs of the deep fey society, scath are not an overly religious sort, yet the few religions followed are worshiped fervently. Underworld aspects of Nature and the benevolent mortal deities of the dark are given equal attention by scath.

Language: Scath speak the languages of their parents: Sylvan and the deep fey dialect of Fae. As the children of deep fey, they also find most races they encounter in the subterranean world dangerous and worthy of caution. Scath also follow the deep fey philosophy of learning the universal languages of those creatures they might meet: Common for the mortal surface races, Aquan for the creatures met in subterranean lakes and streams, and the coarse and raspy Terran to speak with creatures of the earth.

Names: Scath names are often chosen from among the Deep Fae words for light and fire. They are also named using the words describing the crystals or bioluminescent lichens sometimes found in caves nearer the surface. Occasionally, they have names signifying the relationship





of their parents—acceptance, hope, and trust—in one parent’s native tongue.

Adventurers: Scath seek to defend the caves of their homelands, protect the surface world from collapsing into shallow caverns, and guard the sacred beauty of Nature’s underground forests, lakes, and crystalline caves from the foul enemies of the subterranean world.

Scath Racial Traits

- +1 Dexterity, +2 Wisdom, -1 Constitution, -2 Charisma. Scath are somewhat frail and timid, yet agile and cautious by nature.
- Medium Size: As Medium size creatures, scath have no special bonuses or penalties due to their size.
- Scath base speed is 30 feet.
- Darkvision: Scath characters can see perfectly in darkness, even in magical darkness, such as that created by *deeper darkness* spells. They gain darkvision to a range of 60 feet.
- Light Sensitivity: Scath gain most of their sustenance from the darkness and are adversely affected by light. If exposed to a strong source of light (anything brighter than a torch), a deep fey receives a -2 circumstance penalty to all attack rolls, saves, and skill checks. If exposed to sunlight (directly or indirectly), or a *daylight* spell, a deep fey takes 1 point of damage per round and is *blinded*. Scath living near the surface world sometimes manufacture special protective eyewear and skin salves to counteract these penalties.
- Spell resistance of 5 + character level.
- Fey Blood: Scath, born into a supernatural world where distances are ever-changing and based on

misdirection or force of will, are resistant to illusion and enchantment spells. This grants them a +1 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the scath attains. For all special abilities and effects, scath are considered fey. Scath, for example, can use special fey weapons and magic items with racially specific powers as if they were fey.

- Spell-like Abilities: 1/day—*deeper darkness*, *dispel magic*. These abilities are cast as the spells cast by a sorcerer of the scath’s character level.
- Automatic Languages: Fae, Sylvan, and Undercommon. Bonus Languages: Aquan, Common, Terran.
- Favored Class: Any. When determining whether a multiclass scath suffers an XP penalty, his highest-level class does not count.
- Level Adjustment: +1 (except when unprotected in surface campaigns). Scath are more powerful and gain levels more slowly than most mortal races.

Sprite

Sprites, or “true sprites” as some may call them, claim their race originated when the first feorin felt the “wilding call” and visited a mortal realm. Upon returning, the feorin lord brought a fair mortal with him as his bride, and their children became the founders of this legendary race. Though often considered a ‘common’ fey by the feorin, many sprites are still taken as mates in loving memory of their history together.

Personality: Upon first meeting a sprite, mortals find that they are more quiet and subtle than their fey siblings. This cautious personality trait is more a survival instinct, and is eventually overtaken by their curious nature. Like faeries, when sprites are happy, excited, or amused, they joyously frolic about and dance with each other or the nearest person, animal, or thing. If angered, they often rely on practical jokes or humorous transformations to bring about their vengeance, rather than seeking physical harm. Being viewed as the littlest sibling by the other fey races, they are often distanced from the causes and passions that drive other fey.

Physical Description: Sprites appear as 2 to 2.5 foot tall humanoids with insect-like gossamer wings. They have slender bodies with gracefully sculpted features and weigh around 15 to 25 pounds.

Relations: Sprites, while shy, enjoy the company of all races and creatures. They are somewhat difficult to befriend, but when one does make friends with a sprite, it is for life.

Alignment: Sprites are normally good or neutral, with their fey nature adding the spice of chaos to their daily life.

Sprite Lands: Sprites are found in nearly all geographies across the planes, though they call the meadows and wooded hills of FaerieLand their true home.

Religion: The closest sprites come to worship is the dedication they have to the Seelie Court. The causes of the Seelie, and their methods of bringing them about, are so close to their own belief that sprites make every accommodation for Queen Titania and her court.

Language: Sprites speak their native tongue of Fae and its parent language Sylvan. Like faeries, sprites find all

racers they encounter interesting and worthy of conversation, if they can get past their bashfulness. Sprites sometimes take it upon themselves to learn the universal languages of those creatures they might meet: Common for the mortal races, Aquan for the water creatures, the language of airborne creatures, Auran, and the coarse and raspy Terran to speak with creatures of the earth.

Names: Sprites are more stable than their faerie counterparts, and their names tend to remain unchanged for long periods of time. Favorite names are derived from the objects around them that they might find pleasing at the moment (Dewdrop, Cobweb, Twinkle, etc.) or from conditions and objects surrounding their birth (Sunbeam, Rainbow, Snowflake, etc.).

Adventurers: Sprites adventure at the behest of the Seelie Court and their friends. They are not so easily tricked into joining an adventuring group as faeries are, but they do appreciate the promise of treasure. When the threat of danger arises, sprites are quick to help their friends where they can, but seldom leap into battle alone.

Sprite Racial Traits

- Racial bonuses of +2 to Dexterity and +1 to Charisma, racial penalty of -2 to Strength and -1 to Intelligence. The sprite's small size hampers their ability to muscle people and things around, but they are more nimble as a result. Sprites are naturally cautious, and this sometimes hinders their interaction with creatures and situations, but once they relax around someone, their genuine personality shines through.
- Small: As Small creatures, sprites gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters (half if flying)
- Sprite base speed is 20 feet, or 40 feet flying
- Sprites do not age like mortals, and cannot die from old age. Sprites cease to age upon reaching physical maturity as young adults. Like half-fey, they have no control over this part of their physiology.
- Fey Blood: Sprites are resistant to illusion and enchantment spells.



Due to the mortal blood in their veins, they have a lesser +1 racial bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the sprite attains.

- Low-light Vision: Sprites are creatures of twilight and can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. They retain the ability to distinguish color and detail under these conditions.
- Sprites are magical creatures by nature, and have an uncanny supernatural ability to operate magic items. They gain the Use Magic Device as a racial ability.
- At third level, a sprite may pick one ECL point value of Faerie Racial Traits (including spell-like abilities). Every three levels thereafter, a sprite can select an additional half ECL point value of traits or save them to purchase more expensive abilities later.
- Spell-like abilities: 3/day—*luck*, *invisibility*; 1/day—*charm person*. These abilities are as the spell cast by a sorcerer of the feorin's character level.
- Automatic Languages: Common, Fae, Sylvan. Bonus Languages: Auran, Celestial, Elven.

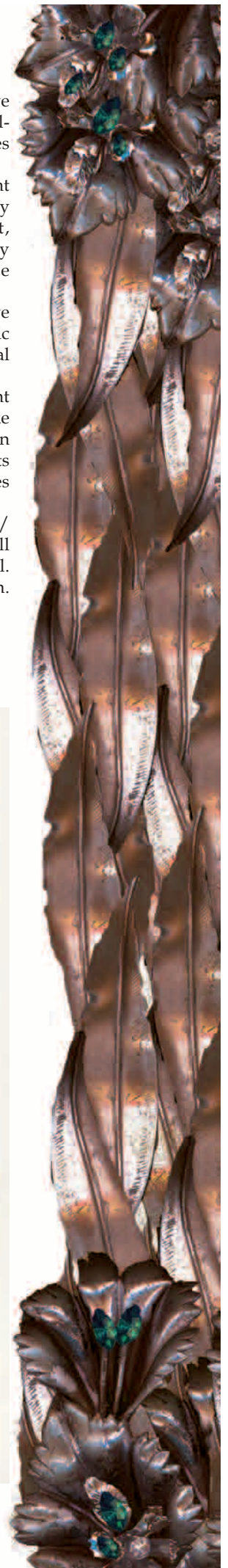


Table 2: The Nymph Racial Class

Class Level	Base				HD	Special	Spell per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save			0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	0	+0	+0	+2	1d6		2	-	-	-	-	-	-
2	0	+0	+0	+3		1 st level druid*	3	1	-	-	-	-	-
3	0	+0	+1	+3		2 nd level druid*	4	2	-	-	-	-	-
4	0	+0	+1	+4		Blinding Beauty	4	2	-	-	-	-	-
5	0	+0	+1	+4		3 rd level druid*	4	2	1	-	-	-	-
6	0	+0	+2	+5	2d6		4	2	1	-	-	-	-
7	0	+1	+2	+5		4 th level druid*	5	3	2	-	-	-	-
8	0	+1	+2	+6		5 th level druid*	5	3	2	1	-	-	-
9	0	+1	+3	+6	3d6		5	3	2	1	-	-	-
10	0	+1	+3	+7		6 th level druid*	5	3	3	2	-	-	-
11	0	+1	+3	+7		Dimension Door 1/day	5	3	3	2	-	-	-
12	0	+1	+4	+8		7 th level druid*	6	4	3	2	1	-	-
13	+1	+2	+4	+8	4d6		6	4	3	2	1	-	-
14	+1	+2	+4	+9	5d6	8 th level druid*	6	4	3	3	2	-	-
15	+1	+2	+5	+9		Unearthly Beauty**	6	4	3	3	2	-	-
16	+1	+2	+5	+10	6d6	9 th level druid*	6	4	4	3	2	1	-
17	+1	+2	+5	+10	7d6		6	4	4	3	2	1	-
18	+1	+2	+6	+11	8d6	10 th level druid*	6	4	4	3	3	2	-
19	+1	+3	+6	+11		11 th level druid*	6	5	4	4	3	2	1
20	+1	+3	+6	+12	9d6		6	5	4	4	3	2	1

* Spell casting ability only. Use their druid's spell list to determine spells.

** Unearthly beauty can be used once per day for up to 10 minutes.

- Favored Class: Cleric. A multiclass sprite's cleric class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment +1: Sprites are more powerful and gain levels more slowly than most mortal races.

Other Fey Monsters as PCs

As a rule of thumb, any monster can be played as a PC if the appropriate ECL can be determined. This, however, is not the only approach that can be used to incorporate them into your campaign. Examine the monster and break it down as if it were a class or prestige class. Now think about what it would be like without the special abilities it gained through hit dice advancement.

Let's use the nymph as an example:

Nymph

Medium-sized Fey

Hit Dice: 3d6 (10 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 20 ft.

AC: 11 (+1 Dex)

Attacks: Dagger +1 melee

Damage: Dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blinding beauty, unearthly beauty

Special Qualities: Spell-like abilities

Saves: Fort +1, Ref +4, Will +8

Abilities: Str 10, Dex 13, Con 10, Int 16, Wis 17, Cha 19

Skills: Animal Empathy +10, Craft (any one) or Knowledge (any one) +7, Escape artist +7, Heal +9, Hide +7, Listen +11, Move Silently +7, Sense Motive +9, Spot +11

Feats: Ability Focus (unearthly beauty), Alertness, Dodge, Iron Will

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic good

Advancement: 4-9 HD (Medium-size)

Breaking It Down

Based on the theory that what we see in the MM is a "full-level" nymph, we must work backwards and reduce the abilities to what a 1st level nymph might be like.

- **Physical Abilities:** Looking at the nymph, we see that there are no bonuses to attack other than the +1 gained from Strength. Unfortunately, the nymph doesn't get a better base attack as she goes up in level. No ability adjustments are necessary.
- **Saving Throws:** These appear to be "weak" as well. We can use the druid as a comparison, and see that the best fit is a 12th level druid. Comparing the saving throw progression of a wizard, which has a "weaker" set of saving throws, we get a closer fit to the numbers we need. Since the best fit is also at 12th level, we'll note the nymph's in the 12th level slot. Fill in the progression with the numbers from the Reflex and Will save columns. Since the other numbers are evenly distributed across the levels, we'll do the same for the Fortitude save.

- **Blinding beauty:** The nymph has a permanent effect that eternally blinds a person if they fail a DC 15 Fortitude save. This is similar to the 3rd level cleric spell *blindness/deafness*. Since clerics and druids are able to cast 3rd level spells at 5th level and nymphs have druidic abilities, we'll temporarily put this in the 5th level slot.
- **Unearthly beauty:** The nymph's beauty kills a person if they fail a DC 17 Will save and can be used every 10 minutes. In its ultimate effect, this resembles *finger of death*. Since *finger of death* is an 8th level spell that druids get at 15th level, we'll put this temporarily in the 15th level slot.
- **Spellcasting:** The nymph can cast spells like a 7th level druid, and the DC to resist them is normal. For now, let's place this ability in the 7th level slot. Let's fill out the spells per day while we're there. We may need to shift it lower because we don't get the base attack bonus or same saves as a druid of the same level.
- **Dimension door:** This ability is a 4th level spell. This would be a second 4th level spell. So, following the logic we used above, we'll put this in the 8th level slot.
- **Character Advancement:** To make the level advancement more gradual, let's go back and adjust the spell progression and abilities while sprinkling in the additional hit dice beyond the one gained at 1st level. Try to have only one ability or change in spells for each level between 1st and 12th level.

With the exception of Unearthly Beauty, we have a complete nymph at 12th level. Compared to the known ECL for this monster (+12), we're just about right.

Advancing the Nymph Racial Class table further, we can increase the levels in Nymph just as we would in any other class, increasing access to spells, adding to the saving throw progression, and adding the rest of the Hit Dice specified in the "Advancement" of the creature. Let's look at what we've created:

The parable "beauty is only skin deep" is often applied to nymphs, but those who learn more about them soon learn that they are more than meets the eye. While nymphs are unnaturally beautiful, they also represent the beauty of personality and belief. They are so stunningly beautiful in body and soul that they can blind and even kill if someone lays eyes on them.

Personality: Nymphs prefer to lead a solitary life, sequestered away from those things they hate: ugliness and evil. Occasionally, they join with others to further the cause of all that is good and beautiful against their rivals.

Physical Description: Nymphs always appear as young attractive women with pointed ears and exceptional figures, though they tend to appear most like the dominant race of the area around them (human in a human village, elf in a forest safehold, etc.). Their hair is luxuriant and their clothing always accentuates all these qualities.

Relations: Nymphs are solitary creatures by nature, though they will sometimes assist others in fighting evil. The native fauna, instead, are the closest thing to companions that nymphs have. Those who have been lucky enough to call them companions say that they are charming, alluring, and poised people gifted with a quick wit.

Known Fey Monster ECLs:

The following ECLs for other core fey creatures come from DRAGON Magazine #293. The article *Monsters With Class* was written by Rich Redman with help from the Wizards R&D staff.

- Dryad 4
- Grig 6
- Nixie 3
- Nymph 12
- Pixie 5 (7 with *Otto's irresistible dance*)
- Satyr 7

Alignment: Like all fey, nymphs are chaotic by nature, but they are always chaotic good.

Nymph Lands: Aside from their original home in FaerieLand, nymphs have been seen in forested hills and meadows, and occasionally among field crops and urban parks.

Religion: Like all fey, nymphs do not have a specific religion other than that of Nature. They revere all of Mother Nature's works and wonders, considering them sacred. In extremely rare moments, particularly among nymphs journeying the mortal realms, they have taken on the worship of a nature divinity or the local divinity of beauty and physical perfection.

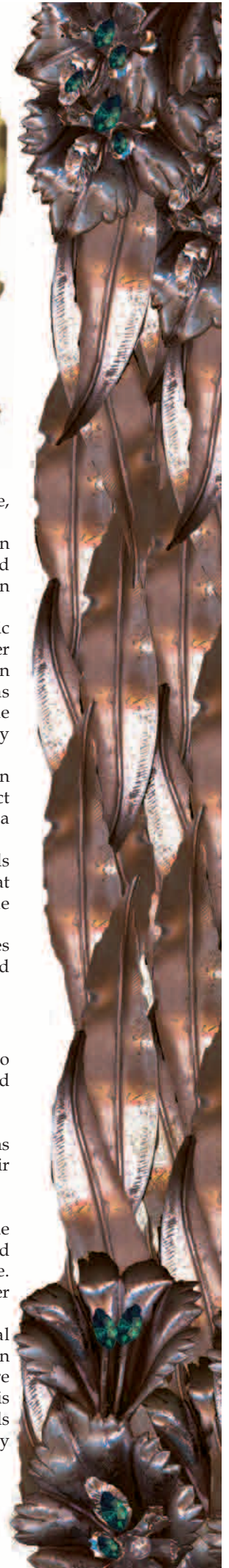
Language: Nymphs speak the language Fae, a Sylvan dialect, as their native language. Since they seldom interact with mortals, they speak Common haltingly and with a heavy accent.

Names: Nymph names commonly come from words that represent beauty or beautiful objects. Even words that sound beautiful themselves are used. Examples include Brook, Charisma, Flora, and Talia.

Adventurers: Nymphs leaving their secluded homes only take up adventuring to help rid the world of evil and ugliness.

Nymph Racial Traits

- Racial bonuses of +3 to Charisma and +1 to Wisdom, and racial penalties of -2 to Strength and -1 to Constitution.
- Spell-like Abilities: See Table 2 above
- Medium Size: As Medium size creatures, nymphs have no special bonuses or penalties due to their size.
- A nymph's base speed is 30 feet.
- Nymphs do not age like mortals, and cannot die from old age. Upon reaching young adulthood (roughly 20 human years), sprites cease to age. Unlike other fey species, they have no control over this part of their physiology.
- Fey Blood: Nymphs are from a supernatural world where distances are fluid and based on misdirection or force of will, and therefore are resistant to illusion and enchantment spells. This imparts them with a +2 racial bonus to resist spells and spell-like abilities of this nature. This ability





increases by +1 for every two levels the nymph attains.

- **Low-light Vision:** Nymphs can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. They retain the ability to distinguish color and detail under these conditions.
- **Automatic Languages:** Fae, Sylvan. Bonus Languages: Auran, Celestial, Common, Elven.
- **Favored Class:** Nymph (racial class). A multiclass nymph's racial class does not count when determining whether she suffers an XP penalty for multiclassing.
- **Level Adjustment +1:** Nymphs, taking their racial class, are slightly more powerful and gain levels more slowly than most mortal races. Alternately, nymphs starting play with a core character class and all abilities of their race have a Level Adjustment of +12.

Classes

All classes are available to the fey races, and many choose to follow as many as three or four different dedications over the course of their extended lives.

Modified Classes & Spells

Some fey discover that the magic of FaerieLand unlocks passageways between arcane and divine magic and reveals a few arcane schools and divine domains unknown by mortal casters. As an optional rule, GMs and players who desire something slightly different from the core classes when using fey characters have the opportunity to take their characters down these alternate paths of class abilities. Since some of the techniques used by these spells are quite foreign to the caster, they sometimes must be learned at a higher level (as noted below). Refer to the Classes section of the DMG when considering adding these "spell-heavy" classes to your campaign.

The following adjustments can be made (at the DM's approval) to core classes to add some additional "fey flavor" to a campaign:

Class Adjustments

Bard: Extend the spell list to include 1st through 6th level spells listed in Air, Earth, Fire, and Water domains.

Cleric: Allow additional spell access through choice of one free domain from the following: Enchantment, Illusion, or Magic.

Druid: Extend spell list through the addition of Divination and Illusion schools.

Paladin: Extend spell list to include 1st through 4th level spells listed in Good, Luck, Strength, and War domains.

Ranger: Extend spell list to include 1st through 4th level spells listed in Air, Earth, Fire, and Water domains.

Sorcerer: Extend spell list to include spells listed in Animal, Plant, and Sun domains. Divine spells are learned at one level higher than listing.

Wizard: Extend spell list to include spells listed in Animal, Chaos, and Protection domains. Divine spells are learned at one level higher than listing.

Enchantments Domain

Deities: Any

Granted Powers: You may cast the *daze* spell a number of times per day equal to 2 + your Charisma modifier.

Enchantment Domain Spells

1. **Charm Person.** Makes one person your friend.
2. **Hideous Laughter.** Subject loses actions for 1d3 rounds.
3. **Hold Person.** Holds one person helpless; 1 round/level.
4. **Suggestion.** Compels subject to follow stated course of action.
5. **Lesser Geas.** Commands subject of 7 HD or less.
6. **Dominate Person.** Controls humanoid telepathically.
7. **Geas/Quest.** As *lesser geas*, plus it affects any creature.
8. **Insanity.** Subject suffers continuous *confusion*.
9. **Demand.** As *sending*, plus you can send *suggestion*.

Illusions Domain

Deities: Any

Granted Powers: You may cast the *dancing lights* spell a number of times per day equal to 2 plus your Intelligence modifier.

Illusion Domain Spells

1. **Color Spray.** Knock unconscious, blinds, or stuns 1d6 weak creatures.
2. **Hypnotic Pattern.** Fascinates 2d4+1 HD/level of creatures.
3. **Displacement.** Attacks miss subject 50%.
4. **Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.
5. **Seeming.** Changes appearance of one person/two levels.
6. **Mislead.** Turns you invisible and creates illusory double.
7. **Mass Invisibility.** As *invisibility*, but affects all in range.
8. **Simulacrum.** Creates partially real double of a creature.
9. **Screen.** Illusion hides area from vision, scrying.

Skills

While the core skills allowed in the PHB still apply to fey characters, their unique viewpoint and heritage allows for new and uncommon subsets of well-established skills.

Knowledge (Fey) (Int; trained only)

Characters with Knowledge (Fey) understand and know about the fey, faeries, FaerieLand, and the myriad lore surrounding them.

Check: Characters succeeding a Knowledge (Fey) skill check of DC 15 can discern if a particular location is apt to be used as a *doorway*.

Retry: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: Having 5 or more ranks in Knowledge (fey) gives you a +2 synergy bonus on Knowledge (folk tales)

checks. Having 5 or more ranks in Knowledge (fey) gives you a +2 synergy bonus to Profession (apothecary) or Profession (herbalist) checks as fey creatures are unusually adept at herbal medicines, and knowledge of their ways imparts a peculiar insight.

Knowledge (Folk Tales) (Int; trained only)

This skill grants the knowledge of folklore and myths and the origins of uncommon place names.

Special: Having 5 or more ranks in Knowledge (folk tales) gives you a +2 synergy bonus on Knowledge (fey) checks

Speak Language (None; trained only)

Fey speak their own dialect of the Sylvan language known as Fae. This can be taken as a language. If the speaker knows Sylvan, a successful DC 18 check can decipher the nuances of the native language of the fey.

Useful Skills

While all skills come in handy at one point or another, some are particularly useful in FaerieLand. During character creation or advancement, those who plan on having many adventures within FaerieLand or having an origin tied to it should focus on Intelligence and Charisma-based skills, as the mind and the personality factor heavily among the fey races.

- Diplomacy is especially useful in the Twilight Lands.
- Intimidate is most useful in Between, as is Sense Motive and a general rough-and-tumble knowledge of the streets.
- Intuit Direction is essential to keep travel from being nigh-impossible in FaerieLand.
- Knowledge skills are crucial in FaerieLand, and a prepared character may know of the fey or folk tales, literature, politics, or the planes. As fey tend to be very curious, bits of trivia and knowledge can be more useful than gold, whether in a discussion or a fight.

New Feats

Special features for your characters abound in the core books, but while they are usable by fey characters, they are not attuned specifically to their otherworldly natures. The new feats below expand on the supernatural abilities and predilections of the fey and their kin.

Fey Feats: The feats in this category all require the character's race to be fey. Thus, they are open to any fey race creature or a character whose prestige race has changed their type to fey.

Virtual Feats: If you effectively have a feat as a class feature or special ability, you can use that virtual feat as a prerequisite for other feats. If you have, for example, some class feature or ability that says, "This is the same as Fey

Table 3: Feats

General Feats	Prerequisites
Blood of the Fey	-
Evolve	-
Improved Familiar	Special
Improved Mite Fighter	Mite Fighter, Base attack bonus +8 or higher
Nature's Embrace	Base Will save +3 or higher, 1+ rank of Knowledge (Nature)
Fey Feats	Prerequisites
Crossing Over	Base Will save +3 or higher
Fey Sense	-
Insight of the Fey	Base Will save +3 or higher
Nature's Aspect	-
Second Sight	-
Sixth Sense	-
Item Creation Feats	Prerequisites
Craft Charms and Bracelets	Craft Wondrous Item, Spellcaster level 4 th +
Craft <i>Fey Dusts</i>	Fey Magic, Spellcaster level 4 th +
Metamagic Feats	Prerequisites
Fey Magic	Fey Spell Mastery
Hypnotizing Magic	Fey Magic, Special
Special Feats	Prerequisites
Fey Spell Mastery	Blood of the Fey, Fey-Touched prestige class, or fey racial character

Magic," then you are considered to have the same Fey Magic feat for the purposes of acquiring the Hypnotizing Magic feat. If you ever lose the virtual prerequisite for any reason, you also lose access to any feats you acquired through its existence.

Blood of the Fey [General]

You are descended from a fey who visited the mortal world many years ago. The magical power inherent in fey blood pulses stronger throughout your body.

Benefit: You are resistant to enchantment spells, benefiting from a +3 bonus to resist spells and spell-like abilities of this nature. You also add +2 to the DC of saving throws for any spells of the enchantment school that you cast.

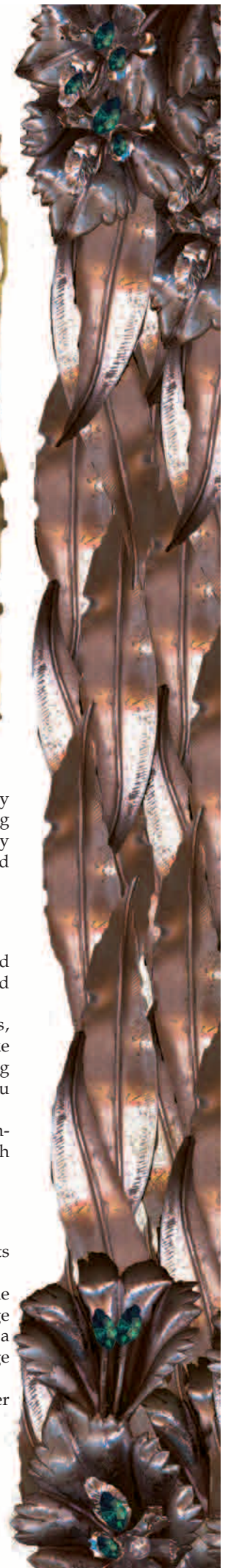
Special: You can only take this feat as a 1st-level non-fey character. This feat cannot be taken in combination with Insight of the Fey.

Concentrate Spell [Metamagic]

You can increase the damage a spell does by reducing its area of affect.

Benefit: Use of the Concentrate Spell feat reduces the area of effect to 25% of normal and doubles the damage dice rolled. For example, a *fireball* spell only explodes in a 5-foot-radius sphere but doubles its 1d6 points of damage per caster level.

A concentrated spell uses a spell slot three levels higher than the spell's actual level.





Craft: Charms and Bracelets [Item Creation]

You can create magical charms and the bracelets that hold them.

Prerequisite: Spellcaster level 7th +, Craft Wondrous Item.

Benefit: You can create any magical charms and bracelets whose prerequisites you meet. Enchanting a charm or bracelet takes 1 day for each 1,000 gp in the cost of its magical features. To enchant a charm or bracelet, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. See the *DMG* for more information on miscellaneous magic items.

Special: Bracelets crafted using this feat confer the magical bonuses and abilities present in any charms attached to them up to a limit of five charms per bracelet.

Craft: Fey Dusts [Item Creation]

You have the ability to use *magic sand* harvested from the Sands of Time (see Chapter 3) to create magical dusts.

Prerequisite: Fey Magic, Spellcaster level 4th +.

Benefit: You can create *fey dusts* (see Chapter 4: Magic of Faerie) of any spell of 5th level or lower that you know and that targets a creature or creatures. Crafting a *fey dust* takes 1 day for each 1,000 gp in the price of its magical features or 2 days, whichever is longer. When you create a dust, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of the *fey dust* is its spell level multiplied by its caster level multiplied by 50 gp. To craft a *fey dust*, you must spend 1/25 of this base price in XP and use up raw components costing half this base price.

When you create a *fey dust*, you make any choices that you would normally make when casting the spell. Whoever the dust is sprinkled onto or envelopes in a cloud effect is the target of the spell.

Any *fey dust* that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the *fey dust*.

Special: Due to the chaotic nature of the magical sand used in item creation, *fey dusts* can become wild if the creator is interrupted or a spell is not used during the creation process. Wild characteristics are covered in the Dusts entry of the Magic Items chapter.

Crossing Over [Fey]

Crossing over allows someone, through force of will, to shorten his or her travel time while in FaerieLand.

Prerequisite: Base Will save +3 or higher

Benefit: A character using the Crossing Over feat can make an opposed Wisdom check versus the DC of the region of FaerieLand to change the length of their journey between here and there. The governor of a region of FaerieLand can set or modify the set DC by using this feat. For more details on traveling through FaerieLand, see Chapter 3.

Dilute Spell [Metamagic]

You can reduce the damage done by an area-effect spell and thereby affecting a larger area.

Benefit: Use of the Dilute Spell feat doubles the area of effect but reduces the damage done to 25% of the amount

rolled. For example, a *fireball* now covers a 40-foot-radius sphere although its damage is reduced to 1d6 points per level totaled and divided by four.

A diluted spell uses a spell slot one level higher than the spell's actual level.

Evolve [General]

You are able to perform enchantments of the flesh anywhere.

Benefit: You can take any prestige race whose prerequisites you meet, regardless of your location. Performing a flesh enchantment requires the expenditure of experience points. Cost depends on the individual enchantment. See the section on prestige races for details.

Special: Without this feat, you must go to a sacred place in FaerieLand in order to perform an enchantment of the flesh.

Fey Magic [Metamagic]

The magical sand found in the Sands of Time has intriguing properties when used in conjunction with traditional spell casting.

Prerequisite: Fey Spell Mastery

Benefit: Use of the Fey Magic feat allows a spellcaster to substitute the use of magic sand from the Sands of Time as spell components to bolster their spells. This also adds one to each die rolled for the spell effect.

Special: The use of magic sand as a material component in ordinary spellcasting inserts a degree of randomness into the final spell result. Look in Chapter 4 (the *Magic Sand* entry) for more information on its effects on spellcasting.

A fey magic spell uses a spell slot one level higher than the spell's actual level.

Fey Sense [Fey]

You have the ability to sense the presence of fey beings.

Benefit: The character has a sensitivity to the presence of fey beings, and as a free action, can detect the presence of fey creatures within 100 feet. The character does not know the type or specific location of the fey creatures, nor does this feat grant the ability to physically see invisible fey. The character only senses the number and general direction of all fey within range.

The feat also allows a non-fey to see into the nearby lands Between, locating fey creatures that would normally be unseen to normal creatures. This provides a +5 bonus to spot invisible creatures and objects if such invisibility is linked to fey powers and abilities rather than spells.

Special: This feat can only be taken by a character who has been exposed to the fey or is of fey blood (true, half, touched).

Fey Spell Mastery [Special]

You have learned to tap the innate supernatural powers of yourself and your magical ties to FaerieLand. As a result, you don't need certain spell components when casting spells.

Prerequisite: Fey race, Blood of the Fey, or the Fey-Touched prestige class

Benefit: You can use this ability to forego using spell components of less than 5gp in value.

Hypnotizing Magic [Metamagic]

You have learned to bind the charming nature of FaerieLand in your magic. Spells you cast have a secondary ability to hypnotize their victims.

Prerequisite: Fey Magic

Benefit: Casting a spell altered by this feat causes *hypnotism* (as the spell of the same name) to affect the target creature and 2d4 HD of creatures within a 15 foot radius centered on the original target. The altered spell gains the Mind-Affecting descriptor.

A mesmerizing spell uses a spell slot three levels higher than the spell's actual level.

Improved Familiar [General]

Provided you can obtain a new familiar, you may choose to instead attract a fey-born familiar.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, those available on the standard list are presumed to also have the fey-born template. See Appendix II: Creatures for more information on this template.

Improved Mite Fighter [General]

Your ability to fight creatures smaller than yourself has been honed to a deadly art form.

Prerequisite: Mite Fighter, Base Attack Bonus +8 or higher

Benefit: When fighting a creature smaller than yourself, you gain a +2 bonus on your attack rolls. This bonus stacks with that obtained from Mite Fighter.

Insight of the Fey [General]

You are the distant relative of a fey, and have tapped into the mental insight that allows fey creatures to resist illusion and make their own illusion spells more believable.

Prerequisite: base Will save +3

Benefit: You are resistant to illusion spells, benefiting from a +3 bonus to resist spells and spell-like abilities of this nature. You also add +2 to the DC of saving throws for any spells of the illusion school that you cast.

Special: You can only take this feat as a 1st-level non-fey character. This feat cannot be taken in combination with Blood of the Fey.

Nature's Aspect [Fey]

You are able to gain Aspects of Nature after mediation in a natural setting.

Benefit: You can take any Aspect of Nature whose prerequisites you meet. Like an enchantment of the flesh, this process requires the expenditure of experience points. See the Aspect of Nature section below for more information.

Special: This feat is sometimes granted to non-fey races and fey creatures during the Aspect of Nature ceremony (using the Aspect of Nature ability of a *staff of the fey*). The creature honored during the ceremony need not wait until they have an available feat slot to make use of this feat.

Nature's Embrace [General]

Being in natural surroundings aids your natural healing.

Prerequisite: base Will save +3, Knowledge (Nature) 1+ ranks

Benefit: A character with the Nature's Embrace feat heals at twice the regular rate if in a undeveloped and wild natural setting.

Second Sight [Fey]

You can see *fey masked* creatures and *fey doorways* when others cannot.

Benefit: The character has the ability to see *fey doorways* and fey under the influence of the *fey mask* spell. All masked creatures seen using this ability appear as ghostly images, allowing objects and creatures beyond to be seen as well. The character can also see creatures through a *doorway* that would normally be unseen. In the case of seeing people through a *doorway*, they appear superimposed over the local surroundings, not in that of their location.

Sixth Sense [Fey]

Sixth Sense allows mortals to sense a *fey doorway* within range.

Benefit: The character has an uncanny ability to detect the presence of a *fey doorway* (see Chapter 3). As a free action, the character can detect the presence and direction of a *fey doorway* within a half-mile radius. The character does not know the specific location of the *doorway*, but merely the direction in which it lies. It also does not grant the ability to see the *doorway*.

Prestige Classes

As should be expected, there are special prestige classes that represent the impact of the fey and FaerieLand upon the many and varied d20 campaign worlds.

Faemancer

To an outsider, characters who become faemancers may appear to be taking advantage of, and sometimes harming, the fey. This, however, couldn't be further from the truth. The relationship between the faemancer and the fey is at least collaborative if not symbiotic. The fey retrieve spells and magics from the wilds of FaerieLand in exchange for the opportunity to do things normally off limits to other fey. Fey who work with faemancers serve them of their own free will and are able to leave their service at any time. The fey themselves combine the magical energies of FaerieLand with the skills of the spellcaster to most creatively bring about the requested effect. In a sense, the fey see the relationship as an exciting game of life and death.

Most faemancers say that this path was predestined and the fey chose them, not the other way around. The faemancer sees this mutual bond as a chance to be more than a normal arcane spellcaster. Some theorize that faemancers are all latent spellcasters who, if not gifted by fey companionship, would never have realized their potential.

Faemancers often come from the ranks of druids and barbarians, since these classes enjoy and understand the natural spirits and the fey seem to prefer working with them. Fighters, rangers, bards, and rogues also make acceptable faemancers; monks and paladins are entirely too serious and orderly to be good faemancers, at least from

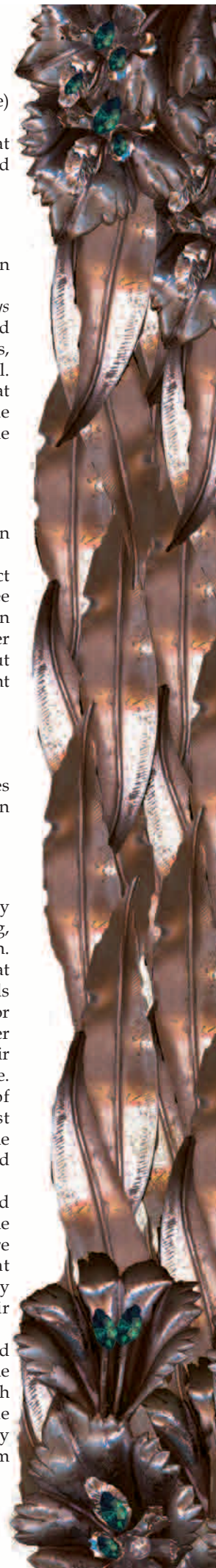


Table 4: Faemancer

Class Level	Base				Special	Spell per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1 st	2 nd	3 rd	4 th
1 st	+1	+0	+2	+2	Fey Companion (Grig), Life Bond	1	-	-	-
2 nd	+2	+0	+3	+3	Fey Companion Advancement, Fey Friend	2	0	-	-
3 rd	+3	+1	+3	+3	Domain, Luck of the Fey	2	1	-	-
4 th	+4	+1	+4	+4	Fey Companion Adv., Fey Companion (Pixie)	3	2	0	-
5 th	+5	+1	+4	+4	Spirit Bond	3	2	1	-
6 th	+6	+2	+5	+5	Fey Companion Advancement	3	3	2	0
7 th	+7	+2	+5	+5	Domain	4	3	2	1
8 th	+8	+2	+6	+6	Fey Companion Advancement	4	3	3	2
9 th	+9	+3	+6	+6	Domain	4	4	3	2
10 th	+10	+3	+7	+7	Mutual Bond	4	4	3	3

a fey's perspective. Clerics, sorcerers, and wizards conversely, cannot understand why people would forego reliable spellcasting methods for those dependent upon the whims, moods, and cooperation of such a fickle race. The fey simply respond, "Together, we can cast spells that are normally beyond our skills separately."

Hit Die: d4

Requirements

To qualify to become a faemancer (Fmc), a character must meet the following requirements:

Alignment: Any chaotic, any non-evil

Base Attack Bonus: +4

Skills: Diplomacy 8 ranks, Knowledge (Fey) 8 ranks

Feats: Leadership

Special: The character must have been chosen by the fey to become a faemancer. (DMs' discretion)

Class Skills

The faemancer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Arcana & Fey) (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the faemancer prestige class.

Weapon and Armor Proficiency: Faemancers gains no additional proficiencies in any weapon or armor.

Fey Companion (Ex): Before a character adopts this prestige class, a grig approaches a latent faemancer and presents him or her with the knowledge the fey have about the character's potential. If the character wishes to become a faemancer, the grig agrees to serve as a companion and this makes the character a 1st level faemancer. The grig (or other fey companion) disappears once a spell has been requested, and returns no earlier than the next round with the spell being sent on its way. At 4th level, a faemancer gains the services of a pixie to retrieve and deliver spells for her.

Grig Companion: CR 1, Tiny fey; HD 1/2 d6+1; hp 4, Init +4; Spd 20 ft., fly 40 ft. (poor); AC 18 (touch 18,

flatfooted 14); Atk +6 (1d4-3 dagger, 1d4 composite shortbow)]; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA Spell-like abilities, Fiddle; SQ SR 17; AL neutral good; SV Fort +1, Ref +6, Will +3; Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14. Skills: Craft +4, Escape Artist +8, Hide +16, Jump +9, Listen +7, Move Silently +8, Perform (dance, fiddle, melody, plus any other one) +6, Search +3, Spot +4; Feats: Dodge, Weapon Finesse (dagger).

Pixie Companion: CR 4, Small fey; HD 1d6; hp 6, Init +4; Spd 20 ft., fly 60 ft. (good); AC 16 (touch 11, flatfooted 12); Atk +5/+6 (1d4-2 dagger/1d6 composite shortbow)]; Face/Reach 5 ft. by 5 ft./5 ft.; SA spell-like abilities, special arrows; SQ SR 16, natural invisibility; AL neutral good; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16. Skills: Bluff +7, Concentration +4, Craft (any one) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Feats: Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow).

Life Bond (Su): The strong magical connection between the faemancer and her fey companion allows a faemancer to absorb any damage that might affect the companion. The fey still rolls any necessary saves to avoid damage, but any incurred damage transfers to the faemancer without further saves or chances to reduce the damage. If the fey companion is in direct physical contact with the faemancer, it can stack both the faemancer's save bonuses and its own together before determining the damage. The life bond unfortunately does not improve the saves of the faemancer herself.

Fey Companion Advancement (Ex): Fey companions of a faemancer gain experience and insight of their own while adventuring. At 2nd, 4th, and 6th levels, the grig companion increases in HD according to the advancement found in the MM; at 6th and 8th levels, the pixie companion increases as per the normal MM advancement (each up to maximums of 3HD).

Fey Friend (Ex): By 2nd level, a faemancer is seen by many fey as a sympathetic being. *Doorway* guardians treat the faemancer as if she was a fey creature. The faemancer gains a +4 circumstance bonus to Bluff, Diplomacy, Gather Information, Perform, and Sense Motive checks when interacting with fey creatures.

Domain (Su): The faemancer, through experience and luck and the blessings of FaerieLand, gains access to divine spells. The domain should not be one available to the

faemancer from any previous classes, and can be one of the following domains: Air, Animal, Chaos, Dream, Fey, Luck, Magic, Plant, Protection, Travel, or Trickery. These spells are retrieved by the fey companions the same as arcane spells are. All faemancer levels count as divine levels when casting these spells. Divine material foci are still required when listed in the spell description, but the spells are otherwise unchanged. New domains are gained at 3rd, 6th, and 9th levels.

Luck of the Fey (Ex): At 3rd level, the faemancer develops the supernatural ability to affect the luck of herself and others. Once per day, the faemancer can choose to reroll one roll that she, or another character or creature within a 50-foot radius has just made. The targeted creature must take the results of the reroll, even if they are worse.

Spirit Bond (Su): The magical connections between the faemancer and her fey companions strengthen. Fey companions permanently stack the faemancer's save bonuses with their own, regardless of contact or distance between them. This ability can be used in combination with the Life Bond ability above.

Mutual Bond (Su): The magics among the faemancer and her fey companions strengthen once more, and now the faemancer can permanently stack the best save bonuses from either of her fey companions with her own.

Spells (Sp): The faemancer gains access to all spells normally available to wizards and sorcerers. A faemancer does not gain any additional levels in other spellcasting classes while walking this path. She still has access to any previous knowledge and spells, but casting those spells in the presence of a fey companion betrays what they are learning together. There is a 10% chance per level of spell cast that a fey companion will be offended by this "falling back away from our work" and disappear for five times as many minutes as the cast spell's level.

Faerie Hunter

The faerie hunter seeks to destroy all fey life—especially the faeries. She sees faeries as magical mutants that are an affront to the natural order of life and the logical proliferation of species. Faerie hunters seek to undo all works of faeriers and will even kill them to stop their efforts. To accomplish her goals, the faerie hunter spends her time learning everything she can about the fey, their homeland, and any weaknesses they have.

However misguided her reasons—usually claiming to have experienced some traumatic situation in which faeries

were at fault—the faerie hunter uses everything in her power to fight the faeries. Her melee skills match that of any fighter, and to aid in her struggle, she possesses several supernatural abilities.

Most faerie hunters are rangers who follow the nature of crueler predators. Barbarians, bards, fighters, and fallen ex-paladins make skilled faerie hunters. The most dreaded of all faerie hunters are clerics, druids, sorcerers, and wizards, due to their wide arrays of available spells.

Hit Die: d10

Requirements

To qualify to become a faerie hunter (Fhn), a character must meet the following requirements:

Alignment: Any non-good

Base Attack Bonus: +5

Skills: Knowledge (fey) 5 ranks

Feats: Mite fighter (*Spells & Magic*), Point Blank Shot, Precise Shot

Special: The character must harm or kill a fey for no other reason than to become a faerie hunter.

Class Skills

The faerie hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Fey & Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill points at Each Level: 2 + Int modifier.

Class Features

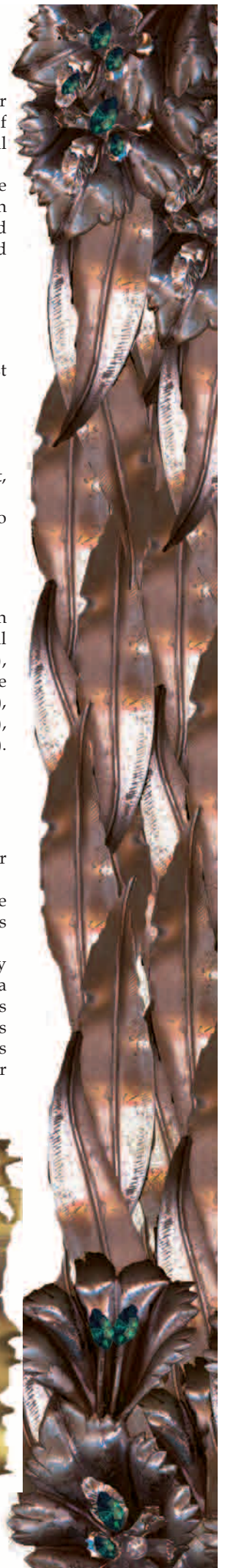
All of the following are class features of the faerie hunter prestige class.

Weapon and Armor Proficiency: Faerie hunters are proficient with all simple and martial weapons as well as all types of armor and shields.

Fey Wary (Su): Due to their absolute hatred for the fey and anything they create, faerie hunters develop a resistance to enchantment and illusion spells. This supernatural ability provides them with a +1 insight bonus to resist spells and spell-like abilities of this nature. This ability increases by +1 for every four levels the faerie-hunter attains.

Table 5: The Faerie Hunter

Class Level	Base				Special	Spell per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1 st	2 nd	3 rd	4 th
1 st	+1	+0	+0	+2	Fey Wary (+1), Sneak Attack (+1d6)	0	-	-	-
2 nd	+2	+0	+0	+3	Faerie Fighter (+1), Fey Hunter (+1)	1	-	-	-
3 rd	+3	+1	+1	+3	Smite Fey	1	0	-	-
4 th	+4	+1	+1	+4	Fey Hunter (+2), Fey Wary (+2)	1	1	-	-
5 th	+5	+1	+1	+4	Faerie Fighter (+2), Sneak Attack (+2d6)	1	1	0	-
6 th	+6	+2	+2	+5	Anchor, Fey Hunter (+3)	1	1	1	-
7 th	+7	+2	+2	+5	Fey Wary (+3), Slippery Mind	2	1	1	0
8 th	+8	+2	+2	+6	Craft Blood Item, Fey Hunter (+4)	2	1	1	1
9 th	+9	+3	+3	+6	Destroy doorway	2	2	1	1
10 th	+10	+3	+3	+7	Fey Hunter (+5), Fey Wary (+4)	2	2	2	1





At 10th level, this faerie hunter ability increases to a radius emanating 5 feet from them.

Fey Hunter (Ex): Beginning at 2nd level, a fey hunter receives fey as a favored enemy. This ability works the same as the ranger's favored enemy class ability. If a fey hunter has chosen fey for his favored enemy as a ranger, these abilities stack. This bonus increases by one every other level to a total of +5 at 10th level.

Sneak Attack (Ex): Any time a faerie hunter's target would be denied a Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the faerie hunter's attack deals +1d6 points of damage. This extra damage increases to +2d6 points at 5th level. Should the faerie hunter score a critical hit with a sneak attack, this extra damage is not multiplied.

Smite Fey (Su): Once a day, a faerie hunter of 3rd level or higher may attempt to smite fey with one normal melee attack. She adds her Charisma modifier (if positive) to her attack roll and deals 1 extra point of damage per faerie hunter class level. If a faerie hunter accidentally smites a creature that is not fey, the smite has no effect but it is still used up for the day.

Faerie Fighter (Ex): When fighting faeries, faerie hunters gain a +1 bonus at 2nd level on their attack and damage rolls. This bonus increases to +2 for both attack and damage rolls at 5th level. If the faerie is smaller than the faerie hunter, this bonus stacks with any bonuses gained from Mite Fighter and Improved Mite Fighter. (Note: this is only versus the faerie race, not to be confused with all fey.)

Anchor (Sp): A faerie hunter gains the ability to keep a fey from escaping the mortal world. To accomplish this task, fey must successfully be hit by a crossbow bolt or arrow tipped with a cold iron spike. Some particularly nasty faerie hunters commission all their bolts or arrows to be fashioned from iron for potential use as an anchor. (See *dimensional anchor* in Chapter 4 for more information on this ability.)

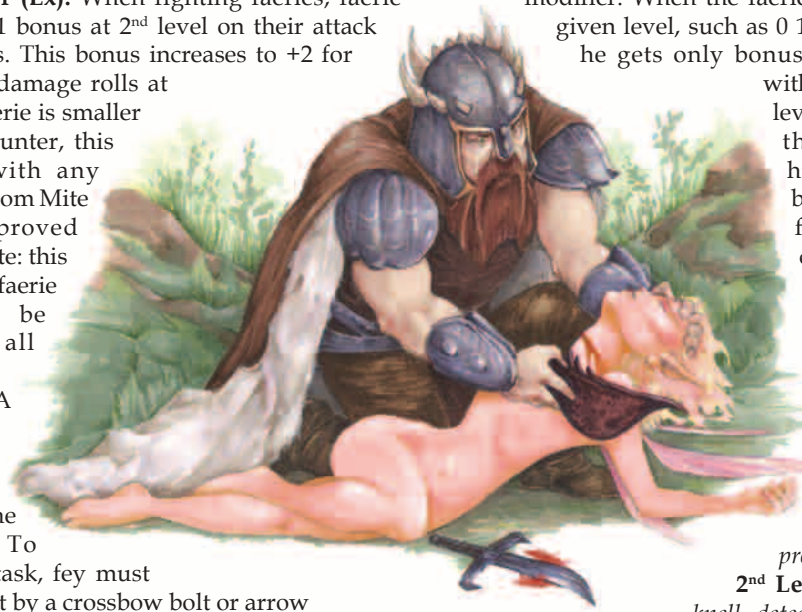
Slippery Mind (Ex): This ability lets the faerie hunter wriggle free from magical effects that would otherwise control or compel her. If a faerie hunter with a slippery mind fails her saving throw against an enchantment, she can attempt her saving throw again one round later. She only gets this one extra chance to succeed at her saving throw per enchantment cast upon her.

Craft Blood Item (Ex): This specialized form of the Brew Potion feat allows a faerie hunter to create healing potions from the blood and remains of a slain fey. The type of potion produced depends on the HD of fey creature slain—1 HD yields a *potion of cure light wounds*, 2 HD yields a *potion of cure moderate wounds*, etc. The faerie hunter's casting level for these potions is her faerie hunter level plus all other caster levels from any other spellcasting classes. All the normal requirements for a potion remain the same (such as race or spells). All other rules for creating potions

apply. Only the faerie hunter is foul enough to research the magical uses of fey blood and escape bad luck it could bring.

Destroy doorway (Su): At 9th level, faerie hunters gain the supernatural ability to close *doorways* to FaerieLand, thus removing avenues to and from the mortal world and preventing the escape of those fey already in mortal lands. This functions as casting a move equivalent action for melee combat situations, and does provoke an attack of opportunity if performed in a threatened space. A range attack can be used to destroy a *doorway* if the faerie hunter fires a cold iron bolt or arrow imbued with this ability at the door. Through force of will, the faerie hunter is able to imbue a cold iron anchor with the *destroy doorway* ability for use as a ranged attack, but this action takes an additional round.

Spells (Sp): Beginning at 1st level, a faerie hunter gains the ability to cast a small number of arcane spells. To cast a spell, the faerie hunter must have a Charisma score of at least 10 + the spell's level. Faerie hunter bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the faerie hunter's Charisma modifier. When the faerie hunter gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A faerie hunter without a bonus spell for that level cannot yet cast a spell of that level.) The faerie hunter's spell list appears below. A faerie hunter can freely choose, prepare, and cast any spell on the list, just like a bard.



Faerie Hunter Spell List

1st Level—*alarm, cure light wounds, detect fey doorway and backroad, detect fey, endure elements, inflict light wounds, magic weapon, protection from good.*

2nd Level—*bull's strength, death knell, detect fey doorway, dreamspk, endurance, longvision, see invisibility, undetectable alignment.*

3rd Level—*anchor fey, cure moderate wounds, inflict moderate wounds, protection from elements, second sight, wing wither.*

4th Level—*antilife filter, cure serious wounds, discern route, dismiss fey, fitful sleep, inflict serious wounds, locate creature, nondetection.*

Faerier

Editor's Note: Portions of this Prestige Class previously appeared in **Spells & Magic**.

Those who wander the land sometimes encounter wild faeries. Few, however, notice their encounters for what they are—brushes with primal magics of wondrous charm and terrible danger. Those who understand the true nature of the fey become enchanted by, or covetous of, the powerful natural magic of the faerie. Those who devote themselves to the study of fey creatures are known as faeriers. While faeriers form a rarified community of magical study, they are not formally affiliated with wizardly studies.

Table 6: The Faerier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Fey Sense, 1 st Fey Art
2 nd	+2	+0	+0	+3	Fey Friend
3 rd	+3	+1	+1	+3	Detect <i>Doorways</i> , 2 nd Fey Art
4 th	+4	+1	+1	+4	Create <i>Doorways</i> & Backroad
5 th	+5	+1	+1	+4	Fey Form, 3 rd Fey Art
6 th	+6	+2	+2	+5	4 th Fey Art
7 th	+7	+2	+2	+5	Timeless Body
8 th	+8	+2	+2	+6	5 th Fey Art
9 th	+9	+3	+3	+6	True Fey Form
10 th	+10	+3	+3	+7	Create <i>Doorway</i> & Sideroad, 6 th Fey Art

Almost all faeriers come from the ranks of bards, druids, and rangers. A few rouges, and even a scattering of barbarians, have devoted themselves to the study of faerie ways. However, clerics, sorcerers, and wizards generally disdain the primitive magic of the fey. Fighters, monks and paladins rarely exhibit any sensitivity toward the world of the faeries.

Requirements

To qualify to become a faerier (Frr), a character must meet the following requirements:

Size: Medium or smaller

Languages: Fey

Feat: Alertness

Skills: Diplomacy 8 ranks; Perform 8 ranks; Sense Motive 8 ranks;

Knowledge: Knowledge (Fey) 8 ranks, Knowledge (Nature) 8 ranks, or Bardic Knowledge bonus of +6

Spellcasting: Bonus Ability to cast magic spells or use magic devices

Hit Die: d4

Class Skills

The faerier's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Ca), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (Fey & Nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the faerier prestige class.

Weapon and Armor Proficiency: The faerier gains no armor or weapons proficiencies beyond those he already possesses.

Fey Sense (Su): The faerier develops a special sensitivity to the presence of fey beings. As a free action, the faerier can detect the presence of fey creatures within 100 feet. The faerier does not know the type or specific location of the fey creatures and this ability does not give the faerier the ability to see invisible fey creatures. The faerier senses the number and general direction of all fey within range. A faerier gains this ability at 1st level.

Fey Arts (Sp): A faerier, depending upon his alignment, chooses one fey art (listed below) at 1st level; details for each spell-like power are individually listed. Additional fey arts are each gained at 3rd, 5th, 6th, 8th, and 10th levels.

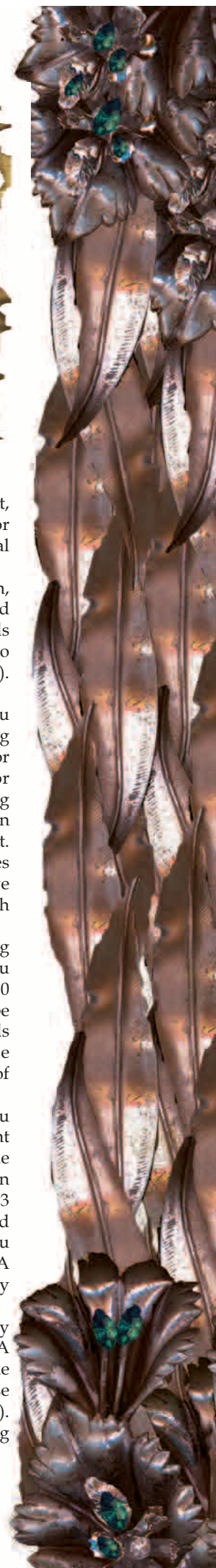
Bogan's Fog: Three times per day as a full-round action, you may cause a cloud of fog to form. The fog is centered on your location when the ability is activated and extends to a 40-foot radius, providing total concealment to everything inside the cloud (see Table 8-10 in the *PHB*). The fog dissipates in 2d4 minutes.

Gnome Brew: Once per day, as a full-round action, you may imbue up to 1 barrel of liquor with an enchanting potency. Creatures that drink a mug of the enchanted liquor must make a Fortitude Save (DC 11 + faerier level) or immediately fall asleep for 1d4 days. Creatures sleeping off the effects of a *gnome brew* do not suffer from starvation or dehydration due to the magical nature of the draught. Dwarves and fey creatures are not affected. Any creatures put to sleep by the enchanted liquor awaken if they receive a damage-causing blow. The DC increases by 1 for each mug consumed without failing the Fortitude Save.

Grig Fiddle: Once per day, you may play an enchanting tune on a fiddle or other stringed instrument. While you play this enchanted tune, all non-fey creatures within 60 feet must make a Will save (DC 15 + faerier level) or be affected as if by the *irresistible dance* spell. The effect ends when you stop playing. Any creature attacked while affected by this ability stops dancing at the beginning of the following round.

Hanid Hiding: Once per day as a full-round action, you may become immaterial and house your spirit in any plant within 10 feet. Your body, clothing, and gear become invisible and immaterial as well and rematerialize when you do. You may remain hidden in the plant for up to 3 hours. Emerging from the plant requires a full-round action. If a plant in which you are hiding is killed, you must succeed at a Fortitude Save (DC 15) or die. A successful save causes you to rematerialize at a randomly determined location within 10 feet.

Hob Lick: Once per day as a full-round action, you may lick an edged weapon to coat it with fey poison. A successful hit with that weapon requires the target to make a Fortitude Save (DC 13 + faerier level) or temporarily lose 1d4 points of Constitution (initial and secondary effects). The fey poison lasts for 5 minutes or until an attack using the weapon causes damage.





Hybsil Sight: As a free action, you may choose to see invisible objects and creatures for up to 10 minutes three times per day.

Nixie Breath: Three times per day, you may cast *water breathing* as if cast by a 6th-level druid.

Pixie Invisibility: Three times per day, you may become invisible for up to 10 minutes. You remain invisible even while casting spells or attacking but become visible if you are successfully attacked or otherwise suffer damage.

Satyr Pipe: Once per day, you may play an enchanting tune on pipes or some other wind instrument. While you play this enchanted tune, all non-fey creatures within 60 feet must make a Will save (DC 15 + faerier level) or be affected as if by *fear*. The effect ends when you stop playing.

Siren Song: Once per day, you may call out to a creature, which must make a Will save (DC 22, -2 for every 20 feet of distance from you) or feel compelled to walk toward you. An affected creature disregards all considerations other than his compulsion to move toward you in a straight line. If a dangerous obstacle appears in the creature's path (such as the edge of a cliff or a body of water), the target is immediately allowed another Will save with a +5 natural bonus. If the target fails his save, he ignores any dangers or obstacles in his path. Affected creatures attempt to walk the entire distance at their normal movement rate; they do not run, fly, or swim, even if doing so would make sense to someone not enchanted.

Sprite Charm: Three times per day, you may cast *charm person* or *charm animal* as a 6th-level druid.

Fey Friend (Ex): Fey creatures see the faerier as a sympathetic being. *Doorway* guardians treat the faerier as if he was a fey creature. The faerier gains a +4 circumstance bonus to Bluff, Diplomacy, Gather Information, Perform, and Sense Motive checks when interacting with fey creatures. A faerier gains this ability at 2nd level.

Detect Doorways (Su): The faerier gains an innate sense for the presence of fey *doorways*. Once per day per faerier level, the faerier can detect nearby *doorways* and backroads as if casting the spell of the same name. A faerier gains this supernatural ability at 3rd level.

Create Doorways and Backroad (Sp): As familiarity with the fey arts grows, the faerier gains the ability to create *doorways* and connecting backroads once every 10 days as if he was a fey creature. This ability works like the spell of the same name and requires the faerier to pay the listed XP cost. A faerier gains this spell-like ability at 4th level.

Fey Form (Su): Due to his extreme study of fey beings, the faerier may assume the form of a fey creature once per day. This special ability works like a druid's *Wild Shape* ability, but is limited to the forms of any fey creature within one size increment of the faerier. A faerier gains this ability at 5th level.

Timeless Body (Ex): By 7th level, the faerier no longer suffers ability penalties for aging (See Table 6-5: Aging Effects in the PHB), and cannot be magically aged. Any penalties he may have already suffered, however, remain in place. Bonuses still accrue, and the faerier still dies of old age when he reaches his maximum age.

True Fey Form (Su): At the culmination of his study of fey beings, the faerier may assume the form of a fey creature once per day. This special ability works like a druid's *Wild Shape* ability, but is limited to that of a fey creature within two size increments of the faerier. A faerier gains this ability at 9th level.

Create Doorway and Sideroad (Sp): As his familiarity with they fey arts grows to new heights, the faerier can create *doorways* and a connecting sideroads once every 30 days as if he was a fey creature. This ability works like the spell of the same name and requires the faerier to pay the listed XP cost. A faerier gains this special ability at 10th level.

Fae-walker

Mortal scholars believe the first fae-walkers were shadowdancers (see DMG) who found an alternative to their normal shadow-travel. Fae-walkers skillfully navigate the borderlands separating the mortal world from the FaerieLand of Between. They lurk in the periphery of neither social life, never completely merging with, nor being accepted by the mainstream of either culture. Those fey that lurk in Shadow welcome the fae-walker, but in the end, they always seek to exploit the fae-walker for their own purposes.

Fae-walkers prefer to work alone or at least in a capacity where a (perhaps necessary) prolonged absence will be acceptable. Some use their abilities to steal and act as thieves, while others use their higher-level abilities to handle trade between the mortal world and FaerieLand.

Rogues, bards, and monks make excellent fae-walkers and find their abilities advantageous in combat. Barbarians and rangers, in addition to the abilities gained, enjoy the mystical relationship with FaerieLand. Wizards, sorcerers,

Table 7: The Fae-walker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Evasion, Step Sideways I
2 nd	+1	+0	+3	+0	Low-light vision, Uncanny Dodge (Dex bonus to AC)
3 rd	+2	+1	+3	+1	Slippery Mind
4 th	+3	+1	+4	+1	Fae-walk (15 ft.)
5 th	+4	+1	+4	+1	Step Sideways II, Uncanny Dodge (can't be flanked)
6 th	+4	+2	+5	+2	Defensive Jaunt, Fae-walk (30 ft.)
7 th	+5	+2	+5	+2	Step Sideways III
8 th	+6	+2	+6	+2	Fae-walk (60 ft.)
9 th	+7	+3	+6	+3	Improved Evasion, Uncanny Dodge (+1 vs. traps)
10 th	+8	+3	+7	+3	Fae-walk (120 ft.), Stray

clerics, and druids find the abilities useful when trying to safely cast spells or escape melee combat. Despite the use of *Between* when stepping sideways and fae-walking, one is just as likely to find a good or neutral fae-walker as she is an evil one.

Hit Die: d8

Requirements

To qualify to become a fae-walker (Fwk), a character must meet the following requirements:

Alignment: Chaotic

Base Attack Bonus: +4

Skills: Move silently 8 ranks, Hide 8 ranks, Knowledge (Fey) 8 ranks.

Feats: Dodge, Mobility, Combat Reflexes

Class Skills

The fae-walker's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the fae-walker prestige class.

Weapon and Armor Proficiency: Fae-walkers are proficient with all simple weapons and light armor but not shields.

Evasion (Ex): At 1st level, a fae-walker gains the Evasion ability. If exposed to any effect that normally allows him a Reflex saving throw for half damage (such as a fireball), he takes no damage with a successful saving throw. The Evasion ability can only be used if the fae-walker is wearing light armor or no armor.

Step Sideways (Su): At 1st level, the fae-walker gains the supernatural ability to step sideways into *Between* (see Chapter 3 for more details on the geography of it all). This ability can be used if no other move-equivalent action has been taken. To onlookers, the fae-walker disappears as if stepping through a *dimension door*. While in *Between*, the fae-walker cannot move other than to step sideways back into the mortal world. He can choose to wait in *Between* for a number of rounds equal to his fae-walker levels before stepping back sideways to the mortal world. If this duration lapses, the fae-walker risks being lost in *Between* (25% cumulative chance per round beyond duration). Using this ability does not provoke an attack of opportunity.

At 5th level, he can choose to wait in *Between* for a number of minutes equal to his fae-walker levels before

stepping back to the mortal world. If this duration lapses, he risks being lost in *Between* (dangers as noted above).

At 7th level, the fae-walker can choose to return to the mortal world, or he can now move and instead try his luck with the *fey path* that appears before him in *FaerieLand*. A walker chooses a *fey path* willingly through movement while *Between* or accidentally by not stepping back to the mortal world in time. Once the path is chosen, he cannot step sideways back into the mortal world, but must instead find another way back.

Low-light Vision (Su): At 2nd level, a fae-walker permanently gains the ability to see in the dark as if he was a fey. He can see twice as far as humans in poorly illuminated conditions such as starlight, moonlight, and torchlight. If the character already has low-light vision, this ability has no effect. Fae-walkers retain the ability to distinguish color and detail under these conditions. This is a supernatural ability.

Uncanny Dodge (Ex): At 2nd level and above, the fae-walker retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, most characters can no longer flank the fae-walker. Only a rogue at least four levels higher than the fae-walker can still flank.

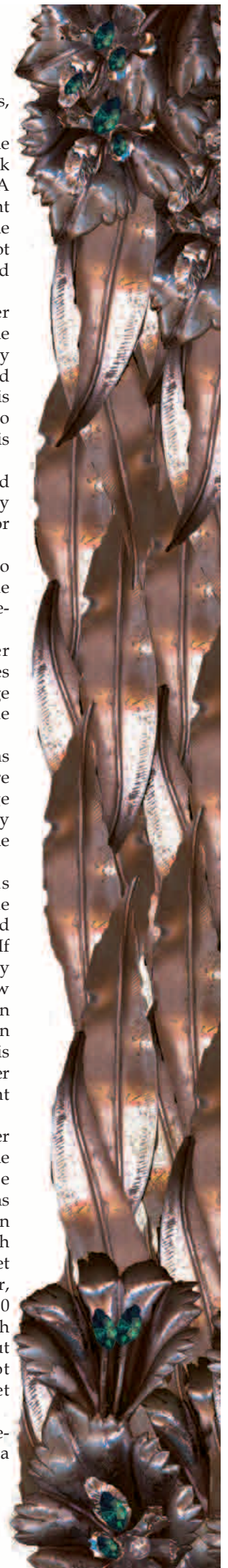
At 10th level, the fae-walker receives a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

If the fae-walker already has *Uncanny Dodge* abilities before gaining them in this prestige class, the character simply advances to the next level of the ability when gained here.

Slippery Mind (Ex): This ability lets the fae-walker wriggle free from magical effects that would otherwise control or compel her. If a faerie hunter with a slippery mind fails her saving throw against an enchantment, she can attempt her saving throw again one round later. She only gets this one extra chance to succeed at her saving throw per enchantment cast upon her.

Fae-walk (Sp): The fae-walker gains the ability to travel from one location to another via the *FaerieLands* of *Between* as if by means of a *dimension door* spell. At 4th level, the fae-walker can walk up to a total of 15 feet each day in this way, although this may be a single walk of 15 feet or one walk of 10 feet and another of a mere 5 feet. Every two levels thereafter, the distance a fae-walker can walk each day doubles (30 feet at 6th level, 60 feet at 8th level, and 120 feet at 10th level). This amount can be split among many walks, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level fae-walker who walks 22 feet cannot use this ability again until the next day.)

Defensive Jaunt (Su): Starting at 6th level, the fae-walker can use his *Step Sideways* ability to evade a





potentially lethal blow or to take less damage from it. Once per day, when a fae-walker would be reduced to 0 hit points or worse in combat (from a weapon or other blow, not a spell or special ability), the fae-walker can attempt to jaunt away the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it to execute his defensive jaunt. If the situation denies him any Dexterity bonus to AC (whether he has one or not), he can't attempt the defensive jaunt.

Improved Evasion (Ex): This extraordinary ability, gained at 9th level, works like Evasion (see above). The fae-walker takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, he takes only half damage even if he fails his saving throw, since the fae-walker's reflexes allow him to get out of harm's way with incredible speed.

Stray (Su): At 10th level a fae-walker gains the supernatural ability to stray from a *fae path* (see Chapter 3) for up to 10 rounds before the effects of straying from the path affect him and he risks becoming lost in the wilds of FaerieLand.

Fey Guardian

Characters who become fey guardians often seek to share the knowledge, gifts, and magic of FaerieLand with the mortals of other worlds and planes. They frequently adopt one or two people—often people with little means and low status—and seek to change their lives in the most positive way through their abilities. Upon helping the person, they seek out their next “project” by observing the people surrounding them and selecting one who would benefit and most appreciate the help.

Hit Die: d4

Requirements

To qualify to become a fey guardian (Fgd), a character must meet the following requirements:

Skills: Knowledge (Arcana & Fey) 12 ranks each, Knowledge (Religion) 5 ranks

Feats: Fey Magic, any two meta-magic feats

Spells: Ability to prepare and cast arcane spells of 4th level or higher

Special: Ability to cast divine spells of 1st level or higher

Class Skills

The fey guardian's class skills (and the key ability of each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Fey & Nature) (Int), and Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the fey guardian prestige class.

Luck of the Fey (Ex): At 1st level, the fey guardian develops the supernatural ability to affect the luck of themselves and others. Once per day, the fey guardian can choose to reroll one roll that he or another character or creature within a 50-foot radius has just made. The targeted creature must take the results of the reroll, even if they are worse.

Will of the Fey (Ex): At 1st level, a fey guardian is gifted with the ability to expend less XP than required to complete a spell. When casting spells that benefit others, the XP cost is 75% of the listed cost, while spells that benefit fey guardians themselves are cast at 90% of the listed cost.

Polymorph Other (Sp): Upon reaching 2nd level, the fey guardian is granted the ability to *polymorph others* three times per day as per the spell of the same name. This extra spell is in addition to the character's regular spell allotment.

Mote Form (Su): Once a fey guardian reaches 3rd level, they gain the ability to change into a cloud of small glowing spheres. This ability can be used three times per day and functions like the *gaseous form* spell; since the fey guardian is light rather than a gas, he is not subject to winds and can enter water and liquids.

Transfer (Sp): The fey guardian at 4th level gains the ability to cast any personal range spells on other beings and allow them to use spells normally limited to the initial caster, as if they were touch spells.

Permanency (Sp): When fey guardians reach 5th level, they gain the ability to cast *permanency* once per day. This extra spell is in addition to the character's regular spell allotment.

Limited Wish: At 7th level, the fey guardian gains the ability to cast *limited wish* once per week. This extra spell is in addition to the character's regular spell allotment.

Polymorph Any Object: At 9th level, the fey guardian is able to cast *polymorph any object* three times per day. This extra spell is in addition to the character's regular spell allotment.

Table 8: The Fey Guardian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Luck of the Fey, Will of the Fey	+1 level of existing class
2 nd	+1	+0	+0	+3	Polymorph Other	+1 level of existing class
3 rd	+1	+1	+1	+3	Mote-form	+1 level of existing class
4 th	+2	+1	+1	+4	Transfer	+1 level of existing class
5 th	+2	+1	+1	+4	Permanency	+1 level of existing class
6 th	+3	+2	+2	+5		+1 level of existing class
7 th	+3	+2	+2	+5	Limited Wish	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Polymorph Any Object	+1 level of existing class
10 th	+5	+3	+3	+7	Wish	+1 level of existing class

Table 9: Fey Prankster

Class Level	Base				Special	Spell per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1 st	2 nd	3 rd	4 th
1 st	+0	+0	+2	+2	Prestidigitator	1	-	-	-
2 nd	+1	+0	+3	+3	Mask of Fey	2	0	-	-
3 rd	+2	+1	+3	+3	Luck of the Fey	2	1	-	-
4 th	+3	+1	+4	+4		3	2	0	-
5 th	+3	+1	+4	+4	Mask of Fey	3	2	1	-
6 th	+4	+2	+5	+5	Luck of the True Fey	3	3	2	0
7 th	+5	+2	+5	+5	Slippery Mind	4	3	2	1
8 th	+6	+2	+6	+6	Mask of Fey	4	3	3	2
9 th	+6	+3	+6	+6		4	4	3	2
10 th	+7	+3	+7	+7	Destined	4	4	3	3

Wish: At 10th level, a fey guardian is able to cast *wish* once per week. This extra spell is in addition to the character's regular spell allotment.

Fey Prankster

Like many fey creatures, the fey prankster sees every day as another opportunity to trick the unwary, tease the deserving, and live life to its fullest. This carefree outlook on life entices many to become fey pranksters. Many see the fey lifestyle as the closest one can get to living out their truest thoughts and emotions. Fey pranksters often serve as ambassadors between mortals and the fey, and even among fractious or warring fey clans.

Hit Die: d8

Requirements

To qualify to become a fey prankster (Fpk), a character must meet the following requirements:

Alignment: Any non-lawful

Base Attack Bonus: +4

Skills: Concentration 5 ranks, Knowledge (Arcana) 4 ranks, Knowledge (Fey) 4 ranks,

Feats: Alertness, Combat Casting, Dodge

Spells: Ability to cast arcane spells of 1st level or higher.

Class Skills

The fey prankster's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the fey prankster prestige class.

Weapon and Armor Proficiency: Fey pranksters are proficient with all simple weapons and light armor, but not shields.

Prestidigitator (Sp): The fey prankster gains the ability to use *prestidigitation* as per the spell of the same name 3 times per day. If the fey prankster has other spellcasting abilities that grant cantrips, this is in addition to those spells.

Mask of Fey (Sp): At 2nd level, the fey prankster can use *mask of fey* once per day. This ability functions as the

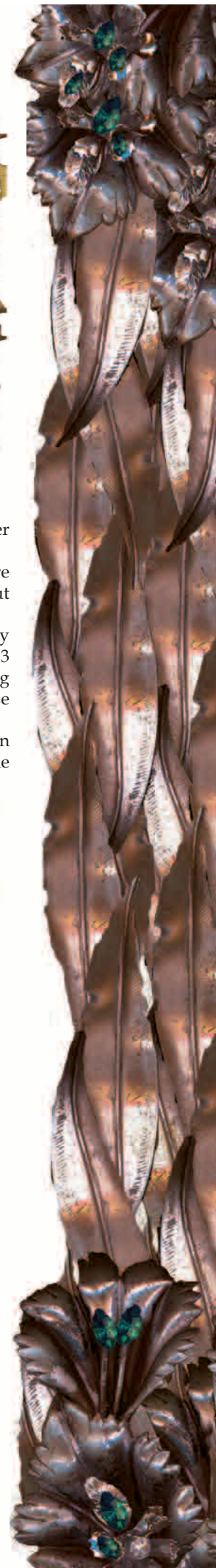




Table 10: The Fey-touched

Class Level	Base			Will Save	Special
	Attack Bonus	Fort Save	Ref Save		
1 st	+1	+0	+0	+2	Fey Sense, Low-light Vision
2 nd	+2	+0	+0	+3	Prestidigitator
3 rd	+3	+1	+1	+3	Luck of the Fey
4 th	+4	+1	+1	+4	Fey Friend
5 th	+5	+1	+1	+4	
6 th	+6	+2	+2	+5	Luck of the True Fey
7 th	+7	+2	+2	+5	Slippery Mind
8 th	+8	+2	+2	+6	Timeless Body
9 th	+9	+3	+3	+6	Destined
10 th	+10	+3	+3	+7	Soul of Ages

spell of the same name. At 5th level, this ability is usable two times per day, and at 8th level, this increases to three times per day.

Luck of the Fey (Ex): At 3rd level, the fey prankster develops the supernatural ability to affect the luck of herself and others. Once per day, the fey prankster can choose to reroll one roll that she or another character or creature within a 50-foot radius has just made. The targeted creature must take the results of the reroll, even if they are worse.

Luck of the True Fey (Ex): At 6th level, the fey prankster expands the supernatural ability to affect the luck of herself and others. This ability provides two more chances per day to reroll any roll that she or another character or creature (again, within a 50-foot-radius of the character) has just made. The targeted creature must take the results of the reroll, even if they are worse. This ability stacks with the Luck of the Fey skill (providing a total of three die rolls that can be rerolled per day).

Slippery Mind (Ex): This ability lets the fey prankster wriggle free from magical effects that would otherwise control or compel her. If a fey prankster with a slippery mind fails her saving throw against an enchantment, she can attempt her saving throw again one round later. She only gets this one extra chance to succeed at her saving throw per enchantment cast upon her.

Destined (Ex): At 10th level, the fey prankster can reroll a result multiple times in one round and choose between the rerolls gained through Luck of the Fey and Luck of the True Fey. This ability does not grant additional rerolls but allows more than one reroll per round and also allows worse results to be ignored.

Fey Prankster Spell List

1st Level—*bad luck, change self, charm person, comprehend languages, faerie's gold, good luck, trinket.*

2nd Level—*detect thoughts, disrobe, fool's gold, glob of sap, invisibility, misdirection, see invisible.*

3rd Level—*bestow curse, blink, charm monster, displacement, fey mask, luck of the fey, suggestion.*

4th Level—*cure serious wounds, discern route, dismiss fey, fitful sleep, inflict serious wounds, laughing gas, nondetection.*

Fey-Touched

Mortal creatures that have visited FaerieLand often find they have been deeply affected by the magic of the land.

After spending an indeterminate time in FaerieLand, many assume a magical tie to it, and have gained magical abilities and sensitivity to fey creatures as a result.

Hit Die: d6

Requirements

To qualify to become a fey-touched (Fto), a character must meet the following requirements:

Race: Any non-fey

Base Attack Bonus: +4

Skills: Knowledge (Fey) 5 ranks

Feats: Alertness, Dodge

Special: Any creature classified as fey-touched. To become a Fey-Touched, you must first visit FaerieLand and positively interact with fey creatures. FaerieLand itself imbues the residual magic needed to achieve higher levels in this prestige class in you during your journey.

Class Skills

The fey-touched's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Ca), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (Fey & Nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in the *PHB* for skill descriptions.

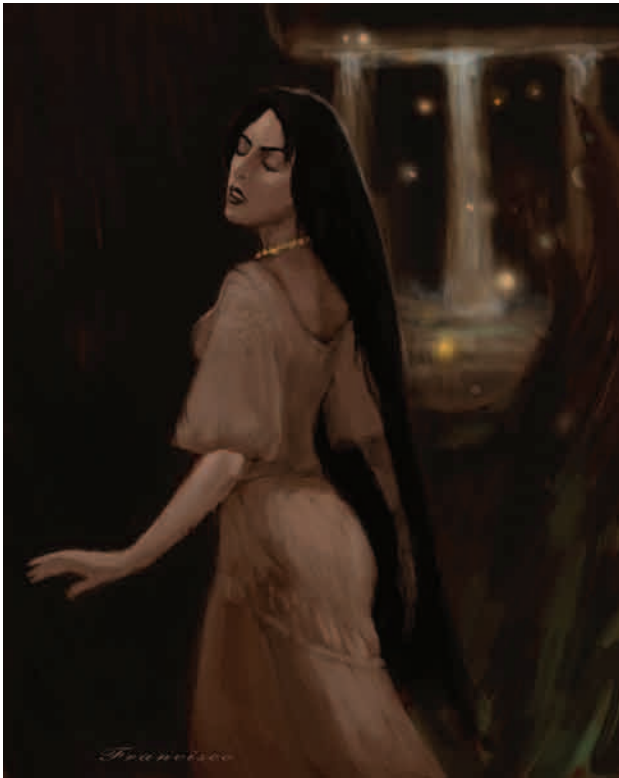
Skill points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the fey-touched prestige class.

Weapon and Armor Proficiency: Fey-touched are proficient with all simple weapons, light or medium armor, and shields.

Fey Sense (Su): The fey-touched develops a special sensitivity to the presence of fey beings. As a free action, the fey-touched can detect the presence of fey creatures within 100 feet. The fey-touched does not know the type or specific location of the fey creatures and this ability does not give the fey-touched the ability to see invisible fey creatures. The fey-touched senses the number and general direction of all fey within range. A fey-touched gains this ability at 1st level.



Low Light Vision: At 1st level, the fey prankster can see in low light conditions as if permanently under the affect of a *low-light vision* spell.

Prestidigitator (Sp): The fey-touched gains the ability to use *prestidigitation* as per the spell of the same name three times per day at 2nd level. If the fey-touched has other spellcasting abilities that grant cantrips, this is in addition to those spells.

Luck of the Fey (Ex): At 3rd level, the fey-touched develops the supernatural ability to affect the luck of herself and others. Once per day, the fey-touched can choose to reroll one roll that she or another character or creature within a 50-foot radius has just made. The targeted creature must take the results of the reroll, even if they are worse.

Fey Friend (Ex): Fey creatures come to see the fey-touched as a sympathetic being. *Doorway* guardians treat the fey-touched as if he was a fey creature. The fey-touched gains a +4 circumstance bonus to Bluff, Diplomacy, Gather Information, Perform, and Sense Motive checks when interacting with fey creatures. A fey-touched gains this ability at 4th level.

Luck of the True Fey (Ex): At 6th level, the fey-touched expands the supernatural ability to affect the luck of herself and others. This ability provides two more chances per day to reroll any roll that she or another character or creature (again, within a 50-foot-radius of the character) has just made. The targeted creature must take the results of the reroll, even if they are worse. This ability stacks with the Luck of the Fey skill (providing a total of three die rolls that can be rerolled per day)

Slippery Mind (Ex): This ability lets the fey-touched wriggle free from magical effects that would otherwise control or compel her. If a faerie hunter with a slippery mind fails her saving throw against an enchantment, she can attempt her saving throw again one round later. She

only gets this one extra chance to succeed at her saving throw per enchantment cast upon her.

Timeless Body (Ex): At 8th level, the fey-touched no longer suffers the ability penalties for aging (See Table 6-5: Aging Effects in the PHB), and cannot be magically aged. Any penalties he may have already suffered, however, remain in place. Bonuses still accrue, and the fey-touched still dies of old age when his time is up.

Destined (Ex): At 9th level, the fey-touched can reroll a result multiple times in one round and choose between the rerolls gained through Luck of the Fey and Luck of the True Fey. This ability does not grant additional rerolls but allows more than one reroll per round and also allows worse results to be ignored.

Soul of Ages (Ex): At 10th level, the fey-touched no longer ages like other beings of his race and cannot be magically aged. His maximum age is twice the normal value. (See Table 6-5: Aging Effects in the PHB). The fey-touched still dies of old age when his newly established time is up.

Knight of the Fey

Knights of the Fey live to defend the inhabitants of the Twilight Lands from any hostile threats. This simple duty has evolved into protecting visitors and natural wonders from the stray evils that haunt FaerieLand from their dark holes in Between. Knights of the Fey are dedicated to their charge, and will defend their charges to the death. Knights of the Fey belong to a close-knit organization that upholds the laws of the Faerie Queen and enforces her will. They are loners by necessity, finding that the best way to maintain an acceptable level of peace in FaerieLand is to patrol as much of it as they can.

Hit Die: d10

Requirements

To qualify to become a knight of the fey (Kof), a character must meet the following requirements:

Alignment: Any non-evil and non-chaotic

Race: Fey

Base Attack Bonus: +4

Skills: Diplomacy 4 ranks, Heavy Armor Proficiency, Knowledge (Fey & Nobility) (Int), Ride (Dex), and Spot (Wis) See Chapter 4: Skills in the PHB for skill descriptions.

Feats: Power Attack, Cleave, Great Cleave, Mounted Combat

Class Skills

The knight of the fey's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (Fey & Nobility) (Int), Ride (Dex), and Spot (Wis) See Chapter 4: Skills in the PHB for skill descriptions.

Skill points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of the fey prestige class.

Weapon and Armor Proficiency: Knights of the fey are proficient with all simple and martial weapons, all types of armor, and shields.

Blind-fight: A knight of the fey gains this bonus feat at first level.

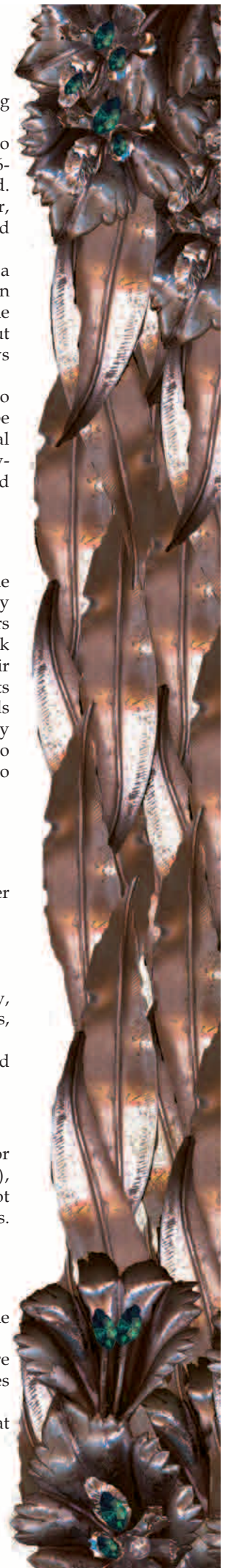




Table 11: The Knight of the Fey

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Blind-fight, Shining Beacon
2 nd	+2	+3	+0	+3	Lucky hit 1/day
3 rd	+3	+3	+1	+3	Luck of the Fey
4 th	+4	+4	+1	+4	
5 th	+5	+4	+1	+4	Call Knight of the Fey
6 th	+6	+5	+2	+5	Lucky hit 1/day
7 th	+7	+5	+2	+5	Luck of the True Fey
8 th	+8	+6	+2	+6	
9 th	+9	+6	+3	+6	Lucky hit 1/day
10 th	+10	+7	+3	+7	Destined

Shining Beacon: The knight of the fey is the physical and spiritual embodiment of the noble fey and feorin. Any fey allies get a +4 morale bonus on saves versus fear effects when they stand within 10 feet of the knight of the fey. If the knight is held, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Lucky Hit: At 2nd level, a knight of the fey gains the ability to add his prestige class level as an attack bonus to a missed attack roll once per day. At 6th level, this ability can be used twice per day. At 9th level, this ability can be used three times per day. This stacks with all attack bonuses.

Luck of the Fey (Ex): At 3rd level, the knight of the fey develops the supernatural ability to affect the luck of himself and others. Once per day, he can choose to reroll one roll that he or another character or creature within a 50-foot radius has just made. The targeted creature must take the results of the reroll, even if they are worse.

Call Knight of the Fey (Su): At 5th level, a knight of the fey is awarded a magical horn, giving him the ability to call another knight to his aide. The knight, summoned through force of will and the sounding of the horn, will arrive in 1d10 rounds. The arriving knight will be less or more experienced than the summoner (1d6, 1-3 less, 4-6 more) by 1d4 levels. The knight will fight for the remainder of that melee combat, ensure the safety of the fellow knight and his companions, and then leave.

Luck of the True Fey (Ex): At 7th level, the knight of the fey develops the supernatural ability to affect the luck

of himself and others. Like the Luck of the Fey, this ability provides two additional times per day where the knight can choose to reroll one roll that he or another character or creature within a 50-foot-radius of the character has just made. The targeted creature must take the results of the reroll, even if they are worse. This ability stacks with the Luck of the Fey skill (providing a total of three die rolls that can be rerolled per day)

Destined (Ex): At 10th level, the knight of the fey can reroll a result multiple times in one round and choose between the rerolls gained through Luck of the Fey and Luck of the True Fey. This ability does not grant additional rerolls but allows more than one reroll per round and also allows worse results to be ignored.

Mage of the Circle

Over the centuries, fey spellcasters deigned to teach others their unorthodox magics, and mages of the circle became the inheritors of arcane powers bent toward the talents of the fey. The Mage of the Circle has learned techniques enabling him to tap into the magical power of Fey Circles. This arcane ability is coveted by wizards, since it offers them limited access to the spellcasting flexibility that only sorcerers normally have. Characters who become mages of the circle thoroughly embrace the magical powers and techniques of the fey. They seek out arcane lore and mystical materials to aid them in their use of their newfound abilities.

Table 12: The Mage of the Circle

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Encircle I	+1 level of existing class
2 nd	+1	+0	+0	+3	Sand Circles	+1 level of existing class
3 rd	+1	+1	+1	+3		+1 level of existing class
4 th	+2	+1	+1	+4	Encircle II	+1 level of existing class
5 th	+2	+1	+1	+4	Extra Slot	+1 level of existing class
6 th	+3	+2	+2	+5		+1 level of existing class
7 th	+3	+2	+2	+5	Encircle III	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Extra Slot	+1 level of existing class
10 th	+5	+3	+3	+7	Circle Mastery	+1 level of existing class

Hit Die: d4

Requirements

To qualify to become a mage of the circle (Moc), a character must meet the following requirements:

Skills: Knowledge (Arcana & Fey) 8 ranks each

Feats: Fey Magic, Craft Wondrous Item, Scribe Scroll

Spells: Ability to prepare and cast arcane spells of 3rd level or higher

Class Skills

The mage of the circle's class skills (and the key ability of each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Fey & Nature) (Int), and Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the mage of the circle prestige class.

Weapon and Armor Proficiency: The mage of the circle gains no armor or weapons proficiencies beyond those he already possesses.

Spells per Day: A mage of the circle continues to study magic and gains new spells per day as if she had gone up a level in a previous spellcasting class. If the character is multi-classed, apply the spellcasting level to it, but do not adjust hit points or any other factors tied to levels.

Encircle: The mage of the circle has tapped into the power of Circle Magic, which allows him to inscribe any spell he knows into a complex circle diagram on a scroll only he can use. Once a spell is thus encircled, the scroll can only be used to cast spells in this manner—it cannot be used as a standard spell scroll.

At 1st level, a Mage of the Circle can take one memorized spell slot and allocate three "encircled" spells of that level for potential use in that slot. A Mage of the Circle can choose one of these three encircled spells and cast it as if he had normally prepared that particular spell. To cast an encircled spell, the Mage of the Circle only needs to utter the verbal component of the spell. Once one of these three spells is cast, the encircled spell slot is exhausted for the day.

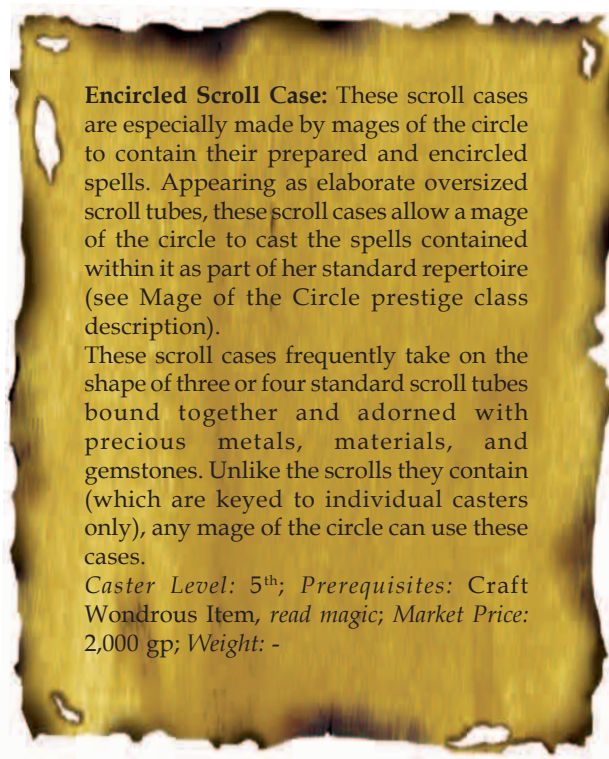
When preparing spells for the day, only one spell slot per spell level may be used to prepare 3 encircled spells. Spells prepared using this ability use up a spell slot of the spell's normal level or the modified level if prepared using metamagic feats. Any spells used as encircled spells can still be memorized as normal in the remaining spell slots for wizards.

The encircling process can be done for each of the spell levels the caster knows or can use in accord with the Encircle abilities. At 4th and 7th levels, mages of the circle can encircle higher-level spells.

All scrolls created for this use cost double that of standard scroll (materials, XP, etc.), but the spells are not expended and the scrolls are not destroyed when casting the spells they contain.

A special encircled scroll case must be constructed for each spell level before spells of that level can be cast in this manner. The encircled scrolls containing the desired spells need to be placed into the case for use that day.

- *Encircle I* allows the mage of the circle to inscribe spells of levels 1st-3rd level.



Encircled Scroll Case: These scroll cases are especially made by mages of the circle to contain their prepared and encircled spells. Appearing as elaborate oversized scroll tubes, these scroll cases allow a mage of the circle to cast the spells contained within it as part of her standard repertoire (see Mage of the Circle prestige class description).

These scroll cases frequently take on the shape of three or four standard scroll tubes bound together and adorned with precious metals, materials, and gemstones. Unlike the scrolls they contain (which are keyed to individual casters only), any mage of the circle can use these cases.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *read magic*; *Market Price:* 2,000 gp; *Weight:* -

- *Encircle II* allows the mage of the circle to inscribe spells of levels 4th-6th level.
- *Encircle III* allows the mage of the circle to inscribe spells of levels 7th-9th level.

Sand Circles: Mages of the circle can use the *magic sand* from the Sands of Time to bolster their encircled spells. The use of *magic sand* adds a +1 to each die rolled for the spell effect and it also inserts a random effect (see Table 23A: *Magic Sand* Wild Characteristics).

This ability does not automatically confer *magic sand* upon the caster; the mage of the circle must visit the Sands of Time to harvest *magic sand* as per the spell of the same name. This ability requires the knowledge of that spell, but does not grant it automatically. This ability duplicates but does not stack with the feat Fey Magic.

Extra Slot: The mage of the circle gains the ability to cast one more spell beyond his normal daily allotment. This extra slot can be used for any spell level except the highest the mage of the circle can cast. Once selected, this extra slot does not change in spell level. This extra slot can be used to gain additional encircled spells as long as additional encircled scrolls and scroll cases are crafted. This is the only method by which a spell level may be duplicated for the use of more encircled spells.

Circle Mastery: At 10th level, a mage of the circle surpasses the spell level restrictions of the encircle ability, and add a fourth spell to all encircled slots.

Mortal Slayer

The mortal slayer's focus in life is to remove faerie hunters from the face of existence and to drive out any mortal threats in FaerieLand. A mortal slayer sees no problem in killing mortals if it is necessary—and has been known to hunt them to hone their skills—but he would normally rather force them through a one-way fey road out of FaerieLand. He also seeks to eventually seal all fey roads

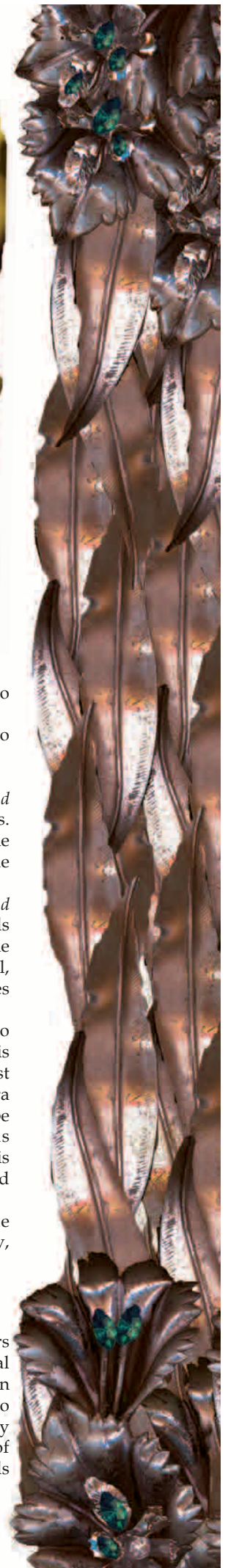




Table 13: The Mortal Slayer

Class Level	Base				Special	Spell per Day			
	Attack Bonus	Fort Save	Ref Save	Will Save		1 st	2 nd	3 rd	4 th
1 st	+1	+2	+2	+0	1 st Favored Enemy	0	-	-	-
2 nd	+2	+3	+3	+0		1	-	-	-
3 rd	+3	+3	+3	+1	Sneak Attack (+1d6)	1	0	-	-
4 th	+4	+4	+4	+1	2 nd Favored Enemy	1	1	-	-
5 th	+5	+4	+4	+1		1	1	0	-
6 th	+6	+5	+5	+2	Sneak Attack (+2d6)	1	1	1	-
7 th	+7	+5	+5	+2	3 rd Favored Enemy	2	1	1	0
8 th	+8	+6	+6	+2	Unfurl the Mortal Coil	2	1	1	1
9 th	+9	+6	+6	+3	Sneak Attack (+3d6), Fey Glade	2	2	1	1
10 th	+10	+7	+7	+3	4 th Favored Enemy, Seal Doorway, Unfurl the Mortal Coil	2	2	2	1

to mortal traffic. He sees the fey habit of taking mortal mates as an affront to the sanctity of fey blood, and instead promotes the intermarriage of bloodlines and fey races.

Many mortal slayers are rangers and bards, but fighters, rogues, sorcerers and wizards are also common vocations found among their ranks. Clerics occasionally become mortal slayers, using their wide variety of spells to great affect for the cause, but paladins, finding the methods of the mortal slayer somewhat heavy-handed, rarely become one.

Hit Die: d10

Requirements

To qualify to become a mortal slayer (Msl), a character must meet the following requirements:

Race: Any fey

Base Attack Bonus: +6

Skills: Knowledge (Fey & Folk Tales) 8 ranks each

Feats: Improved Initiative, Mounted Combat, Quick Draw

Class Skills

The mortal slayer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (Fey & Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the mortal slayer prestige class.

Weapon and Armor Proficiency: Mortal slayers are proficient with all simple and martial weapons, all types of armor, and shields.

Favored Enemy: A mortal slayer selects a favored enemy from the non-fey player character races. This ability works the same as the ranger's favored enemy class ability. If a mortal slayer chooses the same race he has previously chosen as a ranger, these abilities stack. Upon reaching 4th level, the bonus against the mortal slayer's favored enemy increases to +2 and a new favored enemy may be selected.

Additional bonuses and favored enemies are gained at 7th and 10th levels.

Sneak Attack (Ex): Any time a mortal slayer's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the mortal slayer's attack deals an additional +1d6 points of damage. This extra damage increases to +2d6 points at 5th level. Should the mortal slayer score a critical hit with a sneak attack, this extra damage is not multiplied.

Unfurl the Mortal Coil (Sp): With an unarmed touch attack, a mortal slayer can send disruptive energies into a non-fey foe. The target creature must make a Fortitude saving throw of DC 15 + prestige class level against a successful hit. If he fails, he suffers 2d6 points of temporary Con damage. One minute later, the target creature must make another Fortitude save (same DC) as the energies dissipate in a glowing yellowish vapor flowing out of the target's mouth. If the second saving throw fails, the target creature suffers an additional 2d6 points of temporary Con damage. This supernatural ability is usable once per week at 8th level, and twice per week at 10th level.

Fey Glade (Su): Upon reaching 9th level, the mortal slayer is able to use this spell-like ability to create a *fey glade* during the burial of a fallen fey creature. A *fey glade* doubles the natural healing of fey creatures staying in it, although it does not work for mortals. If a faerie hunter enters a *fey glade*, she suffers 1d4 points of damage per round she remains in the glade. A *fey glade* is 10 yards in diameter, plus an additional 5 yards per HD of the fallen creature. A *fey glade* is identifiable by the lush vegetation and fragrant wildflowers growing in it; the vegetation, regardless of other surroundings, matches those native to the buried creature's homelands. A successful Knowledge (fey) check of DC 15 is needed to confirm its presence without entering.

Seal Doorway (Su): At 10th level, mortal slayers gains the supernatural ability to close a *fey doorway* to FaerieLand, thus removing an avenue for more mortals to come to FaerieLand. If, there is an opening to a mortal world on a fey road, the mortal slayer has the ability to make the fey road one-way, preventing any ingress to FaerieLand. This is a move equivalent action if cast in melee combat situations and does provoke an attack of opportunity if performed in a threatened space.

Spells: Beginning at 1st level, a mortal slayer gains the ability to cast a small number of arcane spells. To cast a

spell, the mortal slayer must have a Wisdom score of at least 10 + the spell's level, so a mortal slayer with a Wisdom of 10 or lower cannot cast these spells. Mortal slayer bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the mortal slayer's Wisdom modifier. When the mortal slayer gets 0 spells of a given level (such as 0 1st-level spells at 1st level), he gets only bonus spells. (A mortal slayer without a bonus spell for that level cannot yet cast a spell of that level.) The mortal slayer's spell list appears below. A mortal slayer has access to any spell on the list and can freely choose which to prepare, just like a cleric. A mortal slayer prepares and casts spells just as a cleric does, although the mortal slayer cannot use spontaneous casting to substitute a cure spell in place of a prepared spell.

Mortal Slayer Spell List

1st Level—*alarm, cure light wounds, detect evil, detect fey, endure elements, mage armor, magic weapon, protection from evil, read magic.*

2nd Level—*bull's strength, blur, cat's grace, cure moderate wounds, detect fey doorway, endurance, hold person, longvision, resist elements, see invisibility.*

3rd Level—*bestow curse, blink, dispel magic, displacement, greater magic weapon, haste, keen edge, luck of the fey, protection from elements, wing wither.*

4th Level—*cure serious wounds, discern route, dismiss fey, dominate person, fitful sleep, locate creature, nondetection, shout, swift journey.*

Prestige Races

The powers of Nature and magic are extremely prominent in FaerieLand. Some creatures find that the supernatural powers coalesce in their bodies allowing them to alter their physical body to another more magic-attuned or evolved form. Many undergo such changes to enhance a creature's unique talents, whether it is a rogue's ability to hide, a fighter's ability to withstand punishment, or a druid's ability to change shape.

There is a wide variety of such evolutions, and the path of change one takes is often quite personal. Some may sprout a new appendage, others may evolve adaptations to particular environments, and some may simply find their skin thicker and their claws sharper. Not all changes are obvious; imperceptible changes may occur inside a character's anatomy, including the growth of new or unusual organs. Evolved changes are permanent and never fade, even if a person leaves FaerieLand.

To evolve, a character must perform what is known as an "enchantment of the flesh," so named because the process to form an evolutionary change is similar to applying an enchantment to an item. To perform a flesh enchantment, she must first have the Evolve feat (see the New Feats section above) or travel to one of the sacred places of FaerieLand to initiate the enchantment. Regardless of what the locals surrounding such sacred sites believe, any Prestige Race can be adopted using the power of such sites.

Certain sacred places in FaerieLand grant the free use of the Evolve feat to everyone within their boundaries. The inherent magic of FaerieLand

Foci of the Faeries

Focus of the Beast	XP
Feral Creature	3,500
Wild Creature	4,500
Snouted Creature	5,500
Tailed Creature	6,500
Focus of the Changeling	XP
Bland Creature	1,400
Chameleon Creature	2,500
Skinflow Creature	3,600
Changeling Creature	6,000
Focus of the Fey	XP
Centered Creature	5,500
Fair Creature	6,000
Discerning Creature	7,000
Fey Creature	10,000
Focus of the Green	XP
Barked Creature	3,500
Photosynthesizing Creature	6,000
Regenerating Creature	9,000
Green Creature	13,500
Focus of the Hordes	XP
Goblinoid Creature	2,800
Orc-Blooded Creature	4,000
Hobgoblinoid Creature	4,800
Ogrish Creature	7,250
Focus of the Seersighted	XP
Centered Creature	5,500
Sighted Creature	7,000
Clairvoyant Creature	9,000
Seersighted Creature	10,000
Focus of the Shapeshifter	XP
Skinflow Creature	3,600
Boneknit Creature	5,000
Flexible Creature	6,000
Sizeshifter Creature	7,000





saturates these locations so much that they can foster spontaneous change. The following places are known to exhibit such properties: the Bottomless Pit, the Goblin King's caverns in the Goblin Warrens, the Crystal Cave, the Sea Cave of the Sisters Three, the Great Stone Ring, and the Endless Caverns. The Resplendent Throne can also be considered a sacred site of power, however, to sit on the throne is an automatic death sentence for any but Titania or Oberon.

When the character is ready to perform the enchantment, she must rest and meditate for a brief period of time (one minute per 1,000 XP cost of the enchantment), concentrating on the changes she wishes to experience. She then spends the requisite experience points for the enchantment, and the evolution occurs, completing within a single minute.

Once a character evolves, she is permanently changed, gaining all advantages and disadvantages of the prestige race. A character cannot go back to her original state through any means less than divine intervention—even *wish* and *miracle* cannot undo these changes. This permanent alteration of self changes a person's entire body, which is why they call the evolved changes "prestige races". Loss of levels due to energy drain and other effects never take away a prestige race; they cannot be dispelled. Prestige races evolve a character's body down a specific developmental path, and each path is called a focus. Completion of any focus requires a number of separate enchantments that must be taken in strict order. Not all races are able to take every focus. Consult the individual entries for specifics.

When spending saved experience points to enchant one's flesh, no character may ever spend so many experience points that she loses her current level. For example, in order to effect a change requiring 9,500 XP, a character must be at least 10th level, and must possess 9,500 experience points not yet spent on advancing a level. A character need not have enough saved experience to advance an entire level, he is not compelled to advance, but may instead perform a flesh enchantment. A character must meet the minimum level requirements which are listed in the descriptions of each change.

Once a character has evolved, she must go up at least one level before further evolution is possible. Characters who begin a new evolutionary focus before completing all previous evolutionary steps must pay an extra 1,000 XP for each enchantment, and this penalty is cumulative with each open focus.

For example, Satira is an elven fighter that has decided to follow the Focus of the Beast. She starts out her prestige race by taking feral creature followed next level by wild creature. Upon achieving another level and deciding to evolve again, Satira decides to start following the Focus of the Body. She must pay an extra 1,000 experience points for each evolution until she completes either the Focus of the Beast or the Focus of the Body. If she were to choose a third focus to follow, she'd have to pay an extra 2,000 XP for each evolutionary step until she completed one of the three foci she was currently following (at which point she'd only have to pay the extra 1,000 XP again).

If generating new characters for a campaign in FaerieLand, players should be assigned the equivalent experience points for the level at which their characters are to begin. Characters can either start at that level, or start one level lower and spend some experience points on

flesh enchantments. For example, a player instructed to generate a 7th level human receives 21,000 XP, and can either start at 7th level as a human, or at 6th level as a centered human (the first step of Focus of the Fey) and only 500 experience points beyond the minimum for 6th level.

Focus of the Beast

Those that choose this focus are seeking to become more feral and wild, gaining natural armor, powerful natural weaponry, and various abilities related to natural animals.

Feral Creature

Example: Feral Dwarf

Cost: 3,500 XP

Minimum Level: 4th

Prerequisite: None

Unavailable to: Creatures with the Focus of the Green, Seersighted, Serpent, or Wyrms

Details: A feral creature has grown a thick coat of heavy fur. This fur provides a slight armoring improvement, as well as a resistance to cold.

Game Effects: Gain a natural armor bonus of +2 and Cold Resistance 5.

Wild Creature

Example: Wild Dwarf

Cost: 4,500 XP

Minimum Level: 5th

Prerequisite: Feral

Unavailable to: Non-feral races.

Details: A wild creature has grown sharp fangs and wicked claws. These features can be used to make martial unarmed attacks. The character's features change noticeably, with the jaw extending and the hands growing.

Game Effects: Gain natural weaponry: Claws do 1d6 damage, crit x2; Bite does 1d8 damage, crit x3.

Snouted Creature

Example: Snouted Dwarf

Cost: 5,500 XP

Minimum Level: 6th

Prerequisite: Wild

Unavailable to: Non-wild races.

Details: A snouted creature has grown an enlarged, hypersensitive nose. The character's features change noticeably, usually with the face elongating into an animal-like snout.

Game Effects: Gain the Scent special ability (see Special Qualities in MM).

Tailed Creature

Example: Tailed Dwarf

Cost: 6,500 XP

Minimum Level: 7th

Prerequisite: Snouted

Unavailable to: Non-wild races.

Details: A tailed creature has grown a long, prehensile tail that can be used to hold objects or to suspend himself from an overhead tree branch or pole. The tail may be used as a third limb to wield a weapon in combat, although the Multidexterity and Multiattack feats are required to do so without great penalties. The tail may be as long as the

character is tall, and the player may, with the GM's approval, choose the look and feel of the new appendage. **Game Effects:** Gains prehensile tail.

Focus of the Changeling

Changelings are subtle, preferring to blend in and disappear rather than stand out in a crowd. They also use their skills and abilities to cleverly manipulate situations to their favor or bluff their way out of trouble. Those who chose the Focus of the Changeling tend to be quiet individuals who like to operate alone or in small groups using clandestine techniques.

This focus crosses evolutionary steps with the Focus of the Shapeshifter (see below). Standard XP penalties apply if a character advances to the second step in the Focus of the Shapeshifter instead of remaining on the Changeling's path.

Bland Creature

Example: Bland Elf
Cost: 1,400 XP
Minimum Level: 2nd
Prerequisite: None
Unavailable to: GM specified races
Details: A bland creature has developed the ability to more adeptly hide in crowds, appearing as nearly anyone else in their size and general shape. The key to this talent is in making oneself hardly noticeable at all.
Game Effects: Gain +5 competence bonus to Disguise checks and a +2 bonus to Bluff checks.

Chameleon Creature

Example: Chameleon Elf
Cost: 2,500 XP
Minimum Level: 3rd
Prerequisite: Bland
Unavailable to: Non-Bland creatures
Details: The Chameleon Creature takes the skills learned as a Bland Creature to new heights with the added ability to subtly shift her physical form.
Game Effects: Gain a +3 competence bonus to Bluff checks and an additional +2 competence bonus to Disguise checks. Gain spell-like ability of *change self* for use at will. This ability is not an illusion, but rather a shifting of the physical structure of the creature. If a creature is killed while in the form of

someone or something else, they revert to their natural form at death.

Skinflow Creature

Example: Skinflow Elf
Cost: 3,600 XP
Minimum Level: 4th
Prerequisite: None
Unavailable to: GM-specified races
Details: The Skinflow creature has further evolved his

ability to alter his physical form.

Game Effects: Gain a +3 competence bonus to Bluff checks and an additional +2 competence bonus to Disguise checks. Gain spell-like ability of *alter self* for use at will. This ability manifests as a shifting of the physical structure of the creature, and cannot be dispelled magically. If a creature is killed while in the form of someone or something else, he reverts to his natural form at death.



Changeling Creature

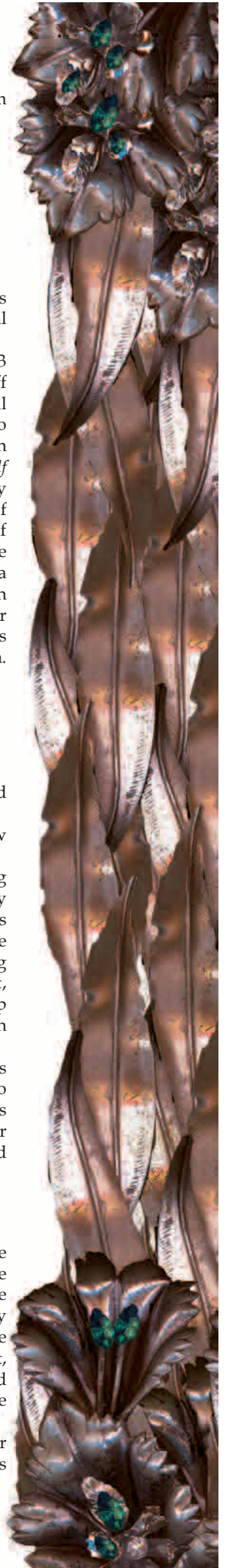
Example: Changeling Elf
Cost: 6,000 XP
Minimum Level: 6th
Prerequisite: Chameleon and Skinflow
Unavailable to: Non-Skinflow creatures
Details: The Changeling Creature has attained mastery over the appearance of his body, and accentuates the physically pleasing characteristics (scent, touch, etc.) to help in certain situations.
Game Effects: Gain a +2 bonus to Charisma. The creature also gains a +2 competence bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Focus of the Fey

Those who undertake the Focus of the Fey yearn to use their minds and fey gifts to the utmost of their ability. They desire to truly understand the

depth and breadth of what it means to be fey. As a result, they sharpen their awareness of both the limitations and the benefits of appearances and the assumptions that come from them.

Focus of the Fey shares evolutionary steps with three other Foci—Focus of the Mind, Focus of the Fae-Sight, and Focus





of the Fair and Foul (not reprinted here but found in *Oathbound*). These steps do not count against the normal development of a person's path unless the character advances to the second step in a different Focus, at which point standard XP penalties apply.

Centered Creature

Example: Centered Dwarf

Cost: 5,500 XP

Minimum Level: 6th

Prerequisite: None.

Unavailable to: GM specified races.

Details: A centered creature has evolved a broader mind that allows him to understand life's mysteries. He is able to guard his own thought processes from outside influences and opposing forces.

Game Effects: Immune to charm effects. Gain a +4 insight bonus to all saving throws vs. fear and compulsion effects. Gain a +4 insight bonus on Concentration checks.

Fair Creature

Example: Fair Dwarf

Cost: 6,000 XP

Minimum Level: 7th

Prerequisite: Centered.

Unavailable to: Non-centered races.

Details: A fair creature is one that has evolved in form and face to appear more beautiful, elegant, attractive, and desirable.

Game Effects: Gain a +2 racial adjustment to Charisma. Gain a +4 competence bonus to all Bluff, Diplomacy, and Perform checks.

Discerning Creature

Example: Discerning Dwarf

Cost: 7,000 XP

Minimum Level: 7th

Prerequisite: Centered and Fair

Unavailable to: Non-centered and Non-fair races.

Details: A discerning creature has evolved a sharpened intellect allowing him to more easily see through illusions and resist enchantments.

Game Effects: Gain +2 racial adjustment to Wisdom. Gain the feat Iron Will and a +4 insight bonus to Will saving throws versus illusions and enchantment effects. Gain a +4 insight bonus to all Innuendo and Sense Motive checks.

Fey Creature

Example: Fey Dwarf

Cost: 10,000 XP

Minimum Level: 10th

Prerequisite: Discerning.

Unavailable to: Non-discerning races.

Details: A fey creature has evolved a more charismatic and commanding presence, and it has truly stepped over into a true fey nature.

Game Effects: The creature's type becomes fey. Immune to enchantment spells. Gain Darkvision.

Focus of the Green

Druids, rangers, and others who consider the wilderness their home find themselves drawn to this focus.

Barked Creature

Example: Barked Human

Cost: 3,500 XP

Minimum Level: 4th

Prerequisite: All races

Unavailable to: Those with Focus of the Beast, Serpent, or Wyrms

Details: The skin of a barked creature becomes tough, resilient, and wood-like. It typically takes on a slightly greenish or brownish hue, like the skin of a plant stem or tree branch.

Game Effects: Gain natural armor bonus of +2, also gain Electrical Resistance 5.

Photosynthesizing Creature

Example: Photosynthesizing Human

Cost: 6,000 XP

Minimum Level: 7th

Prerequisite: Barked

Unavailable to: Non-barked creatures

Details: A photosynthesizing creature gains the ability to gather its nourishment from sunlight. Exposure to sunlight for a half hour is enough to serve as a meal. Such individuals must still drink the normal amount of water. As part of this ability, the creature's skin takes on a greenish hue, and small sprouts and leaves grow from his skin, replacing his hair if he had any.

Game Effects: Need not eat food if exposed to sunlight. Gain a +6 circumstance bonus to Hide checks in natural environments.

Regenerating Creature

Example: Regenerating Human

Cost: 9,000 XP

Minimum Level: 10th

Prerequisite: Photosynthesizing

Unavailable to: Non-photosynthesizing Creatures

Details: A regenerating creature is able to quickly recover from wounds and injuries. Severed limbs grow back in 3d10 minutes or may be reattached immediately. Damage from fire or acid must be healed normally.

Game Effects: Gain Regeneration 2.

Green Creature

Example: Green Human

Cost: 13,500 XP

Minimum Level: 14th

Prerequisite: Regenerating races

Unavailable to: Non-regenerating creatures.

Details: A green creature is one that has fully evolved into a plant, and gains most of the associated benefits of being one.

Game Effects: The creature's type becomes Plant, making him immune to poison, sleep, paralysis, and stunning. He gains a +3 resistance bonus to all saves vs. mind-influencing effects and polymorphing and a 50% chance for any critical hit to be considered a normal hit instead.

Focus of the Hordes

Creatures choosing the Focus of the Hordes covet the aggressive power and stealthy nature goblins and their kin possess. Adherents to this path seek a means to enhance their own bodies in a similar vein. Following this focus

slowly changes the creature into a more primal and aggressive form.

Goblinoid Creature

Example: Goblinoid half-elf

Cost: 2,800 XP

Minimum Level: 3rd

Prerequisite: None

Unavailable to: Creatures with the Focus of the Changeling, Fae-Sight, Fey, Green, Serpent, or Wyrn

Details: The eyes of the goblinoid creature become sensitive to light and provide the creature with the ability to see in the dark. The creature becomes more alert to his surroundings and has learned to move in a stealthy manner.

Game Effects: The creature's type modifier becomes goblinoid. Gains Darkvision (range of 60 ft.), the Alertness feat, and a +4 competence bonus to Move Silently.

Orc-Blooded Creature

Example: Orc-blooded half-elf

Cost: 4,000 XP

Minimum Level: 4th

Prerequisite: Goblinoid

Unavailable to: Non-goblinoid creatures

Details: The creature's physiology changes, mimicking that of an orc, providing greater fortitude and improved vision.

Game Effects: The creature's type modifier becomes orc, and for all special abilities and effects, an orc-blooded character is considered an orc. Orc-blooded creatures can use special orc weapons or magic items with race-specific orc powers. Gain +2 inherent bonus to Constitution and Darkvision (range of 120 ft.).

Hobgoblinoid Creature

Example: Hobgoblinoid half-elf

Cost: 4,800 XP

Minimum Level: 5th

Prerequisite: Orc-blooded

Unavailable to: Non-orc-blooded races.

Details: A hobgoblinoid creature is more aggressive and stronger than the less evolved goblinoid creature. They are also stealthier and have a heightened alertness surpassing that of the goblinoid.

Game Effects: The creature's type modifier returns to goblinoid. Gain a +2 inherent bonus to Strength, and gain +5 insight bonus to Spot and Listen checks. Gain a +4 competence bonus to Intimidate checks.

Ogrish Creature

Example: Ogrish half-elf

Cost: 7,250 XP

Minimum Level: 8th

Prerequisite: Hobgoblinoid

Unavailable to: Non-hobgoblinoid creatures

Details: The creature's size increases to ogrish proportions, his skin toughens, and his muscles benefit from the primal blood now flowing through them.

Game Effects: The creature's type becomes giant, and its height increases to 10 feet, making him a Large creature. Gains +3 natural armor bonus and a +2 inherent bonus to Strength.

Focus of the Seersighted

The Focus of the Seersighted develops a creature's innate yet repressed divination abilities. This focus shares initial evolutionary steps with the Focus of the Mind and Focus of the Fey. Standard XP penalties apply if a character advances to the second step in either of these Foci instead of completing this path of the faerie seers.

Centered Creature

See above under Focus of the Fey.

Sighted Creature

Example: Sighted Dwarf

Cost: 7,000 XP

Minimum Level: 7th

Prerequisite: Centered.

Unavailable to: Non-centered races

Details: A sighted creature has the ability to see creatures that are invisible or fey masked. She can also see into fey doorways and easily spot subjects of a *step sideways* spell or ability in the nearby Between.

Game Effects: Gain the spell-like ability of *second sight* for use at will. Also gain a +5 insight bonus to Spot rolls.

Clairvoyant Creature

Example: Clairvoyant Dwarf

Cost: 9,000 XP

Minimum Level: 9th

Prerequisite: Sighted.

Unavailable to: Non-sighted races

Details: A clairvoyant creature has the ability to see and hear faraway places.

Game Effects: Gain the spell-like ability of *clairvoyance* and *clairaudience* at will to see faraway locations (as per the spell), or places in FaerieLand classified as Distant.

Seersighted Creature

Example: Seersighted Dwarf

Cost: 10,000 XP

Minimum Level: 10th

Prerequisite: Clairvoyant Creature

Unavailable to: Non-clairvoyant races

Details: The Seersighted creature can peer across planar boundaries and receive information from other powers and sources inside and beyond FaerieLand.

Game Effects: Gain the spell-like ability to use *contact other plane* three times a day. Gain a +2 insight bonus to AC. Also gain the *darkvision* ability.

Focus of the Shapeshifter

Beings adopting the Focus of the Shapeshifter truly embody the spirit and power of FaerieLand by making their bodies as fluid and adaptable as the landscapes surrounding them. Followers to this path remake themselves moment by moment and enhance their bodies slowly by each step to ultimately make their forms as flexible as their minds.

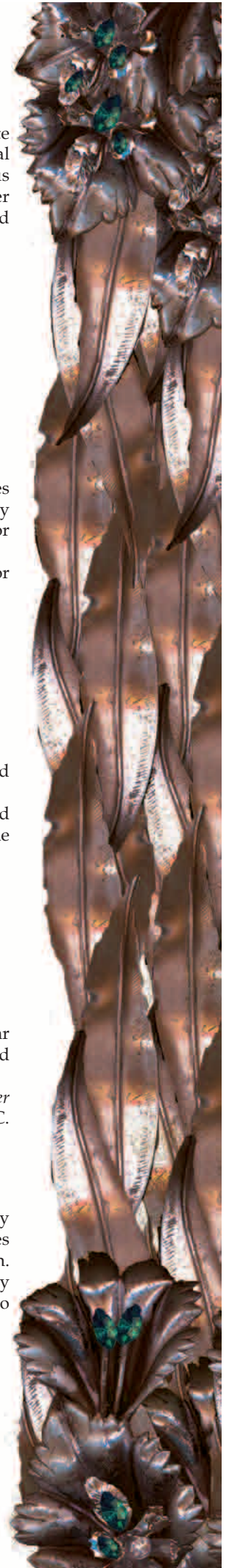
Skinflow Creature

Example: Skinflow Half-orc

Cost: 3,600 XP

Minimum Level: 4th

Prerequisite: None





Unavailable to: GM specified races

Details: The Skinfover creature has further evolved their ability to alter their physical form.

Game Effects: Gain a +3 competence bonus to Bluff checks and an additional +2 competence bonus to Disguise checks. Gain spell-like ability of *alter self* for use at will. This ability manifests as a shifting of the physical structure of the creature, and cannot be dispelled. If a creature is killed while in the form of someone or something else, they revert to their natural form at death.

Boneknit Creature

Example: Boneknit Half-orc

Cost: 5,000 XP

Minimum Level: 5th

Prerequisite: Skinfover

Unavailable to: Non-skinfover creatures

Details: Boneknit creatures have evolved a faster healing rate to accommodate the supernatural stresses they put themselves through.

Game Effects: The character gains Regeneration 5 and a +2 resistance bonus to Fortitude saving throws.

Flexible Creature

Example: Flexible Half-orc

Cost: 6,000 XP

Minimum Level: 6th

Prerequisite: Boneknit

Unavailable to: Non-boneknit creatures

Details: Flexible creatures can stretch their limbs to unnatural lengths and angles, and retract them to normal size and shape. To support this change to their bodies, they also become stronger.

Game Effects: The creature gains a 10 ft. reach and +2 bonus to Strength.

Sizeshifter Creature

Example: Sizeshifter Half-orc

Cost: 7,000 XP

Minimum Level: 7th

Prerequisite: Flexible

Unavailable to: Non-flexible creatures

Details: A Sizeshifter creature has the ability to change their size at will up or down one size class. While in their natural form, they benefit from a toughened skin that provides a slight armor benefit and their bodily control provides them with better reflexes.

Game Effects: A creature gains a +2 enhancement bonus to Reflex saving throws and a +2 inherent bonus to Constitution due to control over natural form. The creature can increase or reduce their size by one class. Regardless of the starting size, a creature shifts to the median size of the adjacent size class (Medium creatures to 3 foot tall Small or 12 foot tall Large, etc.). In most other respects, this ability is an at-will spell-like ability mimicking *enlarge* or *reduce* spells. This ability manifests as a shifting of the physical structure of the creature, and cannot be dispelled. If a creature is killed while in the form of someone or something else, they revert to their natural form at death.

Shapeshifter Creature

Example: Shapeshifter Half-orc

Cost: 9,000 XP

Minimum Level: 8th

Prerequisite: Flexible

Unavailable to: Non-flexible creatures

Details: A Shapeshifter creature has the ability to change their shape at will into nearly any other creature. While in their natural form, they benefit from a toughened skin and form that provides a slight armor and health benefit.

Game Effects: The creature gains the spell-like ability of *polymorph self* for use at will. This ability manifests as a shifting of the physical structure of the creature, and cannot be dispelled. If a creature is killed while in the form of someone or something else, they revert to their natural form at death. Gains a +2 enhancement bonus to Fortitude saving throws and a +2 natural bonus to AC.

Aspects of Nature

The fey see themselves as defenders of Nature and representatives of all that she is. Most fey are more subdued in their approach and refrain from neglecting one portion of nature to support another. Other fey instead focus their attention on a particular element, season, or facet of Nature's being. These fey feel that it is their place in life to champion a certain portion of Nature, and as a result of their efforts gain magical benefits and exhibit a physical manifestation, known as an 'aspect', of their associated influence power. Although not exclusively limited to fey creatures, few mortal creatures understand or agree with the philosophies related to Aspects.

Aspects of Nature are closely related to Prestige Races (see above) in that they both require a feat to gain access to them, and they both physically change a creature's physiology to provide benefits. Aspects of Nature, however, are physical changes that provide low-powered bonuses in exchange for equally low penalties.

Aspects of Nature are a physical representation of a part of Nature. The primary aspects covered in this book are Light, Darkness, Spring, Summer, Autumn, Winter, Air, Earth, Wind, and Fire. Light and Darkness are two opposing forces that may seem aligned with the Seelie and Unseelie courts due to their representative Queens, but actually these forces are more aligned with the natural cycles of day and night, just as the seasons represented are part of the yearly natural cycle.

A creature can only have one Aspect of Nature at any given time. Some class abilities provide a way to supernaturally add additional Aspects of Nature, but this is the exception to the rule.

In addition to the bonuses and penalties, there are physical, emotional, and magical manifestations associated with aspects of Nature. A creature's skin and hair change color to a hue complimentary to the Aspect of Nature chosen. Their taste in clothing changes as well; they begin wearing clothes dyed in colors and made of materials associated with their chosen Aspect.

For example, the feorin sorcerer Crogan decides to champion the season autumn. After taking the Nature's Aspect feat, his skin turns a reddish-hued sepia tone, and his hair becomes a mottled orange and brown pattern. His hair also grows thicker and almost twig-like in some places. This change grants him a +3 circumstance bonus for Hide checks in natural surroundings during autumn while leaves shift to vivid colors. Upon choosing the role of a Fey of Autumnal Splendor, he gains a +1 resistance bonus to Reflex saves and a -1 resistance penalty to Fortitude saves.

<i>Aspect of the Air</i>	Bonuses	Penalties
Clear Skies	capable spellcasting (electricity)	crude spellcasting (acid)
The Cyclone	+1 to Attack rolls 3x/day	-1 to Attack rolls 3x/day
The Hurricane	+1 to Damage rolls 3x/day	-1 to Damage rolls 3x/day
The Typhoon	+1 to AC 3x/day	-1 to AC 3x/day
The Winds	+1 to Reflex saving throws	-1 to Fortitude saving throws
<i>Aspect of the Animal</i>	Bonuses	Penalties
The Bird	+1 to Reflex saving throws	-1 to Fortitude throws
The Insect	+1 to AC 3x/day	-1 to Damage rolls 3x/day
The Mammal	+1 to Damage rolls 3x/day	-1 to Attack rolls 3x/day
The Reptile	+1 to AC 3x/day	-1 to Attack rolls 3x/day
The Rodent	+1 to Reflex saving throws	-1 to Will saving throws
<i>Aspect of the Autumn</i>	Bonuses	Penalties
Autumnal Splendor	+1 to Reflex saving throws	-1 to Fortitude saving throws
Falling Leaves	effective spellcasting (sonic)	ineffective spellcasting (force)
Darkening Skies	capable spellcasting (acid)	crude spellcasting (electricity)
The Harvest	+1 to Attack rolls 3x/day	-1 to AC 3x/day
Renewal	+1 to Damage rolls 3x/day	-1 to Attack rolls 3x/day
<i>Aspect of the Darkness</i>	Bonuses	Penalties
The Moon	practiced spell (chaos)	amateur spell (law)
The Night	effective spellcasting (cold)	ineffective spellcasting (fire)
The Shadows	+1 AC 3x/day	-1 Attack rolls 3x/day
The Stars	capable spellcasting (darkness)	crude spellcasting (light)
The Void	+1 Damage rolls 3x/day	-1 Attack rolls 3x/day
<i>Aspect of the Dawn</i>	Bonuses	Penalties
The Brilliant Sky	+1 to Will saving throws	-1 to Fortitude saving throws
The Emerging Rays	+1 to Attack rolls 3x/day	-1 Damage rolls 3x/day
Resplendent Beams	+1 AC 3x/day	-1 AC 3x/day
The Rising Sun	capable spellcasting (fire)	crude spellcasting (cold)
The Twilight	+1 to Reflex saving throws	-1 to Fortitude saving throws
<i>Aspect of the Dusk</i>	Bonuses	Penalties
The Fleeting Rays	+1 Damage rolls 3x/day	-1 to Attack rolls 3x/day
The Gloom	+1 to Fortitude saving throws	-1 to Will saving throws
The Luminous Clouds	+1 AC 3x/day	-1 AC 3x/day
Retreating Luster	+1 to Reflex saving throws	-1 to Will saving throws
The Setting Sun	capable spellcasting (cold)	crude spellcasting (fire)

Any spells cast by the character are also slightly affected by the Aspect of Nature, shifting in their visual or audible effects slightly. These subtle change can help those feats work more effectively (add +1 to the DC of any Spellcraft check made to identify an affected spell). For example, if Crogan casts the spell *magic missile*, it still appears as a missile of magical energy darting from his fingertips. His Aspect of the Autumn, however, could manifest a whooshing noise similar to rustling leaves with the normally silent spell, or autumn leaves themselves might seem to stream behind the *magic missile* as it streaks toward its target.

Given the strong feelings that draw a fey to champion an Aspect of Nature, it is not uncommon for a fey to retain a particular aspect for his entire life. Some even become so representative of their chosen Aspect that they become inseparably associated with it. Old Man Winter and his son Jack Frost, as indicated by their names, are both Winter

Aspects. Meanwhile, the queen of the Unseelie is simply known as Queen of Air and Darkness—obviously a statement about her command over both these Aspects.

Adopting an Aspect of Nature

Now that you know about aspects, here's how your characters can adopt them.

Step One: Obtain the feat Nature's Aspect.

Step Two: Choose an Aspect to follow. If you wish to change to another Aspect of Nature, you must follow the links in the Aspects of Nature illustration. You must spend at least one week per facet you have in each Aspect between your current and final desired Aspects. For example, if an Autumn-aspected character wishes to change his Aspect to Water, he must spend one week with his new Aspect of the Air before changing to the Aspect of Winter. One week after that change, he can abandon Aspect of Winter for





Aspect of the Water. This transformation from Autumn to Air takes no less than three weeks.

Step Three: Spend 500 XP. The initial transformation takes place over the course of a whole day and the character can access the abilities of the Aspect at the end of those 24 hours. The visual changes in the character also occur gradually and manifest fully after one day.

Step Four: Choose any one facet of the Aspect. There is no set order in which to adopt facets, nor are there additional prerequisites for each facet. For additional facets, you must wait until your character achieves its next level. Then you may spend an additional 500 XP for the facet desired.

The abilities gained from taking an Aspect of Nature do not stack with those acquired after undergoing the more powerful Prestige Race rituals of the flesh. The strong physiological changes brought about when taking a Focus effectively erase any Aspect of Nature previously taken by the character. Any bonuses gained through taking an Aspect of Nature are lost and do not stack with those gained through acquiring a Prestige Race. There are whispers of new transmutation magics being researched in Shadow that adhere the Aspect of Nature to the genetic makeup of a creature and allowing these abilities to coexist, but those whispers are often followed by horrific stories of the manipulative spells going awry.

Aspect of Nature Effects

The various facets that make up an Aspect of Nature have two distinct categories of effects and affect game play in slightly different ways.

Permanent Effects

Permanent Effects are constantly in effect and can not be turned off without changing or removing the facet or Aspect.

Capable Spellcasting: Spells of a particular school or descriptor are cast as if by a spellcaster of one level higher. This is offset by the *crude spellcasting* effect on an opposing school(s) or descriptor(s).

Crude Spellcasting: When spells of a certain school or descriptor are cast, they are cast as if by a spellcaster of one level lower. This is offset by the *capable spellcasting* effect on an opposing school or descriptor.

Saving Throws: A bonus to one saving throw offsets a penalty to another; these never incur more than a +1/-1 adjustment unless stacking with another facet.

Spell Resistant: Resistant is the ability to shrug off one point of damage per die (to a minimum of one point of damage sustained per die) when being injured by a particular element or type of magic. This is offset by the *spell vulnerable* effect.

Spell Vulnerable: Vulnerabilities add an additional point of damage per die suffered by the character. This is offset by the *spell resistant* effect.

Temporary Effects

Often described as the “calm before the storm,” these abilities allow characters to willingly incur later penalties for immediate benefits. The character marshals his skills or abilities for a focused burst of activity and then suffers some consequences later. The bonuses and penalties can be spread out over time or taken in consecutive rounds to provide a concentrated burst of ability at the concluding

round. These effects are especially dangerous when used in conjunction with each other for blindingly effective attacks.

Armor Class Bonus/Penalty: Used by more scheming creatures, this ability frequently offsets the armor class penalty suffered during a charge attack. The penalty must be taken in the round preceding or following that in which the bonus was granted.

Attack Bonus/Penalty: This ability allows the user to store up some of her inner strength for use against an opponent. Often taken as a penalty to attack one round followed by a bonus in the next, it is also popular to ‘store up’ the day’s modifiers in successive rounds, and release the attack in a precision stroke against an extremely powerful opponent. Foes often underestimate the character if his penalty rounds are early in the fight, and this makes the later attack bonus rounds all the more devastating.

Damage Bonus/Penalty: A savage beast lurks within us all, and, when manifested, it is a fearsome foe that momentarily overshadows our more timid side. Many people see this trait of nature when pack animals lunge forward, barely making contact but testing their prey’s defenses, and finally springing atop their victims to deliver vicious injuries.

Effective/Ineffective Spells: A spell cast by a character with this ability gains a bonus point of damage per die. A subsequent spell of equal spell level (or multiple lower level spells adding up to the same spell level) is cast ineffectively, doing one point of damage less per die.

Practiced/Amateur Spellcasting: Practiced spells or spell types are so well known to the caster that he casts them as if he were one spellcasting level higher with respect to damage, ranges, etc. Conversely, his knowledge is lacking with an appropriate reverse spell type, which he casts as if he were one level lower in experience. This benefit cannot be gained if the caster avoids or never uses the amateur spells or spell types.

Aspect of the Air

Adherents to the Aspect of the Air promote the cleansing manifestation of air, whether it is a slight breeze to blow away dust and smoke or a hurricane to raze the earth and destroy evil inhabitants. The skin and hair colors of creatures taking the Aspect of the Air change from their normal color to a streaky gray-white hue. Their hair becomes fine and wispy, easily lifting up and fluttering about in the slightest breeze (and often seeming to do so without any breeze at all). They favor similarly colored clothes made of materials, such as silk, light enough to be easily rustled and borne aloft by the wind.

Skin: streaky gray-white; slightly cool to the touch.

Hair: grayish-white; fine and wispy in texture.

Favored Colors: all shades of gray to white.

Manifestation: Clothing and hair rustle and move as if a mild breeze is blowing. Their color change grants them a +4 circumstance bonus for Hide checks in natural surroundings where it is foggy or stormy.

Aspect of the Animal

Those who chose to follow the Aspect of the Animal defend all the creatures of Nature. They aspire to promote the natural order of animals, and condemn the hunting of animals for sport and pleasure. If an animal is killed, it should be honored by using as much of its remains as

<i>Aspect of the Earth</i>	<i>Bonuses</i>	<i>Penalties</i>
The Caverns	practiced spell	amateur spell
Fertile Soil	+1 to Fortitude saving throws	-1 to Reflex saving throws
Mud	effective spellcasting (cold)	ineffective spellcasting (fire)
Ooze	+1 to Attack rolls 3x/day	-1 to Damage rolls 3x/day
Stone	capable spellcasting (acid)	crude spellcasting (electricity)
<i>Aspect of the Fire</i>	<i>Bonuses</i>	<i>Penalties</i>
Ash	practiced spell (fire)	amateur spell (cold)
The Blaze	+1 to Damage rolls 3x/day	-1 to AC 3x/day
The Firestorm	+1 to Attack rolls 3x/day	-1 to AC 3x/day
The Flashfire	capable spellcasting (fire)	crude spellcasting (cold)
Sparkling Embers	spell resistant (fire)	spell vulnerable (cold)
<i>Aspect of the Lights</i>	<i>Bonuses</i>	<i>Penalties</i>
Brilliant Reflections	spell resistant (chaos)	spell vulnerable (law)
Radiance	+1 to Will saving throws	-1 to Fortitude saving throws
Scintillating Light	+1 to Reflex saving throws	-1 to Fortitude saving throws
Shimmering Pools	+1 to Reflex saving throws	-1 to Fortitude saving throws
Sun Beams	capable spellcasting (fire)	crude spellcasting (cold)
<i>Aspect of the Plant</i>	<i>Bonuses</i>	<i>Penalties</i>
The Ferns	+1 to Will saving throws	-1 to Reflex saving throws
The Flowers	capable spellcasting (fire)	crude spellcasting (cold)
The Grasses	+1 to Damage rolls 3x/day	-1 to Attack rolls 3x/day
The Mosses	+1 to Fortitude saving throws	-1 to AC 3x/day
The Trees	+1 to AC 3x/day	-1 to Damage rolls 3x/day
<i>Aspect of the Predator</i>	<i>Bonuses</i>	<i>Penalties</i>
The Arachnid	practiced spell	amateur spell
The Canine	+1 to Damage rolls 3x/day	-1 to Attack rolls 3x/day
The Feline	+1 to Reflex saving throws	-1 to Will saving throws
The Raptor	+1 to Fortitude saving throws	-1 to Will saving throws
The Serpent	+1 to Attack rolls 3x/day	-1 to Damage rolls 3x/day

possible. The Aspect of the Animal brings creatures more in touch with their inner animalistic instincts and forms. A character's skin toughens and becomes somewhat leathery (or scale-like with Reptile or chitinous with Insect). Hair acquires a mottled brown and gray roan coloration, becomes thicker and coarser, and then sprouts moderately across most of the body. In the case of Fey of the Bird, body hair becomes extremely short and feather-like and scalp hair fuses slightly to resemble feathers. Those Fey of the Reptile or the Insect lose all their hair while following this facet. Overall, characters following this aspect wear little clothing, but that which is worn is heavy and made from furs, skins, and coarse plant fibers.

Skin: tough, and hide-like; deeply tanned or darker version of normal.

Hair: coarse; roan colored; unkempt and ratty.

Favored Colors: rich brown tones mixed with mottled grays.

Manifestation: The voice becomes deeper and somewhat raspy; unusual cravings for natural and raw foods; +1 competence bonus to Animal Empathy and Handle Animal checks.

Aspect of the Autumn

Creatures championing the season of Autumn celebrate the harvest, the end of the growth, and relish the preparations made by all creatures to endure the coming winter. These followers see the death of living things as part of the natural cycle and do little to interfere with that process. Brilliant oranges and varying hues of yellow dominate an Autumn-Aspected creature's coloration. The creature's skin turns a reddish-hued sepia tone, and his hair changes to a mottled orange and brown pattern. His hair grows thicker and almost twig-like in some places.

Skin: dry and calloused; reddish-hued sepia tones.

Hair: mottled orange and brown; thick and twig-like in texture.

Favored Colors: golden orange and yellowed-browns.

Manifestation: Noises made through movement tend to sound more like rustling leaves and branches than what would normally be associated with the person. Their color change grants a +3 circumstance bonus for Hide checks in natural surroundings where leaves are changing color and falling from trees.





<i>Aspect of the Prey</i> The Bovine The Fish The Pheasant The Seal The Stag	Bonuses +1 to Fortitude saving throws +1 to AC 3x/day +1 to Reflex saving throws +1 to AC 3x/day +1 to Damage rolls 3x/day	Penalties -1 to Will saving throws -1 to Damage rolls 3x/day -1 to Will throws -1 to Attack rolls 3x/day -1 to Attack rolls 3x/day
<i>Aspect of the Spring</i> Fertility Blooming Splendor Sown Earth Vernal Showers Spring's Triumph	Bonuses +1 to AC 3x/day capable spellcasting (transmutation) spell resistant (acid) spell resistant (cold) +1 to Fortitude saving throws	Penalties -1 to Attack rolls 3x/day crude spellcasting (conjunction) spell vulnerable (sonic) spell vulnerable (fire) -1 to Reflex saving throws
<i>Aspect of the Summer</i> Blazing Sun Drought Fiery Equinox The Mirage Summer's Fury	Bonuses capable spellcasting (light) spell resistant (acid) spell resistant (fire) +1 to Reflex saving throws +1 to Attack rolls 3x/day	Penalties crude spellcasting (darkness) spell vulnerable (electricity) spell vulnerable (water) -1 to Will saving throws -1 to AC 3x/day
<i>Aspect of the Water</i> The Lake The Ocean The River The Springs The Watery Depths	Bonuses capable spellcasting (cold) spell resistant (acid) +1 to Attack rolls 3x/day spell resistant (cold) capable spellcasting (darkness)	Penalties crude spellcasting (fire) spell vulnerable (sonic) -1 Damage rolls 3x/day spell vulnerable (fire) crude spellcasting (light)
<i>Aspect of the Winter</i> The Howling Winds The Ice The Snowdrifts Stormy Skies Winter's Grip	Bonuses +1 to Attack rolls 3x/day +1 to Will saving throws spell resistant (electricity) capable spellcasting (darkness) spell resistant (cold)	Penalties -1 AC 3x/day -1 to Fortitude saving throws spell vulnerable (sonic) crude spellcasting (light) spell vulnerable (fire)

Aspect of the Darkness

Also known as the Aspect of the Night, creatures taking Aspect of the Darkness find that their skin and hair all turns a dull midnight blue to black color that seems to absorb light. They favor dark to black clothing that seems to billow fabric thick enough to muffle the noise made through movement. These creatures prefer to work alone and under cover of darkness. When they do band together with others, it is usually with like-minded individuals or at least those who have a strong respect for stealth and secrecy.

Skin: dull midnight blue; non-shiny.

Hair: coal black; soft and non-reflective.

Favored Colors: midnight blue, deepest purple, and black.

Manifestation: Noises made by and around the character are slightly dampened. Their color change grants the creature a +3 circumstance bonus for Hide checks in darkness and shadows. They also gain a +2 competence bonus for Move Silently checks.

Aspect of the Dawn

Adherents to the Aspect of the Dawn find the rising sun symbolizes the opportunities of a new day. They also see the rising sun as a symbol of good triumphing over evil, and are known to extend this philosophy to daily life, seeking out the "rising sun" in the darker underbelly of society. They favor clothing in the soft yellows, pinks, and purples found in the sunrise sky, since these colors compliment their now fairer complexions.

Skin: pale 'peaches and cream' to light mocha complexion; soft, slightly warmer than normal skin.

Hair: lightens to a glossy gold-streaked blonde; straight with reflective qualities.

Favored Colors: pale purple, pink, and light yellow.

Manifestation: There is a slight yellow glowing quality to the creature's skin, but not luminescent enough to cast light or be visible in darkness. As creatures of the twilight, they gain low-light vision 60 ft (of already possessed, this range increases by 30 ft.).

Aspect of the Dusk

Those following the Aspect of the Dusk see the coming night of each day as a daily symbol of the greater cycle of death and foreshadowed renewal. These creatures are gloomier than their Autumn-Aspected brethren, though they find them to be the most understanding of the other Aspects. They favor darker clothes that blend with the blues, indigos, and violets found in the sunsets of the twilight sky.

Skin: shadowed bluish tint; soft, cool, and slightly clammy to the touch.

Hair: dark chocolate-brown to black with deep green or blue highlights; curly with reflective characteristics ray.

Favored Colors: blue, indigo, and violet.

Manifestation: A slight purplish radiance to the creature's skin but not strong enough to be visible in darkness. As creatures of the fading light of day, they gain low-light vision 60 ft (of already possessed, this range increases by 30 ft.).

Aspect of the Earth

Champions of the Earth Aspect see soil as an ever-present symbol of strength and vitality. To them, everything depends on fertile soil to grow and each living thing is simply part of the cycle of minerals and nutrients as they make their way through the chain of life. Plants need nutrients to survive, and animals depend on the plants to feed and further their species. In turn, all dying creatures return their nutrients back to the earth. Earth-Aspected creatures wear little clothing, all of it made up of coarsely woven plant fibers and fine roots adorned with colorful (but not necessarily precious) stones.

Skin: dusky uneven browns; coarse and gritty in texture.

Hair: dirty blond to deep streaked browns; coarse and oily.

Favored Colors: muddy greens and blotchy browns.

Manifestation: The voice becomes abnormally low and gravelly. The character gains a +2 elemental resistance to electricity.

Aspect of the Fire

Followers of the Aspect of the Fire see their facet of Nature as the giver and taker of life, and a force to respect and fear. Most creatures find solace in the warmth of a fire yet fear the same flames when present in excess. Fire refines iron to yield steel, making one stronger, yet it can be unleashed to burn foes to a weakened state. Followers typically wear the colors found among the flames: reds, oranges, and yellows.

Skin: unnatural red tone; warm and dry to the touch.

Hair: red and orange highlights; wavy and curly hair that moves as if blown by a breeze to resemble flickering flames.

Favored Colors: Reds, oranges, yellows and occasionally green and blue.

Manifestation: The character is constantly warm to the degree that cold items in contact with them heat up quickly. The character gains a +2 elemental resistance to fire.

Aspect of the Light

Also called the Aspect of the Day, this Aspect and its adherents promote the warmth, comfort, and healing properties of the sun's light. They also feel that light

represents good and provides protection from evil creatures of darkness. They favor the colors of brilliant light and find them complimentary to their acquired skin and hair colors.

Skin: pale tones to almost albino in coloration; slightly warmer to the touch than usual.

Hair: pale white or silver; brilliant and supple.

Favored Colors: silver, soft yellow and pale steel blue.

Manifestation: A shimmering aura of light constantly emanates from the character during the day. They also notice the subtle light changes that occur when reflecting off of moving objects, imparting them with a +4 competence bonus to Spot rolls in well-lit conditions.

Aspect of the Plant

Followers of the Aspect of the Plant nourish and promote the growth of flowers, trees, and all forms of natural plant life. It is their duty to ensure that the other creatures of Nature can benefit from the rich bounty they foster, and yet they also desire to protect the sanctity of untouched groves and glades. Druids are the most common adherents to this Aspect, though they encourage others to join their ranks to promote and protect Nature. A few take their beliefs to a further extreme and hunt out magically perverted plants and destroy them.

Skin: turns brown, green, or a combination thereof; hardens to a fibrous texture.

Hair: golden brown to blond with green streaks; strong, flexible, and grass-like.

Favored Colors: vivid greens and rich bark-hued browns and grays.

Manifestation: The character looks as if she is made up of plant material or has covered herself in growing plant life; either manifestation provides a +1 natural bonus to AC. Their color changes also grant them a +2 circumstance bonus for Hide checks in natural surroundings.

Aspect of the Predator

The followers of the Aspect of the Predator are Nature's hunters, and as such they dominate the upper rungs of the food chain. They prey upon other species for survival, though an aberrant few hunt for pleasure alone. They favor the dark red color of blood and the speckled brown of a predator's fur coat.

Skin: darkens slightly; toughens to a hide-like texture.

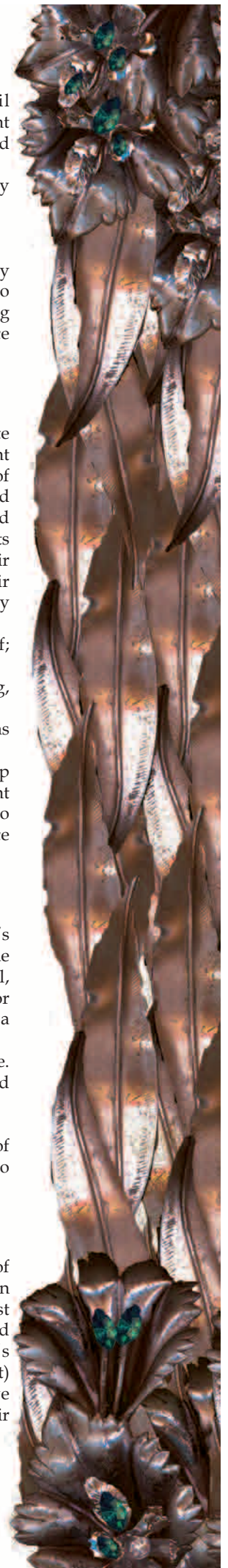
Hair: darkens somewhat and changes to a thicker and shorter length that sprouts from all over the body.

Favored Colors: dark red and speckled brown.

Manifestation: The character who follows the Aspect of the Predator gains a +2 bonus on Listen and Spot checks to aid in their ability to seek out their prey.

Aspect of the Prey

Disciples of the Aspect of the Prey promote the survival of creatures in the middle of the food chain. They often support increased births to offset the deaths of those lost to predators. Those adopting the Aspect of the Prey find that they change color to something akin to a deer's coloration. While many (including the Predator Aspect) see these folk as passive, Prey-Aspected creatures have stamina and a never-say-die attitude in keeping with their Aspects.





Skin: pale skin around the front torso, neck, and face, darkening to a deep brown on the back of the torso, neck, and head and all limbs.

Hair: hair matches the hue of the skin it grows on; length shortens to an inch long on the scalp.

Favored Colors: yellow-brown to golden-brown

Manifestation: The alertness that has become part of the Aspect of the Prey's life requires that they are acutely aware of their surroundings. As a result, those taking this path gain a +2 bonus on Listen and Spot checks. Also attuned to the flight response, all Prey-Aspected creatures gain a bonus of 20% to their Speed ratings at all times.

Aspect of the Spring

Adherents to the Aspect of the Spring are occasionally mistaken for immature or younger creatures, yet others tend to quickly learn their lesson at the hands of these wily and energetic folk. They represent the annual rebirth of Nature, and work to nurture the more fragile plants and creatures to ensure their presence for future generations. Spring-Aspected creatures are known to ally with followers of Aspect of the Plant and Aspect of the Animal, though seldom at the same time. Small sprigs of bright green sprout from the garments and hair of Spring-Aspected beings.

Skin: lightly tanned; complexion reverts to a younger appearance than usual.

Hair: natural highlights and green 'sprouts' of color; luxuriant and always well groomed.

Favored Colors: brilliant greens, yellows, and pinks.

Manifestation: Often appearing more youthful than their years allow, creatures with the Aspect of the Spring also benefit from supernatural healing that grants them an additional point of natural healing per day. Due to their coloration, they benefit from a +2 circumstance bonus to Hide checks when in natural surroundings.

Aspect of the Summer

Those of the Aspect of the Summer celebrate life and the natural order more fervently than most other Aspects. They believe that the different facets of summer are simply extensions of the cycle of nature; it can be harsh and unforgiving during drought, yet nurturing and warming at other times. Outfitted in darker green leaves than their spring cousins, Summer-Aspected creatures accessorize with fabrics woven from golden brown grasses. Their spells are accompanied by heat and the visual distortion found near the ground on a hot summer day.

Skin: deeply tanned to sunburned complexion; slightly warmer to the touch.

Hair: highlighted with sun-bleached streaks; wavy and full

Favored Colors: deep yellow to burnt orange

Manifestation: The character is surrounded by a shimmering aura of a heat mirage, though they themselves are not equally hot to the touch. This effect results in a +1 luck bonus to AC. Their appearance, combined with a similar effect with their spells, imparts a +2 circumstance bonus to Intimidate checks.

Aspect of the Water

Those devoted to the Aspect of the Water believe in water's ability to foster and destroy life. All life needs it to survive, yet it can kill by drowning. It falls as gentle rain but enough of that has the power to wash away entire cities.

Skin: somewhat metallic green or blue that fades to a silvery hue on the front of the torso; becomes somewhat rubbery or slightly scaly.

Hair: changes to a darker blue or green complimenting body color; some prefer to shave off all hair to promote a more sleek fish-like appearance.

Favored Colors: vivid blue to greenish blue

Manifestation: Creatures taking the Aspect of the Water are able to hold their breath for extended periods of time (DC 10 Constitution check increasing by 1 ever other round). The character also gains a +2 elemental resistance to cold.

Aspect of the Winter

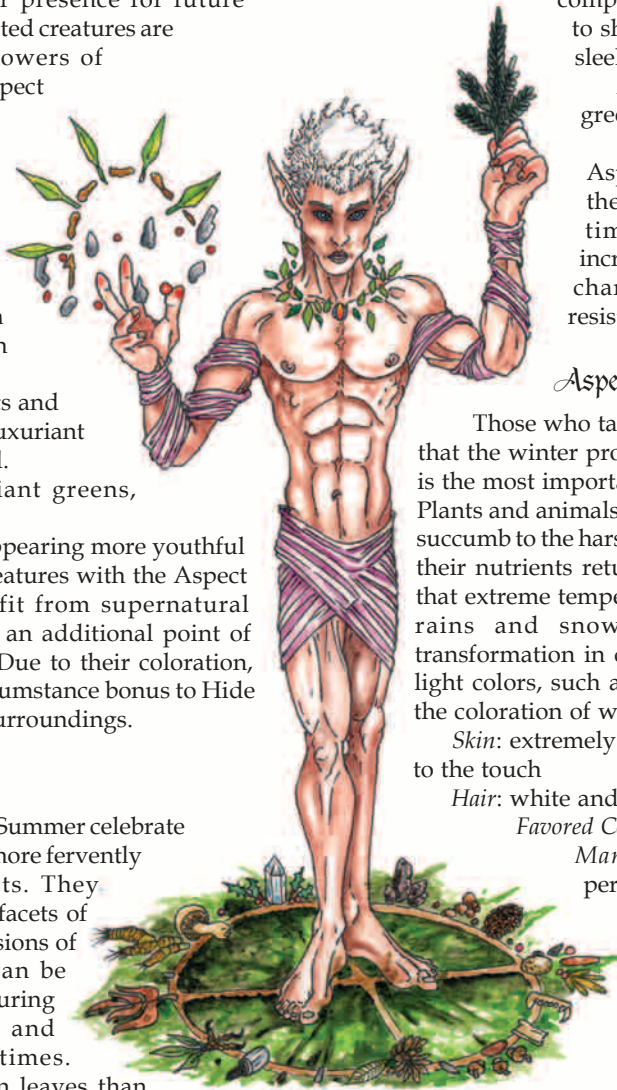
Those who take up the Aspect of the Winter feel that the winter process of hibernation before renewal is the most important component of the annual cycle. Plants and animals that were weak or unhealthy often succumb to the harsh temperatures and conditions, and their nutrients return to life's cycle. They also know that extreme temperatures, coupled with the seasonal rains and snows, often trigger an amazing transformation in certain plants. They favor wearing light colors, such as white and light blue, that match the coloration of winter and their own bodies.

Skin: extremely pale taking on tinges of blue; cold to the touch

Hair: white and silver-gray; wavy and full

Favored Colors: white and light blue

Manifestation: The character is perpetually cold to the point that warm items in contact with them rapidly cool to chilled temperatures. The character gains a +2 elemental resistance to cold.



Chapter 2: Lore of Faerie

Fate is only what you make of it. If you can alter fate, then you are truly creating your own path.

– Merle of Endswick, Dabbler in All Matters Arcane

Understanding the Fey:

A short treatise by Merle of Endswick.

In a world vastly different than our own, we should expect that its inhabitants would be equally different. Thus, it is not unforeseen that the fey mindset is quite foreign to what we mortals deem normal.

Movement

Let's start with something simple: *movement*. We have only one inherent means of travel – walking. Yes, we have learned other methods of movement, such as running, swimming, crawling, and the like. Of course, we have adopted the use of other creatures to ride. We have even invented mechanical and magical means of travel over the ages. Still, at the root of our daily life, we still walk from one place to another.

Fey walk as well, but many also have the benefit of flight. To those who fly, it is the preferred method of travel. The need to walk is seen as something of a deficiency or a burden borne by more mundane folk. Flight, on the other hand, is more than a means of locomotion. It is a physical mirror of the mental state all fey believe and revel in – freedom. Those among us who can swim naturally or those who fly magically might understand some of the release felt through this 'foreign' vector of movement, but it pales in comparison to the fey mastery over flight.

Within the world of FaerieLand, even those creatures destined to spend their days walking have invented a means of quickly moving from one location to another. This method, known among them as "crossing over," permits the traveler to cross over the boundary of one region and into the shifting terrain of another. Fey spellcasters have taken this technique and instilled it into magical doorways that can whisk creatures from one location to another in the time it takes a sprite to flutter her wings.

Sleep

Another thing we wholly require that fey have difficulty understanding is *sleep*. Slumber is a state in which we mortal creatures spend nearly one-third of our lives, nor can we imagine not doing so. Fey do not require sleep to rejuvenate their inner beings, so to them, sleep is simply time wasted that could be better spent enjoying life. Fey creatures spend a scant four hours – compared to our eight hours sleeping – doing non-strenuous activity. Some indulge in playing music and reading, conversing with acquaintances, strolling about the lush landscape surrounding them, or simply meditating on recent events.

[*Game effects:* Similar to the meditative state that elves use to rejuvenate themselves, any activity that would interfere with natural healing or require a die roll cannot be performed during a fey's "resting time."]

Our World & Faeries

This book gains its inspirations from the myths and fairy stories of more than a dozen cultures. While much of this lore comes together into a useful form for D20 games, as many contradictions as similarities abound among the faerie tales of Earth. This book attempts to honor all faerie stories and the faeries themselves, no matter they are called or what is said of them.

Below are the most enduring and constant bits of faerie lore compiled during our research. The rest of this chapter beyond this sidebar cloaks more faerie lore as the studies and meanderings of one Merle of Endswick, our arcane spokesman and expert on all things fey.

- The original Faeries, or Faeries, bestowed gifts upon newborn children, such as beauty, wealth and kindness.
- In the subsequent centuries they continued this original gifting function, but expanded their activities into other types of meddling in human affairs.
- Faeries can only be seen clearly by animals and seldom by humans, although if one is fortunate enough, one might catch a fleeting glimpse. There are 3 exceptions where a human might fully see or encounter a faerie.
- Faeries can use their power (known as 'glamour') to enable humans to see them if they so choose; while using glamour, faeries always seem perfect in form and feature to human.
- Also, during a full moon on Midsummer Eve, mortals may witness faerie dances or celebrations as the faeries always revel on this night.
- And finally, by looking through a self-bored stone (a stone in which a hole has been made by tumbling in the waters of a fresh-water brook), one can see Faeries distinctly.

Time

Time is something to which we mortals are slaves. We have a miniscule number of years to live, so consequently we feel compelled to 'make our marks upon the world.' The rush and urgency of everyday mortal life is nearly absent





among the fey. Their days are infinite, so something that cannot be done today can always be done later. Compared to the mortal regret of the past and fear of the future, the fey live almost exclusively in the present.

The countless numbers of days that pass in a fey's lifetime are cause of great confusion. Mortals discussing past events with a fey habitually end up confused as to the order of things. Fey simply need to know that an event or chain of events happened, and seldom care precisely when. Needless to say, fey historians are few and far between.

To mortals, this perplexity is compounded when traveling to and from FaerieLand, as time passes erratically between the two locales. Within FaerieLand, few things need to be done with any urgency, save open battle. Wars are nearly unheard of in FaerieLand, but when they arise, they are fought swiftly, fiercely, and without remorse. One cannot tell if this is due to martial efficiency and fervor or rather distaste for the activities and their lack of fun for the fey.

Work

Physical and mental labors are things the fey loathe to perform. *Work* is something for the lesser races of existence to carry out and theirs from which to benefit. It is even said that the "noble fey" created the smaller fey races of bogies, sprites, and similar creatures to perform the tasks they saw as beneath them. Within the fey society, a caste system separates the ruling class fey races from the lesser "common fey." The common fey races accept this way of life and even visit it upon non-fey races.

Bogies continuously raid the mortal worlds in search of goods to sell at Market; sprites protect the glades of mortal worlds from careless destruction; and dryads and sirines toy with the passions of mortals for entertainment. Even the noble feorin seek out entertainment by visiting the mortal worlds to "people watch," as they call it; this very act gathers new entertainments to share with others in FaerieLand. While some suggest the fey suffer from some absence of independent creativity, I have not found such. They merely acknowledge their appreciation of the finer examples of it in our world and produce far less as they are in far less hurry than we mortals. Among all the things in FaerieLand, it seems that "something new" is valued more than anything else.

Food & Drink

The fey find enormous satisfaction in well-prepared *food and drinks*. The bogies comb the planes for premium vegetables, luxuriant spices and herbs, luscious meats, and the finest beverages to serve at the fey courts and vendors' tents in Market. As with nearly everything else in FaerieLand, the culinary tastes of the fey fluctuate with the passage of time and the whim of what is popular at the moment. The practice of dining is a form of entertainment in which many fey take pleasure. Mortal feasts of seven or eight courses merely amuse the fey, whose grand banquets rarely provide less than a score of courses over a full FaerieLand day.

Social Interactions

Much of the daily life in FaerieLand is spent *socializing* with other creatures—be they fey, mortals, or some other intelligent beings. The value of interaction rivals that of

the fleeting worth of "something new." Scholars often speculate as to whether fey seek out new and fabulous things for the chance to share them with others, or if they instead place a higher value on the items, and simply wish to gloat over their latest possession.

The types of *entertainment* enjoyed by the fey quite resemble those undertaken by the idle rich in the mortal world. With someone else to perform the more menial tasks of daily toil, and without a care for what yesterday was and what tomorrow might bring, it is easy to be released from the cares of life with which they see typical beings burdened. Popular pastimes with common fey are music, art, and dancing. The noble fey also enjoy these things in addition to theater, poetry, hunting, and battle reenactments. (It was quite a wondrous thing to behold when I happened upon two troupes of feorin engaged in furious battle, only to watch the 'dead' get up off the ground to serve as reinforcements for the next clash! They must use especially enchanted armors and weapons for such frays, or the dead would not be walking off of the battlefields!) Fey of all types also partake in all the bacchanalian festivals, raucous celebrations, and lusty rites that seem to fill their calendar.

Overshadowed by the thing obtained but not to be wholly overlooked is the act of obtaining the "new item:" *trade*. Trade in FaerieLand is nearly a form of entertainment. Just as any barter in the mortal world, the fey try their hardest to get the greatest value out of a trade situation. The objects of the trade can sometimes be astonishing by mortal standards. Some legendary trades include a pile of gold in trade for a person's first child; a wish in exchange for the last six months of a person's life; or (the strangest I had ever heard in my times at Market) seven truths and seven secrets in exchange for a person's death rattle and final breath. Oftentimes one of the bartering parties will seek to trick the other through a riddle or other imbalanced game. This often-overlooked practice in mortal worlds has evolved into an entertaining pursuit in FaerieLand.

Belongings

Once trade is complete, the object of fey attention seldom holds interest for extended periods. Like toys to mortal children, fey enjoy their *possessions* immensely for the first few weeks or months of ownership, only to eventually cast them aside as their novelty wanes. Things that hold fey attentions longest are those that change with the interests of their possessor; thus, fey enjoy most magic, technology, art, and pets. Magic and technology constantly evolve, and something new is constantly being discovered or invented. Art in the eyes of fey is slightly different than the mortal notion. Paintings, sculptures, literature, and music are only the beginning. They highly prize carefully sculpted gardens, especially those that appear to be wholly natural. Pets are also extremely dear to the fey, although their perceptions of what creatures can be kept as pets is quite different than ours. The fey are known to keep all variety of animals, creatures, monsters and beings. Regarding the latter, mortals normally equate these fey pets as nothing more than slaves kept for the amusement of their masters. Whether as pets, slaves, or indentured servants, intelligent creatures are in the possession of many noble fey households. Not a few of them are hapless mortals lured into FaerieLand by desires and trapped there by stupidity.

Principles

Morality is a subject that brings about just as many questions as answers. For the most part, the actions of the fey tend to fall within the mortal definition of good and evil, law and chaos, right and wrong. Perhaps it is a combination of the above observed traits that govern fey morality; perhaps it is something else as yet unobserved that guides them. Accountability is something that the fey, as a group, lack. I have seen an instance where a faerie spellcaster, eager to try out his most recent spell acquisition, hurled it over a hill to test its "feel" and observe the effect; this indiscreet spell-hurling process severely wounded several people in a nearby village. When confronted with the ramifications of his actions, he blinked, and without a breath's hesitation said "Well, they should have gotten out of the way."

The fey's focus on the present, coupled with their somewhat alien values (to us, anyway), spatial and temporal perceptions, and loose interpretation of the value of life all helped me to understand that, to the faerie in question, the effect of his errant spellcasting meant nothing more than he had another spell closer to mastery.

I for one have been witness to many interesting and wondrous things during my time spent among the fey, and I hope to observe many, many more.

Lures and Banes of the Fey

The fey constantly seek out new and interesting things to own, share with others, give as gifts, or barter with at market. Therefore, mundane items and materials from the mortal world take on new relevance and importance when in their presence. What may be a common weed to us mortals is a fascination to fey, just as their jaded attitudes about some magics shock us in turn.

The fey do not make a habit of recording what they cannot resist or cannot abide. Mortal scholars, however, have taken a particular interest in the subject and have recorded many of these relevant objects with noted interest over the passing years. It wasn't until this catalog's assembly that there was an attempt at creating a complete source listing the known substances that attract and repel the fey.

Lures

The climate and terrain must be appropriate for a given fey to be attracted by its particular lure. It is a mystery how the fey become aware of a lure placed out for them, but if the proper steps are taken, they will eventually appear.

[*Game Effect:* The item has a 5% cumulative chance per day to draw a fey creature in the vicinity to the desired location.]

Alcohol: The finest wines, ales, and meads are an easy way to draw satyrs, korred, fauns, and especially cask imps.

Black Sand: When placed inside of a large opalescent seashell outside the mouth of a sea cave, black volcanic sand somehow attracts water-living and water-loving fey.

Blackberry Brambles: Blackberry brambles are the home to many small fey creatures, most notably bogies and fairies. Because of the associations with these fey races, some cultures forbid people to eat blackberries. Many academics feel that the berries are a delicacy among free bogies.

Blackthorn: For reasons not shared with mortals, faeries hold this plant sacred. The Luantishees are blackthorn fairies.

Bluebell Flowers: Fairies dangerously enchant fields of bluebells in both Faerie and mortal lands. A favorite prank among lesser fey is to make bluebells actually ring like metal bells when disturbed either by wind or walkers among them.

Bouquet of flowers: Sprites and pixies are drawn to the scent and beauty of freshly bloomed flowers.

Cinnamon: Feeorin and faeries love cinnamon. They frequently cook with it, wear perfumes infused with its oil, and use its aroma to make a foul smelling area more pleasing.

Clover: A four-leaf clover can break fairy spells.

Colorful Magics: Pixies and bogies are attracted to brilliant flashes of light and color that detonate in the sky, and illusions and lightning are more apt to attract them than fire.

Conflict: Everything from a small skirmish to a full-scale battle has a chance to draw the attentions of feeorin and especially knights of the fey.

Flowers: Bundling fresh flowers together and casting them into coastal water sometimes attracts sirines to the shore.

Ginger: The fey, especially feeorin, love ginger. Baked into cookies, it is an especially soothing treat. Consumed raw, however, it has been observed to be extremely intoxicating to mortals but far more so to faeries.

Hollow trees: In folklore, ancient, hollow trees [called bull oaks in England, bell oaks in Scotland and Ireland] are trees that stood in old sacred groves. They were often believed to be the home of spirits, elves, fairies or demons.

Holly: While grown wild or in shrub rows, holly is often only brought indoors as a seasonal decoration. Tiny fairies are drawn to the natural decoration and use the holly as shelter against the cold when outside. If faeries reside in the holly before it is harvested, they could come into homes unbidden within the holly boughs.

Love poems: Reading love poems aloud attracts any fey within hearing distance.

Music: Like many of the arts, music is adored by the fey. Great music, due to its aural nature, can draw fey from afar to listen to the music and observe the performer.

Paintings: Beautiful portraits and colorful scenic paintings hold many a fey's interest as they marvel at the skill and dedication it took to produce the work.

Primrose: While not a major lure, this flower has ties with fey lore. It is a main component in extending the durations of *see invisible* and *second sight* spells.

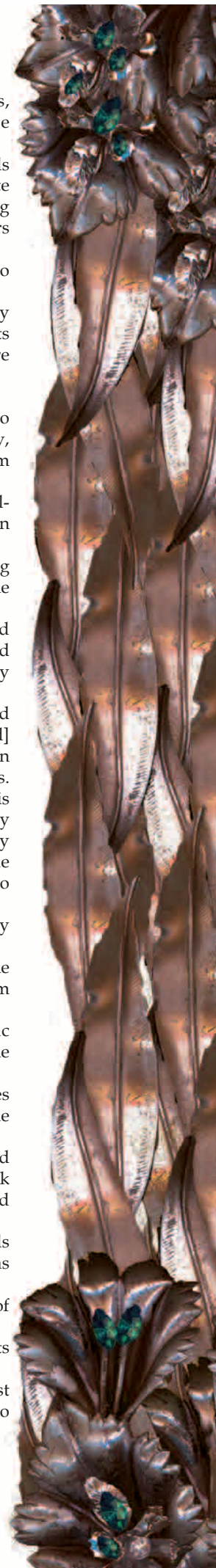
Primrose Ragwort: The springy and tough boughs and vines of this plant are used as horses by fairies. Tales speak of entire tribes of faeries uprooting an entire bramble and galloping away collectively on it.

Rowan: A fire built from the wood of a rowan tree aids in summoning fey creatures and enhancing divinations about or by the same.

Sage: A bundle of fresh cut sage placed in the crook of a tree will attract any dryads that might be in the area.

Salt: Thrown across the face of a glacier, salt attracts fey with an Aspect of Winter.

St. John's Wort: This herb protects the bearer against fairy spells if worn either freshly cut or dried. This also increases the effectiveness of *dismiss fey* spells.





Willow: The wind in the willows is the whisperings of a fairy in the ear of a poet. Conversely, talking, singing, or scrying beneath a willow tree has a greater chance of attracting fey attentions.

Writing Implements: Bogies, pixies, and sprites find the process of writing fascinating, and will try their hand at it if no one is looking. Thus, any desk or scriptorium has a chance of gaining a faerie's interest.

Banes

With fey interests being so naturally mercurial, it is hard to say exactly what will or will not prevent them from entering an area or doing something. Still, like garlic against vampires, many things evoke natural revulsions from the fey. Other things could be more individual due to events of the past; some fey might hate all dwarves if a dwarf once tricked their ruler out of a treasure. Unlike the lures above, fey rarely become aware of a bane until they are close enough to note its presence with mundane senses. There are also a few noted substances useful for spells against the fey.

[*Game Effect:* Any listed substances below found in any abundance do not prevent the presence of a fey but reduce the likelihood of finding one within 100 yards by half. If any actions or substances actively repel fey creatures, fey at best are Checked and Frightened or worse (any specials noted under each entry) once they realize the trap.]

Alder wood: This wood is an effective adjunct component in the casting of *dismiss fey*, it increases the effectiveness of the spell (its presence increases the DC by +2).

Ash berries: Placing ash berries beside a sleeping child decreases the chances that they will be attacked by a fey from Between. Some scholars think the smell drives away the fey.

Bells: When attached to the legs of dancers, ringing bells can drive away fey creatures.

Birch wood: A tool containing parts made of birch wood reduces the chance that a mischievous fey will disturb, misplace, or steal one's tools.

Clothing: The act of wearing clothes turned inside out disgusts most fey. An inside out glove tossed into a fey ring dance forces fey to make a concentration check to maintain the revel. Wear odd socks or turn your sweaters inside out, and fey are less apt to approach or disturb you. "Turn your clokes for fairy folks are in old oakes" suggests that turning a coat or cloak inside out can help to neutralize fey magics or perhaps reveal their presence within the sweep of a cloak.

Cold Iron: The much-storied "death at the touch of cold iron" for faeries is true to a point. A dagger or an iron spike in your pocket is enough to deter any fey who might consider interrupting your sleep. Open scissors tied above a baby's crib (points and blades directed up and away) is threatening enough to hold fey at bay.

Cowslip Elder: Placing a child in an elder-wood cradle could cause it to be pinched black and blue by fairies. Whether they do this out of spite or not, faeries cannot abduct a child from such a cradle.

Flax: Scattering seeds or stalks on the floor of a house will keep a fey away. Purging Flax is also called Fairy Flax.

Holy objects: Clerical holy symbols and the prayers of priests can repel a fey, as can holy water, prayer books, religious reliquaries, and relics. Strangely, mold from holy

ground also repels fey creatures through both its presence and its scent.

Red Ribbon: Red ribbons tied about the tails of livestock or around the chests of infants dissuade the fey from stealing them.

Salt: While fey like salt moderately as a spice, they cannot cross a line of salt. Sprinkling an unbroken line of salt around an object prevents a fey from disturbing or touching something.

Silver: Carry silver coins in your pockets; holding them helps a mortal resist any fairies that are trying to lead you away. Throwing silver coins at faeries may cause them to become scared and run away from you.

Water: The flow of running water sometimes stops the Wild Hunt in its tracks, while salt water (best if from the ocean) can sometimes hedge off spriggans.

Whistling: This drives fey creatures into fits of rage, for while all fey can sing or dance or perform many entertainments, they cannot whistle. fey are most jealous of whistling above all mortal talents.

Laws of Faerie

When dealing with the Fey, certain rules must be considered before doing anything. If you disobey any of these rules, it could mean years of unpleasant slavery and servitude, decades lost in the wilderness of FaerieLand, or perhaps even the loss of your life!

1. **Do not accept a gift from a fey.** If you do, you are expected to compensate the giver with an item of equal or greater worth. If you do not have anything appropriate at the time you accept a gift, you become the slave of the giver.
2. **Do not eat in FaerieLand.** The foods available in FaerieLand are not made from the stuff of the mortal world. Fey are also known to make copious use of exotic herbs and spices in their dishes, and these additives have been found to adversely affect mortals. Excluding the fact that you may not know exactly what it is, you also run the risk of eating something valuable or hard to come by, which the fey could interpret as giving you a gift. This could result in your not being able to return to mortal lands without outside intervention. (A few legends suggest that some foodstuffs even change mortals into some manner of fey or fey-touched creatures merely by the digestion of the same.)
3. **Do not accept the drink of the fey.** Imbibing the drinks of the fey is a risky affair, as noted in the first two rules above. Drinking anything in an area fey knowingly frequent could prove detrimental. Fey creatures, by nature, are tricksters who take every opportunity to meddle in the affairs of others. If this means coercing someone into overindulging in fine wine or hearty ale, drugging someone's drink, or taking advantage of a situation where someone has already done one of these things, they will do it. Once an individual is under the control of a fey creature, his fate is no longer his own. Fey may spirit you away to FaerieLand (or other mortal realms) before returning you years later after one night of revelry.

4. **Do not stray from the path laid before you in FaerieLand.** Even if (or especially if) someone tempts you with a gift or irresistible trade or luscious food and drink, do not stray from the fey path or you will regret your second step. Once you have stepped off of the path, FaerieLand itself does its best to make the path disappear from your sight, possibly trapping you in FaerieLand for years.
5. **Do not forget your manners.** If there is one thing the fey find more valuable than gold or silver it is good manners. This even applies to the involved in a disagreement about one of the above rules. Fey must always be treated with respect, lest you rouse their anger.
6. **Do not repay more than you borrowed.** The fey insist that if you borrow something, you repay it in kind. Do not return more than you borrow, however, because that will cause the lender to be in debt to you in the amount of the excess. (This rule is closely related to #1 above.)

Etiquette & Rules of Engagement

The rules that govern the interaction of fey and mortals in the non-fey worlds are difficult for non-fey to pin down. It is important to know that for the most part fey dislike rules, and the few exceptions to this rule are the feeorin and a few self-important fey rulers. All fey, however, share a great respect of good manners and all highly value the truth. This importance they place on truth is not necessarily at the expense of those involved in a situation; the fey are known often to leave out certain truths to achieve their own ends.

For the most part, fey prefer the company of farmers, herders, and adventurers more in touch with Nature such as barbarians, druids and rangers. Fey typically avoid the company of clerics and paladins, as their religious beliefs are too strict to have fun or accomplish their goals. They will even go so far as to poke fun at paladins for their stringent codes of conduct. Again, the exception to this rule of thumb is the stoic feeorin, who themselves sometimes take up the mantle of paladinhood, and these paladins never suffer the ridicule of lesser fey.

When the fey are known to frequent a particular locale, mortals occasionally make an effort to foster a positive relationship. While doing so, people must remember that the fey should be spoken well of and treated with respect. If people do not heed these known guidelines they may rouse their anger. Mortals often leave small gifts for the fey, such as colorful art objects, flavorful desserts, and even potted plants, to gain their favor or assuage any inadvertent offenses.

Thankfully, fey cannot be raised from the dead and made into undead. This does not stop a living fey from falling under the effects of a spell or the thrall of an undead creature and becoming one itself; it merely prevents foul magic from desecrating their deceased physical remains. Those that become undead remain aloof from the living, as some vestige of their living selves still holds life valuable and continually struggles against the destructive influences and corruptions of undeath.

Children

Throughout mortal worlds, children are reported missing or stolen, while others claim that something replaced their true children with fey changelings. Still others are found dead in their beds and cradles, the victims of some unscrupulous fey stealing their breath. Many dismiss these accusations as the rationalizations of distraught parents, but sometimes they tell the truth.

The fey sometimes steal children for any number of reasons. First, many believe that the fey are a dying breed. My experiences have shown me otherwise, but still some fey kidnap children to serve as potential future heirs or consorts. Taking mortals as consorts is most prevalent among the feeorin, though their reasons escape me, while a mortal heir could be used to defend a dynasty's right to rule by hiding its heirs away from FaerieLand. Lastly, mortal slavery of kidnapped children is regrettably still found throughout FaerieLand, especially in Between.

The foul practice of stealing the Breath of Life from a child is performed by evil fey. Those finding themselves in the mortal worlds without their magical adjunct seek it out in order to use its magic to return to Between. Most often, they take these most unspeakable avenues — attacking defenseless children — merely out of convenience, as children fight back far less often.

Gestating creatures

Pregnant creatures and fertilized eggs in FaerieLand sometimes age as if they were still on the mortal world and sometimes they remain static in time. This can mean that an egg could hatch into a chick in minutes or possibly many years later. A pregnant creature could have the gestation period shorten or lengthen, depending on the whims of the land [and the GM—consult Table 14: FaerieLand Erratic Time Differential for time adjustments].

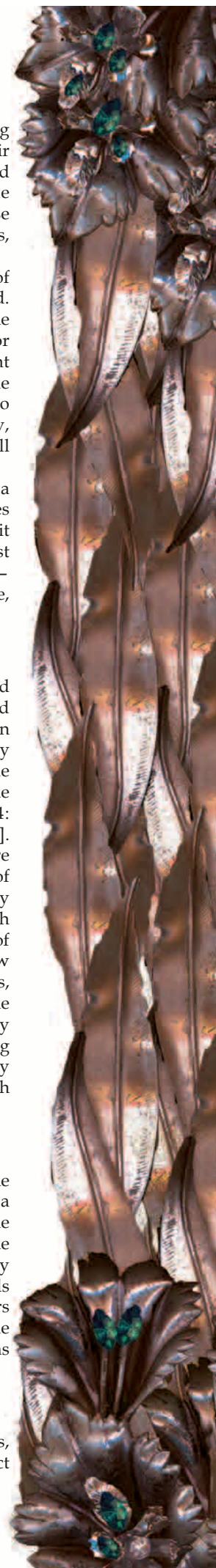
The magic of FaerieLand affects the gestating creature more over time; if it remains unborn for a long period of time, it may be born greatly changed (and most possibly fey-touched). Eggs of mortal creatures are held in high value by the fey because of the wonder and anticipation of what marvels will hatch from such an egg. Wholly new species have occasionally been born from these conditions, and they are eagerly awaited by all of FaerieLand. Some fey even add to the mysteries of a hatching egg by magically merging two or more unhatched eggs together during gestation and forcibly creating new creatures; some say the original Chimera and Griffon came from such a birth in FaerieLand.

Mundane Items

Theft of items from the mortal world is done to feed the demand for items to sell at Market. Most fey will offer a mortal something in exchange for a desired item, while more unscrupulous fey will simply take it. While some items are lost in mundane ways by forgetful mortals, many simply go from There to Here and end up in fey hands after long. [A useful adventure hook could see adventurers finding a long-lost heirloom or important artifact for sale in FaerieLand, an easy explanation for why the item has not been found in mortal hands.]

Names

While not always of the utmost importance to mortals, names mean a great deal among the fey races. They react





with shock and horror if anyone is so forward as to ask their name. To know someone's or something's name is to hold power over it and control it. Names are among the most carefully guarded secrets at times in FaerieLand. Fey shudder in horror at mortals who care little about the preciousness of their names.

Etiquette demands instead that mortals and other fey ask what a person wishes to be called. This seems mere semantics to us mortals, but it sidesteps major social issues among more guarded fey. Even those who claim a name or answer to a name keep its exact nature hidden. Some names could be given or assumed titles, while others could actually be a name, but as with most conundrums, fey rarely provide any more information than is necessary. [For more game effects on this topic, see "True Names" in Chapter 4.]

Rulership of FaerieLand

FaerieLand is essentially divided into two major areas, each with its own ruler. However, while that presumes two major rulers, there are scores of rulers of various power levels of power and influence who have their place in the chaotic scheme of things in FaerieLand.

The Twilight Lands

An elected monarch rules the Twilight Lands, duly selected each year from among the rulers of the regions and chosen by a council of their peers. The current ruler of the Twilight Lands is from the Lands of Eternal Spring, a feeorin called Queen Titania of the Tuatha de Danann. By some accounts, the lady has ruled for an eternity, though some hint that Titania is not so much her name as her title, which is assumed by each female feeorin who claims the Resplendent Throne. Tradition demands that a matriarchy rules the Twilight Lands, since every male ruler seems to lead FaerieLand to war.

Independent kings and queens each govern their separate regions. To an outsider, this may appear to be little more than an exaggerated clan system. To the fey, however, this system supports the individual egos and social structures between the noble and common fey.

Within individual regions, each ruler reigns supreme and guards his or her power carefully. There is little question among them that the ruler of the Twilight Lands overrules all other kings and queens. Only by escaping that ruler's region can anyone report any abuses of power to the Faerie Queen herself; some of the more questionable rulers ally themselves with those in adjacent regions simply to help each other and prevent news of their mutual activities from reaching the ears or eyes of the Faerie Queen or her court.

Each region exemplifies a particular portion of Nature, and its

people reflect the same and have a mindset akin to their region. When at a council at the Stone Ring, the various rulers or peoples stand singularly or among alliances representing particular political and philosophical views. While most rulers or regions have specific types of fey within their borders or among their courtiers, Titania has the largest number of courtiers as she has the widest variety of fey under her sway. This variety also provides her with spies that can blend in among any region's people and ensure she knows all the intrigues both supporting and undermining her rule.

Between

The Queen of Air and Darkness is the sole ruler of the vast lands of Between. While she does have regents underneath her influence, it has been many centuries since anyone or anything challenged the rulership of the Queen of Air and Darkness. Many theorize that the monarch of Between retains her power by sharing power only with her favorites, and she keeps them unsettled by constantly changing her affections. Those favorites gain promotions as generals and governors of various forces and sites. Only a few intrigue-savvy fey have managed to stay on the Queen's good side for more than a few years. Those who fall from favor can fall merely to junior courtier, though some offend her enough for the Queen to banish them to mortal lands or worse.



Chapter 3: World of Faerie

The world of FaerieLand is an infinitely large place governed by bizarre physical magics that can help or hinder you in your travels. Before embarking, it is important to understand the terminology surrounding this magnificent place.

Here, There, and Parts Between

Here and There are terms used not to merely tell where one is, but also to differentiate FaerieLand from the mortal world. Typically for fey, FaerieLand is 'Here' and the mortal world is 'There'. While in the lands of mortals, however, they often refer to their homelands as There, with a hint of hushed reverence in their voices. Mortals not at ease with this concept simply refer to their homes and FaerieLand by name.

Mortal Worlds

A term used more often by the fey than others, *mortal worlds* distinguishes the worlds of the Material Planes from FaerieLand.

FaerieLand

FaerieLand is the land from which all faeries come, where the source of their power lies, and to where their hearts are drawn when in mortal worlds. The lands themselves encompass two distinct areas: The Twilight Lands, most commonly referred to as FaerieLand; and Between, often sweepingly called Shadows. While it is not utterly wrong to use both terms interchangeably, the fey frown upon this. To them, the Twilight Lands are a portion of FaerieLand and Between contains a city by the name of Shadow.

Twilight Lands

Typically thought of when mortals hear of FaerieLand is this land of perpetually blazing sunsets, long shadows, and joyous fire-lit fey celebrations. A fluctuating belt of land known as Between separates the Twilight Lands from the mortal world and numerous roads knit them all together. While the lands Between define the borders, the geography itself defies customary expectations of distance and space. Where a journey from one particular destination to another might take a week or more, that same journey could take but a day's travel by someone versed in the ways of the fey (and possessing the Crossing Over feat).

Between

This nebulous and shifting space separates Here and There. Like many things fey, this fantastic physical space reflects the will of those in or adjacent to it. It is thickest where those who want to stay hidden reside. Though some dispute the direct tie of the Twilight Lands to Between (namely the inhabitants of both lands), this region indeed falls within the borders of FaerieLand.

Some faeries have chosen to reside Between because it is neither here nor there. Mortals wishing to lose themselves in this land do so at their own peril. The lands Between remain in constant motion, and those within sometimes never find their way out again.

FaerieLand's Planar Characteristics

FaerieLand, like the Astral Plane, is a plane sitting beside our own material plane and connecting to it via countless distinct points. This relationship between FaerieLand and the Material Plane is coterminous, meaning the two planes share connections at their edges or termination points. Travel is possible via these connections if one knows the locations of the termination points.

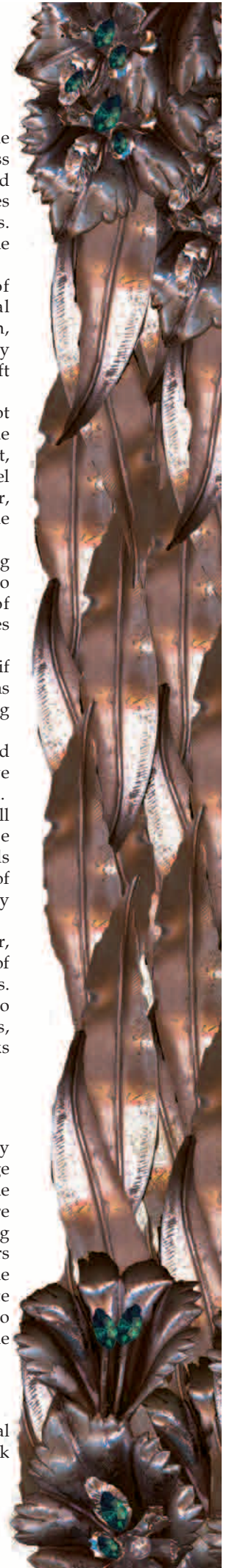
- **Normal Gravity:** The physical nature of FaerieLand concurs with that of the mortal worlds. Gravity works similarly most often, though some areas, by their magical natures, may have altered gravity (to allow snow to softly drift more slowly, etc.)
- **Normal Time:** Creatures in FaerieLand do not age, although they do experience other effects due to the passage of time, such as hunger, thirst, natural healing, and the effects of poison. Travel to the mortal worlds from FaerieLand, however, can incur a time shift on the beings that have made the journey. See "The Flow of Time" below.
- **Infinite Size:** Though manifested as a seeming finite physical space, the realm can stretch to infinite size due to the inherent magic of FaerieLand combined with the magical abilities and skills of the resident creatures.
- **Alterable Morphic Trait:** Travel times change if one knows how to alter the physical dimensions of FaerieLand through the use of the Crossing Over feat and some magics.
- **Mildly Good Aligned:** The primarily good Twilight Lands and mildly evil Between have resulted in a mildly good-aligned plane overall.
- **Enhanced Magic:** Healing spells work very well in FaerieLand—all 1s, 2s, and 3s rolled are considered 4s. Enchantment and illusion spells function in FaerieLand as if cast by someone of one caster level higher, as do Chaos and Trickery spells cast in Between.
- **Elemental and Energy Traits:** Air, earth, water, and fire all play a major role in the weather of each season in FaerieLand and the adjacent lands. The Positive Energy plane looms close to FaerieLand, as manifested in healing magics, however rumors suggest the Negative skulks similarly close in Between.

Time in FaerieLand

Time within the realms of FaerieLand moves differently than it does in mortal lands. To the fey, marking the passage of years is insignificant when compared to enjoying the present and knowing when the annual celebrations are nearing. As such, they do not number their years using traditional means. Each region numbers the passing years from events that are relevant to them. For example, the Stone Ring region currently marks the 7386th year since the River Sarsen stones were set. At the same time, it also is the 149th Year of the reign of King Finvarra to the people of Land of Eternal Autumn.

Days

Appropriately named, FaerieLand is a world a perpetual twilight, and travelers to the fey homeland have come back



The Faerie Lands

The Badlands

Sands of Time

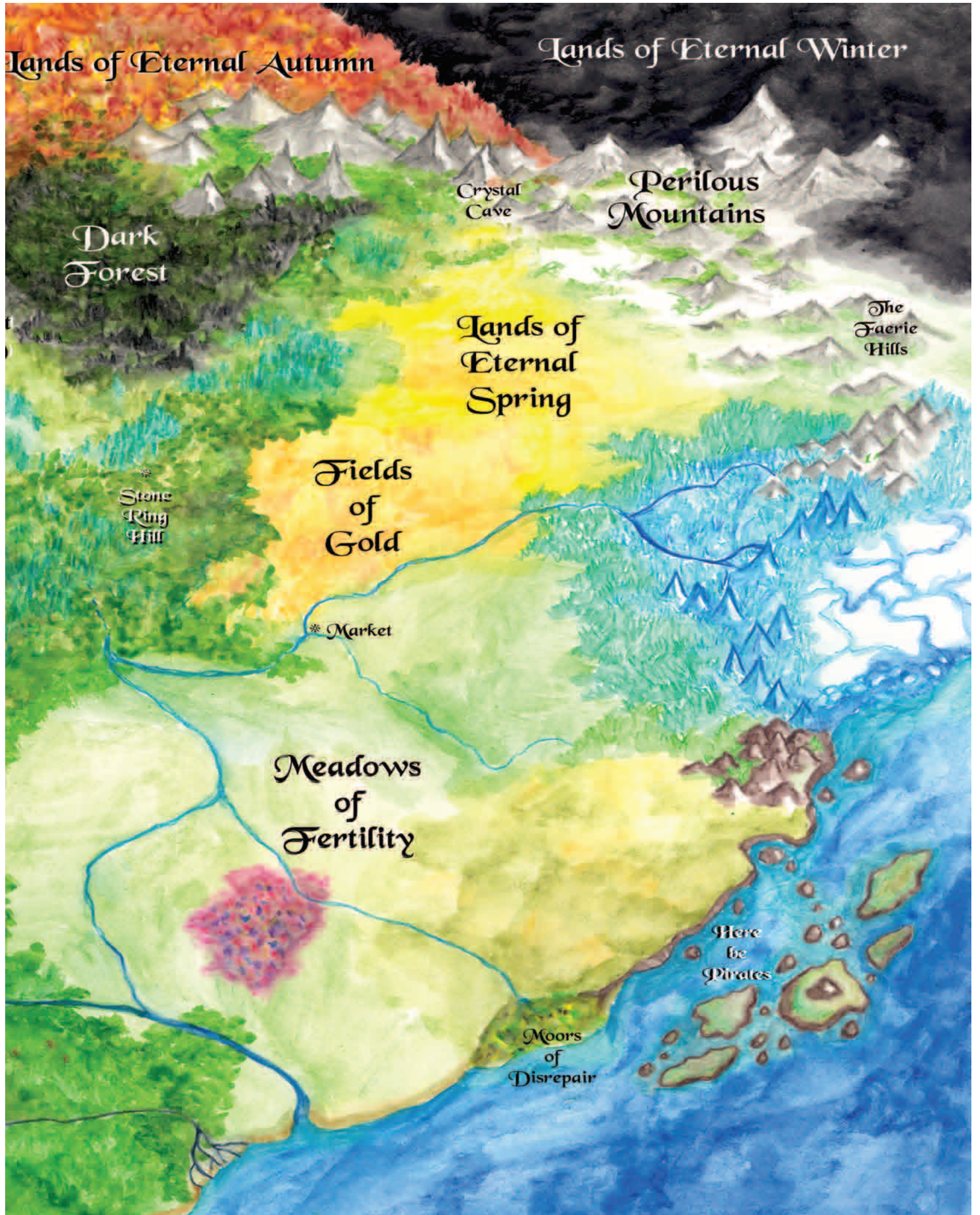
Fungal Forest (Underground)

Fairy Woods

Endless Caverns (Entrance)

Fairy Woods





Lands of Eternal Autumn

Lands of Eternal Winter

Dark Forest

Crystal Cave

Perilous Mountains

Lands of Eternal Spring

The Faerie Hills

* Stone Ring Hill

Fields of Gold

* Market

Meadows of Fertility

Moors of Disrepair

Here be Pirates



with fantastic stories regarding the land. Some tell tales of an enormous chariot carrying the sun and eternally racing around the perimeter of FaerieLand. Others say the sun of the Twilight Lands is the eye of an elemental of unfathomable size, circling around FaerieLand searching for a way through its magical borders to destroy their world. There are countless other fantastic tales, but whatever the truth, the sun can always be seen low in the sky of FaerieLand, moving around the horizon in a clockwise fashion.

The time of day in the Twilight Lands is governed by the position of the sun as measured on the Great Stone Ring at the center of the Twilight Lands. When the sun rests between the two River Sarsen stones, it is the beginning of a new day. Other regions around the Twilight Lands have either erected smaller stone rings of their own, or selected a prominent geographical feature against which they mark the movement of the sun.

In Shadows, the sun is not seen, but the moon's movement similarly measures the passage of days. The position of the moon remains directly opposite that of the sun at all times; thus, when the winter sun is at its lowest point, the moon is at its highest. Huge monolithic stones rest atop several flat-topped hills in Between. These sight-stones have holes bored through them in several different directions pointing to the position of the moon on particular holy days.

Some of the things that most fascinate faeries about mortal lands are the noonday sun (since their sun never rises so high or shines so harshly down on them) and the shifts from day to night. Conversely, mortals have a hard time adjusting to FaerieLand's ever-present "dawn/dusk" and the lack of the expected shift to nighttime or the eternal night that is Between.

Game Effects: Creatures not native to FaerieLand suffer a -4 circumstance penalty to Intuit Direction checks for their first 1d4 days until they become accustomed to the movement of celestial bodies in these lands and have found other ways to resolve their relative position.

Seasons

As the weeks and months of the year pass, the daily circuits of the sun across the sky drop lower in the Twilight Lands, until it reaches its lowest point nearly beneath the horizon during the Winter Solstice. After that point, it again starts its upward spiral through the remaining weeks of winter, through all of spring, until it reaches its highest point in the sky on the morning of the Summer Solstice. Conversely, as time flows forward in the Land of Shadows, the moon climbs to its highest point in the sky on the Winter Solstice. Once there, the moon starts its slow circular descent toward its lowest point just barely above the horizon on the Summer Solstice, only to begin climbing anew the next day.

Seasons, like nearly everything in FaerieLand, manifest differently depending on your location within the lands. For the most part, the seasons are experienced across all of FaerieLand. As the year begins in autumn and the last harvests come in, the leaves begin falling across the lands. This signals the beginning of the annual renewal of Nature. In the Land of Eternal Autumn, leaves simply fall in such enormous quantities as to coat all that land with a multicolored blanket of fallen leaves throughout true autumn. As the season wanes and winter arrives, snow falls across much of the fey regions, with temperatures dropping to their coldest in the Land of Eternal Winter,

FaerieLand as a Replacement for the Astral Plane

As an option to the usual campaign where the Astral Plane is the most visited and magically important plane, GMs can replace the Astral with FaerieLand. Applying this option to your campaign will have the following effects:

- Any spell descriptions with the words "Astral Plane" have the word "FaerieLand" substituted in their place for all descriptions and effects.
- *Astral projection* for all terms and purposes becomes "FaerieLand projection" and the travelers must obey the physical and magical rules of FaerieLand.
- *Dimension door*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish* now instead tap into FaerieLand.
- Passage between non-Transitive Planes now go through FaerieLand instead of the Astral Plane.
- Astral color pools are now *doorways* to the planes, and can be identified by the colored glow they emit when viewed using the *detect doorways* spell. Doorway guardians watch over these inter-planar links, and reappear an hour later if killed or otherwise removed from their post.

and the season going nearly unnoticed save for cool breezes felt in the Land of Eternal Summer. At the first sign of spring snow-melt in the rest of the fey lands, the Land of Eternal Spring bursts forth with an explosion of color and animal births unrivaled across the rest of the Twilight Lands. As the summer heat climbs, it reaches extreme temperatures in the Land of Eternal Summer, where some of the more delicate foliage found in FaerieLand find it difficult to flourish. In the lands of Between, the seasons manifest according to the border region in the adjacent Twilight Lands.

Calendar

The calendar of the Twilight Lands is governed by the movement of the sun (as measured by the Great Stone Ring at the center of the Twilight Lands) and marked by festivals celebrating the beginning of seasons and ancient traditions, the sources of which are long forgotten. On the first day of the New Year, the sun drops between the two River Sarsen stones with the bottom of the opposite capstone illuminated by the sun's reflection off the water. The remaining Sarsen stones of the inner and outer rings help determine other

particular calendar days. Those stones are notched in such a manner as to enable fey scholars to trace the spiral of the sun upward or downward around the ring, and this allows them to pinpoint festival days.

In the lands of Between, especially Shadows, the scholars track the date and the year by the movement of the moon through long and narrow holes drilled through monolithic "sight-stones". These holes point in several different directions oriented to the position of the moon on particular holy days. The ever-present moon casts a faint shadow of the sight stone upon the cleared ground around the stone. When the moon is in the right position and full, the shadow will have within it a well-defined spot of moonlight illuminating the ground on the beginning of the festival.

Samhain / New Year's Day: (October 31st / November 1st) This day-long festival marks the end of the annual harvest and the beginning of a new year. This is the best night to cast restorative magics when the veils among the afterlife, mortal lands, and FaerieLand are thinnest.

Yule / Winter Solstice: (December 21st) - With the year growing old and the sun dropping lower in the sky with each passing day, this festival celebrates the renewal of the solar year, and the birth of a new sun starting its upward spiral.

Imbolc / The Birthing: (February 1st - 2nd) - This event celebrates land's release from the icy grip of winter. It also represents the annual "coming of age" celebration, where young fey and mortals alike step forward or are presented among the community as eligible mates.

Ostara / Spring Equinox: (March 21st) - Everyone celebrates the day of growth across FaerieLand, and activities focus on newborn animals and sprouting plants. In Between, the lunar festivals honor the moon as the egg-like symbol of fertility that sits ever-present in the night skies above that land.

Beltane / May Day: (April 30th - May 1st) - Running in the meadows is the tamest of the fertility celebrations on this day. This day celebrates life, fertility, and procreation in all its forms, and it is the most common day that fey bring mortals into FaerieLand for short dalliances.

Litha / Midsummer/Summer Solstice: (June 21st) - This day celebrates light and life and the richness of life and summer. Many rituals surround the manifestations or the Jack in the Green or the Green Man, honoring health and life in all forms of life (but especially the forests).

Lammas / Harvest: (August 1st) - The first harvest of the season marks the great festivals honoring the abundance and bounty of the fields and forests, lakes and all. The fey hills are revealed and open to all who seek them, so Lammas in mortal lands marks a time when the questing or the inadvertent might walk through the veils themselves from There to Here.

Mabon / Autumnal Equinox: (September 21st) - The revels on this holiday mark the sacrifices made in life and the coming sacrifices of autumn. Burning wagon wheels are sent careening down

The Flow of Time (Optional Rule)

Creatures traveling from FaerieLand to the mortal world can suffer what is known as erratic time. Time passes differently between Here and There, so sometimes it seems as if time in FaerieLand passes faster than in a mortal realm, though usually it is the other way around. Since fey are immortal, this effect is easily shrugged off. Mortals, however, have comparably shorter lives and they are constantly worried about the flow of the sands of time upon returning home.

The passage of time within FaerieLand does not age mortals. Therefore, while in FaerieLand a mortal ceases to age, although once back "There" he continues aging where he left off. For example, a 22 year old human enters FaerieLand and spends 7 years Here. When he returns to There, he begins aging again at 22 years old, regardless of how much time passed in the world while he was away.

The fey have the ability to essentially stop the flow of time with respect to some mortal worlds in a magical ritual known as Zurlein's Boon. Currently, the only time anyone invokes Zurlein's Boon is during The Yule Gifting, where some fey distribute gifts to all across a mortal world in a single night.

Table 14: FaerieLand Erratic Time Differential

d%	Time on Material Plane	Time on FaerieLand
01	Second	Century
02-03	Round	50 years
04-06	Minute	25 years
07-10	Hour	Decade
11-15	3 hours	Year
16-25	6 hours	Month
26-40	12 hours	Week
41-60	Day	Day
61-75	Week	12 hours
76-85	Month	6 hours
86-90	Year	3 hours
91-94	Decade	Hour
95-97	25 years	Minute
98-99	50 years	Round
100	Century	Second

When rolling to determine the effects of Erratic Time, it is easiest to read the chart as a relationship. For example, Crogan brings a mortal woman to celebrate the day long Beltane Festival in FaerieLand. The GM rolls a 63 and determines that one week passes for every twelve hours spent in FaerieLand. Therefore, when Crogan returns the mortal to her home, she has been missing for two weeks of mortal time. If the time elapsed is too extreme for your campaign, either reroll, or retain the roll for "Time on Material Plane" and use a second roll to determine the "Time in FaerieLand". The use of this chart is at the GM's discretion, and it is encouraged to reroll or choose a particular result when others would be damaging to campaign play.



mountainsides on this night to symbolize the waning daylight and the growing darkness. Mabon also marks the Festival of the Oak King as a symbol of strength and promise to both keep you warm in winter with its wood and to show that the coming winter is nothing to the oak.

Other regional celebrations are scattered throughout the calendar, with events such as the Festival of the River Nymphs being celebrated less widely than those mentioned above.

Celestial Bodies

The celestial bodies of FaerieLand also pulse with the same intense magics that permeate the land. Their movement and origins are unexplained, and are best left to myth.

Sun: The sun of the Twilight Lands is a brilliant orange-red orb that circles the skies of the Twilight Lands daily. As one would expect, the sun of the Twilight Lands lies low in the sky, giving the land its name, and radiates light like that of a rising or setting sun in a mortal world. In the autumn and spring months, the sun skirts the horizon like some great ball of fire rolling around the periphery of the land. During the summer, the sun rises to its highest point, with half its diameter separating it from the horizon. In the winter season, the sun drops to its lowest point with much of its mass hidden beneath the horizon.

Moon: The moon moves in a similar but exactly opposite orbit from the sun, equally defying conventional explanations of movement and illumination. The autumn and spring moon circles the lands of Between around thirty degrees above the horizon. The winter finds the moon arcing to its highest at around forty-five degrees above the horizon, while the summer moon falls to its lowest at about fifteen degrees below it. The moon inexplicably shifts through the phases to which most mortals are accustomed, transitioning from new moon to full moon back to new in a thirty-day cycle.

Constellations: Throughout the eternal night skies of Between, and dimly seen in the skies of the Twilight Lands opposite the sun, countless stars make up numerous constellations. The arrangement of the stars seems to shift annually, though whether it is the stars themselves drifting about or FaerieLand itself moving across the great black canvas that is the night sky is an eternal mystery. On extremely rare occasions, patches of darkness cover some visible constellations in the Twilight Lands. Remaining prominent for a month or so, these events sow fears among the more superstitious fey who see them as harbingers of rising evil powers in Between. (Whether these veils of shadow foretell bad events or not is up to the whim of the GM.)

Aurora Borealis: Often called the 'northern lights' in mortal worlds, these splendid displays of lights can only be seen in the darkest night skies of Between on or around a new moon.

Other Manifestations: Shooting stars, comets, and stars are commonplace in Between's night skies. Such things visible in the skies near the Twilight sun are not unheard of, and are typically seen as an omen or sign from Mother Nature. (As with other means of prognostication, the GM is encouraged to manipulate these events to add further intrigue in game-play.)

Table 15: Distances

Distance	Travel Time	DC (Wis)	Time Modifiers*
Nearby	1d4+1 days	15	-4 hours for each number beyond DC
Distant	1d4 weeks	20-25	-1 day for each number beyond DC
Remote	1d4+1 months	30 and up	-4 days for each number beyond DC

* Each number over DC on a successful travel attempt shortens the travel time as noted above. Conversely, a failure adds the same amount to the time in transit.

Distances

FaerieLand measures space and distance in a far more subjective manner than mortal lands. A fey once remarked "Why tell people how many steps or gallops it takes to get from there to here? It doesn't help you get there any faster." To fey, things are either close by or not. Below are the closest ways to gauge distances among the various locations in FaerieLand. All the "Places of Faerie" noted later use these methods for assessing travel times.

Distant: If a land is not Nearby or Remote, it is Distant. Distant locales in FaerieLand require some effort to reach. Locales that are not under the sway of an intervening entity, or those indifferent about visitors, usually are classified as Distant. Like Nearby, Distant is a measurement of an abstract distance imposed by FaerieLand and its residents. (Use an Int check to remember a particular location much like that of the checks for a *teleport* spell.) Typically, the travel time to something nearby is one to four weeks (1d4 weeks). This can—and should—be adjusted to suit the whim of the GM and the moment.

Nearby: As with many other things Faerie, this is an abstract definition of a location. Nearby refers to not only the physical distance of a place but also the general perception of that place. This perception is influenced by the will of powerful faeries and other beings. Market (see below) is, by definition, always Nearby. A locale once Nearby—the oft-times forgotten Shadow is a nice example—can become Remote due to the will of those who do not wish to be found. Typically, the travel time to something Nearby is two to five days (1d4+1 days), though influential beings of FaerieLand can reach them in mere moments when they so choose. This time may be adjusted to suit the situation or the storyline.

Remote: Juxtaposed against Nearby is Remote. Remote locales in FaerieLand are not easily reached, whether due to the length of travel, the harshness of the terrain between traveler and destination, or the will of an intervening entity. Like Nearby, Remote measures an abstract distance imposed by and upon FaerieLand and its residents. [Use an Int check to remember a particular location much like that of the checks for a *teleport* spell]. Typically, the travel time to something nearby is two to five months (1d4+1 months). This can—and should—be adjusted to suit the whim of the GM and the moment.

There and Back Again

Travel between the mortal worlds and FaerieLand happens, like that of any planar travel, thanks to some form of a gate or portal. The borders between the mortal worlds and FaerieLand do not exist in the traditional sense, so therefore cannot be easily found or traveled save by esoteric methods. Whether the means to find the ways are temporary or permanent (derive from spells, magic, or supernatural abilities), the travel remains essentially the same.

When traveling from the mortal worlds to FaerieLand—either Between or the Twilight Lands—it is important to understand the different modes of fey travel available to the adventurer. *Fey roads* begin or end with *doorways* in FaerieLand. *Doorways* also open to *sideroads* that pierce the boundary between the fey world and that of the mortals and terminate in a similar *doorway* on the opposite side. *Doorways* also open to roads that only span a distance within a mortal world.

Doorways

Like gates and portals, *doorways* are magical openings in the fabric of space that allow instant passage between two or more locations. *Doorways* are not always obviously marked, yet they can be easily discovered through a number of magical and mundane means. *Doorways* to *sideroads* from the mortal world are seen as greenish-blue outlined rectangular *doorways* normally positioned within some sort of vertical boundaries. Those *doorways* without a physical boundary are often of immense size. *Doorways* to *fey roads* within FaerieLand appear (when visible) as bluish outlined archways, whereas those leading to Between seem slightly distorted and out of square, their bluish outline tinged with a hint of purple.

When creating *doorways*, fey prefer locations that already have some sort of physical opening so that they are not easily detected. A flowered arbor, a gate in farmer's fence, a stone arch, and even certain steppingstones across a stream have all been used in *create doorway* spells. Characters succeeding a Knowledge (Fey) skill check of DC 15 can discern if a particular location is apt to be used as a *doorway*.

Even though *doorways* cannot normally be constructed separate from a *fey road*, detached *doorways* can result from interrupted or improper spellcasting; these must either be dispelled or attached to a *fey road* through the second casting of the appropriate creation spell. If the *doorway* is not attached to a *fey road*, there is a 5% chance that it will be noticed by an outsider and used for other more sinister purposes of invading either FaerieLand or a mortal world.

When fey creatures create *doorways*, they often charge fey guardians (and sometimes other fey creatures) with keeping people away from them. Whether it is through magical manipulation or some form of haunting or persuasion, mortals are sent away from fey *doorways* by these charges. Over time, this activity influences where dwellings and structures are built, and eventually where towns and cities grow. Thus, it is exceedingly rare that a *doorway* exists within any settlement larger than the tiniest of hamlets.

The process of creating a *fey road* with adjoining *doorways* also enlists the service of a *doorway* guardian to

Table 16: Fey Doorways

Doorway Shape	Color	Endpoints
Arched	Blue	Both in FaerieLand
Rectangular	Greenish-blue	One in FaerieLand, one in mortal world
Skewed rectangle	Purplish-blue	One in Between, one in mortal world
X-shaped	Blue	Both in mortal world

protect the route from accidental, unwanted, or unauthorized travelers. As a secondary layer of protection, many creators also add a method of activation. (See "Methods of Opening *Doorways*" below.)

Crossroads: "*Crossroads*" is a misnomer applied to *doorways* that open onto roads with both endpoints on the same mortal world. These *doorways* get their name from the x-shaped bluish-glowing shadows seen on the ground by eyes gifted with the Second Sight feat or those casting the 0-level spell *detect doorway*.

Locations for Fey Doorways

Before a *fey road* is created, the spellcaster must first find a location to place the *doorways* that open onto it. *Doorways* should never be seen or located easily, so normally the spellcaster chooses a location for the *doorway* that already has some kind of physical opening so the occasional passage of people and creatures does not arouse suspicion. Some innocuous fey *doorway* locations include:

- Stone rings, whether naturally or artificially arranged
- Trees with intertwining and overarching branches
- Gates in abandoned fences
- Cave openings
- Ponds and lakes, with the surface serving as the *doorway*

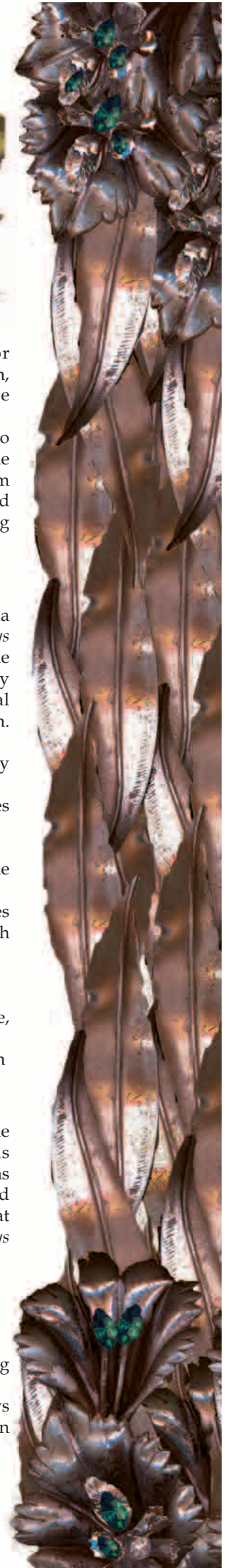
For just as many reasons as there are *doorways*, sometimes the opening selected is even more subtle or fantastic such as:

- A ring of mushrooms
- An ivy ring growing in a tree
- An outline of a door carved or drawn on a stone, tree, wall, or some other surface
- The woven interior branches of a hedge or bush

Methods of Opening Doorways

Once the locations of the *doorways* are established, the means of activation must be determined. Numerous conditions and procedures have been used over the eons to supplement the protection of *doorway* guardians, and are only limited by the caster's skill and imagination. What follows is a list of sample methods for opening fey *doorways*

- Circling around the *doorway* several times
- Turning around three times in place
- Lighting and dancing around a bonfire
- Stepping backwards through the *doorway*
- Certain stepping stones in a garden or stream
- Playing a particular tune or singing a certain song
- Saying a password or pass-phrase
- Allowing the door to open only on certain days or at certain times (like only for the hour when the morning dawn fills the area of the *doorway*)
- Carrying a key (mundane or magical)





- Sleeping in or near the *doorway*
- Solve the puzzle, riddle, or situation
- Cast a spell

Another way to get through a fey *doorway* is to be taken through by someone who knows the secret to activating it. Fey frequently bring mortals—through invitation or abduction—into FaerieLand for celebrations and companionship (however fleeting). Events known to have attracted fey include:

- Drunken revels
- Fertility rites such as running naked in a meadow on Midsummer’s Night
- Performing outstanding music
- Consuming faerie food, or drink

Once a door is activated and opened, it remains open for the duration set by the creator. This time is usually one or two rounds after a person has stepped through, though reports of *doorways* staying open all night have been reported. Ingenious mortals discovered that cold iron laid across the open *doorway* will delay its closing by five rounds for each inch of the object’s thickness (though the magic of the *doorway* eventually cuts the object in two when it closes). Fires set upon the threshold of a *doorway* will hold it open for as long as the fire burns. Once the fire that has burned for an extended period goes out, there is often so much damage done to the *doorway* (or at least the physical objects to which it was set) that it is rendered useless.

Fey roads

Doorways connect to *fey roads*, the permanent magical thoroughfares built by the fey and their allies to enable easy travel between frequently visited destinations. There are a few kinds of *fey roads*: *Fey Roads*, *Sideroads*, and *Backroads*.

Backroads: *Backroads* are *fey roads* that connect two points within a mortal world. They end in *doorways* that are often called *crossroads* for their ‘x’ shape.

Fey Roads: *Fey roads*, by definition are the roads that connect points within FaerieLand. Normally, this also means that *fey roads* only connect points within Between or the Twilight Land, but not from one to the other. *Fey roads* are entered through *doorways* that resemble blue-glowing archways. The inhabitants of Between do not want to be easily found by the rest of the fey, so *fey roads* built by them do not always connect with the rest of the roads in FaerieLand. (Since I have not traveled Between except to spirit through on my way Here or There, I have no notes on the destinations these roads do connect, nor have I confirmed this information. –Merle)

Ley Lines: Since the dawn of time, the fey have traveled across the surface of mortal worlds and to FaerieLand via *fey roads*. In mortal lands, the use of these roads by all creatures has created a residual magical effect some mortals have researched and tried to use. Some fey-aware mortals suggest *ley lines* could be deteriorated *backroads* or even destroyed remnants of *fey roads*. The most anyone has been able to do is trace the routes of these lines to locate their endpoints at fey *doorways*. This is best achieved by casting *detect magic* and searching for a dim aura (as per the spell in the PHB).

Sideroads: Fey use the term *sideroads* to refer to the roads that link FaerieLand and a mortal world. Greenish-blue glowing rectangular *doorways* mark the entrance to

these roads to the Twilight Lands, while those to Between are Purplish-blue glowing distorted rectangles.

Paths

When a creature enters FaerieLand, the inherent magic of the land interprets their desires and lays before them a path to follow. This interpretation, just like everything else in FaerieLand, is subjective and may not be readily obvious to the visitor. If more than one creature visits, the path is a consensus derived from their most common desires.

It is expected, that if a person follows their path, he will be granted his desire. The form and shape of that desire, as expected, comes in a manner that often requires further interpretation on the visitor’s part. If a person craves knowledge of trade, their path may lead to Market. If they yearn for adventure, their path may be never ending, leading them forever onward to experience the greatest adventure of their life.

The options are too numerous to explore here, but some paths lead directly to the fey courts, where their desires will be granted in exchange for a boon the visitor might give to or do for FaerieLand. This result is exhilarating for native fey, who are excluded from the fey path magical effect. When a mortal arrives at court, this opens an opportunity for the fey to experience the granting of another’s desire. At times, the fey even request something else of the visitor, but typically, these are merely impulsive yearnings rather than true desires.

FaerieLand is endlessly fascinating to mortal visitors, and it all seems wonderful, but enough learn the true dangers of distraction by the fey. If a visitor strays from the path for any reason, FaerieLand’s magic interprets this as the person abandoning what they most need or desire. Whether in spite or whimsy, FaerieLand reflexively gives them what they think they want or what they immediately seek for a time (usually by illusions or by moving someone toward them), and then obliterates the path behind them. Once a person is off her path, only the intervention of powerful mortals or fey can guide them back to their true destination. Most often, folk become lost in major ways and physically separated from any fellow travelers by moving them to another Distant physical location.

Game effect: A *fey path* is laid before the visitor in such a way as to coax that visitor to follow it. Sometimes the path will manifest as a well-worn trail through the wilderness, or a path paved with gold bricks. Other times, it may be a faint trace of someone’s passing requiring tracking skills to decipher the broken twigs and disturbed plant growth before revealing the destination. The form of the path is up to the GM, but it should never be so subtle as to interfere with game-play when the player characters can’t find their path or paths.

If characters stray from the path, make a Will save versus the DC of the region (in the case of *sites*, use the second DC) for each person. If their saving throws fail, their path disappears and they forcibly moved across FaerieLand to a Distant location in a randomly determined direction (using the d12 deviation diagram on page 68 of the DMG). If their saving throw succeeds, they remain in the region unmoved, but their path still disappears.

Travel Within FaerieLand

Moving from one point to another within FaerieLand can be done magically on the *fey roads* that spread across the

land or physically by means such as horseback, wagon, or foot. While many choose the latter, emissaries of the fey courts and feorin and anyone in a hurry prefers the *fey roads* when they can.

Travel between locales by land is not entirely controlled by the traveler, as they may find themselves consistently no closer than a few miles away from the forest, or a bend or two of the stream away from the lake. This distortion of the land exhibits the inherent magic of FaerieLand then further augmented by the whim of the region's inhabitants through the use of the Crossing Over feat.

Crossing over a boundary separating one region from the next is done by using the Crossing Over feat in conjunction with a successful opposed Wisdom check versus the DC of the region being entered. If the check fails, the person attempting the check cannot try to cross over that boundary until the next day. A person can guide up to 1d8 people per level across a boundary at any given time.

If a person does not have the Crossing Over feat, they are allowed to attempt an opposed Wisdom test versus the destination DC + 15 due to their lack of ability.

Escaping FaerieLand

Contrary to popular belief (*and what you may derive from information previously given – Merle*) FaerieLand never tries to trap people in its boundaries. The land responds to the desires of its inhabitants and manipulates travel to achieve its “masters’” wishes.

Stories of people being forever trapped in FaerieLand are more warnings than truths. The message is simple – learn the ways of FaerieLand or forever be a slave to it and its inhabitants. When people step off of their paths, they take their fate into their own hands and risk greater perils than those they would normally have faced. Upon a visitor's arrival, the land itself builds and opens a path appropriate for the visitor – be it filled with flowers for a group of children or wrought with magic and monsters for a group of adventurers. FaerieLand itself does not desire to capture anyone – it merely manifests the desires brought to it.

Escaping a region whose boundaries are too strong for you overcome can be dealt with in a couple of ways. First, you can become more skilled or gain some magical advantage (temporary or otherwise) that allows you to overcome the boundary. Second, you can seek out the person who controls the region and request that they let you leave their borders.

There are records of people being chastised by the fey so that once they leave FaerieLand, they suffer one or more different curses. One careless soul spent many days in the court of King Finvarra drinking, eating, and abusing his welcome. Rather than merely exercising his right to demand equal payment from the man, he choose to inflict on him what is now known as the Curse of the Hourglass. When the man returned to his home world, the erratic time of FaerieLand caught up with him in an instant, aging him for the entire time he was away. The man hardly saw the sky of his home before he rapidly aged, died, and crumbled to dust.

Thus, it is vastly important that one learns and lives by the laws of FaerieLand. If you do not, there is a good chance you will find yourself as an indentured servant working off the value of some gift or another. Consult Chapter 3 for

more details on the etiquette and laws of this wild and unpredictable land.

Places of Faerie

Although FaerieLand is itself an infinite space, it is made up of several smaller regions, each of which is also seemingly infinite in dimension. The regions of the fey lands are as colorful and varied as the people who live in them. The borders between one region and another can be gradual and be unnoticed by the trained eye, or they can be sudden and almost dangerous depending on the locale. Most times, the only way anyone truly notices a distinct border is when he or she tries to escape a region and cannot cross over.

Location Templates

These are the breakdowns of the information you can expect on the areas below.

(REGION)

Broad description and general details about the region

Distance: Distance from other region (DC)

Regional Seat: Stronghold, Palace, or Capital city

Regent: Person or persons in control of region

Prominent Features: Best known sites within the region

Seasons: How this region differs from the norm of FaerieLand (if at all)

Legends & Lore [Information is available by meeting the DCs below against the Knowledge (Fey) skill; information on the Baba Yaga & other personalities can also be uncovered by the Knowledge (Folk Tales) skill with a +5 DC penalty. A DC 10 check on either lets you know the data from a place's description. Any better checks uncover the obscure knowledge below.]

Common: DC 15

Uncommon: DC 20

Rare: DC 25

Obscure: DC 30+

(SITE)

Broad description and general details about the site

Distance: Distance from adjacent region (DC) / Distance within region (DC)

Region: The region the site is located in

Personalities: Notable people of the site

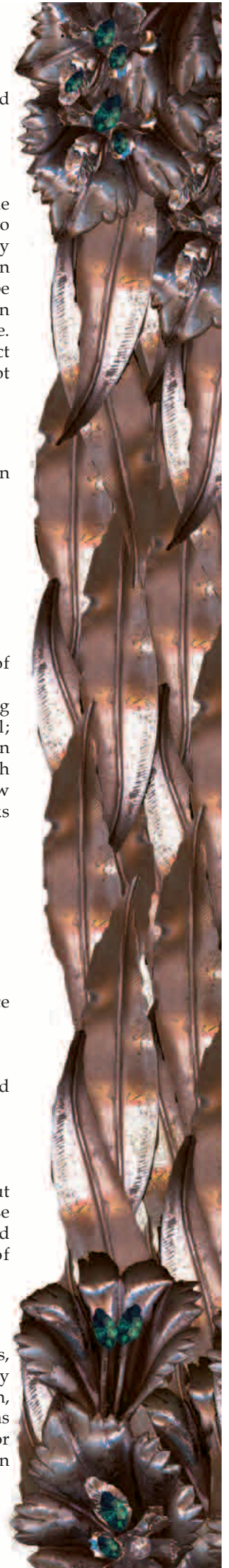
Legends & Lore [As noted above with same scaled DCs vs. rarity of lore]

Wanderers of FaerieLand

There are a number of personalities that travel throughout the fey lands with no set home or regency. In fact, these could be among the first major characters most heroes and mortal travelers meet when walking the paths of FaerieLand and Between.

Father Time (“Baby New Year”)

His original name long forgotten by himself and others, an ancient spell curses Father Time to age at an incredibly fast rate. The cause of the curse, likewise, is long forgotten, but its effects are visibly noticeable. He begins the year as a baby and ages the equivalent of two human years for every week that passes (or roughly 100 times faster than





normal human aging). Father Time spends his final days at the end of the year as a venerable old man, dying at the close of the old year and springing from the crumbling Sands of Time falling away from his body as Baby New Year. It is this same curse that prevents him from dying or being killed; he simply revives minutes after his “death,” the crumbling pile of sands reconstituting into his infant form.

Father Time, depending on the time of year, changes drastically in appearance from day to day, but there are some constants that allow him to be identified. He always seems to wear black robes or a cape or cloak of some sort, regardless of his age. His hair is snow-white from infancy through old age, and his eyes are midnight blue with silver flecks (At least seven fey have tried to convince hapless mortals that his were the eyes that inspired the term “starry-eyed.”). In most areas of FaerieLand, Father Time is at least pitied where he is not respected, and few ever fail to provide him shelter or food when he passes through.

Rumors persist that he is the only creature to ever return from the remote Deep Sands of Time, and that the curse with which he is stricken somehow relates to a heinous act involving the mystical desert itself. The curse has ravaged Father Time’s mind, leaving him prone to occasional fits of brooding or lashing out in anger, even while he is “trapped” in the body of an infant. This is usually held in check by his fervent desire to spread joyous celebration of the moment. Early in the year when he is younger, he gets people to look forward to what the new year may hold; as he ages, he increasingly laments the days gone by. Father Time loves youth and vitality and loathes stagnation. His hatred of intractability and the lack of change is probably due to jealousy and tied directly to his cursed state.

Father Time’s fragmentary memory allows him to meet nearly everyone anew each time they meet, if they have not met since the previous year. Strangely, one of the few stable memories he holds through every incarnation relates somehow to his curse – he simply knows he hates the Green Man with a fiery passion. While he cannot remember exactly why, Father Time believes the Green Man knows far more about his curse and his past than he tells.

Father Time is unique among the major personalities of FaerieLand in at least one other respect—he can easily pierce region boundaries and those separating FaerieLand from Between or even the mortal lands. People who seek to escape certain regions should follow Father Time, as his passage temporarily weakens regional boundaries (DC to pierce boundaries reduced by 10 for 1 hour after Father Time’s egress).

One of the primary reasons people seek out Father Time wherever he goes is that he actually produces *magic sand* as a side-effect of his curse, and it collects in the pockets of his robes. Most often, it gets reabsorbed into his form, but he can choose to give away 1d20 pinches of *magic sand* to those he deems worthy every other round in the latter third of each year. When he dies and reincarnates as Baby New Year, Father Time crumbles to a pile of *magic sand* and leaves behind 10d20 pinches of that matter behind where he died; if this *sand* is not collected within the first minute of the new year, it blows away and disappears.

Father Time, male human Sor19: CR 19; Size M (5 ft., 8 in. tall); HD 19d4+19; hp 75; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +10/+5 (+9 Base, +1 Str) melee, or +10/+5 (+9 Base, +1 Dex) ranged; SV Fort +7 (+6 Base, +1 Con),

Ref +7 (+6 Base, +1 Dex), Will +12 (+11 Base, +1 Wis); AL LN; Str 12 (+1), Dex 12 (+1), Con 12 (+1), Int 20 (+5), Wis 12 (+1), Cha 20 (+5).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Seersighted (all), seersighted human.

Languages Spoken: Common, Elven, Fae, Sylvan, Terran.

Skills and feats: Alchemy +23 (+18 Rank, +5 Int), Concentration +23 (+22 Rank, +1 Con), Disable device +7 (+2 Rank, +5 Int), Escape artist +5 (+4 Rank, +1 Dex), Hide +1 (+1 Dex), Intimidate +11 (+6 Rank, +5 Cha), Intuit direction +11 (+10 Rank, +1 Wis), Knowledge (arcana) +27 (+22 Rank, +5 Int), Knowledge (fey) +26 (+21 Rank, +5 Int), Listen +1 (+1 Wis), Move silently +1 (+1 Dex), Ride +5 (+4 Rank, +1 Dex), Scry +27 (+22 Rank, +5 Int), Spellcraft +29 (+22 Rank, +5 Int, +2 Focus), Spot +1 (+1 Wis); Combat Casting, Enlarge spell, Evolve (or Leadership, if Prestige Race is ignored) Fey magic, Heighten spell, Hypnotizing magic, Silent spell, Skill focus (spellcraft).

Signature Possessions: Father Time carries very little with him as he journeys among the fey and mortal worlds. Of the few magical items he carries, he traditionally has a staff, a ring or two, a few charms, and a pair of good boots. Sadly, when the day comes for him to be reborn as Baby New Year, all of his possessions crumble into sand.

Sorcerer Spells Known (6/8/7/7/7/6/6/6/4): 0th – flare, ghost sound, iron splinter, light, mage hand, mending, prestidigitation, read magic, snooze. 1st – bad luck, charm person, feather fall, good luck, harvest magic sand, identify, iron shards, mage armor, shocking grasp. 2nd – bull’s strength, dreamspoke, fog cloud, ghoul touch, glob of sap, invisibility, longvision, web. 3rd – anchor fey, dispel magic, fey mask, haste, hold person, luck of the fey, suggestion, wing wither. 4th – antilife filter, dismiss fey, enervation, improved invisibility, scrying, summon monster iv, swift journey. 5th – cloudkill, cone of cold, energy bubbles, hold monster, iron blight, permanency, van winkle’s sleep of ages. 6th – acid fog, antimagic field, eyebite, gate seal, open doorway. 7th – finger of death, teleport without error, unfurl the mortal coil, vanish. 8th – create doorway and backroad, fey curtain, fey decree, mass charm, polymorph any object, symbol. 9th – create fey doorway, foresight, disjunction.

Green Man

“The Erl King”, “The Green King”, “The Oak King”

The feorin defender of Nature appears as a huge green-skinned man clad in the robes of a simple druid, and living vines grow and nestle within his long beard and longer hair. When the Green Man first ventured forth into FaerieLand to defend Nature, he earned the respect of the then High Queen Maeve, who bestowed upon him the honorary title of “King of Flora and Fauna.” Although the “king” moniker has mutated over the years, everyone still treats him with the utmost respect. Centuries later, he allied with King Eberelgolan and Queen Verenestra to be their champion, and he has dutifully executed that charge ever since. Ultimately, he wishes to preserve the balance between Nature and the civilized world, though he quickly admits that Nature is always at risk in such a relationship. The Green Man, as he is most commonly known, gently nurtures the growth of Nature and is quick to jump to the

defense of plants and animals before listening to the words of fey and mortals. He despises undead and those who create them, seeing them as defilers of the natural order. Due to his closeness with Nature, he remains indifferent to mortal adventurers, and even the Queen of Air and Darkness. He sees Father Time as a confused and tortured soul who is better avoided.

Green Man, male feorin Drd20: CR 20; Size M (6 ft., 5 in. tall); HD 20d8+40; hp 119; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +19/+14/+9 (+15 Base, +4 Str) melee, or +16/+11/+6 (+15 Base, +1 Dex) ranged; SV Fort +16 (+12 Base, +2 Con, +2 Great fortitude), Ref +7 (+6 Base, +1 Dex), Will +18 (+12 Base, +6 Wis); AL LN; Str 18 (+4), Dex 12 (+1), Con 14 (+2), Int 12 (+1), Wis 23 (+6), Cha 12 (+1).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Green (all), green feorin; Focus of the Shapeshifter (all), shapeshifter feorin.

Languages Spoken: Common, Druidic, Infernal.

Skills and feats: Concentration +19 (+17 Rank, +2 Con), Handle animal +16 (+15 Rank, +1 Cha), Heal +26 (+20 Rank, +6 Wis), Hide +1 (+1 Dex), Intuit direction +22 (+16 Rank, +6 Wis), Knowledge (Nature) +24 (+23 Rank, +1 Int), Listen +6 (+6 Wis), Move silently +1 (+1 Dex), Perform +8 (+7 Rank, +1 Cha), Scry +24 (+23 Rank, +1 Int), Spot +6 (+6 Wis), Swim +18 (+14 Rank, +4 Str); Concentrate Spell, Crossing over, Evolve (or Scribe scroll, if Prestige Race is ignored), Fey magic, Nature's embrace, Silent spell, Still spell, Two-weapon fighting.

Signature Possessions: leather armor +5, medium wooden shield +3, ring of freedom of movement, +4 keen wounding scimitar.

Druid Spells Per Day: 6/7/7/6/6/6/5/4/4/4.

Kokopelli

Often confused with the more widely known half-fey Puck, Kokopelli is a faerie with a mischievous personality, taking advantage of those ignorant of his reputation for boisterous behavior, merriment, meddling, and womanizing. While all these activities are true, he never does any of them with malicious intent; he merely wants to have fun. Kokopelli often casts *good luck* on those he favors, and he even might give a charm of luck to someone he enjoyed spending time with.

Kokopelli has a low tolerance for those without a sense of humor, and will usually go out of his way to pester them with *bad luck* or unfortunate uses of *luck of the fey* to manipulate the outcome of some situations to the detriment of the target. He is afraid of the Queen of Air and Darkness, and will do his best to distance himself from her.

He appears as a 4-foot tall faerie with brown-tanned complexion and a slightly hunched posture from too many years playing his panpipes.

Kokopelli, male faerie Rog5/Brd4: CR 9; Size M (4 ft., 9 in. tall); HD 5d6+10 + 4d6+8; hp 54; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +9/+4 (+6 Base, +3 Str) melee, or +10/+5 (+6 Base, +4 Dex) ranged; SV Fort +4 (+2 Base, +2 Con), Ref +12 (+8 Base, +4

Dex), Will +6 (+5 Base, +1 Wis); AL CN; Str 16 (+3), Dex 18 (+4), Con 15 (+2), Int 13 (+1), Wis 12 (+1), Cha 19 (+4).

Languages Spoken: Common, Elven.

Skills and feats: Appraise +8 (+7 Rank, +1 Int), Balance +10 (+6 Rank, +4 Dex), Climb +12 (+9 Rank, +3 Str), Craft +8 (+7 Rank, +1 Int), Hide +4 (+4 Dex), Intimidate +12.5 (+8.5 Rank, +4 Cha), Listen +1 (+1 Wis), Move silently +11 (+7 Rank, +4 Dex), Open lock +12 (+8 Rank, +4 Dex), Perform +10 (+6 Rank, +4 Cha), Pick pocket +12 (+8 Rank, +4 Dex), Read lips +8 (+7 Rank, +1 Int), Search +11 (+8 Rank, +1 Int, +2 Focus), Sense motive +5 (+4 Rank, +1 Wis), Spot +9.5 (+8.5 Rank, +1 Wis), Swim +13 (+10 Rank, +3 Str); Improved initiative, Skill focus (search), Spell focus (necromancy), Spell penetration, Weapon finesse (sap).

Bard Spells Known (3/3/1): 0th—*daze, detect magic, open/close, prestidigitation, read magic, resistance*. 1st—*charm person, cure light wounds, mage armor*. 2nd—*hold person, locate object*.

Signature Possessions: pan pipes of charm person, several charms including many luck charms.

Rumplestiltskin

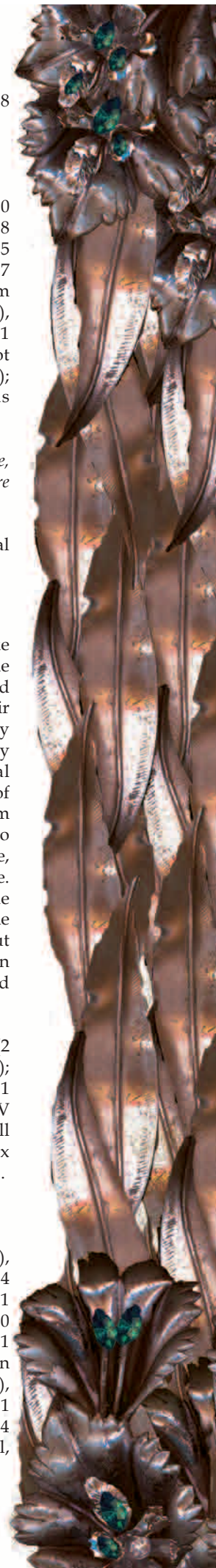
Rumplestiltskin is a foul tempered bogie eager to make lop-sided contracts with mortals to obtain anything he needs, from food and clothing to precious materials and even children. He is extremely loyal to the Queen of Air and Darkness, and as such works hard to obtain many items and gets a perverse pleasure out of using ethically questionable methods. However, despite his general unscrupulousness, he feels obliged to follow the letter of any contract he is in, even if it means not benefiting from the arrangement. This interesting personal quirk seems to run counter to his penchant for preying on the desperate, but it is the one thing that can be believed about the bogie.

Rumplestiltskin appears as a taller than usual bogie with a long and bulbous nose. He is normally clad in the signature dusty, slightly threadbare clothes of a bogie, but he will don the clothes of a higher station if the situation warrants it. He habitually chews on a stalk of wheat, and is never without his favorite curl-toed boots.

Rumplestiltskin, male bogie Rog4/Sor3: CR 7; Size S (2 ft., 10 in. tall); HD 4d6+8 + 3d4+6; hp 33; Init +4 (+4 Dex); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Attack +5 (+4 Base, +1 Size) melee, or +9 (+4 Base, +4 Dex, +1 Size) ranged; SV Fort +4 (+2 Base, +2 Con), Ref +9 (+5 Base, +4 Dex), Will +7 (+4 Base, +1 Wis, +2 Iron will); AL LE; Str 10 (+0), Dex 19 (+4), Con 14 (+2), Int 13 (+1), Wis 13 (+1), Cha 18 (+4).

Languages Spoken: Common, Elven, Gnome.

Skills and feats: Alchemy +6 (+3 Rank, +1 Int, +2 Racial), Appraise +8 (+7 Rank, +1 Int), Balance +11 (+7 Rank, +4 Dex), Climb +3 (+3 Rank), Decipher script +8 (+7 Rank, +1 Int), Diplomacy +6 (+2 Rank, +4 Cha), Escape artist +10 (+6 Rank, +4 Dex), Hide +8 (+4 Dex, +4 Size), Listen +3 (+1 Wis, +2 Racial), Move silently +6 (+2 Rank, +4 Dex), Open lock +9 (+5 Rank, +4 Dex), Profession +6 (+5 Rank, +1 Wis), Sense motive +7 (+6 Rank, +1 Wis), Spot +4 (+3 Rank, +1 Wis), Swim +5.5 (+5.5 Rank), Tumble +10 (+6 Rank, +4 Dex), Use rope +10 (+6 Rank, +4 Dex); Dodge, Iron will, Spell focus (evocation).





Sorcerer Spells Known (6/6): 0th—*dancing lights, detect magic, light, mage hand, read magic.* 1st—*change self, charm person, faerie's gold.*

Signature Possessions: boots of the ram, wand of fool's gold.

Badlands

To the north of the Sands of Time and the Fields of Gold lie the Badlands, a land inhospitable to faerie and mortal alike. Courts often banish their forsaken to the Badlands as punishment for unspeakable crimes against feykind. The Badlands themselves are unmapped, and no one has returned from the remote parts of the region in recent memory, but rumors persist of canyons surrounded by *doorways* to other worlds and planes. Some faeries believe that this is where *doorways* are stored until they are opened by mortal or faerie, whereupon they 'close' at the oasis and 'open' the path between the locales at which they are placed. No one knows who started the rumors, but some say there must be fey caretakers walking among the courts in FaerieLand spreading rumors of the canyon. Should it exist, it would provide a powerful bargaining tool for the darker powers of FaerieLand.

Distance: Distant (DC 20)

Regional Seat: None

Regent: The Goblin King

Prominent Features: Bottomless Pit, the Canyon Maze

Seasons: Slightly warmer than average, the Badlands experience the warm dry air that blows up from across the desert sands and the Valley of Fire.

Legends & Lore

Common: The Goblin King rules this land from his warren in Between, and sends his troops here to patrol and hone their skills by hunting for intruders.

Uncommon: In the remote reaches of the Badlands, there is a valley filled with crevasses that belch out sulfurous gas and sometimes even molten rock.

Rare: The Keeper of Doors is seeking the location of the mythical Valley of Doors to add to his realm of influence.

Obscure: An extremely weak form of *magic sand* can be made from the sandy soil found in some ravines. Five ounces of purified sand from here have the same effectiveness as one ounce of standard *magic sand* from the Sands of Time.

Bottomless Pit

This cave complex is more than merely a deep hole in the ground. It actually serves as a curious disposal site for unused and unwanted *doorways*. Lining the descending walls are countless abandoned *doorways* to other worlds and planes that have been cast aside by other regions. The Keeper of Doors removes *doorways* for regents on the singular condition that he can do whatever he wants with anyone who may later stumble through them. He is often happy enough to simply watch the unwitting visitors as they wander around his complex.

This site's most prominent feature is the bottomless pit that gives the place its name. The Pit is lined with *doorways* to some mortal lands better left forgotten. Some visitors stumble into the Pit, while the Keeper himself banishes others into its depths. There have been a few substantiated rumors of fortunate victims who fell through a *doorway* from the Pit and into one of these worlds and have since returned to FaerieLand. Some hint that the Pit eventually

ends in the Negative Material Plane, but no one has journeyed to the bottom and returned to validate that claim. An interesting side effect of the Pit is that the influx of magic from other worlds, combined with that of FaerieLand, creates a node where someone can perform an enchantment of the flesh.

Distance: Distant (DC 25)/Nearby (DC 20)

Region: The Badlands

Personalities: Alden, the Keeper of Doors; Burakh, an earth elemental guardian

Legends & Lore

Common: The door to the Bottomless Pit is carved into the face of a rock and hidden with illusory magics.

Uncommon: The Keeper of Doors lives on a small island in the middle of the bog near the Bottomless Pit.

Rare: *Doorways* to the Outer Planes can be found here, but most exist in the Pit, keeping many unwanted planar visitors from gaining easy access to the Twilight Lands.

Obscure: The door to the Bottomless Pit is heavily enchanted and also protected by a huge earth elemental that will not let anyone out unless the Keeper accompanies them.

Canyon Maze

Called home by the Black Horn clan, this area of interconnected canyons and gorges is frequently and unfortunately found by travelers. The minotaurs found their way into the Twilight Lands over 300 years ago via a *doorway* in the bowels of the Bottomless Pit. They fought their way out to freedom, only to find themselves in a foreign world. Making the best of their surroundings, they settled near the border with the Fields of Gold and the Sands of Time, and have made the confusing trails through the Badlands into a deadly maze.

Distance: Distant (DC 18) / Nearby (DC 15)

Region: The Badlands

Personalities: The Black Horn minotaur clan

Legends & Lore

Common: The generations of minotaurs living in the Canyon Maze are all fey-born creatures, making them tougher than their mortal cousins.

Uncommon: Adventuring parties have returned from the Maze with treasures and missing survivors long lost and thought dead who babble tales of forgotten *doorways* in the maze that lead to ruined catacombs heaped high with treasures and dangers.

Rare: The minotaurs' recent activities lead some to believe they are planning to take over the Bottomless Pit.

Obscure: The land the minotaurs call home is a magic-torn realm without gods. If given the opportunity to go home, they will refuse, claiming this is now their home (as it has been for more than 15 generations now).

Between

Considered a region by most fey due its vast size and geography, Between is the land of perpetual night. This land is curiously responsive to its inhabitants desire to remain hidden. As a result, the land itself takes over where fey regents would have to intervene in the Twilight Lands, expanding or contracting to move travelers about as necessary. This is most evident near Shadow, where the Queen of Air and Darkness bolsters this curious feature of the land into her first line of defensive fortifications to hold unwanted visitors at bay.

The Goblin King

The Goblin King was one of the first faeries to follow the Queen of Air and Darkness to Between to establish the Unseelie Court, and he hates the good fey of FaerieLand almost as much as she does. He actively tests the defenses of the Twilight Lands by sending his forces into the region, and hopes to one day find a critical weakness in the defenses of FaerieLand.

The Goblin King covets the Unseelie throne and seeks to take it from the Dark Queen, though he has no idea her power is tied directly to the *Black Diamond*. Above all else, the Goblin King seeks power and domination over everyone.

The Goblin King appears as a 10-foot-tall faerie covered with massive muscles, a flinty and almost rocklike russet-colored hide, and sparse patches of hair either colored gray-green or so unwashed as to be moldy. Despite this monstrous appearance, the Goblin King has all the charm and personality of a standard faerie, but he also has the gruffness and temper expected within the Focus of the Hordes.

Goblin King, male faerie Wiz13/Rog5: CR 18; Size M (5 ft., 3 in. tall); HD 13d4+26 + 5d6+10; hp 90; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +10/+5 (+9 Base, +1 Str) melee, or +13/+8 (+9 Base, +4 Dex) ranged; SV Fort +7 (+5 Base, +2 Con), Ref +12 (+8 Base, +4 Dex), Will +10 (+9 Base, +1 Wis); AL CE; Str 12 (+1), Dex 18 (+4), Con 15 (+2), Int 21 (+5), Wis 12 (+1), Cha 13 (+1).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Hordes (all)

Languages Spoken: Auran, Common, Dwarven, Elven, Ignan.

Skills and feats: Alchemy +21 (+14 Rank, +5 Int, +2 Focus), Appraise +13 (+8 Rank, +5 Int), Concentration +19 (+17 Rank, +2 Con), Decipher script +13 (+8 Rank, +5 Int), Disable device +13 (+8 Rank, +5 Int), Escape artist +12 (+8 Rank, +4 Dex), Gather information +8 (+7 Rank, +1 Cha), Heal +7 (+6 Rank, +1 Wis), Hide +4 (+4 Dex), Innuendo +8 (+7 Rank, +1 Wis), Jump +9 (+8 Rank, +1 Str), Knowledge +21.5 (+16.5 Rank, +5 Int), Knowledge (arcana) +5.5 (+0.5 Rank, +5 Int), Knowledge (nature) +20 (+15 Rank, +5 Int), Listen +1 (+1 Wis), Move silently +4 (+4 Dex), Open lock +12 (+8 Rank, +4 Dex), Scry +19 (+14 Rank, +5 Int), Spellcraft +20 (+15 Rank, +5 Int), Spot +9 (+8 Rank, +1 Wis), Use magic device +8 (+7 Rank, +1 Cha); Combat casting, Craft staff, Craft wondrous item, Extend spell, Heighten spell, Point blank shot, Quick draw, Quicken spell, [Scribe scroll], Skill focus (alchemy), Spell penetration.

Wizard Spells Known (4/6/5/5/5/4/2/1): 0th—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st—detect undead, identify, mage armor, magic missile, shocking grasp, silent image, sleep. 2nd—blindness/deafness, blur, cat's grace, invisibility, knock, scare, see invisibility, web. 3rd—blink, dispel magic, explosive runes, fireball, flame arrow, fly, haste, hold person, lightning bolt, slow, water breathing. 4th—charm monster, dimension door, fire shield, fire trap, lesser geas, polymorph other, polymorph self, summon monster iv, wall of fire, wall of ice. 5th—cloudkill, hold monster, permanency, summon monster v, wall of iron. 6th—contingency, control water, disintegrate, eyebite, flesh to stone, mass haste, project image, true seeing. 7th—delayed blast fireball, phase door.

Signature Possessions: +4 flaming burst long spear, +3 moonbeam armor.

The Slauch, also called the Unseelie Court by outsiders, is the current clan of evil feorin ruling the lands of Between. Led by the Queen of Air and Darkness, they took over the expansive region several centuries ago. Many believe the Slauch are responsible for causing sickness and death among domestic animals and leading mortals astray from their gods or their morals.

The Slauch have an unseen Horde that flies through the sky capturing people. Attempts by humans to describe them paint this Horde as a massive dark cloud that rides upon the wind.

Some of the more dangerous locations to be within FaerieLand are those beyond the Land of Eternal Summer

to those bordering the Big Rock Mountains. There, the land often whisks travelers toward the abyssal trench known as the Great Scar. In the vicinity of the Pirate Isles, a water-going traveler can find her craft traveling in endless circles in the fog-covered waters before smashing up against the jagged coastal reefs along the coast due to rugged swells.

Distance: Remote (DC 30)

Regional Seat: Shadow

Regent: The Queen of Air and Darkness

Prominent Features: The Goblin Warrens, The Great Scar, Shadow, The Valley of Fire





Seasons: Between is a vast region bordering on all major geographies of the Twilight Lands, and it experiences all the weather the seasons bring to the neighboring regions.

Legends & Lore

Common: The terrain of Between is similar to and often indistinguishable from the adjacent region of the Twilight Lands.

Uncommon: If you are not careful, the land itself will move you in an unpredictable direction.

Rare: -

Obscure: -

The Goblin Warrens

Strangled by the iron fist of an ogreish feorin, fey and mortals following the focus of the hordes—as well as true goblins, hobgoblins, orcs, and ogres—fill this city to bursting. Somewhere deep in the heart of the warrens, a node of magical power allows anyone so prepared to undertake an enchantment of the flesh and achieve a Focus of the Hordes; the node lies within the Goblin King's caverns, and he knows far more than he tells about the power in this node. As the Goblin King controls access to the powerful changes over his people, those of the Goblin Warrens worship their King as their god.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: Between

Personalities: The Goblin King

Legends & Lore

Common: *Doorways* exist in the Goblin Warrens that open to the mountain strongholds of many tribes of goblinoid creatures among the mortal worlds.

Uncommon: A *fey road* stretches from Goblin Warrens to somewhere in the Big Rock Mountains.

Rare: The Goblin King and the Queen of Air and Darkness constantly battle over control of Between. The Goblin King has had a few short-lived successes, only to quickly lose control of the region to the Queen and her Unseelie.

Obscure: There is a *fey road* constantly connecting the Court of the Goblin King and the Unseelie Court.

Great Scar

Easy to find, but not necessarily easy to escape, the Great Scar is a canyon of epic proportions bisecting the southwestern lands of Between.

Distance: Nearby (DC 20) / Nearby (DC 15)

Region: Between

Personalities: Unknown

Legends & Lore

Common: If you are not careful, the land itself will move you toward the Great Scar.

Uncommon: Equipment from all ages litters the area immediately surrounding the Great Scar. Bogies constantly sift through the rummage, leaving little of value behind.

Rare: Near a river that runs to the Fungal Forest is the largest lair of jabberwock in all of FaerieLand.

Obscure: The Queen of Air and Darkness breeds greater jabberwock in the bowels of the Great Scar for use in her attacks against the Twilight Lands.

Shadow

An exception to the rule that all portals open directly into FaerieLand, travelers who fail to walk directly forward from their *doorway* to their destination, might find themselves in the alleys of this forsaken town. This small,

though growing, town shelters those who lurk in the shadows of the mortal worlds. Skulking and stalking along Shadow's narrow streets and cramped alleyways and tangle of mud, brick, and wooden buildings are every foul creature feared by mortal children to be under the bed, in the closet, or beneath the stairs.

Home to a myriad of fey who would rather be left alone, the difficulty in willfully traveling to Shadow is extremely high. People who frequently travel to and from Shadow claim to know a secret about stones that allow them easier access through the veils. However, little evidence of such 'way stones' has been corroborated. The Queen of Air and Darkness does "bless" certain individuals with either magic or items that allow them effortless travel to and from Shadow.

Distance: Remote (DC 40) / Distant (DC 35)

Region: Between

Personalities: The Queen of Air and Darkness

Legends & Lore

Common: Gaining access to the city of Shadow is difficult.

Uncommon: The locations of working *doorways* to Shadow change monthly.

Rare: Bogie wizards constantly build and destroy *fey roads* that connect to Shadow.

Obscure: There are a few existing maps detailing the locations of all *fey roads* into, through, and out of Here, There and Between stored in vaults here.

The Valley of Fire

The Valley of Fire is a long and narrow valley that has, in places, pierced the foundations of FaerieLand and opened fissures into the elemental fire that is part of this magical land. It is important to note that this region traverses the boundary separating Between from the Twilight Lands jutting between the Sands of Time and the Badlands.

Distance: Remote (DC 25) / Distant (DC 20)

Region: Between

Personalities: Unknown

Legends & Lore

Common: The deeper you venture into the Valley of Fire, the more often you run into the lava filled crevasses and sulfurous gas vents, until the land eventually becomes impassable.

Uncommon: The Valley of Fire is the only place in FaerieLand where iron can be and is forged.

Rare: A band of efreet have staked out a portion of the Valley of Fire as their home, fashioning parts of it to appear much like their fabled City of Brass.

Obscure: The Valley of Fire has an open portal to the Elemental Plane of Fire deep in its fiery reaches that feeds the flames and heat of region.

Big Rock Mountains

Too precarious and riddled with faults and cracks to properly mine, the Big Rock Mountains are instead known for the seclusion they provide to the fey experiencing the Calling of the Wild. Many fey that seek to escape the common life of the Twilight Lands—but loathe joining those truly deviant fey in Between—find solitude in the Big Rock Mountains. Those who find solace in the mountains are known as "huldrefolk" by the fey of the lowlands.

Distance: Distant (DC 20)

The Queen of Air and Darkness

AKA "Cailleach Bheur", "Queen Cailleach"

Once called Cailleach Bheur, the Queen of Air and Darkness' reputation and skills are now more widely known than name. Originally the ruler of what is now the Dark Forest, Cailleach fell under the influence of an evil artifact of which little is known: the *Black Diamond*. Over time, the dark magics of the artifact have corrupted her until nothing of her former self remains. Now she rules over Between and the Unseelie Court from her fortress in the hidden city of Shadow, and she seeks to lay waste to all of FaerieLand.

The few that ever see the Queen of Air and Darkness rarely live to see another day. Those able to speak of their encounter say that she is now a quasi-corporeal hybrid being, her feeorin body merged with shifting shadows and buffeting winds.

Originally, petty jealousies against Queens Oonagh and Titania drove Cailleach into small skirmishes against the Lands of Eternal Spring and Autumn. Under the influence of the *Black Diamond*, her hatred now consumes her and the Queen of Air and Darkness has long been building her forces to launch a campaign of destruction against the Twilight Lands. Once she has conquered FaerieLand, she also plans to plunge mortal worlds into darkness, chaos, and death.

The Queen of Air and Darkness encourages her followers to promote the lies, deceit, and corruption that slowly eat away at the foundations of the Twilight Lands. She also journeys to the mortal worlds and goes on savage nocturnal killing sprees, hoping to destroy any mortal alliances the Seelie Court might have. She hates weakness, goodness, and righteousness, and will stamp it out whenever she can.

Queen of Air and Darkness, female feeorin Wiz20: CR 20; Size M (4 ft., 9 in. tall); HD 20d4+80; hp 136; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +12/+7 (+10 Base, +2 Str) melee, or +13/+8 (+10 Base, +3 Dex) ranged; SV Fort +12 (+6 Base, +4 Con, +2 Great fortitude), Ref +9 (+6 Base, +3 Dex), Will +14 (+12 Base, +2 Wis); AL NE; Str 14 (+2), Dex 16 (+3), Con 18 (+4), Int 22 (+6), Wis 14 (+2), Cha 18 (+4).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Shadow, veiled feeorin; Focus of the Wind, tempest feeorin. As another option, she might adopt Aspects of Air, Darkness, and Dusk instead to aid her in battle and reflect her new form.

Languages Spoken: Abyssal, Auran, Common, Draconic, Fae, Ignan, Sylvan.

Skills and feats: Alchemy +25 (+19 Rank, +6 Int), Climb +10 (+8 Rank, +2 Str), Concentration +25 (+21 Rank, +4 Con), Diplomacy +7 (+3 Rank, +4 Cha), Hide +3 (+3 Dex), Knowledge (arcana) +29 (+23 Rank, +6 Int), Knowledge (fey) +27 (+21 Rank, +6 Int), Knowledge (nature) +23 (+17 Rank, +6 Int), Listen +2 (+2 Wis), Move silently +3 (+3 Dex), Profession (astrologer) +22 (+20 Rank, +2 Wis), Scry +30 (+22 Rank, +6 Int, +2 Focus), Spellcraft +28 (+22 Rank, +6 Int), Spot +2 (+2 Wis); Concentrate spell, Crossing over, Dilute spell, Empower spell, Evolve (or Skill focus (scry), if Prestige Races ignored), Extend spell, Fey magic, Hypnotizing magic, Maximize spell, Nature's Aspect (or Scribe scroll, if Aspects ignored or Prestige Race adopted), Silent spell, Spell focus (enchantment), Still spell.

Signature Possessions: staff of power, wand of magic missiles

Wizard Spells Known (4/6/6/5/5/5/4/4/4): As a powerful wizardess, the Queen of Air and Darkness has nearly any arcane spell at her disposal. It is recommended that the GM choose the most appropriate spells for a given situation, keeping in mind that she is a ruthless and thoroughly evil person who will stop at nothing to gain the upper hand.

Regional Seat: Halls of the Fallen

Regent: King Griakolg

Prominent Features: The Crystal Cave

Seasons: The barren Big Rock Mountains and its inhabitants experience a moderate climate.

Legends & Lore

Common: Lakes in the region are often used as fey doorways, with the surface being the doorway itself.

Uncommon: The doorway to the Halls of the Fallen is at the edge of an empty meadow. If you possess the right key,

the stone-paved road to the Halls is revealed to you. Only the royalty know what and where the keys are.

Rare: Many caves pierce the rock between the mountainous surface and the depths of the Great Scar, providing the denizens of Between a means of easy access to the Twilight Lands.

Obscure: -

Crystal Cave

All that has been forgotten, all that is known, and all that is yet to be learned rests within the incredible crystals of





the Crystal Cave. Infinite wisdom waits to be unlocked from within the crystalline growths cared for by Liorah the Crystal-keeper. The crystals of the cave are another of the curious manifestations of the magic of FaerieLand, capturing the fleeting essence of thought that drops from the Sands of Time. Learning only comes by entering the cave, quieting the mind, and meditating or sleeping inside and allowing the unconscious to find that which it needs to learn. Once the crystals have taught a student how to read their structures, they can be read as if they were books in some arcane language. Any divination spells cast within the cave work at twice their normal strength or effectiveness (or half the difficulty to discern information).

Within the harder to find chambers of the cavern complex is a grotto of fragile crystalline stalagmites that imparts a visitor with the ability to perform an enchantment of the flesh. Most visitors to this cave choose to take on a Focus of the Seersighted.

Distance: Distant (DC 30) / Nearby (DC 25)

Region: Big Rock Mountains

Personalities: Liorah, the Crystal-keeper

Legends & Lore

Common: If a person so wishes, a visitor may research any subject here. With a nearly infinite amount of information available on each topic, exhaustive research can take years if not decades.

Uncommon: If you perform a task for Liorah she may grant the boon of 'hasted learning', which shortens the time needed to research.

Rare: Due to the detail and completeness of information stored in the crystals, a person can learn skills and abilities traditionally requiring life experience to attain if given enough time.

Obscure: Liorah has developed a way to create crystalline spellbooks. She sometimes gifts these to especially helpful adventurers. With a successful Spellcraft check (DC 25), and the Concentration feat, the owner can "read" or "write" a spell into the crystal using the normal duration for such tasks; once a caster learns how to use a crystal spellbook, no additional skill checks are needed to study its spells.

Cliffs of Madness

Seafarers who find themselves trapped between impassable cliffs and precariously rocky shoals may be near the shores of FaerieLand. The rocky outcroppings are the favorite locations on which nixies and merfolk sun themselves, unwittingly (or perhaps purposefully) coaxing unwitting sailors to their dooms.

Distance: Distant (DC 20)

Regional Seat: The Sea Cave

Regent: The Sisters Three

Prominent Features: The Rocky Shoals, the Sea Cave (of the Three Sisters), countless shipwrecks

Seasons: Sitting between the Land of Eternal Winter and the stormy northern coastline, this region is colder than most other areas throughout the year, spending much of the winter under stormy skies that carry only driving sleet and hail. The spring is short and chill, with most plants being stunted by the harsh weather. Summer is somewhat warm and extremely humid, and the air fills with the scent of seaweed and the buzzing of hungry insects. Autumn comes all too quickly with its biting winds whipping the coastal waters into frothy frenzy.

Legends & Lore

Common: Climbers trying to scale the cliffs have found that their height is nearly limitless. They also discover that the base becomes just as difficult to reach as the top once they have begun a climb. A Crossing Over feat check is required to reach the top or bottom of the cliffs.

Uncommon: Those who decide to jump in order to circumvent the climb find they still need to perform a Crossing Over attempt, often resulting in their journey coming to an abrupt and painful end at the base.

Rare: Fey creatures often come here to learn how to fly.

Obscure: Queen Maeve, a past ruler of FaerieLand, was the creator of this region. In an attempt to create a "safe region" for training, she inadvertently produced a dangerous landscape.

Sea Cave of the Sisters Three

The Sea Cave is a simple two-chambered cave inhabited by the Sisters Three, a trio of witches. Once used by sailors to transport goods from the salt and foam-encrusted seashore to the borders of the Land of Eternal Winter, the Sea Cave now serves as a humble home. A concealed stairway descends from the top of the cliffs, through the rock, and into the cave. The entry cavern they use as a home has another opening to a second larger cave that floods at high tide. At one time, there was a node of magic in the cave allowing the visitor to undertake enchantments of the flesh. Whether such a node still exists has not been verified in recent decades, as it would lie beneath many feet of quicksand even at low tide.

The witches—a young lady, a middle-aged woman, and an old crone—are renowned for their divination skills and equally feared for their transmutations. They are sought out for their uncannily accurate visions gained through the use of *contact fey oracle*. While never proven, the three witches are also rumored to have magically crossed merfolk or tritons with feeorin to create the fey race of the sirine.

Distance: Distant (DC 20) / Nearby (DC 25)

Region: Cliffs of Madness

Personalities: The Sisters Three

Legends & Lore

Common: The Sisters Three will let you through their caves to the top of the cliffs if you bring them a gift or perform a simple task for them.

Uncommon: The Three Witches have hidden a cache of powerful magic and great treasure somewhere in their cave.

Rare: Once a year, the Sisters Three journey to the Crystal Cave seeking more information for their transmutations. It is rumored that Liorah, the Crystal-keeper, is their cousin.

Obscure: The hidden cache of wealth conceals a *doorway* to a room within Baba Yaga's Hut.

Dark Forest

The Dark Forest is the lone island of evil and treachery in the Twilight Lands, and seethes with the forces of the Queen of Air and Darkness. The Dark Forest is the source of all haunted forest legends and the primal fear of being watched in the dark outdoors. Here, packs of shapeshifters and darker fey creatures lurk behind the trees and watch from obscured vantage points, awaiting a chance to overwhelm the unwary.

Distance: Nearby (DC 20)

Regional Seat: n/a

Regent: King Finvarra, Warden of the Dark Forest; Queen of Air and Darkness (former regent)

Prominent Features: Baba Yaga's Hut

Seasons: The seasons affect the Dark Forest normally, though the weather only serves to accentuate the gloom and doom among the shadowed woods. Thus, spring rains become thundershowers here, autumn turns its trees into barren clawed creatures grabbing at every limb, and summer is the most oppressive time of all here with no breeze but oppressive heat everywhere.

Legends & Lore

Common: There are numerous one-way *sideroads* that terminate in the Dark Forest.

Uncommon: The borders of the Dark Forest are constantly in motion as the forces of good and evil try to promote their own ideals and thwart the expansion of the other.

Rare: The Dark Forest is the last of the large areas of the Queen of Air and Darkness' influence in the Twilight Lands.

Obscure: The region of the Dark Forest is known to occasionally hurl unsuspecting travelers into Between, or worse yet, deep into a random mortal wood.

Baba Yaga's Hut

Baba Yaga frequents FaerieLand openly, unlike most malevolent creatures, and when she does, her hut can be found somewhere in the Dark Forest. The hut itself is much more than a simple hovel—it is a semi-intelligent construction that can defend itself with its powerful chicken legs or simply move away at incredible speeds. If people get inside—a feat more easily accomplished if Baba Yaga is hungry or seeking out some company—they find themselves in a large dimensionally folded structure. Baba Yaga doesn't like visitors much, but during her more social moments, she changes the difficulty to find her hut to Distant (DC 20) / Nearby (DC 15).

Distance: Remote (DC 25) / Distant (DC 20)

Region: The Dark Forest

Personalities: Baba Yaga

Legends & Lore

Common: Baba Yaga's hut walks about the Dark Forest on a pair of enormous chicken legs, making finding it more difficult to find if Baba Yaga so wishes.

Uncommon: At times, Baba Yaga will take on girls and young women as servants. After a season or two of servitude, she releases them and rewards them with an item of magic

Rare: -

Obscure: Within her hut is a fountain that contains the Waters of Life.

Cerie Swamps

The Eerie Swamps get their name both from the atmosphere of the swamp itself and the reputation of the swamps, moors, and mires linked to it via fey *sideroads*. Many mortals

Baba Yaga

AKA "Grandmother", "Jezi-Baba," "Old Lady of the Woods", "The Witch in the Woods"

Some say Baba Yaga is as old as FaerieLand, while others say yet older, though never quite so loudly that she might overhear. Quite a few mortals and fey alike believe she direct manifests FaerieLand's anger and its darker emotions. Unlike most other fey of darker demeanors, Baba Yaga makes her presence known in FaerieLand more than in Between for reasons known only to her. Most normal fey and creatures actively avoid even touching her shadow when she passes overhead, flying on her mortar and pestle.

Whatever the truth, Baba Yaga is an immensely powerful wizard, formidable cleric, and dangerous rogue who has access to some of the more interesting and potent magic items in the game. She is best used as a way to dispense cryptic information to the PCs, or as a means of reinforcing the darker entities in FaerieLand, ensuring that certain campaign plot points occur.

Baba Yaga, female half-fey Wiz14/Clr8: CR 22+ (The class levels of Baba Yaga can vary as much as 7 levels higher each, depending on the level of the campaign.)

Known Feats: Crossing Over, Fey Spell Mastery, choice of any known metamagic feats as fits her levels.

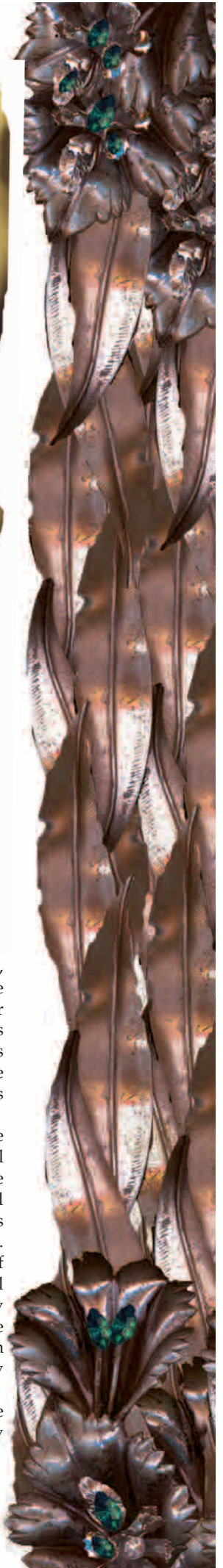
Clerical Domains: Knowledge, Travel, Trickery

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Hordes (all), hobgoblinoid half-fey.

find their deaths here chasing after glowing orbs of light, strange voices, or wandering creatures emanating from the depths of their local swamp. Those who do not drown or otherwise meet their ends may find their way here to this region of endless swamp. Fetid mists and creeping vapors hide the twilight sky from view, and creatures not native to FaerieLand yet at home in swamps find the near limitless size of the quagmire appealing.

The regency of the Eerie Swamp is in dispute as the king and queen fight over which of them is the rightful monarch. The current ruling couple hails from two separate feeorin clans, and until recently they lived as husband and wife without conflict. Now, however, they find themselves in an argument over who is the rightful hereditary heir. With no direct bloodline descendant to claim the throne of the late Queen Bylina, and both spouses were coattail nobles with a legitimate claim to the throne. Thus, they have taken to arguing about who is the true ruler of the region. What started as a small lover's spat has now been escalated into an enormous argument over hereditary rights that only the truly haughty feeorin could prolong.

The waters of the Eerie Swamps are fed by the snowmelt flowing in the Rushing River, though they





Queen Verenestra

AKA "Queen of Dryads"

Queen Verenestra is the dryad wife of King Eberelgolan and daughter of Queen Titania. She is extremely loyal to Queen Titania, though she is reluctant to work with Queen Oonagh on anything, finding that their vain rivalry and collective beauty tend to overshadow any undertaking. Years ago, she merged with the treant King Eberelgolan, and often provides him with her unique outlook on FaerieLand to aid him in making a decision. Verenestra occasionally visits other fey courts when it is imperative that Eberelgolan's words and intent are fully understood.

Contrary to the peaceful and evasive nature of most dryads, she has taken up the profession of a ranger to help in her brief journeys to other parts of the forest and FaerieLand. She is rumored to have a magic device that allows her freedom away from her tree – it either doubles the duration she can stay away from Eberelgolan or allows her to live and sleep in any oak tree – though she doesn't profess to own such an item.

She is an especially beautiful dryad, possessing an almost eerie presence in crowds. Queen Oonagh sees her unofficial title as "fairest of the fey" threatened, and Verenestra's vanity and fickle attitude have done little to mend the rift.

Queen Verenestra, female dryad Rgr12: CR 12; Size M (5 ft., 0 in. tall); HD 12d10+12; hp 77; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +15/+10/+5 (+12 Base, +3 Str) melee, or +16/+11/+6 (+12 Base, +4 Dex) ranged; SA see the "dryad" entry on p. 78 of the MM; SQ see the "dryad" entry on p. 78 of the MM; SV Fort +9 (+8 Base, +1 Con), Ref +10 (+4 Base, +4 Dex, +2 Lightning reflexes), Will +8 (+4 Base, +4 Wis); AL CG; Str 17 (+3), Dex 19 (+4), Con 12 (+1), Int 14 (+2), Wis 18 (+4), Cha 24 (+7).

Languages Spoken: Aquan, Common, Fae.

Skills and feats: Animal empathy +18 (+11 Rank, +7 Cha), Craft +17 (+15 Rank, +2 Int), Heal +18 (+14 Rank, +4 Wis), Hide +9 (+5 Rank, +4 Dex), Innuendo +6 (+2 Rank, +4 Wis), Intuit direction +6 (+2 Rank, +4 Wis), Listen +6 (+4 Wis, +2 Alertness), Move silently +14 (+10 Rank, +4 Dex), Ride +11 (+7 Rank, +4 Dex), Search +12 (+10 Rank, +2 Int), Spot +15 (+9 Rank, +4 Wis, +2 Alertness), Swim +12 (+9 Rank, +3 Str), Wilderness lore +13 (+9 Rank, +4 Wis); Alertness, Empower spell, Improved critical (dart), Improved initiative, Lightning reflexes, Point blank shot, [Track].

Ranger Spells Per Day: 2/2/2.

Signature Possessions: potions of speak with animals, wand of cure light wounds, wand of cure serious wounds.

occasionally see the Endless Sea backflow into their darkest reaches.

Distance: Distant (DC 15)

Regional Seat: The House on Stilts, The Floating Court

Regent: Disputed – King Eylwor or Queen Garilil

Prominent Features: The Floating Court, The House on Stilts

Seasons: The temperate climate of the Land of Eternal Spring moderates the harsher weather that drifts its way down the coast from the Cliffs of Insanity. The thick blanket of trees, the build-up of swamp gasses, and the slight amount of radiant heat generated by the acres of decaying plant matter further insulate the swamps from any truly cold weather.

Legends & Lore

Common: The swamps are a dangerous place to visit, with vicious monsters, mud pits, and treacherous waters. Some of the waterways in the swamps are bottomless, so getting knocked out of your boat can be a deadly event.

Uncommon: On the outskirts of the swamps lie ancient crumbling buildings, some of which contain fey *doorways* to other worlds.

Rare: The deepest reaches of the swamp are home to dragons that have found their way there from mortal realms.

Obscure: Some of the *doorway* outbuildings lead to the "foundation dungeon" found beneath the House on Stilts.

The Floating Court

The Floating Court is a collection of boats and barges lashed together to serve as a floating city. While one might think that this collection of vessels would blend in with the fetid swamps, it instead creates a glorious sight floating among the reeds and trees. King Eylwor calls the Floating Court his home.

Distance: Distant (DC 25) / Nearby (DC 20)

Region: Eerie Swamps

Personalities: King Eylwor

Legends & Lore

Common: The flat-bottomed boats used in the Floating Court are the best choice when seeking transportation through the swamps.

Uncommon: There are a few fey *doorways* that open into similar smaller floating “boat cities” in other parts of the swamp and mortal worlds.

Rare: An enormous doorway guardian sleeps below the Floating Court, waiting to be summoned by the King.

Obscure:

House on Stilts

The name of this regional seat belies its true beauty, as the House on Stilts is more accurately a mansion on columns. Constructed where the shallow water of the river delta starts to run into the ocean, it was originally built as a small shanty-house with a simple pier used to transfer goods from ocean-going boats to shallow-drafting riverboats. Over the centuries, the House on Stilts has become a three-story structure made from local brown-flecked gray granite, resting upon large array of fluted-stone columns.

Distance: Distant (DC 20) / Nearby (DC 20)

Region: Faerie Woods

Personalities: Queen Garilil

Legends & Lore

Common: The original pier is still in use by the servants and local merchants.

Uncommon: The stone columns supporting the pier and house rest upon an ancient stone foundation beneath the water, a foundation with air-filled rooms underneath!

Rare: The “foundation dungeon” is easiest to access under the House on Stilts, but sprawls beneath most of the Eerie Swamps.

Obscure: -

Faerie Woods

The Faerie Woods is one of the most commonly visited regions by mortal outsiders, and as such tends to accentuate the wonder they hold for this fantastic realm. The inhabitants of this region are mostly faeries, sprites, and common fey, though an occasional feeorin calls the Faerie Woods home. King Eberelgolan of the treants rules over this region, with his wife the Dryad Queen Verenestra. Within their forest, every creature has its place and all plants and animals are sacred.

Wandering the region are the Tylwyth Teg, spirits of dead druids not pure enough for eternal rest with Nature, but too honorable or loyal to be cast aside to the dark gods.

Distance: Distant (DC 15)

Regional Seat: The Tree of Knowledge

Regent: King Eberelgolan; Queen Verenestra

Prominent Features: The Tree of Knowledge

Seasons: Temperate yet mild at all times. The seasons are always represented in the most pleasant manner in the Faerie Woods. Spring is always sweet smelling, and the only rains are gentle and soothing. Winter is crisp and fresh and near-magical snow only blankets the ground to help it sleep.

Legends & Lore

Common: The Faerie Woods is home to an enormous population of dryads

Uncommon: Dryad oaks have a dual presence with their mortal world and the forest here in FaerieLand. Here in the Faerie Woods, dryads are able to leave their host tree for a number of days equal to their HD

Rare: The largest concentration of high fey, fey-born, and half-fey creatures can be found in the Faerie Forest.

Obscure: The Tylwyth Teg protect the Settling Grove, a secret collective grave of many sentient plants deep in the Faerie Woods; the Settling is really a kind of compost pile filled as much with decaying plants as with memories, emotions, and powers undreamt of by mere animal lifeforms.

Tree of Knowledge

The Tree of Knowledge is in reality an enormous treant by the name of Eberelgolan. He is the king of all treants in FaerieLand, as well as the boon companion to the Dryad Queen Verenestra. Due to his immense size and weight, Eberelgolan has become deeply rooted and cannot move from his current location. Dh’loriackis has been appointed to speak for the Faerie Wood Court when others cannot travel to them. One of the few half-fey to hold a position of authority within FaerieLand, Dh’loriackis is the trusted and respected envoy of the Faerie Wood Court to other courts of FaerieLand.

Distance: Distant (DC 20) / Nearby (DC 25)

Region: Faerie Woods

Personalities: King Eberelgolan; Queen Verenestra; Dh’loriackis ‘Tree-speaker’

Legends & Lore

Common: King Eberelgolan knows as much about FaerieLand as Queen Titania or Queen Maeve, though some say he knows more because he can speak with all creatures of Nature quite easily.

Uncommon: Queen Verenestra lives within the heartwood of Eberelgolan.

Rare: Queen Verenestra, through her symbiotic union with Eberelgolan, often imparts her knowledge to help dispense wisdom and guidance to fey of their region.

Obscure: King Eberelgolan hides a *doorway* to the Great Stone Ring beneath his roots

Fields of Gold

“Waving fields of tall and short grains as far as the eye can see” is the best way to describe the Fields of Gold. The region north of the Forked River between the Faerie Woods and the Perilous Mountains is wholly dedicated to the production of grains for use in making food and ales used throughout the Twilight Land and Between. The Daoine Maithe—literally, the “good people” and specifically the faeries of Irish folklore— inhabit the region and are among the fey most commonly encountered by mortals.

One of the few times hard labor exists within FaerieLand is the annual harvest within Fields of Gold. Any visitors during the early autumn harvests will be put to work harvesting grain or helping prepare the harvest for shipment to Market. The luckiest visitors help prepare the next year’s mash for ales, beers, and distilled spirits at the Millhouse. After the rigors of the harvest are settled, Fields of Gold hold a great revel on Lammass.

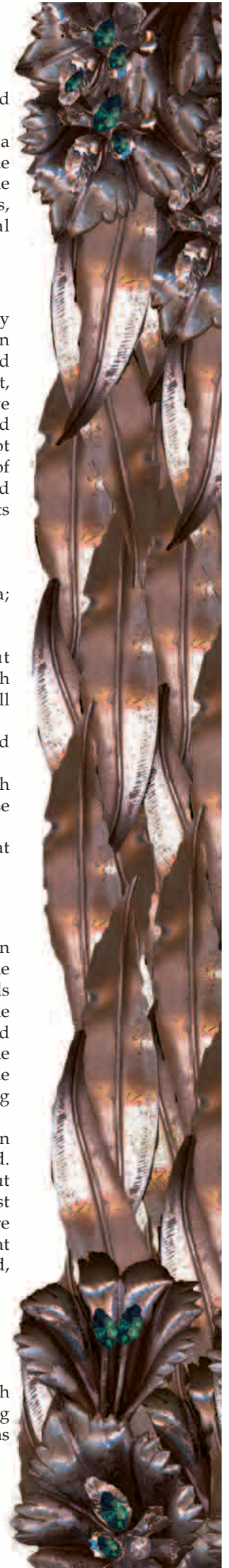
Distance: Distant (DC 25)

Regional Seat: n/a

Regent: Puck

Prominent Features: Millhouse Falls

Seasons: The weather in the Fields of Gold is mild with chill but not freezing winters and warm but not sweltering summers. The springs are not too wet, and the autumns are not too windy.





King Eberelgolan

AKA "The Treant King", "The Tree of Knowledge", "Old Deeprout"

The druid caretaker of the Faerie Forest is none other than Eberelgolan, King of the Treants. Together with his wife, the Dryad Queen Verenestra, they ensure that all plants and animals have a place to call home in their demesne. He is a valued advisor to the Faerie Crown on the nuances of Nature and her interaction with mortal and fey races. Unlike most reticent treants, he loves to share the wisdom he has gained on the subject over his many years.

Eberelgolan has an unbridled hatred for the Queen of Air and Darkness and her blindly faithful servants, all of whom have made more than one attempt to destroy him. He listens to the birds and watches the local fauna for any hint of their presence, and will mobilize a coven of druids and rangers to investigate any substantiated report. This single-minded dedication to protect the Faerie Forest has earned him the deepest respect of all who dwell there.

Like all treants, King Eberelgolan appears as a cross between a human and a tree. As a treant of enormous proportions, he is deeply rooted to the forest floor and can no longer move. To compensate for this immobility, Eberelgolan has had portions of his gargantuan tree-like body enchanted to provide him with elemental resistance, shield-like protection, and offensive functions such as weapons, wands and staves. He considers this akin to tattooing, piercing, and scarring among other races, and is proud of his enchantments.

King Eberelgolan, male treant Drd17: CR 38; Size G (57 ft. tall); HD 21d8 plus 17d8 plus 119; hp 324; Init +0 (-4 size +4 Dex); Spd 0 ft.; AC 27 (+17 natural, -4 size, +4 Dex); Attack +21/+16/+11 (+12 Base, -4 size, +13 Str) melee, or +12/+7/+2 (+12 Base, -4 size, +4 Dex) ranged; SA see the "treant" entry on p. 178 of the MM; SQ see the "treant" entry on p. 178 of the MM; SV Fort +17 (+10 Base, +7 Con), Ref +9 (+5 Base, -4 size, +4 Dex), Will +15 (+10 Base, +5 Wis); AL NG; Str 37 (+13), Dex 8 (+4), Con 25 (+7), Int 13 (+1), Wis 20 (+5), Cha 13 (+1).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Seersighted, clairvoyant treant

Languages Spoken: Common, Druidic, Fae, Sylvan, Treant..

Skills and feats: Animal Empathy +6 (+5 Rank, +1 Int), Concentration +20 (+18 Rank, +7 Con), Diplomacy +20 (+19 Rank, +1 Cha), Handle animal +18 (+17 Rank, +1 Cha), Heal +24 (+17 Rank, +5 Wis, +2 Focus), Hide +16 (+16 fey bonus, -4 size, +4 Dex), Listen +5 (+5 Wis), Scry +8 (+7 Rank, +1 Int), Spellcraft +18 (+17 Rank, +1 Int), Spot +5 (+5 Wis), Wilderness lore +25 (+20 Rank, +5 Wis); Concentrate spell, Craft wand, Heighten spell, Improved disarm, Scribe scroll, Skill focus (heal), Still spell.

Druid Spells Per Day: 6/7/6/6/6/5/4/3/2/1.

Signature Possessions: wand of dispel magic, wand of magic missiles, wand of ironblight, bracers of armor (+3).

Legends & Lore

Common: The Daoine Maithe are among the most approachable fey of FaerieLand, and they are known to invite complete strangers to their supper tables and their revels.

Uncommon: The Daoine Maithe are closely related to the people of the Fey Hills

Rare: Some residents of the Fields of Gold know the secret to weaving straw into gold, but they only perform the task for worthy folk.

Obscure: Straw woven into gold is little more than a more complicated and longer lasting casting of *fool's gold*.

The Millhouse

Though far from unique in function within the borders of FaerieLand, this mill is definitely unique in structure. Located at what is now called Millhouse Falls on the

Golden Brook, this collection of buildings is a curious assortment of water-driven wheels, wind-driven sails, gears, pulleys, levers, shafts, saw blades, and grinding wheels cobbled together inside a humongous ship-lap sided gathering of buildings that crawl their way up the canyon at the base of the Perilous Mountains. The mill is responsible for not only grinding the grains produced by the Fields of Gold, but it also is the primary lumber mill for FaerieLand. Additionally, the mill also helps process the stone bricks from the quarry higher in the nearby Perilous Mountains.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: The Fields of Gold

Personalities: Huerick, the Grist-Miller, Sil Kirk the Sawyer

Puck

AKA "Poukka", "Robin Goodfellow"

Son of a mortal human female and Prince Oberon, Puck is a feisty and mischievous personality who meddles in the affairs of fey and mortals alike with abandon. Possessing an evasive personality, he is best described as a good-natured fellow who enjoys the finer things in life, and will always find a means of obtaining them.

Puck, male half-fey Brd10/Rog10: CR 20; Size M (6 ft., 2 in. tall); HD 10d6+10 + 10d6+10; hp 91; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +15/+10/+5 (+14 Base, +1 Str) melee, or +19/+14/+9 (+14 Base, +5 Dex) ranged; SV Fort +7 (+6 Base, +1 Con), Ref +19 (+14 Base, +5 Dex), Will +11 (+10 Base, +1 Wis); AL CN; Str 12 (+1), Dex 21 (+5), Con 12 (+1), Int 13 (+1), Wis 13 (+1), Cha 19 (+4).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Changeling (all), changeling half-fey; Focus of the Shapeshifter (all), shapeshifter half-fey.

Languages Spoken: Common, Fae, Sylvan.

Skills and feats: Alchemy +9 (+8 Rank, +1 Int), Decipher script +14 (+13 Rank, +1 Int), Diplomacy +15 (+11 Rank, +4 Cha), Disguise +15 (+11 Rank, +4 Int), Escape artist +19 (+14 Rank, +5 Dex), Hide +19 (+14 Rank, +5 Dex), Innuendo +10 (+9 Rank, +1 Wis), Intuit direction +13 (+12 Rank, +1 Wis), Knowledge (arcana) +14 (+13 Rank, +1 Int), Listen +3 (+1 Wis, +2 Alertness), Move silently +17 (+12 Rank, +5 Dex), Perform (sing) +19 (+13 Rank, +4 Cha, +2 Focus), Read lips +14 (+13 Rank, +1 Int), Spot +3 (+1 Wis, +2 Alertness), Swim +13 (+12 Rank, +1 Str), Tumble +19 (+14 Rank, +5 Dex), Use magic device +13 (+9 Rank, +4 Cha); Alertness, Crossing over, Endurance, Evolve (or Combat casting, if Prestige Race is ignored), Improved initiative, Leadership, Skill focus (perform), Spell focus (enchantment).

Signature Possessions: Puck is a resourceful fellow and, as such, comes into the possession of numerous magical items at one time or another. His favorite items are those that improve his stealth and defense and aid his numerous disguises. These items, though treasured, seldom remain in his possession for more than a few days.

Bard Spells Known (3/4/4/3/1): 0th – *dancing lights, daze, detect magic, ghost sound, mending, prestidigitation, snooze.* 1st – *bad luck, charm person, cure light wounds, good luck, silent image, summon monster i.* 2nd – *blur, cure moderate wounds, disrobe, fool's gold, glitterdust, hypnotic pattern, second sight.* 3rd – *clairaudience/clairvoyance, dispel magic, emotion, fey mask, fitful sleep, invisibility sphere, luck of the fey, wing wither.* 4th – *dimension door, hold monster, sleepwalking, swift journey.*

Legends & Lore

Common: The Millhouse is a flurry of activity, a cacophony of noise, and the best place to find milled materials with which to build wooden structures.

Uncommon: Silkirk welcomes visitors, and will often perform fulfill special orders without hesitation.

Rare: With the assistance of Huerick the miller, one can grind grain from the fields into a highly nutritious golden flour which, when baked into a loaf of bread, can sustain a mortal for one week. Convincing the miller to help is the challenge.

Obscure: -

Fungal Forest

Located deep beneath the Faerie Forest, the Fungal Forest is a subterranean counterpart to the surface world. The Daoine Sidhe—deep fey warriors who love war-games, chess, and other pastimes that simulate the military and social struggles of their history—rule the region. The deep fey are rumored to be descendants of the Tuatha de Danann

and one-time rulers of the region above ground before being defeated by a force of invading mortals that drove them underground.

The regional seat travels with the Clan Dubgaradh as they move from one safe haven to another.

Distance: Remote (DC 30)

Regional Seat: Clan Dubgaradh of the Daoine Sidhe

Regent: King Dubgaradh

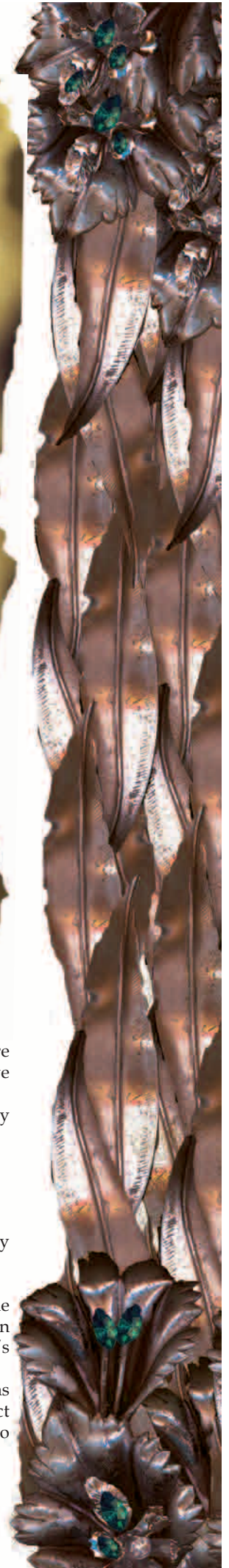
Prominent Features: The Hovel of Durbin

Seasons: The seasons below ground pass largely unnoticed.

Legends & Lore

Common: The deep fey are under constant attack by the forces of the Queen of Air and Darkness, who seek to win the subterranean lands and expand their dark monarch's power.

Uncommon: A river flows from the Big Rock Mountains into the depths of the Fungal Forest, providing a direct route for the forces of the Queen of Air and Darkness into the home of the strong but outnumbered deep fey.





Rare: The deep fey have reinforced their positions in the Fungal Forest with a honeycombed network of concealed deadfalls, narrow choke points, and dead-end false passages to help their fight.

Obscure: Exotic plants and fungi grow in the fungal forest known to contain innate magical deadening qualities.

The Hovel of Durbin

What few people expect to see a small hovel under the surface of FaerieLand, fewer still expect to find a halfling living in it. Durbin Bristle built his little hovel after finding his escape from the Fungal Forest nigh impossible. His home burrows beneath a small earthen mound literally carpeted most of the year with a variety of mushrooms and truffles. Since making his home in the Fungal Forest, Durbin has discovered many interesting magical, medicinal, and recreational uses for the various subterranean plants and fungi he finds in the forest.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: Fungal Forest

Personalities: Durbin Bristle

Legends & Lore

Common: Lacking most skills for hunting, Durbin finds meat exceptionally hard to come by. Thus, he willingly trades information, homemade wares, or pipeweed for any meat.

Uncommon: Despite being underground for so long, Durbin has developed a magnificent pipeweed he is more than willing to share and trade with visitors.

Rare: Durbin is sometimes under the effects of one ingested fungus or another, which he is convinced provides him with divinations and oracular information. Most often, visitors leave with totally incomprehensible pronouncements from the slightly addled halfling.

Obscure: -

Durbin Bristle

Durbin Bristle is a calm halfling and former curiosity-seeker who many years ago found himself trapped in the Fungal Forest without a way to cross over the regional boundary and return to the surface. Making the most of his situation, he decided to settle in and learn more about his surroundings. Building himself a burrow, he began exploring the Fungal Forest. During his explorations, he has discovered many edible, medicinal, and otherwise functional types of vegetation among the underground wilderness.

Durbin is a self-styled tobacconist, mixing and blending the native lichens, mushrooms, and truffles with the precious small quantities of tobacco leaves he barter from passing adventurers. He has discovered several varieties of subterranean plants that can be combined to make soothing and aromatic pipeweed. Word of “Durbin’s Blends” is starting to spread, and some fey have begun seeking him out. Content to now stay in the Fungal Forest, Durbin spends his time creating and sampling his latest blends of ‘weed, and even gathering visitors around his favorite water pipe to swap stories and trade items.

Durbin Bristle, male halfling Rog6: CR 6; Size S (3 ft., 0 in. tall); HD 6d6; hp 19; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +4 (+4 Base, -1 Str, +1 Size) melee, or +8 (+4 Base, +3 Dex, +1 Size) ranged; SV Fort +3 (+2 Base, +1 Racial), Ref +9 (+5 Base, +3 Dex, +1 Racial), Will

+6 (+2 Base, +3 Wis, +1 Racial); AL CG; Str 9 (-1), Dex 16 (+3), Con 11 (+0), Int 13 (+1), Wis 16 (+3), Cha 10 (+0).

Languages Spoken: Common, Fae, Halfling.

Skills and feats: Appraise +6 (+5 Rank, +1 Int), Climb +10 (+9 Rank, -1 Str, +2 Racial), Decipher script +7 (+6 Rank, +1 Int), Disable device +10 (+9 Rank, +1 Int), Escape artist +6 (+3 Rank, +3 Dex), Handle animal +2 (+2 Rank), Hide +7 (+3 Dex, +4 Size), Innuendo +10 (+7 Rank, +3 Wis), Intimidate +2 (+2 Rank), Jump +10 (+9 Rank, -1 Str, +2 Racial), Listen +16 (+9 Rank, +3 Wis, +2 Racial, +2 Alertness), Move silently +5 (+3 Dex, +2 Racial), Perform +8 (+8 Rank), Profession (Herbalist) +6 (+5 Rank, +1 Int), Spot +5 (+3 Wis, +2 Alertness), Tumble +9 (+6 Rank, +3 Dex); Alertness, Leadership, Martial weapon proficiency (hammer, light).

Signature Possessions: Durbin’s everfull pipe, leather armor +3, silver shortsword +2 Those who have been around Durbin swear that his pipe seldom leaves his hands and is never empty. He hushedly speaks a command word that lights it, and another to fill it from one of the stashes he specifies.

Land of Eternal Autumn

Located on the forested slopes of the Stormking Mountains between the Dark Forest and the Badlands, the Land of Eternal Autumn is a region perpetually swathed in fiery-colored trees and rustling leaves underfoot. The folk of this region take the Hunt to an extreme, stripping away the necessity of food from the aspects of the predatory sport they hold dear. Only through the Hunt—or the chaos of war—are the truly superior, noble, and worthy born. The resulting bloodbath is a cleansing that purges the worlds of the unworthy souls. The survival of the biggest, deadliest, fiercest, and fittest is seen as the most important trait that separates the victor from the victim.

Distance: Remote (DC 20)

Regional Seat: The Woodman’s Lodge

Regent: King Finvarra

Prominent Features: The Woodman’s Lodge

Seasons: Like the other Eternal lands, their namesake season dominates their annual cycle. Spring goes nearly unnoticed, while the summers of the region are no warmer than early autumn, and the winters are milder than those experienced elsewhere.

Legends & Lore

Common: Those who live in the Land of Eternal Autumn live a dangerous life, surrounded by harsh terrain and hostile neighbors. War is not merely a way of life—it often spells the difference between life and death.

Uncommon: -

Rare: The Wild Hunt calls the Land of Eternal Autumn home and is found in this region more than any other.

Obscure: Eons ago, the now exiled fey of Between called the Lands of Eternal Autumn their home.

The Woodman’s Lodge

The Woodman’s Lodge is an enormous, multistoried hunting lodge that appears to have been added onto over the course of several generations. Its many-gabled roof is pierced now and again by numerous chimneys for the fires that warm the warren-like chambers below.

Distance: Remote (DC 30) / Distant (DC 20)

Region: Land of Eternal Autumn

Personalities: King Finvarra

Legends & Lore

Common: Strangers are always welcome in the Woodman's Lodge, and a hearty meal and tankard of ale is always waiting for a visitor with a good tale.

Uncommon: Queen Maeve built The Woodman's Lodge ages ago, and a *doorway* linking to her court in the Stormking Mountains is rumored to exist in one of its forgotten rooms.

Rare: -

Obscure: -

King Finvarra

AKA "The King from the Faerie Hills", "Warden of the Dark Forest"

King Finvarra is the ruler of the Land of Eternal Autumn and Warden of the Dark Forest. Although he and his consort Queen Oonagh hail from Knockma in the Faerie Hills, they now reign together over the Sidhe of the Land of Eternal Autumn. Finvarra is a ruggedly attractive feorin appearing to be in his late fifties (by human standards). His dark brown beard and hair are lightly peppered with gray, and his weathered ruddy skin is deeply wrinkled from a life spent out among the harsh elements of the wilderness.

His brave and confident demeanor often verges on intimidating, yet it helped him to solidify his place among his people. Finvarra is famed for his benevolence toward mortals, especially humans. His friendship with King Oberon, not to mention his skill at commanding his troops, has earned him the wardenship of the Dark Forest.

King Finvarra enjoys chess, reenacting battles, breeding horses, and hunting. He can sometimes be found riding one of his famed jet-black fey steeds in the forest, tracking game with his close friend King Oberon. As much as he loves these activities, Finvarra equally loathes trickery, laziness, and the underhanded techniques the Queen of Air and Darkness uses to accomplish her goals. He longs for the day when he saddles up to ride into battle beside Oonagh, Titania, and Oberon to march against and vanquish the forces of Shadow.

King Finvarra hopes that through hard work, loyalty, and grand accomplishments he will earn the respect needed to gain the throne of FaerieLand someday. Until that time, he faithfully follows the will of Queen Titania.

King Finvarra, male feorin Ftr20: CR 20; Size M (6 ft., 2 in. tall); HD 20d10+100; hp 221; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +25/+20/+15/+10 (+20 Base, +5 Str) melee, or +22/+17/+12/+7 (+20 Base, +2 Dex) ranged; SV Fort +17 (+12 Base, +5 Con), Ref +8 (+6 Base, +2 Dex), Will +7 (+6 Base, +1 Wis); AL CG; Str 21 (+5), Dex 14 (+2), Con 20 (+5), Int 12 (+1), Wis 12 (+1), Cha 16 (+3).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Body (all) – metabolized feorin. [This prestige race is found in full in the Oathbound campaign setting book; in short, Finvarra can have the following additional abilities as the result of a prestige race – Con+2, Immune to disease, +6 racial bonus vs. poisons; Str+2, +1 hp/lvl; All movement rates doubled, Dex+2, +1 additional attack or standard action per round, and no benefits gained now from haste spells or similar magic items.]

Languages Spoken: Common, Elven, Fae, Sylvan.

Skills and feats: Climb +20 (+15 Rank, +5 Str), Craft +24 (+23 Rank, +1 Int), Diplomacy +7 (+4 Rank, +3 Cha), Jump +16 (+11 Rank, +5 Str), Handle animal +25 (+22 Rank, +3 Cha), Hide +2 (+2 Dex), Listen +1 (+1 Wis), Move silently +2 (+2 Dex), Open lock +2 (+2 Dex), Ride +19 (+17 Rank, +2 Dex), Spot +4 (+3 Rank, +1 Wis); Cleave, Combat reflexes, Crossing over, Dodge, Evolve (or Blind-fight, if Prestige Race is ignored), Improved bull rush, Improved critical (long bow), Leadership, Mobility, Mounted combat, Power attack, Quick draw, Sunder, Toughness, Trample, Weapon focus (long bow), Weapon focus (falchion), Weapon specialization (long bow), Weapon specialization (falchion).

Signature Possessions: heavy fortification, plate mail +4, large arrow deflection, bashing steel shield +2, +3 icy burst falchion, scabbard of keen edges.

Queen Oonagh

"The Fair Queen", "The Fairest of the Fey"

Queen Oonagh is the consort of King Finvarra, and with him, she rules over the Land of Eternal Autumn. She is arguably the most beautiful woman in FaerieLand, and fey historians say Queen Maeve blessed her as such at birth. Oonagh acts frivolous and vain in a conscious effort to lull people into underestimating her. Although she appreciates her husband's hobby of breeding fey steeds, Oonagh would rather spend her time indulging in poetry, music, and other art. Strangely, she also enjoys what she refers to as the "symphony of life and the orchestrations of war" and occasionally sets more memorable events to music.

Like many other feorin nobles, Queen Oonagh despises the Queen of Air and Darkness, and looks forward to the day when she can ride into battle with her husband and Queen. To a lesser extent, she also dislikes Queen Verenestra and loathes being compared to her beauty; their relationship is coolly civil at best.

Queen Oonagh, female feorin Brd13: CR 13; Size M (5 ft., 10 in. tall); HD 13d6+52; hp 100; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +10/+5 (+9 Base, +1 Str) melee, or +12/+7 (+9 Base, +3 Dex) ranged; SV Fort +8 (+4 Base, +4 Con), Ref +11 (+8 Base, +3 Dex), Will +9 (+8 Base, +1 Wis); AL CG; Str 12 (+1), Dex 17 (+3), Con 18 (+4), Int 13 (+1), Wis 13 (+1), Cha 25 (+7).

Prestige Race (optional – GM must adjust character stats for these abilities): Focus of the Fey, discerning feorin.

Languages Spoken: Common, Fae, Sylvan.

Skills and feats: Bluff +20 (+13 Rank, +7 Cha), Climb +16 (+15 Rank, +1 Str), Hide +3 (+3 Dex), Jump +16 (+15 Rank, +1 Str), Knowledge (arcana) +7 (+6 Rank, +1 Int), Knowledge (nature) +13 (+12 Rank, +1 Int), Listen +1 (+1 Wis), Move silently +13 (+10 Rank, +3 Dex), Perform (harp) +22 (+15 Rank, +7 Cha), Perform (lute) +18 (+11 Rank, +7 Cha), Spot +1 (+1 Wis); Crossing over, Dilute spell, Evolve (or Combat Casting, if prestige race ignored), Extend spell, Improved critical (shortsword), Maximize spell.

Signature Possessions: The queen seldom wears armor, magical or otherwise, Oonagh instead prefers the bonuses





gained through belts, charms, gloves, potions, and rings, and is known to own several of each.

Bard Spells Known (3/5/4/4/3/1): 0th—*detect magic, detect doorway, mage hand, mending, read magic, resistance*. 1st—*charm person, cure light wounds, identify, sleep*. 2nd—*cat's grace, disrobe, mirror image, silence*. 3rd—*cure serious wounds, displacement, gaseous form, luck of the fey*. 4th—*cure critical wounds, legend lore, locate creature, swift journey*. 5th—*energy bubbles, healing circle*.

Land of Eternal Spring

The gently rolling hills and grassy meadows of the Land of Eternal Spring are filled year-round with freshly sprouted greenery and the subtle perfume of constantly blossoming flowers. Trees here are in a perpetual cycle of blooming buds and bearing fruit. The delicate sounds of birds and young animals are lifted by the calm breezes blowing through the region.

The Land of Eternal Spring is home to the Tuatha de Danann, a warlike feorin clan. Dressed in ceremonial armor and riding their beloved fey steeds, they can be found skirmishing among the tree-dotted hills. Death in battles here is a temporary state, for the Tuatha de Danann regularly bring their fallen back from the dead to fight another day.

Distance: Distant (DC 20)

Regional Seat: Market

Regent: The Faerie Queen Titania

Prominent Features: The Fey Hills, Market

Seasons: As the name implies, the Land of Eternal Spring is blessed with crisp mornings and sunny days that occasionally are visited by soft showers. The temperature fluctuates only slightly, with the winters being slightly more cool and rainy and the summers being warmer and drier than other times of the year.

Legends & Lore

Common: Flowers, plants, and trees of all varieties grow in the Land of Eternal Spring. Flowers plucked from their plants here will remain fresh and fragrant for months.

Uncommon: The Meadows of Fertility were once part of this region, but were given to King Mnish of the satyrs by Queen Maeve.

Rare: The satyrs hold Queen Maeve in high regard and will come to her aid without question or hesitation.

Obscure: -

Queen Titania

AKA "High Queen of FaerieLand," "The Faerie Queen," "High Queen of the Fey," "Lady of Twilight"

Queen Titania appears as a beautiful feorin woman with dark gold hair, skin like dawn sunshine, piercing gold-flecked hazel eyes, and an imposing presence. She favors light blue gowns often adorned with small precious gems and fine embroidery.

Queen Titania is the current elected ruler of the unified clans of the Twilight Lands. She rules from her regional throne in the Land of Eternal Spring, where she also presides as queen. She is the hereditary ruler of the Land of Eternal Spring and the Seelie Court, and as such lives in the Fey Hill Palace. She rules with a gentle hand, and her brilliant intellect and unmatched wisdom make her people love her and willingly obey her every command and whim.

As high queen of the unified clans and monarch of the Seelie Court, Queen Titania seeks to bring out the goodness she believes present in all fey creatures. She looks after all creatures of FaerieLand—including those seen as the 'fallen' evil fey of Between—as if they were her children. Titania personifies all that is good and just to the fey, and is the embodiment of fey perfection to the Knights of the Fey.

The treacherous actions of the Queen of Air and Darkness reinforce her subjects' admiration of her ability to rule; where Cailleach rules by fear and force, the Faerie Queen rules by love and harmony. Titania strongly opposes the actions of the Queen of Air and Darkness, meeting her attacks with unwavering strength and commitment; while she is beloved and respects peace, Titania meets treachery with formidable fury and actions of her own when roused.

Queen Titania Female feorin Drd16/Sor7: CR 25; Medium-size humanoid (feorin); HD 16d8 plus 7d4 plus +80; hp 192; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex) (touch 14, flatfooted 10); Atk +17/+12/+7 melee (+15 Base, +2 Str) melee (1d8+7/19-20, +5 feyblade longsword) or +19/+14/+9 (+15 Base, +4 Dex) ranged; SA Druid abilities (16th level); SQ fey characteristics; SV Fort +16 (+12 Base, +4 Con), Ref +11 (+7 Base, +4 Dex), Will +21 (+15 Base, +6 Wis); AL LN; Str 15 (+2), Dex 19 (+4), Con 18 (+4), Int 21 (+5), Wis 22 (+6), Cha 23 (+6). Height: 6 ft., 1 in. tall.

Aspect of Nature (optional – GM must adjust character stats for these abilities): Aspect of the Dawn, all five facets.

Skills and Feats: Animal empathy +27, Bluff +11, Concentration +18, Diplomacy +27, Handle animal +16, Heal +26, Hide +6, Knowledge (arcana) +23, Knowledge (nature) +21, Listen +8, Move silently +6, Pick pocket +9, Scry +21, Sense motive +11, Spellcraft +26, Spot +8; Concentrate Spell, Craft Wondrous Item, Crossing Over, Dilute Spell, Nature's Aspect (or Craft Staff, if Aspect ignored), Quicken spell, Silent spell, Spell Focus (Enchantment).

Languages Spoken: Common, Druidic, Fae, Ignan, Sylvan.

Druid Spells Per Day: 6/6/6/5/4. Base DC = 16 + spell level, 18 + spell level for enchantment spells.

Sorcerer Spells Known (6/7/4): 0th—*detect magic, snooze, light, mage hand, prestidigitation, read magic*. 1st—*good luck, magic missile, shield*. 2nd—*web*.

Signature Possessions: As Queen of FaerieLand, Titania has any magic and mundane item available to her. If the situation warrants, she will use her abilities to determine what would be most appropriate to take with her.

King Oberon

AKA "High Consort Oberon", "Prince Oberon"

Depending on when Oberon is encountered, he may either be Prince Oberon, consort to Queen Titania, or King Oberon, her husband. Regardless of where in his life one might meet him, he is a rather short ash-colored feorin further understated by his hunched shoulders. Some say this is a birth defect while others blame Baba Yaga or the Sisters Three for cursing him while still in his mother's womb. Despite his short stature and bent frame, he is a





stalwart and strong man who acts younger than he appears. He is a good complement to Queen Titania's rule, as he is a caring man who seeks to guide the younger and less experienced fey toward positive goals.

He enjoys visiting mortal worlds on faerie rades (fey hunting parties) and frequently stops such a troupe to make a brief hunt into the countryside. When he is not at the Great Stone Ring or among the Lands of Eternal Spring with the Seelie Court, he can be found hunting in the Lands of Eternal Autumn with his closest friend King Finvarra.

Like nearly all fey, Oberon despises the Queen of Air and Darkness and works to halt any of her activities whenever he can. Queen Titania laid a restraining royal hand on his efforts—to which he is visibly irritated by—so that his infrequent but daunting temper and impetuosity does not disrupt her well-laid plans. Oberon hopes that someday he will have the opportunity raise an army strong enough to defeat the Dark Queen. He also holds a secret dream of running her through with his sword. As of yet, he has not had either chance.

King Oberon, male feorin Rgr11/Sor5: CR 16; Size M (5 ft., 7 in. tall); HD 11d10+44 + 5d4+20; hp 145; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +16/+9/+4 melee, or +18/+11/+6 ranged; SV Fort +12, Ref +9, Will +8; AL NG; Str 16, Dex 20, Con 18, Int 14, Wis 12, Cha 16.

Prestige Race (optional—GM must adjust character stats for these abilities): Focus of the Fey, fair feorin.

Languages Spoken: Common, Fae, Sylvan.

Skills and feats: Alchemy +8, Concentration +18, Heal +11, Hide +5, Intuit direction +12, Knowledge (arcana) +9, Knowledge (nature) +15, Listen +8, Move silently +5, Ride +10, Search +13, Spellcraft +3, Spot +15, Wilderness lore +2; Crossing Over, Evolve (or Skill focus (spot), if Prestige Race is ignored), Fey magic, Point blank shot, Precise shot, Spell focus (enchantment), Track, Weapon finesse (sword, long).

Signature Possessions: full plate +4, large steel shield +4, +4 vorpal long sword, wand of charm person, and a wand of silence. King Oberon also frequently carries magical rings, gauntlets, belts, and other items that might aid him in certain situations.

Ranger Spells Per Day: 2/1.

Sorcerer Spells Known (6/7/5): 0th—dancing lights, detect magic, light, mage hand, prestidigitation, read magic. 1st—bad luck, good luck, magic missile, nature's aspect. 2nd—glob of sap, endurance.

Fey Hills

Also known as the Hollow Hills, the Fey Hills are dotted with the homes of many fey families and clans. These dwellings—"raths" in the Fae tongue—are usually carved into the hill itself, though some are so elaborate that they are easily visible from the surface. Among the most well known raths is Knockma Hill, the hereditary home of King Finvarra, Queen Oonagh. The Sidhe—often declared the greatest musicians among the fey—are the feorin inhabitants of this area.

Distance: Distant (DC 25) / Nearby (DC 20)

Region: Land of Eternal Spring

Personalities: The Faerie Queen Titania, King Oberon

Legends & Lore

Common: The most elaborate fey hill is Beann Raithe.

Uncommon: All the hills hold fey dwellings within them, though some may be disused.

Rare: Venturing into abandoned raths is discouraged but not forbidden. Frequently, abandoned raths become infested with monsters from the surrounding FaerieLands and sometimes even through fey *doorways* they may contain.

Obscure: Chealyn Raithe, a long abandoned and monster-infested ruin, contains a *doorway* that leads directly into the city of Shadow.

Market

Faeries cannot resist a good market filled with produce, wares, and services. Just such a place exists in FaerieLand, although the lands around it seem to shift from place to place. Aside from being able to bring new goods to faeries across all of FaerieLand, the Market wagon train also enables fey to visit mortal lands normally outside of their usual haunting. Market rarely stays in any one place for more than a week, and aside from its physical location in FaerieLand, is never more than two days journey from those who want to visit—paths to Market are many and varied.

While the location and ownership of a given establishment can change from time to time, the businesses themselves always seem to be present. See the Market section for more businesses and wares to be found within Market's confines.

Distance: Nearby (DC 20) / Nearby (DC 15)

Region: Land of Eternal Spring

Personalities: Siodnar Di'Crystala, Master of Tolls

Legends & Lore

Common: Everything from the mortal worlds can be found here at one time or another.

Uncommon: Professional bogie procurers obtain nearly everything in Market, whether they must beg, barter or steal to obtain their wares.

Rare: -

Obscure: -

Sidhnaar Di'Crystala

AKA "Master of Tolls", "Seneschal of Doors"

Sidhnaar Di'Crystala is a human who found himself the unwilling target of Liorah the Crystalkeeper's affections. Unbeknownst to Liorah then, Sidhnaar's interests lay only with men, not women. Rather than torture her with his presence and the too-well-known pains of unrequited love, he delicately bid farewell and made his way to Market. Since those first few tumultuous days in FaerieLand, Sidhnaar has carved himself a niche in the world of the fey.

Eventually landing the job of Master of Tolls at Market, he is now in a position to meet new and interesting people for magical training, theatrical events, and romantic dalliances—especially with certain feorin men (who he also happens to resemble).

Over his years spent in FaerieLand, Sidhnaar has also gained the honorary title of Seneschal of Doors. The Faerie Queen Titania gave him this title after he served as liaison between the Seelie Court and his original mortal

Pixie Queen Sharla

AKA "Queen of Pixies"

Like many pixies, Queen Sharla is a prankster at heart, though the responsibilities of court weigh heavy on her conscience. She is always seeking ways to better protect her people, and keep the Queen of Air and Darkness from interfering with their way of life. She is benevolent but overly cautious in her decisions regarding outsiders. Too many residents of the Land of Eternal Summer have been killed, hurt, or otherwise wronged by ignorant mortals, so she now is very thorough when the safety of her subjects is at stake. She sometimes tests the mettle of visitors through spells, trickery, and even with an effect from her prized *rod of wonder*.

The Pixie Queen holds her court high above the Lands of Eternal Summer amid a cloud of flying pixies, faeries, and other winged creatures. She rarely visits the ground or leaves her court unless she has to do so.

Pixie Queen Sharla, female pixie Brd7/Sor4: CR 11; Size S (2 ft., 3 in. tall); HD 7d6+14 + 4d4+8; hp 54; Init +3 (+3 Dex); Spd 20 ft. fly 60 ft. (good); AC 15 (+3 Dex, +1 Size, +1 natural); Attack +11/+6 (+7 Base, +3 Str, +1 Size) melee, or +11/+6 (+7 Base, +3 Dex, +1 Size) ranged; SA see "sprite" entry on p. 172 of the MM; SQ see "sprite" entry on p. 172 of the MM; SV Fort +5 (+3 Base, +2 Con), Ref +9 (+6 Base, +3 Dex), Will +10 (+9 Base, +1 Wis); AL CG; Str 16 (+3), Dex 16 (+3), Con 14 (+2), Int 17 (+3), Wis 12 (+1), Cha 19 (+4).

Languages Spoken: Aquan, Auran, Common, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon.

Skills and feats: Alchemy +10 (+5 Rank, +3 Int, +2 Racial), Balance +13 (+10 Rank, +3 Dex), Craft +14 (+11 Rank, +3 Int), Decipher script +10 (+7 Rank, +3 Int), Hide +7 (+3 Dex, +4 Size), Knowledge (arcana) +9 (+6 Rank, +3 Int), Knowledge (religion) +12 (+9 Rank, +3 Int), Listen +13.5 (+10.5 Rank, +1 Wis, +2 Racial), Move silently +13 (+10 Rank, +3 Dex), Perform +8 (+4 Rank, +4 Cha), Scry +10 (+7 Rank, +3 Int), Speak language +10 (+10 Rank), Spellcraft +4 (+1 Rank, +3 Int), Spot +1 (+1 Wis); Blind-fight, Combat casting, Craft magic arms and armor, Weapon focus (sword, short).

Bard Spells Known (3/4/3/1): 0th—*daze, detect magic, flare, ghost sound, mending, open/close*. 1st—*charm person, cure light wounds, identify, ventriloquism*. 2nd—*blur, invisibility, locate object, magic mouth*. 3rd—*dispel magic, displacement*.

Sorcerer Spells Known (6/7/4): 0th—*detect magic, flare, mage hand, prestidigitation, ray of frost, read magic*. 1st—*charm person, shield, summon monster i*. 2nd—*knock*.

Signature Possessions: *rod of wonder*. She favors lightweight items that provide her with moderate protection but still allow her to fly.

homeworld. Now, as bearer of that title, he is often brought to Court to help explain the nuance of one party's world in the other party's terms.

Sidhnaar D'Crystala, male fey-touched human Brd4/Sor3/Fto5: CR 12; Size M (6 ft., 1 in. tall); HD 4d6+4 + 3d4+3 + 5d6+5; hp 53; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 (+4 Base, +1 Str) melee, or +6 (+4 Base, +2 Dex) ranged; SA (see fey-touched prestige class in chapter 1); SQ (see fey-touched prestige class in chapter 1); SV Fort +3 (+2 Base, +1 Con), Ref +7 (+5 Base, +2 Dex), Will +8 (+7 Base, +1 Wis); AL CN; Str 13 (+1), Dex 14 (+2), Con 12 (+1), Int 18 (+4), Wis 13 (+1), Cha 19 (+4).

Languages Spoken: Common, Dwarven, Halfling, Ignan, Undercommon.

Skills and feats: Alchemy +11 (+7 Rank, +4 Int), Bluff +8 (+4 Rank, +4 Cha), Concentration +10 (+9 Rank, +1 Con), Craft +6 (+2 Rank, +4 Int), Decipher script +9.5 (+5.5 Rank, +4 Int), Gather information +11 (+7 Rank, +4 Cha), Hide +8 (+6 Rank, +2 Dex), Jump +8 (+7 Rank, +1 Str), Listen +3 (+1 Wis, +2 Alertness), Move silently +3.5 (+1.5 Rank, +2 Dex), Open lock +3 (+1 Rank, +2 Dex), Perform +8 (+4 Rank, +4 Cha), Profession +3 (+2 Rank, +1 Wis), Scry +10 (+6 Rank, +4 Int), Sense motive +6.5 (+5.5 Rank, +1 Wis), Spellcraft +10 (+6 Rank, +4 Int), Spot +3 (+1 Wis, +2 Alertness), Swim +2 (+1 Rank, +1 Str), Use magic device +11 (+7 Rank, +4 Cha); Alertness, Combat casting, Dodge, Weapon focus (longsword).

Bard Spells Known (3/3/1): 0th—*dancing lights, detect magic, flare, mending, prestidigitation, read magic*. 1st—*cure light wounds, identify, mage armor*. 2nd—*invisibility, locate object*.





Sorcerer Spells Known (6/6): 0th—dancing lights, detect magic, light, open/close, ray of frost. 1st—burning hands, magic missile, shield.

“To Market, To Market...”

“I should swear on my honor and knowledge as a scholar that never was there such a place as the FaerieLand Market. Wares and deals only metaphorical in our mortal worlds can be had for a song, in some cases literally...”

—Merle of Endswick, *Dabbling in All Matters Arcane*

If ever your characters get the chance to walk among the stalls and tents of FaerieLand’s Market, prepare yourself for the wildest variety of shops and wares ever set before mortals. Of the most stable and well-known vendors and wares are the following:

The Chandler: Candles of all kinds can be found here—arcane and divine magical candles as well as mundane candles with scents or beautifully colored flames. *Ever-burning candles* are the most popular among mortals, although many have found that when the flame continues burning, it can ignite other items if people are not careful with where they place or store them. [Any spell of 2nd level or lower can be found enchanted into a candle here. If a target is needed for the spell to work, such as in *magic missile*, the target is randomly determined randomly among those within a 25-foot-range of the lit candle. The spell takes effect in the first full round of being lit.]

Dreams Delivered: “Nightmares and Dreams for sale! Care to send an enemy a night terror of cold sweats and no sleep the night before your duel? Looking to place yourself in the dreams of a lady love? Come one, come all, and talk to me of sleep merciless and marvelous!”

Food on a Stick: This vendor is quite the rage with its bold sign emblazoned with “If it can fit on a stick, we’ll stick it in your face.” Food on a Stick is very popular with the fey races, and the entire business is one of entertainment and culinary mystery. The procurers seek food of all sorts and varieties from across the Material Planes and return it to the cooks who experiment with ways to best or most interestingly prepare it. Many fey find it entertaining to attempt to determine what sort of food they are eating and what it should be called. The added novelty is that the servers don’t know what they are serving, the cooks seldom know what they are preparing, and the procurers can hardly remember where they got something. The more popular foods served here are heavily herbed or very spicy, although those most sought after have a mundane or magical side effect to the eater.

The Mill: Situated on the river at the far periphery of Market stands the Mill. This mill is constantly grinding common to exotic grains for use in the breads, tarts, and sweet pastries consumed by the fey. On days of especially high demand, the water-driven mill is supplemented by a wind-driven mechanism also attached to the building. Inside is a collection of belts, gears, pulleys, and shafts all connecting the water and windmills to the grinding wheels.

The Public House: This business is little more than a large warehouse filled with *doorways* connected to cellars, distilleries, breweries, cider houses, and wineries all across the mortal worlds containing the finest alcoholic drinks to be had. Thus, the tavern menu is extensive, and the proprietors are justly proud of being able to serve nearly any drink to be found across the planes.

The Slave Market: While most slaves are retained and well cared for by their master or mistress, some visitors to FaerieLand are shocked to see the slave market in an isolated corner of Market at all. Strangely enough, all captives are bound by vines and flower chains that are as solidly unbreakable as metal. The slaves found here are either sold by a fey to another to complete the remainder of their financial obligation, or they are captured mortals doomed to a life of endless servitude among the haughtier feorin.

The Sock Monger: Inside this deceptively small tent is the Sock Monger. Mountains of socks of all imaginable varieties can be found here, however one would be hard pressed to find a matched pair. This bizarre shop is run by a jovial-looking bogie named Falden. He regularly rotates his stock of socks by sorting the countless piles of socks by color, pattern, length, material, condition or age. His agents constantly scour the mortal realms for new or interesting socks, hose, leggings, and similar items to sell in Falden’s shop.

Falden always “has just what you need,” at least in his own opinion. He is an unusually clumsy fellow, constantly collapsing piles of socks on top of him while rotating his stock or trying to find a mate to a particular sock for sale to a customer. Falden is constantly trying new dyes or magical effects to enhance his wares, sometimes to his detriment. He is a humorous creature who is “sure he saw a particular sock in the argyle pile there” or knows just what mismatched pair of hideous socks a person really needs.

Many people and fey often overlook Falden and his staff, often putting them in the right position to hear a clandestine secret, any particularly juicy bit of gossip, or some scrap of information before it makes its way to the masses. Those in the know seek him out for the information he knows... and a good pair of warm socks.

The Tip of the Tongue: “Ever lost a word? Ever need one and you just can’t think of the right way to say it? The Tip of the Tongue Linguist Shop is here for you.”

Land of Eternal Summer

The Land of Eternal Summer is a blazing hot region that few find tolerable. Chances are that people found in this region are either adherents to the Aspect of Summer, travelers passing through on their way somewhere else, or folks who are simply lost. This is not to say that people do not find this land beautiful and hospitable from autumn through spring, but the intensely hot summer months tend to drive them to other regions. The Abatwa clan of faeries live somewhere in the Land of Eternal Summer, but due to their elusive nature and ant-like size, they have not been seen for centuries.

Wildlife in the region finds the absence of people and higher temperatures preferable to more heavily traveled and hunted lands of other regions.

Distance: Distant (DC 25)

Regional Seat: The Pixie Court at Tallgrass

Regent: Pixie Queen Sharla

Prominent Features: Tallgrass

Seasons: Spring passes nearly unnoticed in the Land of Eternal Summer, manifesting as small shoots of growth in vegetation, while winter merely gets a slight dip in the ambient temperature.

Legends & Lore

Common: Those desiring to harvest *magic sand* often establish a base camp in the Land of Eternal Summer, and make daily trips into the Sands of Time.

Uncommon: The Pixie Court has been seen circling near the border with the Big Rock Mountains for several days, which suggests to many that they see some threat building in the adjacent region.

Rare: -

Obscure: The Abatwa are a very wise people who love to share the information they have with other people, as long as they look like children or pregnant women.

Tallgrass

Pixie Queen Sharla holds her court over this sparsely populated region. Due to the high temperatures, most faerins find this region inhospitable, thereby leaving the region to be populated by the native fauna as well as pixies, faeries, and more heat-tolerant bogies. The Pixie Court, however, spends most of their time airborne and little time on the ground to suffer the ill effects of the stifling heat. When he is in FaerieLand, Kokopelli can be found roaming the grassy wilderness soaking in the warmth of the sun and flirting with the other fey.

Similar to the Fields of Gold, Tallgrass grows crops for the rest of FaerieLand. The primary production is feed grains and grasses for the numerous herd animals grazing here and among the smaller livestock breeding herds elsewhere. A small industry has also developed around straw jewelry and artwork. While some might turn straw into gold in other regions, here they make works of art that hold the value of the gold they look like.

Distance: Distant (DC 25) / Nearby (DC 20)

Region: Land of Eternal Summer

Regent: Pixie Queen Sharla

Legends & Lore

Common: Forays of dark faeries roam Tallgrass, hunting anything that crosses their paths.

Uncommon: The Pixie Court has not been in its usual location hovering over the center of Tallgrass. Many say there is activity that draws the Pixie Queen's attention elsewhere.

Rare: Rumors persist of a mortal wizard's stronghold beneath the endless fields of the area. Perhaps the dark faeries are using a *doorway* in the bowels of the abandoned stronghold as a foothold in Tallgrass.

Obscure: The wizard's subterranean complex is much larger than many think, and contains many *gates* to other planes. Monsters roam the dark corridors, but there is great treasure and magic to be had if you can defeat them.

Land of Eternal Winter

It is the 752nd year since the Great Calving of the Blue Glacier as residents of this land mark the passage of time, and over that time little has changed. Old Man Winter still reigns the region from his mountaintop Palace of Ice, the Holly King still spends most of the year making gifts with his faerie, bogie, and sprite assistants, and the Blue Glacier has not shown any signs of again retreating or melting.

Distance: Remote (DC 35)

Regional Seat: The Palace of Ice

Regent: Old Man Winter

Prominent Features: The Holly King's Workshop, The Palace of Ice, The Blue Glacier

Seasons: The near-arctic weather of the glacial steppe called the Land of Eternal Winter is practically devoid of seasonal changes. The summers are perhaps not as deadly cold as the depths of winter, but late spring does still see the sprouting of small shrubs and the blooms of mosses and lichens common to the region.

Legends & Lore

Common: Old Man Winter is antisocial, and in an effort to be left alone, he has summoned countless cold tolerant creatures from many worlds to roam the icy wilds.

Uncommon: A clutch of white dragons has claimed the eastern slopes of the mountains as their home territory. Stories persist of an arrangement made between these dragons and the Palace of Ice, though what either side provides the other is unknown.

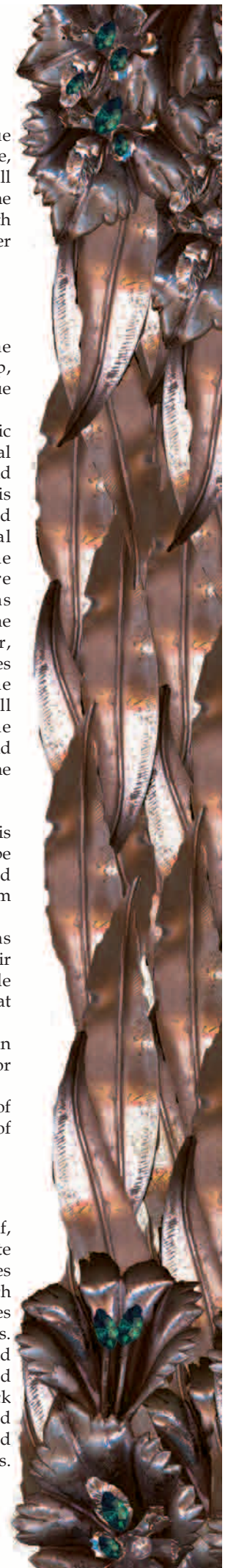
Rare: Ice taken from the Blue Glacier melts slower than normal ice and can be sculpted into numerous forms for enchantment.

Obscure: Old Man Winter spends his time in the Palace of Ice crafting magic items, so it must have a huge cache of equipment must exist somewhere within its walls.

Jack Frost

Jack Frost, the son of Old Man Winter and a female elf, appears as a half-elf with bluish-gold skin and silver-white hair. Jack often dresses in the blue, silver, and white clothes of current fashion in FaerieLand. He spends nearly as much time following the trends of the Seelie Court as he does spreading the effects of winter through the mortal worlds.

When Jack casts his spells, they manifest snowy and frosty visual effects, and will probably someday be paired with similar physical effects as well. Like his father, Jack prefers magic items that are cold based and make him cold resistant. However, he is somewhat vulnerable to fire-based magics and is not as powerful during the summer months.





Though he is still young by elven and fey standards, Jack shows an aptitude for the arcane and stealthy arts, and already uses them to promote his father's goals in mortal worlds.

Jack Frost, male half-fey Rog10/Wiz7: CR 17; Size M (6 ft., 2 in. tall); HD 10d6+20 + 7d4+14; hp 81; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +11/+6 (+10 Base, +1 Str) melee, or +15/+10 (+10 Base, +5 Dex) ranged; SV Fort +7 (+5 Base, +2 Con), Ref +14 (+9 Base, +5 Dex), Will +12 (+8 Base, +2 Wis, +2 Iron will); AL CG; Str 12 (+1), Dex 21 (+5), Con 15 (+2), Int 19 (+4), Wis 14 (+2), Cha 12 (+1).

Aspect of Nature (optional – GM must adjust character stats for these abilities): Aspect of Winter, all five facets.

Languages Spoken: Aquatic, Auran, Common, Fae, Sylvan.

Skills and feats: Alchemy +13 (+9 Rank, +4 Int), Balance +18 (+13 Rank, +5 Dex), Climb +15 (+14 Rank, +1 Str), Concentration +10 (+8 Rank, +2 Con), Craft +18 (+14 Rank, +4 Int), Decipher script +17 (+13 Rank, +4 Int), Diplomacy +2 (+1 Rank, +1 Cha), Disable device +15 (+11 Rank, +4 Int), Gather information +15 (+14 Rank, +1 Cha), Hide +5 (+5 Dex), Intuit direction +13 (+11 Rank, +2 Wis), Jump +12 (+11 Rank, +1 Str), Knowledge +10 (+6 Rank, +4 Int), Knowledge (arcana) +14 (+10 Rank, +4 Int), Knowledge (nature) +14 (+10 Rank, +4 Int), Listen +4 (+2 Wis, +2 Alertness), Move silently +17 (+12 Rank, +5 Dex), Open lock +17 (+12 Rank, +5 Dex), Pick pocket +18 (+13 Rank, +5 Dex), Search +17 (+11 Rank, +4 Int, +2 Focus), Spot +4 (+2 Wis, +2 Alertness), Swim +14 (+13 Rank, +1 Str), Use rope +16 (+11 Rank, +5 Dex); Alertness, Iron will, Maximize spell, Nature's aspect, Silent spell, Skill focus (search), Still spell, Two-weapon fighting, Weapon focus (rapier).

Signature Possessions: +3 rapier of frost, +2 dagger of wounding, dust of ice storms, dust of cone of cold, wand of magic missile, bracers of armor (+3)

Wizard Spells Known (4/5/4/3/2): 0th—arcane mark, dancing lights, detect fey, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, snooze. 1st—cause fear, change self, disrobe, endure elements, glob of sap, identify, magic missile, sleep, summon monster I. 2nd—alter self, blur, invisibility, knock, levitate, acid arrow, pyrotechnics, second sight, web. 3rd—fireball, haste, protection from elements, slow. 4th—befriend doorway guardian, fitful sleep, laughing gas, polymorph other, shout, swift journey.

Old Man Winter

“Master of the Winter”, “Biting Wind of the North”

Old Man Winter's strange coloration makes him look like a feeroin who has frozen to death; his skin is bluish tinged, his silver-white hair and mustacheless beard are laced with ice crystals, and his ice blue clothing is shimmering with patches of frost.

Old Man Winter is old even by fey standards. He seldom comes down from his mountaintop Palace of Ice in the Land of Eternal Winter. When he does venture forth, it is usually to reinforce the presence of winter in FaerieLand and mortal lands.

When he chooses to speak with others, they find him ill-tempered, biting, cruel, and callous. Through interpreting his actions, all anyone has been able to learn about him is that he hates summer, fire-based creatures, and those who are careless or destructive with fire. His son Jack Frost, who often visits him in his palace, has reaffirmed what many already know; Old Man Winter is obsessed with winter and all that comes with it: cold, biting winds, rain, snow, ice, and so on.

Old Man Winter, male human Wiz20: CR 20; Size M (6 ft., 0 in. tall); HD 20d4+100; hp 155; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +13/+8 (+10 Base, +3 Str) melee, or +13/+8 (+10 Base, +3 Dex) ranged; SV Fort +11 (+6 Base, +5 Con), Ref +9 (+6 Base, +3 Dex), Will +13 (+12 Base, +1 Wis); AL CN; Str 16 (+3), Dex 16 (+3), Con 20 (+5), Int 21 (+5), Wis 13 (+1), Cha 13 (+1).

Aspect of Nature (optional – GM must adjust character stats for these abilities): Aspect of Winter (all)

Languages Spoken: Aquan, Auran, Common, Fae, Sylvan.

Skills and feats: Alchemy +25 (+20 Rank, +5 Int), Bluff +6 (+5 Rank, +1 Cha), Climb +7 (+4 Rank, +3 Str), Craft +26 (+21 Rank, +5 Int), Disguise +2 (+1 Rank, +1 Cha), Handle animal +5 (+4 Rank, +1 Cha), Heal +3 (+2 Rank, +1 Wis), Hide +3 (+3 Dex), Intuit direction +12 (+11 Rank, +1 Wis), Knowledge (arcana) +27 (+22 Rank, +5 Int), Knowledge (fey) +26 (+21 Rank, +5 Int), Knowledge (nature) +26 (+21 Rank, +5 Int), Listen +1 (+1 Wis), Move silently +3 (+3 Dex), Ride +7 (+4 Rank, +3 Dex), Spellcraft +20 (+15 Rank, +5 Int), Spot +5 (+4 Rank, +1 Wis); Concentrate Spell, Craft magic arms and armor, Craft rod, Craft wondrous item, Crossing over, Empower spell, Enlarge spell, Fey Magic, Nature's Aspect (or Forge ring, if Aspect is ignored), Scribe scroll, Silent spell, Spell penetration, Still spell.

Signature Possessions: ring of elemental resistance, major (cold), ring of elemental resistance – minor (fire), ring of protection +3, hand of glory, staff of frost, wand of cone of cold, wand of acid arrow, +5 icy burst long sword (which appears to be made of ice but only functions when the air temperature is below freezing), boots of the winterlands, dust of ice storms.

Wizard Spells Known (4/6/5/5/5/5/4/4/4/4): As a high level and extremely long-lived wizard, Old Man Winter has amassed an enormous collection of spells that he regularly sifts through, and he has access to all cold-descriptor spells in the core books (and those the GM owns).

The Holly King's Workshop

The Holly King's Workshop is actually a collection of buildings and warehouses that serve as the home and factory of the Holly King and his army of assistants. The faeries and bogies who live here help Kris Kringle assemble the gifts that he distributes during the Yule gifting.

The Holly King is vastly more approachable than Old Man Winter and far more reliable than the regent's son, Jack Frost. Kris—or Claus, as he's also been named over time—was a foundling human baby adopted and raised for a time by the faeries of the Faerie Woods; his “mother” was the faerie Zurlin and she taught him the fey ritual

that allows him to stretch time within the mortal worlds for his tasks.

Distance: Distant (DC 30) / Nearby (DC 25)

Region: Land of Eternal Winter

Personalities: The Holly King

Legends & Lore

Common: The Holly King has a warm and inviting personality, but he is secretive about the work that goes on in his workshops. Guests are warmly welcomed, but are only allowed into certain buildings.

Uncommon: The Holly King uses numerous magic items to accomplish his Yule Gifting celebration, including using the only ancient fey magic ritual currently in use—Zurlein's Boon.

Rare: Contrary to common belief, the Holly King enlists many of his workshop staff to help him during the gifting.

Obscure: The faerie Zurlein abducted the infant Claus from his cradle and saved him from starvation, as the rest of his birth family died of plague around him on some mortal world.

The Holly King

AKA *The Gift Bringer, Kris Kringle, Santa Claus*

The Holly King is known far and wide among mortals, especially children, though he is called by a vast number of names and appears in an equally diverse quantity of forms. He is most famous for the Yule Gifting where he delivers gifts of food, toys, and clothing to those he deems have led good and upstanding life over the past year. Kringle uses numerous magic items to accomplish this task, including Zurlein's Boon, the only ancient fey magic ritual currently in use. When performing Zurlein's Boon, he redirects the flow of time from the mortal realm he is visiting and sends it into the Sands of Time desert. This ritual essentially stops the flow of time and enables him to perform his tasks between seconds of mortal time. This is how the Holly King can visit entire worlds within the confines of one mortal night.

The Holly King celebrates the Yule Gifting to promote goodness in the worlds he visits, hoping that eventually evil will no longer be a threat to good kind-hearted folk. He believes in this ideal so much that he will not give gifts to those who have been bad.

The Holly King, male human Wiz7/Rog6/Rgr6: CR 19; Size M (5 ft., 6 in. tall); HD 7d4+7 + 6d6+6 + 6d10+6; hp 80; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +14/+9/+4 (+13 Base, +1 Str) melee, or +18/+13/+8 (+13 Base, +5 Dex) ranged; SV Fort +10 (+9 Base, +1 Con), Ref +14 (+9 Base, +5 Dex), Will +10 (+9 Base, +1 Wis); AL CG; Str 12 (+1), Dex 20 (+5), Con 13 (+1), Int 17 (+3), Wis 12 (+1), Cha 18 (+4).

Languages Spoken: Aquan, Celestial, Common.

Skills and feats: Alchemy +9 (+6 Rank, +3 Int), Climb +3 (+2 Rank, +1 Str), Craft +14 (+11 Rank, +3 Int), Disable device +12 (+9 Rank, +3 Int), Gather information +6 (+2 Rank, +4 Cha), Hide +14 (+9 Rank, +5 Dex), Intimidate +6 (+2 Rank, +4 Cha), Intuit direction +10 (+9 Rank, +1 Wis), Jump +9 (+8 Rank, +1 Str), Knowledge +13 (+10 Rank, +3 Int), Knowledge (arcana) +7.5 (+4.5 Rank, +3 Int), Knowledge (nature) +15.5 (+10.5 Rank, +3 Int, +2 Focus), Knowledge (religion) +13 (+10 Rank, +3 Int), Listen +11 (+8 Rank, +1 Wis, +2 Alertness), Move silently +10 (+5 Rank, +5 Dex), Profession +9 (+8 Rank, +1 Wis), Scry +12.5 (+9.5 Rank, +3 Int), Search +9 (+6 Rank, +3 Int), Sense motive +10 (+9 Rank, +1 Wis), Spot +13 (+10 Rank, +1 Wis, +2 Alertness), Swim +10 (+9 Rank, +1 Str), Use rope +14 (+9 Rank, +5 Dex), Wilderness lore +7 (+6 Rank, +1 Wis); Alertness, Brew potion, Dodge, Enlarge spell, Extend spell, Point blank shot, [Scribe scroll], Skill focus (knowledge (nature)), Track, Weapon finesse (dagger).

Wizard Spells Known (4/5/4/3/1):
0th—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st—chill touch, expeditious retreat, feather fall, identify, magic missile, magic weapon, protection from law, shield. 2nd—alter self, blur, knock, acid arrow, mirror image, see invisibility, web. 3rd—dispel magic, fireball, fly, hold person, lightning bolt, slow. 4th—arcane eye, polymorph self.

Ranger Spells Per Day: 2.

Signature Possessions: several bags of holding, boots of the winterlands, wand of sleep. He also often uses a sleigh of holding allowing him to haul an incredible volume and weight without overburdening the deer he uses to pull it. The sleigh also has *tack of flying* that enable his team of deer to pull his sleigh through the sky.

Meadows of Fertility

The Meadows of Fertility, once part of the Lands of Eternal Spring, were carved out by the last Faerie Queen, Maeve to serve as a home for the satyr population. Since the satyrs made a habit of congregating in the Meadows, Queen Maeve decided to turn the territory over to them and elevate the area to the status of region.

Fertility rites often take place in the meadows and fields of mortal worlds, and this enormous meadow is tied via many *sideroads* and *backroads* to these places. It is common to find a few hundred satyrs, korred, and fauns feasting, dancing, singing, sleeping, and lounging in the primitive camps they established near the center of the region.

Distance: Distant (DC 15)

Regional Seat: The Satyr Camp

Regent: King Mnish





Prominent Features: The Satyr Camp

Seasons: The Meadows of Fertility, like the Land of Eternal Spring that surrounds them, have very moderate seasons.

Legends & Lore

Common: The largest and most exhilarating holiday celebrations happen in the Satyr Camp.

Uncommon: Leaving the Satyr Camp can be one of the most difficult things to do, since every hedonistic desire can be quenched at a moment's notice.

Rare: King Mnish is a true satyr who received the throne of the region from Faerie Queen Maeve. Korreds and fauns are young races that only recently joined their satyr brothers in the Meadows of Fertility.

Obscure: -

Perilous Mountains

The Perilous Mountains range contains the tallest mountains in all of FaerieLand. These peaks are also the greatest source of precious metals and gems. This region fares well under the rule of King Kerigan, also known as "Goldentouch" because of his uncanny ability to find precious materials. The region has been catapulted into the upper echelons of FaerieLand politics due to its financial successes despite its ruler's political handicaps. King Kerigan was once a servant, but due to his skill at finding precious metals and gems, he bought his freedom and eventually worked his way to the upper political circles within the Perilous Mountains before being elected ruler of this region.

Distance: Distant (DC 25)

Regional Seat: Minestooth Tower

Regent: King Kerigan "Goldentouch"

Prominent Features: Endless Caverns, Minestooth Tower

Seasons: Despite separating two drastically different weather systems, the Perilous Mountains are enveloped in a somewhat cool climate year round.

Legends & Lore

Common: Minestooth Tower was originally the foreman's shack when Kerigan was still an indentured servant working the mine. Over the years, he has rebuilt it in stone and expanded it greatly.

Uncommon: The remote valleys of the mountain range are the home of many varieties of giants and stray magical beasts.

Rare: Some forgotten mines in the mountains still contain riches ready for the taking.

Obscure:

Endless Caverns

The Endless Caverns riddle the mountains of FaerieLand and all the ground beneath it. They are the passageways to the underground world inhabited by the deep fey. Its tunnels and grottoes house *doorways* from FaerieLand to the subterranean *doorways* of the mortal realms. As the surface world of FaerieLand above, this underground world has *doorways* to all terrains known in the mortal world.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: Perilous Mountains

Personalities: King Kerigan 'Goldentouch'

Legends & Lore

Common: The Endless Caverns are actually mine shafts that connect with natural caverns and crevasses that lie under FaerieLand.

Uncommon: As the surface world of FaerieLand above, this underground world has *doorways* to all terrains known in the mortal world.

Rare: There are a many routes through the Endless Caverns to the Fungal Forest.

Obscure: -

Pirate Isles

The Pirate Isles rest atop the waves of the Endless Sea at an indeterminate distance from the coast of FaerieLand. They got their name from the frequent use of their seashores by pirates to hide caches of treasure and escape the reach of justice. Little did the rogues know they might not again find their safe haven or the island containing their treasure.

One such island prominently features a freshwater lake often used to refresh waning shipboard supplies. Most visitors do not realize that the lake contains the underwater palace of Queen Nimue, the Lady of the Lake, but if they look closely they might be able to spot the banners fluttering in an impossible breeze deep beneath the sun-dappled waters.

Distance: Distant (DC 25)

Regional Seat: The Palace of the Lake

Regent: Queen Nimue, Lady of the Lake

Prominent Features: The Maw

Seasons: With the surrounding waters of the Endless Sea to moderate their temperatures in the summer months, the Pirate Isles remain cool from spring until autumn. Winter, however, is harsh and the inhabitants of the islands usually head to the mainland for more moderate weather. Rainfall is heavier in the isles than on the mainland throughout the year, and makes for the only uncomfortable feature of summer—high humidity.

Legends & Lore

Common: It is said that the isles float across the Endless Sea and into the waters of mortal oceans, seeking out ships by which they might be spotted.

Uncommon: Numerous treasures can be found on the islands if you can find a map that matches the island you're on. The island geography, like the rest of FaerieLand, changes to suit the whim of the regent, making treasure hunting that much more difficult.

Rare: Travel between islands is just as difficult as traveling from the shore to an island, though rumors persist of a current that will take travelers from one end of the chain to the other.

Obscure: -

Queen Nimue

AKA "The Lady of the Lake"

Nimue, or the Lady of the Lake as she is colloquially known, is a fair-skinned, golden-haired feorin who rules the Perilous Mountains and lays claim to portions of the northeastern coast. The Lady of the Lake gets her nickname from her method of travel; she builds most of her fey *doorways* on the surface of lakes, giving many people the impression that she rises from a lake.

Queen Nimue leads her people along the more righteous path of morality, teaching them to value justice, purity, and strength of character over deceit and corruption. Mortals know she aids those who champion like-minded morals; She is best known for giving Excalibur to Arthur, King of the Britons. Queen Nimue works to

actively spread her ideals among fey and mortals, and proactively executes Queen Titania's will in many situations.

Queen Nimue, female feeorin Drd9/Wiz11: CR 20+; Size M (5 ft., 6 in. tall); HD 9d8+27 + 11d4+33; hp 128; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +12/+7/+2 (+11 Base, +1 Str) melee, or +12/+7/+2 (+11 Base, +1 Dex) ranged; SV Fort +12 (+9 Base, +3 Con), Ref +7 (+6 Base, +1 Dex), Will +18 (+13 Base, +5 Wis); AL LN; Str 12 (+1), Dex 13 (+1), Con 17 (+3), Int 20 (+5), Wis 20 (+5), Cha 12 (+1).

Aspect of Nature (optional – GM must adjust character stats for these abilities): Aspect of Water, all five facets

Languages Spoken: Aquan, Common, Druidic, Fae, Sylvan.

Skills and feats: Alchemy +16 (+11 Rank, +5 Int), Appraise +8 (+3 Rank, +5 Int), Concentration +16 (+13 Rank, +3 Con), Gather information +6 (+5 Rank, +1 Cha), Handle animal +14 (+13 Rank, +1 Cha), Hide +1 (+1 Dex), Intimidate +6 (+5 Rank, +1 Cha), Intuit direction +16 (+11 Rank, +5 Wis), Jump +8 (+7 Rank, +1 Str), Knowledge +19 (+14 Rank, +5 Int), Knowledge (nature) +22 (+15 Rank, +5 Int, +2 Focus), Listen +9 (+4 Rank, +5 Wis), Move silently +1 (+1 Dex), Profession +19 (+14 Rank, +5 Wis), Scry +19 (+14 Rank, +5 Int), Search +6 (+1 Rank, +5 Int), Sense motive +9 (+4 Rank, +5 Wis), Spot +5 (+5 Wis), Swim +12 (+11 Rank, +1 Str), Wilderness lore +18 (+13 Rank, +5 Wis); Crossing Over, Craft magic arms and armor, Craft rod, Extend spell, Concentrate spell, Maximize spell, Nature's aspect (or Track, if Aspect ignored) Scribe scroll, Skill focus (knowledge (nature)), Spell focus (evocation), Spell penetration.

Signature Possessions: amulet of natural armor (+5), ring of mind shielding, wand of charm person, robe of blending. Nimue is also known to carry extremely powerful swords with her, some to give to mortals, some returning to her armory.

Druid Spells Per Day: 6/6/5/4/3/2.

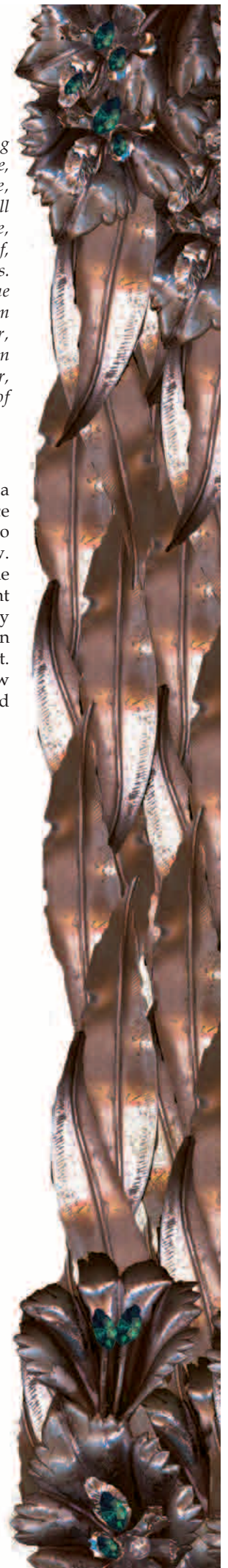
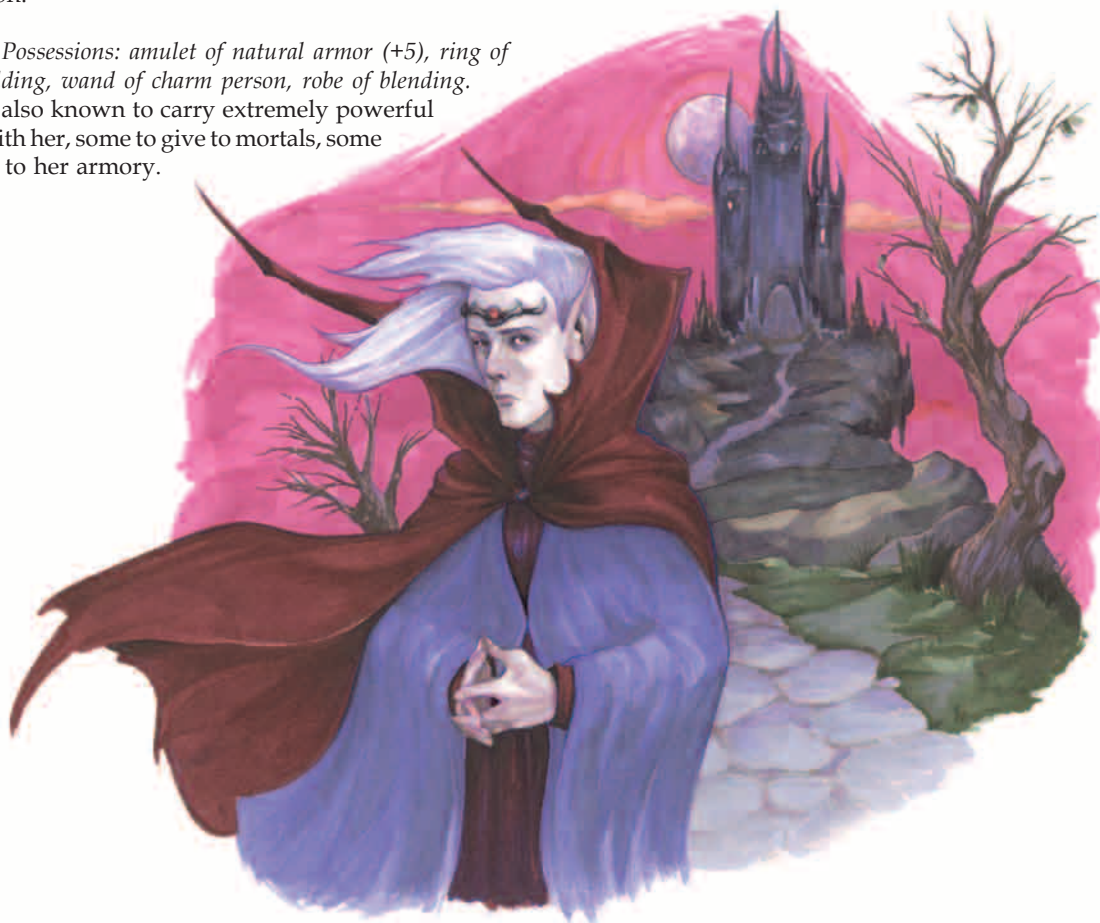
Wizard Spells Known (4/6/5/5/4/3/1): 0th—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance. 1st—chill touch, feather fall, identify, mage armor, magic missile, undetectable aura, shield, shocking grasp, sleep. 2nd—alter self, blur, ghoul touch, levitate, mirror image, protection from arrows. 3rd—blink, clairaudience/clairvoyance, dispel magic, flame arrow, fly, haste, invisibility sphere, lightning bolt, phantom steed. 4th—arcane eye, charm monster, dimension door, enervation, improved invisibility, polymorph other, summon monster iv. 5th—animate dead, cone of cold, hold monster, summon monster v, wall of iron. 6th—eyebite, globe of invulnerability.

The Maw

In the dark and foggy coastal waters of FaerieLand lies a cluster of small islands. Two of these islands appear to once have been a single larger island, now broken in two to reveal the jagged and dangerous cliffs known as the Maw. This dangerous passage between the two islands links the dark waters of Between and the clear waters of the Twilight Lands. The waters are filled with sharp toothy outcroppings of rock, and large sections of the cliff often fall onto the decks of ships caught in the treacherous strait. Although physically part of the Twilight Lands, the Maw has been overtaken by agents of the Queen of Air and Darkness.

Distance: Nearby (DC 15) / Nearby (DC 10)

Region: Between





Personalities: Menahuni

Legends & Lore

Common: The Maw is a perilous passage through the dangerous reefs and rough waters of Between.

Uncommon: The two rocky cliffs of the sister islands actually move together in an effort to crush ships. As many rocks naturally calve from the cliffs as are thrown by the evil fey above.

Rare: Beneath the surface are the shipwrecks of scores of ships caught in the Maw.

Obscure: The sunken ships are often stripped of anything valuable or useful by locathah and merfolk, and taken back to their underwater caves beneath the islands.

Sands of Time

In FaerieLand, time does not flow as it does in mortal worlds. Instead, time becomes manifest as it is diverted to the Sands of Time where time itself constantly piles up into new and wildly placed dunes. When there is frequent traveling between worlds and by large numbers of beings, the erratic time causes the sands are to build up and flow into the adjacent regions. The local fey regularly reclaim their lands, but the distant sands are a region unfriendly to all fey and mortals and therefore have not been tamed.

The only being who seems to have any control over the flow of the Sands of Time is the Sand Man. Among mortals they say he sprinkles a little sand into the eyes of mortals whereupon they dream. What mortals do not know is that their dreaming, often spanning more time in dreamland than in the mortal world, helps to stem the growth of the desert by consuming the "errant" flow of time in an alternate manner.

Distance: Remote (DC 20)

Regional Seat: Dream

Regent: The Sand Man

Prominent Features: The Doorway of Sorrows, Dream

Seasons: The Sands of Time are largely unaffected by the changing of the seasons. The winters find the nights dry and near freezing, while the summers are immensely hot and dehydrating. Even the more moderate seasons of spring and autumn are extremely hot in this wondrous desert.

Legends & Lore

Common: The desert sands constantly threaten to overtake the regions on which it borders.

Uncommon: Mirages seen in the desert are not only due to hallucinations brought on by the heat, but also "time mirages" that reflect events that have happened, are happening, or have not yet happened. If an observer is extremely lucky, the mirages might relay information pertinent to them.

Rare: The Sands of Time "desire" to have their depths explored. A person moving to the region must make a Crossing Over feat check or a Will save DC 20. Once pulled into the Distant/Deep sands, travelers can be scattered by storms or by simply wandering too far [as much as 2d10 miles using the d12 deviation diagram on page 68 of the DMG].

Obscure: Storms within the Sands of Time not only throws victims to other worlds on the material plane, but they can also scatter them to other times. This is a prime opportunity for a GM to manipulate the setting of a campaign, if that is desired.

Sand Man

"Keeper of Dreams", "Steward of the Sands of Time", "Warden of Nightmares"

The Sand Man appears as a tall and somewhat gaunt feorin with light gray skin, midnight blue eyes, and charcoal gray hair. His features are slightly, looking as if he is always in sore need of sleep. His motives are mysterious, and he tends to influence good and evil beings alike without prejudice.

The Sand Man always appears generally as above, though his primary form shifts over time. Some say the Sand Man used to be a bogie, others suggest it was a fae-touched elf, and still more suggest the Sand Man's role is eternal, even if he is not. The latest Sand Man, court rumors suggest, is a feorin who wandered into the Sands of Time to become the Sand Man when he failed to gain Titania's hand in marriage.

Other than the Holly King, the Sand Man is the only being who seems to have any control over the flow of the Sands of Time. He visits mortal worlds and sprinkles a little magic sand into the eyes of mortals whereupon they dream. What mortals do not know is that their dreaming, which often spans more time in dreamland than in the mortal world, helps to stem the growth of the desert by creating an "errant" flow of time to an alternate destination.

Sand Man, male feorin Brd16: CR 16; Size M (7ft., 5 in. tall); HD 16d6+48; hp 104; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Attack +13/+8/+3 (+12 Base, +1 Str) melee, or +17/+12/+7 (+12 Base, +5 Dex) ranged; SV Fort +8 (+5 Base, +3 Con), Ref +15 (+10 Base, +5 Dex), Will +11 (+10 Base, +1 Wis); AL CG; Str 13 (+1), Dex 20 (+5), Con 16 (+3), Int 14 (+2), Wis 12 (+1), Cha 20 (+5).

Languages Spoken: Abyssal, Common, Draconic, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran.

Skills and feats: Balance +19 (+14 Rank, +5 Dex), Concentration +11 (+8 Rank, +3 Con), Hide +5 (+5 Dex), Intuit direction +10 (+9 Rank, +1 Wis), Jump +19 (+18 Rank, +1 Str), Knowledge (arcana) +19 (+17 Rank, +2 Int), Listen +1 (+1 Wis), Move silently +5 (+5 Dex), Perform +19 (+14 Rank, +5 Cha), Sense motive +20 (+19 Rank, +1 Wis), Speak language +10 (+10 Rank), Spellcraft +17 (+15 Rank, +2 Int), Spot +1 (+1 Wis), Swim +10 (+9 Rank, +1 Str); Combat casting, Craft magic arms and armor, Craft rod, Craft wondrous item, Point blank shot, Run, Weapon focus (longsword).

Bard Spells Known (4/6/5/4/4/3): 0th—daze, detect magic, flare, mage hand, mending, prestidigitation. 1st—charm person, cure light wounds, identify, sleep, summon monster i. 2nd—blindness/deafness, mirror image, pyrotechnics, whispering wind. 3rd—blink, cure serious wounds, emotion, gaseous form. 4th—cure critical wounds, hold monster, improved invisibility, legend lore. 5th—dream, mirage arcana, nightmare, summon monster v.

Signature Possessions: bag of holding, circlet of dreams, wand of sleep.

Doorway of Sorrows

Fabled to be the *doorway* that leads to the Oasis of Sorrows, this *sideroad* intersects another parallel *sideroad* from Between to the same destination—a large sand-bowl in the middle of a desert. Whether this destination is merely a waypoint before stepping through a *doorway* to another location is a mystery.

Distance: Remote (DC 35) / Distant (DC 35)

Region: Sands of Time

Personalities: Guvendi the Doorway Guardian

Legends & Lore

Common: The Doorway opens to an area surrounded by sand dunes at least week's ride through the desert in any direction to find the nearest settlements.

Uncommon: The Oasis of Sorrows lies beneath the sands, and if one were to dig deep enough, they would uncover water.

Rare: Legend has it that barely discernible characters in an ancient dialect of the trade tongue were found chiseled into a stone pillar deep in the gray sand dunes of Rhee. They tell of a clay seal to be sought in the Oasis of Sorrows that, if broken, will shunt the flow of Dreams and empty the Sands of Time into the Prime Material.

Obscure: An ancient system of portals opens near the oasis into a dark god's temple beneath sands. The clay seal can be found there, but what it really does and why it is protected in a temple to an evil god are mysteries lost to the ages.

Dream

Dream is an enormous and equally fantastic structure that lies half buried in the encroaching desert of the Sands of Time. Looking upon the structure, it is obvious that it was built by the fey to symbolize the extraordinary visions that people experience while dreaming. What is curious is that each viewer always sees something different when they look upon it—dwarves see a stylized mountain fortress, elves see a gnarled tree house, humans a crystalline castle,



etc. The only stable element of all of them is the great golden glass dome at the center of the structure, beneath which rests the court and throne of the Sand Man.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: Sands of Time

Personalities: The Sand Man

Legends & Lore

Common: Do not wander around in the corridors of Dream unless you are willing and able to fight the creatures of nightmares, for they are stored here along with many fantastic manifestations of dreams.

Uncommon: The Citadel of Dream was once the City of Dreams, but the sands have consumed the rest of the city.

Rare: Delving beneath the sands and into the City of Dreams can be a highly profitable endeavor if the horrors it contains can be survived.

Obscure: The Sand Man has a darker, more twisted reflection of himself injecting nightmares into deserving individuals. The two of them are never encountered in Dream at the same time.

The Shrouded Lands

Surprisingly, the Shrouded Lands are even more mysterious than the lands of Between. A sheet of fog and low-lying clouds have enveloped this region for as long as any fey can recall. Good and neutral fey do not stray too near the region for fear of invoking the wrath of the Queen of Air and Darkness or one of her appointed protectors. Few who have instigated an encounter with these fey creatures have survived to return. Others simply found themselves lost in the hazy vapors of the terrain.

Distance: Distant (DC 20)

Regional Seat: Unknown

Regent: Queen of Air and Darkness

Prominent Features: Unknown

Seasons: Unknown

Legends & Lore

Common: The Queen of Air and Darkness used to be the resident ruler of the Shrouded Lands, but now the region is governed by one of her war-mongering generals—until she replaces them with a more recent favorite.

Uncommon: The region is guarded by thousands of air elementals, and those that do not stay and fight are bound to seek out reinforcements. What they protect or guard is unknown.

Rare: Unsubstantiated rumors of an open-pit diamond mine are drawing interloping mortal prospectors to FaerieLand.

Obscure: Somewhere under the mists lay the ancient and forgotten tombs of first rulers of FaerieLand, undisturbed for several millennia.

Stormking Mountains

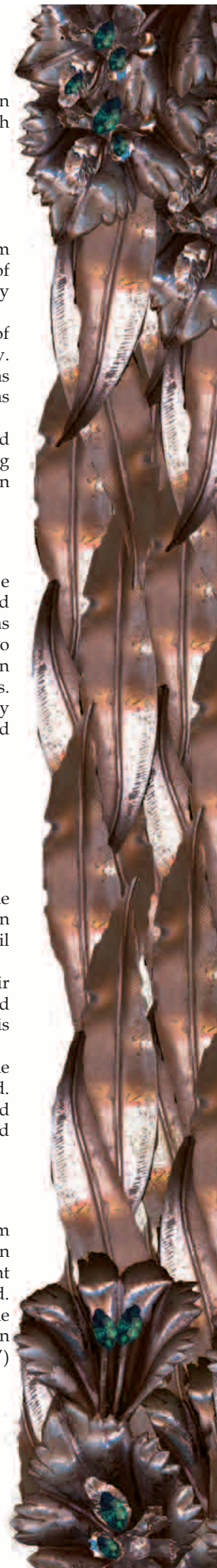
The Stormking Mountains originally got their name from the ancient ruler of the region, a feorin who specialize in weather magic known as the Storm King. As time went on, the land around him became known as a place to avoid. Now, somewhere deep in the windswept reaches of the Stormking Mountains is a group of faeries and feorin calling themselves the Sithe (meaning "silent moving") who are keeping the Storm King's work alive.

Distance: Remote (DC 25)

Regional Seat: Maeve Marrach.

Regent: Queen Maeve

Prominent Features: n/a





Seasons: Getting much of their weather from the neighboring Land of Eternal Autumn, the mountains spend much of the year under briskly cold and extremely windy conditions. Winds ravage the near-barren slopes and valleys of the Stormking Mountains, and rain, snow, and lightning storms frequently strike without warning.

Legends & Lore

Common: Before venturing into the Stormking Mountains, make sure you are prepared for a long journey. The storms can slow your travel to a crawl.

Uncommon: There are many caches of weather manipulating magic items that have been found over the years here. Though the number has been decreasing, people still return with fantastic items now and then.

Rare: - Though all of FaerieLand benefits from the research done by the Storm King, no one is willing to give him credit.

Obscure: One of the mages of the Sithe is the cousin of Jack Frost.

The Twilight Lands

Within the darkened border realm of Shadow is the home of most fey – the Twilight Lands. This is the heart of FaerieLand and its one true unified visage – this region reflects what the majority of fey creatures think of when they think of “home.”

Distance: Distant (DC 20)

Regional Seat: The Great Stone Ring

Regent: Elected annually from among the regents of the Twilight Lands

Prominent Features: The Great Stone Ring

Seasons: All seasons feature prominently in the Twilight Lands, and in fact there are lands where each season never wanes.

Legends & Lore

Refer to the specific region for more information.

The Great Stone Ring

The Great Stone Ring sits at the geographical and political center of FaerieLand. Coronations of the Faerie Queen or King are made in the ring, and important negotiations are made here. Though not a proper region, the Great Stone Ring is treated as the monarch’s home region while she or he is in power. At the end of their reign, it passes to the next “high ruler” of FaerieLand.

Like some mortal worlds’ standing stones, the Great Stone Ring acts as a celestial calendar, helping to mark time in the often-timeless Twilight Lands. All faeries know the holidays only by where the sun appears in relation to the stones set in the Great Stone Ring.

Distance: Distant (DC 20) / Nearby (DC 15)

Region: Twilight Lands

Personalities: n/a

Legends & Lore

Common: The Great Stone Ring can help seers and fortunetellers read the future.

Uncommon: The Seelie Court assembled the Great Stone Ring over seven millennia ago.

Rare: If you look carefully, you can find traces of fey *doorways* that seem to be outlined by nearly every pair of Sarsen stones. Apparently no one can remember to where they all go or how to activate them. If anyone does know, no one seems willing to share such knowledge.

Obscure: Some fey *doorways* have many different keys that will activate them, leading the user to different locations.

Chapter 4: Magic of Faerie

“I learned nine songs; I learned eighteen charms; I learned nine times nine names – names of gods, and mortals, and of the wild folk, names of cities, and trees, of eagles and serpents.”

– Neil Gaiman, “The Land of Summer’s Twilight”, *Books of Magic*

Unlike the mortal worlds, FaerieLand and all its denizens accept magic as a normal and essential part of life, not a mystery understood only by a sagely few. Thus, to mortal eyes, FaerieLand overwhelms them with magic of all kinds, from spells and abilities to items high and lowly. Below, we’ll discuss the **Faercana**, or the broader concepts and sources of magics in the Twilight Lands. After that, we’ll enter **Spells** and catalogue all the new spells found throughout FaerieLand. Lastly, **Magic Items** provide new and unique ways to bring the magics of the fey back to mortal lands.

Faercana

The arcana that mortal wizards study are nothing compared to fey magics and faercana for one simple reason – While wizards’ arcana provide power, faercana in many ways are the lifeblood of many fey creatures. It is still a focused look at magics and how they operate to change the rules of reality, but to the faeries and feorin and their ilk, it is as essential as breathing.

Magical Power Sources

The water flowing in this river passes by us on its way to the ocean. Once in the ocean, some of the water turns to mist and vapor, returning to the sky to form clouds. From the clouds it will fall as rain to fill the rivers of the world once again. Such is the flow of the Sands of Time.

- Merle of Endswick

It seems strange to some mortals that fey spellcasters would want or even need sources from which to draw magical power. After all, they and their home of FaerieLand is so suffused with magic...and that is the reason the fey often use power sources. Whereas mortal sorcerers pull magic from the very air around them or from within themselves, magic to faeries and their ilk is life; to haphazardly pull magic could possibly harm the land or someone they know, so some rely more on power sources.

Magical power sources simply work very similarly to spell components, although each of the standard fey power sources has its quirks and benefits (as well as drawbacks). The three most common sources that fey use to manipulate magic are the Breath of Life, True Names, and Magic Sand.

Breath of Life

The malevolent fey of Between are barred from using the *magic sand* from the Sands of Time to help power their spells. Instead, they harvest the Breath of Life from mortals and fey alike. Most often, victims are left severely weakened if not killed outright by having their breath stolen from them, but this matters little to the Unseelie of Between. In fact, they relish what they have stolen all the more if it kills the donor. Their most favorite targeted donors are mortal children and infants, as they insist the

Table 17: Magic Sand Wild Characteristics

Whenever *magic sand* is used in its raw form or in any refined crystalline form (such as *fey dusts* but not if infused into a solid form), the magics within it cannot be wholly controlled or contained. Add one of the following effects for each use of an ounce of *magic sand*, and roll an additional time if more than three ounces are used at once.

Example: Using *magic sand* as a universal component in a *fireball* spell only requires one check against wild characteristics, while casting a *summon monster V* with *magic sand* forces two rolls (5th level spell equals 5 ounces) to determine random effects to either the caster, target, or environs.

Persons Affected: For each use of the *magic sand*, roll d4 to determine who is affected by the wild characteristics detailed below: 1 = user; 2 = target; 3 = both; 4 = neither (closest living target(s) outside of normal area of effect, be it plant or animal). If durations are not mentioned under the effects, they match the duration of the spell cast with the *magic sand*.

d%	Wild Characteristic	Game Effect
01-03	Allergy	Creature is allergic to his possessions for 1d4 hours. Suffers sneezing and coughing unless separated from them (+2 vs. Concentration checks).
04-06	Amorous	Creature falls in love with opponent.
07-09	Amplified	All sounds the creature hears are amplified for 1d12 rounds. Effects that deafen during this time last for twice the normal duration.
10-12	Balding	All the creature's hair falls out.
13-15	Bubbly	Creature trails soap bubbles whenever he moves.
16-18	Butterflies	Butterflies stream forth from the creature's open hand. Successful spellcasting at a DC 12 unless caster has Still Spell.
19-21	Celebratory	Streamers and confetti spout from the creature's open hand. Successful spellcasting at a DC 12 unless caster has Still Spell.
22-24	Colorizing	Creature's skin and hair changes to a random color (1d6 to determine color: 1 - red; 2 - orange; 3 - yellow; 4 - green; 5 - blue; 6 - purple).
25-27	Crumbling	All non-magical cloth and paper the creature wears or touches crumbles to dust. Effect lasts for 1d12 rounds.
28-30	Dancing Lights	Dancing lights appear within 10 feet of caster and move about randomly (not under control of creature).
31-33	Disassociated	Creature habitually refers to himself in the third person for 1d12 hours
34-36	Distorting	Roll 1d6 to determine effect: 1&2 - shadow points in opposite direction; 3-5 - shadow appears to move independently from creature; 6 - creature becomes blurred
37-39	Dusty	Creature is coated in ordinary dust that billows from him as he moves.
40-42	Extremity	Roll d6 to determine affected extremity: 1 - right arm; 2 - left arm; 3 - right leg; 4 - left leg;
	Enlargement	5 - head; 6 - roll again. (+1 Strength, -1 Dexterity, 1d12 rounds, no Ability effect on head)
43-45	Extremity	Roll d6 to determine affected extremity: 1 - right arm; 2 - left arm; 3 - right leg; 4 - left leg;
	Reduction	5 - head; 6 - roll again. (-1 Strength, +1 Dexterity, 1d12 rounds, no Ability effect on head)
46-48	Faerie Fire	Creature glows as if affected by a faerie fire spell.
49-51	Flowering	Flower petals rain from the dust.
52-54	Hairy	All hair on the creature grows a foot longer.
55-57	Itch	Creature's clothes itch (+1 vs. Concentration checks) for 1d12 hours.
58-60	Laughable	A particular race, when encountering the creature, snickers and giggles (affected by a reduced version of Tasha's Hideous Laughter). +10 DC to all Bluff, Diplomacy, or Intimidate that race.
61-63	Mirrored	Creature suffers the same spell effects as the target creature.
64-66	Musical	Musical notes fill the air. Roll 1d8 to determine instrument: 1 - flute; 2 - xylophone; 3 - tambourine; 4 - harp; 5 - drum; 6 - lute; 7 - violin; 8 - trumpet.
67-69	Narrated	Speech, movement, and actions of the creature are narrated by a disembodied voice at normal speaking volume and heard by all creatures nearby. This effect lasts for 1d4 hours.
70-72	Noisy	All sounds the creature makes for 1d12 rounds are intensified; footfalls sound like stomping, whispers are as loud as regular speech, regular speech sounds like yelling, and yelling is painful to those in earshot. Sonic spells are at +25% effectiveness during this time (i.e. shout).
73-75	Odorous	Creature emits strong odors for 1d12 hours. Roll 1d4 to determine odor: 1 - sulfurous; 2 - skunk-like; 3 - pungent flowers; 4 - sickening sweet fruit.
76-78	Rotating	Roll 1d4 to determine facing: 1 - rotate 90 degrees clockwise; 2 - rotate 90 degrees counter-clockwise; 3 - rotate 180 degrees; 4 - unchanged.
79-81	Shifting	Creature shifts 5 feet in random direction (use d8 Deviation Diagrams from the Grenade-like Weapons section of the DMG). If space is occupied, reroll direction.
82-84	Singing	Creature must sing in order to be heard at all for 1d12 rounds. Successful spellcasting at a DC 12 unless caster is a bard, in which case spells are enhanced as if caster were +1 level.
85-87	Slippery	Creature is coated in a slippery substance (+2 to DC for Reflex saves and Dexterity checks) for 1d12 rounds.
88-90	Smoky	Creature emits a small amount of smoke as if smoldering for 1d12 rounds.
91-93	Sooty	Creature is covered in soot as if the sand explodes when used.
94-96	Squeaky	Creature's equipment squeaks loudly for 1d4 hours.
97-99	Vocal	Creature's voice changes. Roll 1d6 to determine result: 1 - raspy; 2 - squeaky; 3 - nasal; 4 - breathy; 5 - high pitched; 6 - low pitched. This effect lasts for 1d4 hours.
100	—	Roll twice and add effects together (if they affect the same person or target both times)



unused potential in their lives powers their spells even more. (Each Breath of Life equals a point of Constitution.)

More potent than its counterpart, the Breath of Life can be captured by use of a spell developed by the Queen of Air and Darkness. She, in her treachery, developed the spell and tested it by stealing the Breath of Life from faeries abducted and brought to Between. See *harvest breath of life* in the Spells section for more details.

When a caster uses a Breath of Life, he gains an effective caster level for 1d4 rounds for each Breath used. Each use of Breath is considered a separate act and the bonuses do not stack, so a caster cannot use three Breaths to temporarily gain three levels. The Breath of Life also does not stack with other temporary bonuses to caster levels.

Names, True

Every person has a name, whether it is one given after birth, earned through valorous deeds, or given as a mark of punishment. All people also have true names with which they are born. Most mortal individuals and many fey, however, do not know their true names and need to undergo great amounts of research to obtain it. Learning someone else's true name is an even greater undertaking, since much of the research into one's true name is personal introspection and soul-searching.

If a person obtains another's true name, he can use it against them in spells. Conversely, if you use the wrong true name, or someone else's name, the spell does not have any additional effects above the normal spell. The most common use of true names comes in the summoning, binding, and banishing of demons and other outsiders, as invoking their true names often calls them up from the Lower Planes.

Defending your true name: Characters all have a +30 sacred bonus to keep someone from learning their true names. This is an automatic bonus, and can not be negated in any way. For every level above 5th, this bonus goes up by one. For example a 17th level character will have a +42 sacred bonus.

Discerning your true name: Characters must devote 1d12 years of devoted meditation and breathing exercises to truly get to know your body and your true self before learning your true name. Barbarians, monks, rangers, and sorcerers, being more in tune with their own selves than other classes, reduce that time by 1d6 years. Additionally, anyone can learn their true name by fully dedicating time to meditation and introspection; for each month spent in solitary meditation, a character comes one year closer to his true name.

Mind-reading a true name: Using psionics or spellcasting, someone can read a true name only if the person himself knows it. Even then, the +30 sacred bonus is only reduced to +20 in such instances.

Using a true name: If used in the casting of a spell, a true name provides one of the following effects:

- Reduces any of the target's spell resistance by 10 or by half, whichever is greater;
- Adds a +20 DC penalty to resist or counter the spell cast at them;
- All normal saves against such a spell are reduced to a maximum of +1, though any supplemental saving throw bonuses still apply (not racial or ability bonuses).

Using Spellcraft to extract a true name from a spell: If a true name is used in the casting of a spell, it can be discerned by others with a Spellcraft check (DC 33).

Alternate Uses: Obviously, knowing someone's true name can be a very valuable tool. Often overlooked are the more mundane uses for such knowledge. A person can be held at bay out of fear that somehow their true name will be revealed to others. Also, a person could also be blackmailed into performing certain tasks in exchange for not divulging a true name to other people.

Sand, Magic

Magic sand is an arcane substance refined from the crystallized soil found in the Sands of Time desert. In FaerieLand, *magic sand* is not very rare; in fact, it can commonly be found in Market as bread—as in a mortal marketplace (but not as cheap). In the mortal world, however, it is expensive as the magical properties leech out of the material rather quickly.

The properties and uses of *magic sand* are quite broad whether used in FaerieLand or the mortal worlds. There are definite and rumored powers for *magic sand*, all of which are noted below and in the spell *harvest magic sand* in the Spells section.

- Using *magic sand* (whether on its own or as *fey dust*) always incurs a slightly random effect. Whenever it is in use, the GM rolls on Table 17: *Magic Sand* Wild Characteristics, and invokes the random effect as noted by the table.
- *Magic sand* is most commonly used as a universal spell component by the fey; in fact, the Fey Magic feat clarifies that it can be used as a component for any spells.
- Using *magic sand* as a spell component always adds a +1 per die of the spell effect, whether it is damage or healing or the number of creatures affected. If there are no dice effects to the spell, it adds a +1 per spell level to the DC to resist the spell's effects.
- Adding one ounce of *magic sand* per spell level in addition to the normal spell components imbues the spell with the effects of either Empower Spell or Spell Penetration.
- In mortal worlds, *magic sand* can be worth up to 100gp per ounce (5d20, depending on region and local supply and demand). In FaerieLand, *magic sand* is sold for up to 100sp per ounce (5d20).
- *Magic sand* can be used to make magic items. *Fey dusts* are the most common sand-derived items. Rumors and legends suggest some fey craftsmen can forge very strong and very magical glass weapons and armors out of *magic sand*, though few have ever been seen.
- Mortal wizards use *magic sand* as a universal component in making magic items. Each ounce of *magic sand* can be used instead of 150gp worth of gems or other rare materials. It cannot be used to form the item itself unless one makes *fey dust* or other magical dusts and powders. Using the *sand* generally reduces the time to create an item by up to 25% (5% per ounce used).

Spells

All these spells can be learned within FaerieLand or from a denizen of FaerieLand walking the mortal worlds.

Bard Spells

0-Level Bard Spells (Cantrips)

Detect Doorway. Reveals *doorways* to fey *backroads* within 60 ft.

Snooze. As *sleep*, but 1d4 HD affected.

1st-Level Bard Spells

Bad Luck. Target creature gains a -1 penalty to attack rolls and Reflex saves.

Detect Fey Doorway. Reveals *doorways* to fey *sideroads* within 60 ft.

Faerie's Gold. Transform minute quantity of metal into gold for duration.

Good Luck. Target creature gains a +1 bonus to attack rolls and Reflex saves.

Iron Shard. Shoots an iron needle for 1d4+level (1d6+ level vs. fey) damage.

Nature's Aspect. Temporarily gain an *Aspect of Nature*.

Summon Fey I. Calls fey creature to fight for you.

Trinket. Change small objects to appear worth up to 50 gp in value.

2nd-Level Bard Spells

Disrobe. Strip a creature of items worn or carried.

Fool's Gold. Transform small quantity of metal into gold for duration.

Second Sight. See creatures concealed by *invisibility* or *fey mask*.

3rd-Level Bard Spells

Fey Mask. As *invisibility*, plus selected creatures can see targets.

Luck of the Fey. Target rerolls last die roll and takes new result.

Wing Wither. Reduce maneuverability and flying speed of target for 1 round/level.

4th-Level Bard Spells

Discern Route. Learn destination of a fey road.

Fitful Sleep. Curse that denies restful sleep and spell preparation until removed.

Greater Iron Shards. Shoots iron needles 1d4+level (1d6+level vs. fey) damage; +1 shard/two levels above 1st (max +5), plus 1 hp damage/round for duration.

Lesser Ring Dance. Allows participants to pool experience points for item creation and spell casting.

Sleepwalking. As *suggestion*, but cast upon sleeping target.

Swift Journey. Travel at twice normal speed for 12 hours.

5th-Level Bard Spells

Contact Fey Oracle. As *contact other plane*, but always true and cryptic.

Energy Bubbles. Random damage in area during duration, plus 1d4 damage per level.

Sleepless Curse. Ability damage until death or curse is dispelled.

Special Spell Effects

FaerieLand itself affects some spells while some spells have more impact on FaerieLand themselves.

Cold Iron Spell Descriptor: Many spells have descriptors, contained within [brackets] under the spell name, as part of the spell description. (See Special Spell Effects on page 152 of the PHB for more information on this subject.) The new spell descriptor "Cold Iron" reflects a group of spells that uses cold-wrought iron as its manifested effect against target creatures. This material is especially dangerous to fey and thus the spell is far more dangerous for use by or against fey creatures.

Enhanced Magic: Within the borders of FaerieLand, some spells work to better than when cast in the mortal world or other planes.

- Healing spells work very well in FaerieLand. (All 1s, 2s, and 3s rolled are considered 4s).
- Enchantment and illusion spells function as if cast by someone of one caster level higher.
- The spell *raise dead* brings a creature back from death with 4 hit points per Hit Die.
- Chances for losing spells are reduced to 25% due to the magic that is tightly woven into the fabric of FaerieLand.

Zurlein's Bon of Sleep. Places the victim in a sleeping state for years.

6th-Level Bard Spells

Gate Seal. Permanently seals a *doorway*, *gate*, or *portal*.

Open Doorway. Open *doorway* without meeting conditions of entry.

Recurring Nightmare. Creature gains negative energy levels until death or curse is removed.

Cleric Spells

0-Level Cleric Spells (Orisons)

Detect Doorway. Reveals *doorways* to *backroads* within 60 ft.

1st-Level Cleric Spells

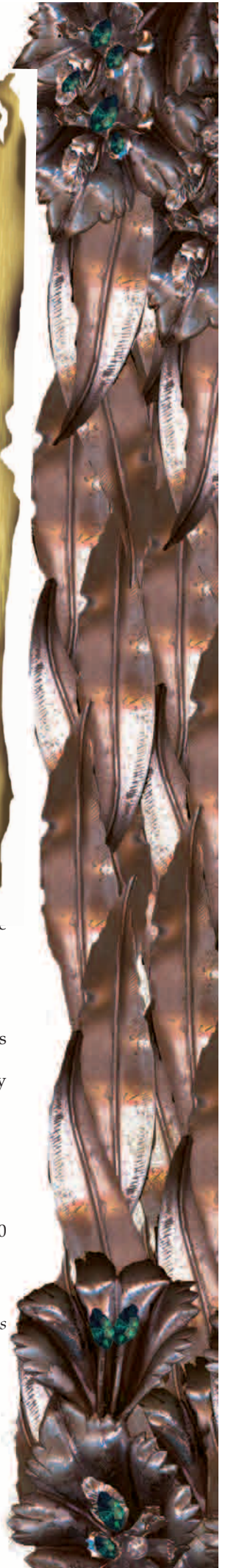
Detect Fey Doorway. Reveals *doorways* to fey *sideroads* within 60 ft.

Nature's Aspect. Temporarily gain an *Aspect of Nature*.

Summon Fey I. Calls fey creature to fight for you.

2nd-Level Cleric Spells

Dreamspeak. Compel target creature to speak.





3rd- Level Cleric Spells

- Befriend Doorway Guardian.** As *charm monster*, except on fey only, plus information can be obtained.
- Fey Mask.** As *invisibility*, plus selected creatures can see targets
- Fitful Sleep.** Curse that denies restful sleep and spell preparation until removed.
- Second Sight.** See creatures concealed by *invisibility* or *fey mask*.

4th- Level Cleric Spells

- Antilife Filter.** As *antilife shell*, except effective against only one creature type.
- Discern Route.** Learn destination of a *fey road*.
- Lesser Ring Dance.** Allows participants to pool experience points for item creation and spell casting.
- Luck of the Fey.** Target rerolls last die roll and takes new result.
- Sleepwalking.** As *suggestion*, but cast upon sleeping target.
- Swift Journey.** Travel at twice normal speed for 12 hours.

5th- Level Cleric Spells

- Iron Blight.** Destroys ferrous metal in cloud area.
- Sleepless Curse.** Ability damage until death or curse is dispelled.

6th- Level Cleric Spells

- Energy Bubbles.** Random damage in area during duration, plus 1d4 damage per level.
- Gate Seal.** Permanently seals a *doorway*, *gate*, or *portal*.
- Open Doorway.** Open *doorway* without meeting conditions of entry.
- Recurring Nightmare.** Creature gains 1d4 negative energy levels until death or curse is removed.

7th- Level Cleric Spells

- Fey Decree.** Wounds, frightens, cowers, or deafens creatures of different alignment.
- Greater Ring Dance.** As *lesser ring dance*, but two participants / level
- Unfurl the Mortal Coil.** Deal Constitution damage via poisonous spell touch.

8th- Level Cleric Spells

- Create Doorway and Sideroad.** As *create doorway and backroad* except creates a fey road from a mortal world to FaerieLand.
- Fey Curtain.** As *fey mask*, but affects 1 creature/level.

Cleric Domains

Dream Domain

- Deities:** Any deities related to sleep or rest, darkness or night, knowledge, stories, and the mind.
- Granted Powers:** You can cast dream domain spells and those involving sleep at +1 caster level. You can also cast *snooze* as a 0-level spell.

Dream Domain Spells

1. **Sleep.** Put 2d4 HD of creatures into comatose slumber.
2. **Dreamspeak.** Compel target creature to speak.

3. **Nap.** A full night's sleep condensed into 4 hours of sleep.
4. **Fitful Sleep.** Curse that denies restful sleep and spell preparation until removed.
5. **Sleepwalking.** As *suggestion*, but cast upon sleeping target.
6. **Sleepless Curse.** Ability damage until death or curse is dispelled.
7. **Improved Nap.** A full night's sleep condensed into 1 hour of sleep.
8. **Recurring Nightmare.** Creature gains negative energy levels until death or curse is removed.
9. **Mind Blank.** Subject is immune to mental/emotional magic and scrying.

Fey Domain

Deities: Deities related to nature, chaotic deities not tied to mortal races

Granted Powers: You can cast *bad luck* or *good luck* a number of times equal to your Constitution modifier. These additional spells do not count against your daily allotment of spells.

Fey Domain Spells

1. **Bad Luck/Good Luck.** Target creature gains a -1 penalty/+1 bonus to attack rolls and Reflex saves.
2. **Disrobe.** Strip a creature of items worn or carried.
3. **Luck of the Fey.** Target rerolls last die roll and takes new result.
4. **Discern Route.** Learn destination of a fey road.
5. **Iron Blight.** Destroys ferrous metal in cloud area.
6. **Energy Bubbles.** Random damage in area during duration, plus 1d4 damage per level.
7. **Fey Decree.** Wounds, frightens, cowers, or deafens creatures of different alignment.
8. **Fey Curtain.** As *fey mask*, but affects 1 creature/level.
9. **Miracle:** Requests a deity's intercession.

Fey Roads Domain

Deities: Deities related to nature or travel, chaotic deities not tied to mortal races

Granted Powers: You gain the ability to cast *detect doorway* at will. These additional spells do not count against your daily allotment of spells.

Fey Roads Domain Spells

1. **Detect Fey Doorway.** Reveals *doorways* to fey roads within 60 ft.
2. **Locate Object:** Senses direction toward object (specific or type).
3. **Befriend Doorway Guardian.** As *charm monster*, except on fey only, plus information can be obtained.
4. **Discern Route.** Learn destination of a fey road.
5. **Fork Path.** Allows caster to create a fork in a *fey path*.
6. **Find the Path:** Show most direct way to a location.
7. **Create Doorways and Backroad.** Creates *doorways* and a fey road between them. -OR- **Stray From Path.** Allows caster and recipients to step off *fey path* for duration.
8. **Create Doorway and Sideroad.** As *create doorways and backroad* except creates a fey road from a mortal world to FaerieLand.
9. **Gate:** Connects two planes for travel and summoning.

Druid Spells

0-Level Druid Spells (Orisons)

Detect Doorway. Reveals *doorways* to fey *backroads* within 60 ft.

1st-Level Druid Spells

Detect Fey Doorway. Reveals *doorways* to fey *sideroads* within 60 ft.

Detect Fey. Reveals fey creatures within range.

Nature's Aspect. Temporarily gain an Aspect of Nature.

Summon Fey I. Calls fey creature to fight for you.

2nd-Level Druid Spells

Dreamspeak. Compel target creature to speak.

3rd-Level Druid Spells

Fey Mask. As *invisibility*, plus selected creatures can see targets.

Luck of the Fey. Target rerolls last die roll and takes new result.

Second Sight. See creatures concealed by *invisibility* or *fey mask*.

4th-Level Druid Spells

Antilife Filter. As *antilife shell*, except effective against only one creature type.

Discern Route. Learn destination of a fey road.

Lesser Ring Dance. Allows participants to pool experience points for item creation and spell casting.

Sleepwalking. As *suggestion*, but cast upon sleeping target.

Swift Journey. Travel at twice normal speed for 12 hours.

5th-Level Druid Spells

Iron Blight. Destroys ferrous metal within the clouded area of effect.

Sleepless Curse. Ability damage until death or curse is dispelled.

6th-Level Druid Spells

Gate Seal. Permanently seals a *doorway*, *gate*, or *portal*.

Open Doorway. Open *doorway* without meeting conditions of entry.

Recurring Nightmare. Creature gains negative energy levels until death or curse is removed.

7th-Level Druid Spells

Create Doorways and Backroad. Same as *create crossroads and backroad*, but for arcane spellcasters.

Fey Decree. Wounds, frightens, cowers, or deafens creatures of different alignment.

Greater Ring Dance. As *lesser ring dance*, but two participants / level

Unfurl the Mortal Coil. Deal Constitution damage via poisonous spell touch.

8th-Level Druid Spells

Create Doorway and Sideroad. As *create doorway and backroad* except it creates a fey road from a mortal world to FaerieLand.

Fey Curtain. As *fey mask*, but affects 1 creature/level.

Ranger Spells

1st-Level Ranger Spells

Detect Doorway. Reveals *doorways* to fey *backroads* within 60 ft.

Detect Fey. Reveals fey creatures within range.

Longvision. Increases range of sight by ten times.

Snooze. As *sleep*, but 1d4 HD affected.

2nd-Level Ranger Spells

Detect Fey Doorway. Reveals *doorways* to fey *sideroads* within 60 ft.

Disrobe. Strip a creature of items worn or carried.

Nature's Aspect. Temporarily gain an *Aspect of Nature*.

Summon Fey I. Calls fey creature to fight for you.

3rd-Level Ranger Spells

Nap. Gain four hours of restful sleep in one hour.

Summon Fey II. Calls fey creature to fight for you.

4th-Level Ranger Spells

Discern Route. Learn destination of a fey road.

Second Sight. See creatures concealed by *invisibility* or *fey mask*.

Step Sideways. Make 5 ft. step into *Between* and remain for 1 round/level.

Summon Fey III. Calls fey creature to fight for you.

Swift Journey. Travel at twice normal speed for 12 hours.

Sorcerer and Wizard Spells

0-Level Sorcerer and Wizard Spells (Cantrips)

Conj **Iron Splinter.** Splinter deals 1d3 damage (1d4 vs. fey)

Ench **Snooze.** As *sleep*, but 1d4 HD affected.

1st-Level Sorcerer and Wizard Spells

Conj **Iron Shard.** Shoots an iron needle for 1d4+level (1d6+ level vs. fey) damage.

Summon Fey I. Calls fey creature to fight for you.

Div **Detect Doorway.** Reveals *doorways* to fey *backroads* within 60 ft.

Detect Fey. Reveals fey creatures within range.

Ench **Bad Luck.** Target creature gains a -1 penalty to attack rolls and Reflex saves.

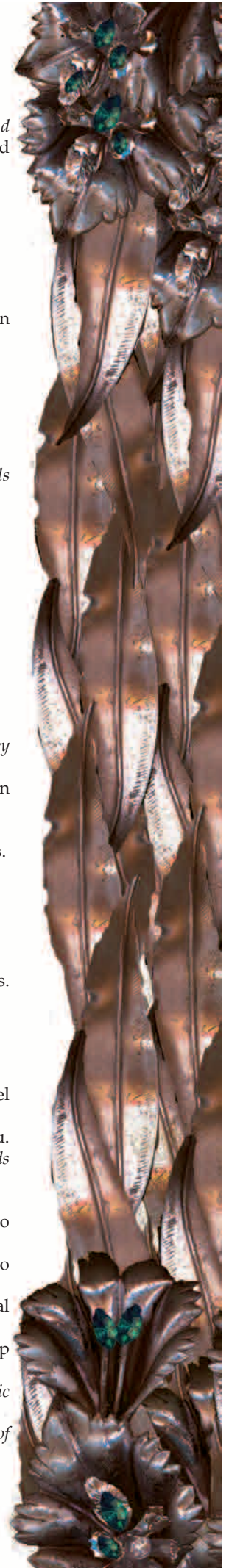
Good Luck. Target creature gains a +1 bonus to attack rolls and Reflex saves.

Illus **Faerie's Gold.** Transform minute quantity of metal into gold for duration.

Trinket. Change small objects to appear worth up to 50 gp in value.

Trans **Harvest Magic Sand.** Gather 1d10 ounces of *magic sand*.

Nature's Aspect. Temporarily gain an *Aspect of Nature*.





2nd- Level Sorcerer and Wizard Spells

- Abjur **Disrobe.** Strip a creature of items worn or carried.
 Conj **Glob of Sap.** Summons ball of sticky sap to bind creature.
Summon Fey II. Calls fey creature to fight for you.
 Div **Detect Fey Doorway.** Reveals *doorways* to fey roads within 60 ft.
Second Sight. See creatures concealed by *invisibility* or *fey mask*.
 Ench **Dreamspeak.** Compel target creature to speak.
Faerie Dance. Compels target creature to dance.
 Illus **Fool's Gold.** Transform small quantity of metal into gold for duration.
 Trans **Longvision.** Increases range of sight by ten times.

3rd- Level Sorcerer and Wizard Spells

- Abjur **Anchor Fey.** Prevents fey creature from leaving plane.
 Conj **Summon Fey III.** Calls fey creature to fight for you.
 Ench **Luck of the Fey.** Target rerolls last die roll and takes new result.
 Illus **Fey Mask.** As *invisibility*, plus selected creatures can see targets.
 Trans **Harvest Breath of Life.** Draw out a target's Constitution to power spells.
Shrink Creature. As *reduce*, but creature is one tenth normal size.
Step Sideways. Make 5 ft. step into Between and remain for 1 round/level.
Wing Wither. Reduce maneuverability and flying speed of target for 1 round/level.

4th- Level Sorcerer and Wizard Spells

- Abjur **Antilife Filter.** As *antilife shell*, except effective against only one creature type.
Dismiss Fey. Forces fey creature to FaerieLand.
 Conj **Greater Iron Shards.** Shoots iron needles 1d4+level (1d6+level vs. fey) damage; +1 shard/two levels above 1st (max +5), plus 1 hp damage/round for duration.
Summon Fey IV. Calls fey creature to fight for you.
 Div **Discern Route.** Learn destination of a fey road.
 Ench **Befriend Doorway Guardian.** As *charm monster*, except on fey only, plus information can be obtained.
Laughing Gas. Cloud of *hideous laughter*.
Nap. Gain four hours of restful sleep in one hour.
Sleepwalking. As *suggestion*, but cast upon sleeping target.
 Evoc **Lesser Ring Dance.** Allows participants to pool experience points for item creation and spell casting.
 Illus **Fitful Sleep.** Curse that denies restful sleep and spell preparation until removed.
 Trans **Swift Journey.** Travel at twice normal speed for 12 hours.

5th- Level Sorcerer and Wizard Spells

- Abjur **Lesser Iron Ward.** Renders recipient safe from touch of normal metals.
 Conj **Iron Cloud.** Kills 3 HD (2 HD fey) or less, and damages higher HD 1d8/level (1d10/level vs. fey)
Summon Fey V. Calls fey creature to fight for you.
 Div **Contact Fey Oracle.** As *contact other plane*, but

always true and cryptic.

- Ench **Energy Bubbles.** Random damage in area during duration, plus 1d4 damage per level.
Zurlein's Eon of Sleep. Places the victim in a sleeping state for years.
 Illus **Sleepless Curse.** Ability damage until death or curse is dispelled.
 Trans **Iron Blight.** Destroys ferrous metal in cloud area.

6th- Level Sorcerer and Wizard Spells

- Abjur **Gate Seal.** Permanently seals a *doorway*, *gate*, or *portal*.
Open Doorway. Open *doorway* without meeting conditions of entry.
 Conj **Fork Path.** Allows caster to create a fork in a *fey path*.
Iron Shower. Iron splinters rain down doing 1d4 (1d6 vs. fey)/level caster level (15d4 max)
 Ench **Summon Fey VI.** Calls fey creature to fight for you.
Improved Nap. A full night's sleep condensed into an hour of sleep.
 Illus **Recurring Nightmare.** Creature gains negative energy levels until death or curse is removed.

7th- Level Sorcerer and Wizard Spells

- Abjur **Greater Iron Ward.** Renders recipient safe from touch of metals up to +3.
 Conj **Summon Fey VII.** Calls fey creature to fight for you.
 Evoc **Greater Ring Dance.** As *lesser ring dance*, but two participants / level
 Trans **Fey Form.** Grants fey-born template for duration.
Stray From Path. Allows caster and recipients to step off *fey path* for duration.
Unfurl the Mortal Coil. Deal Constitution damage via poisonous spell touch.

8th- Level Sorcerer and Wizard Spells

- Conj **Create Doorways and Backroad.** Same as *create crossroads and backroad*, but for arcane spellcasters.
Mass Displacement. As *displacement*, but all creatures within 180 ft.
Summon Fey VIII. Calls fey creature to fight for you.
 Evoc **Fey Decree.** Wounds, frightens, cowers, or deafens creatures of different alignment.
 Illus **Fey Curtain.** As *fey mask*, but affects 1 creature/level.

9th- Level Sorcerer and Wizard Spells

- Conj **Create Doorway and Sideroad.** As *create doorway and backroad* except creates a fey road from a mortal world to FaerieLand.
Summon Fey IX. Calls fey creature to fight for you.

Anchor Fey

Abjuration
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

Your extended index finger emits an amber ray. You must make a ranged touch attack to hit the target. This spell specifically effects fey, half-fey, fey-touched, or fey-born creatures, and has no effect on other creatures. Creatures struck by the ray are surrounded by a sparkling amber aura, and the magic bars them from using fey doorways or the step sideways spell and spell-like ability. If a fey doorway is targeted by this spell, its use is prevented for the duration of the spell.

Antilife Filter

Abjuration

Level: Animal 4, Clr 4, Drd 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Area: 10 ft. radius emanation centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

As *antilife shell* or *antiplant shell*, except you bring into being a mobile shell that specifically hedges out and prevents the entrance of one particular racial type. See the MM for more information on creature types.

Material Component: hairs, scales, or skin flakes of the hedged out creature type.

Bad Luck

Enchantment (Compulsion)

Level: Brd/Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: 50 ft.

Area: Several enemy creatures, no two of which may be more than 25 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bad luck decreases your enemies' chances to hit your fellow adventurers. They receive a luck penalty of -1 to their attack rolls, and a -1 luck penalty to Reflex saving throws. You may target a number of ally creatures equal to your level, to a maximum of nine creatures

Material Component: a small shard of a glass mirror, thrown at the target.

Befriend Doorway Guardian

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

As *charm monster*, but the spell also allows the caster to interact with the faerie guardian to determine the outlet of the fey road the creature protects. The caster can also gather simple information about creatures recently in the region,

or have the creature help him (modify DC up/down based on Cha and level).

Contact Fey Oracle

Divination

Level: Brd 5, Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

Similar to *commune*, *legend lore* or *contact other plane*, this spell specifically allows the caster to contact a fey power to determine the outcome of a particular situation or answer to a question. All answers are truthful, but they are given in the most obtuse and convoluted manner, subject to interpretation by the caster. Favored answers are in the form of a riddle, poem, or narrative analogy.

Create Doorway and Backroad

Conjuration (Creation)

Level: Drd 7, Fey 7, Sor/Wiz 8

Components: V, S, M, F/DF, XP

Casting Time: d12 +12 hours

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create two *doorways* and the *backroad* that stretches between them. The *doorways* can be shaped by the caster as desired to fit particular entry or exit points; if left unspecified, they are rectangular fields of energy twice as tall and wide as the caster. You cannot create a *doorway* to a remote location if you have not physically visited it at some point in the past. The two points linked by the *backroad* must be within the same plane of existence

While it appears to others that you only sit in place for an extremely long time when casting this spell, you travel mentally through the first *doorway* and witness the summoning of the doorway guardian that will protect the *backroad* and act as the sentry over both entry points. The doorway guardian always maintains a Helpful attitude toward the creator of the *backroad* to which they are charged. If the doorway guardian is ever slain by those traveling its *backroad*, the magical backlash from its destruction permanently open the *doorways* on both ends, making it easily passable by any who find the openings.

Your mental form also scatters the sapphire physical components at the opposite end of the *backroad* to establish the end point and exit *doorway*. The initial and concluding parts of this spell's casting require the preparation and anchoring of the *doorways* to its entry and exit points.

Material Component: Powdered sapphire worth at least 1000 gp.

XP: 3,000 XP.

Create Doorway and Sideroad

Conjuration (Creation)

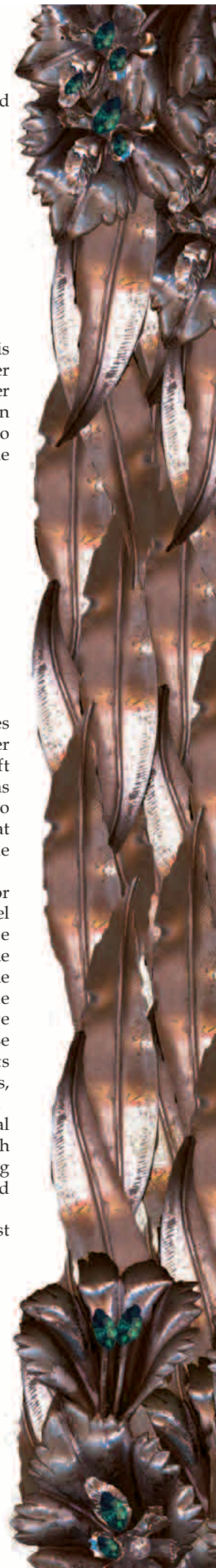
Level: Drd 8, Fey 8, Sor/Wiz 9

Components: V, S, M, F/DF, XP

Casting Time: One day

Range: Touch

Duration: Instantaneous





Saving Throw: None
Spell Resistance: No

As the *create doorway and backroad* spell, but this spell builds a *doorway* and *sideroad* specifically to FaerieLand. The *sideroad* can traverse dimensional boundaries, allowing travel between FaerieLand and the mortal world.

Material Component: Powdered sapphire worth at least 3000 gp.

XP: 5,000 XP.

Detect Doorway

Divination

Level: Brd 0, Clr 0, Drd 0, Fey 0, Rgr 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: See text

Area: Cone emanating from you to the extreme of the range

Duration: Concentration up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can find *doorways* within a mile of you by sensing in which direction they lie. Once within 60 feet of one, you can see the *doorway* as a glowing shadowy shape. See Table 16: Fey Doorways (in Chapter 3) for the variety of shapes and colors for *doorways*. A caster can learn some things about the *fey road* and where it leads simply by those factors alone. You can turn to try and detect *doorways* in new directions, and it takes 1d12 rounds for the detection to reach its maximum 1-mile range, after which you can turn another direction to continue scanning.

Arcane Focus: a dowsing stick (forked wooden stick).

Detect Fey

Divination

Level: Brd1, Clr 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect fey creatures in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of fey creatures in that area.

2nd Round: Number of fey in the area, and the condition of the healthiest specimen.

3rd Round: The condition and location of each fey present in that area. If a fey is outside your line of sight, then you discern its direction but not exact location.

Detect Fey Doorway

Divination

Level: Brd 1, Clr 1, Drd 1, Fey 1, Rgr 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: See text

Area: Cone emanating from you to the extreme of the range

Duration: Concentration up to 10 minutes/level (D)

Saving Throw: None
Spell Resistance: No

As *detect doorway*, but specifically in reference to fey *doorways* that lead to FaerieLand. With the specific focus of this spell, the caster can see both the *doorway* in the mortal world but he can also get a vague visual idea of what the other end of the *sideroad* looks like (and possibly know where it goes if well versed in FaerieLand's geography).

Arcane Focus: a dowsing stick (forked wooden stick).

Discern Route

Divination

Level: Brd 4, Clr 4, Drd 4, Rgr 4, Sor/Wiz 5

Components: V, S, M, DF

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One fey crossroad or *doorway*

Duration: 1 minute

This spell imparts the caster with the knowledge of where a selected fey road terminates.

Material Component: A silver coin balanced on the caster's forefinger and flicked into the air by his thumb.

Dismiss Fey

Abjuration

Level: Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One fey creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces a fey creature to instantly travel back to FaerieLand. Add the creature's HD to its saving throw and subtract the caster's level from the save as well. If the creature fails its save, it is instantly whisked away.

Focus: A cold iron holy symbol or object distasteful to the fey.

Disrobe

Abjuration

Level: Brd 2, Fey 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature and its clothes

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Created as a practical joke by the mischievous bogies, this spell strips a person naked instantly. No damage is done to any buckles, straps, or similar clothing features while it removes itself, and all items are gently placed on the ground around the victim without any damage. Picking up items off the ground is considered a move equivalent action that can provoke an attack of opportunity.

If armor is worn, the total armor bonus is added to the target's Reflex saving throw. For example Maerok, a 4th level cleric (Ref +1) with a 14 Dex (+2) is wearing *studded leather*+1 (+1, +3). His total bonus to his saving throw is +7. If the target creature fails his saving throw, the clothing,

armor, and other garments worn or carried are scattered in a 10 ft. radius around the target.

Material Component: A button strung on a short length of thread.

Dreamspeak

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When the caster gently touches a finger to a sleeping creature, that creature is compelled to speak about everything it knows in every language it can speak. Each round, a language is randomly chosen from those known by the sleeper, and information is given. There is a 20% chance per round that the sleeper reveals something it would normally keep secret. Information revealed include things such as names, command words, passwords or phrases, secret locations or directions, etc. Information revealed will not always be associated with a named object, person, or place. Questions asked of the sleeper will not

be answered, as the information revealed is determined randomly. The sleeper will awaken if physically disturbed by more than a finger's touch, thus ending the spell.

Material Component: One ounce of *magic sand* sprinkled over the closed eyelids of the sleeper.

Energy Bubbles

Evocation [see below]

Level: Brd 5, Clr 6, Fey 6, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Cone

Duration: 5 rounds + 1 round/level

Saving Throw: Ref half (see text)

Spell Resistance: Yes

The caster makes a circle with her index finger and thumb wrapped around the silver ring. Blowing through the circle generates a flurry of what look like ordinary soap bubbles streaming away from the caster filling a cone shaped area. The bubbles slowly float around in the area of effect until they fill the area of effect out to its effective range and cannot be burst before then.

Unless physically disturbed, the bubbles can last up to a number of rounds equal to half the caster's levels. Creatures in the area of effect may attempt a Reflex saving throw to avoid the bubbles and not burst them. When the caster desires or when the bubbles are disturbed, all the bubbles burst in a cascade effect and they collectively inflict 1d4 points per caster level (to a maximum of 15d4) in energy damage. The caster specifies the energy type when the spell is prepared.

Material Component: A silver ring about 1-1 1/2" in diameter (5 sp in value)

Faerie Dance

Enchantment (Compulsion)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

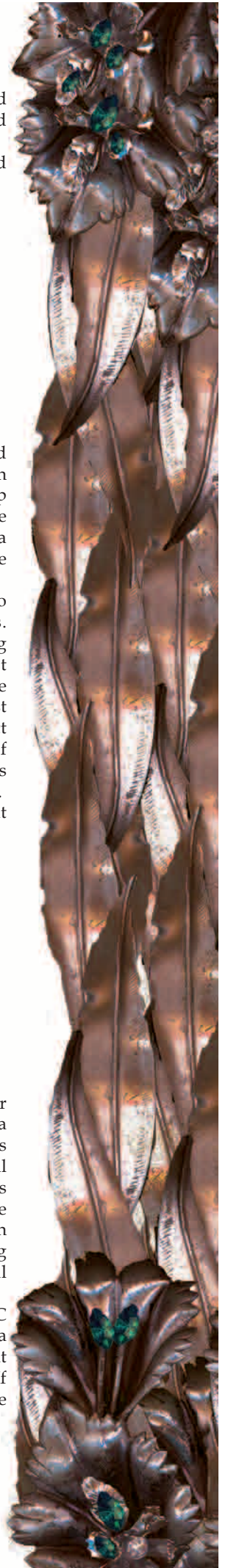
Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Often cast on unsuspecting victims prior to a *lesser ring dance*, *faerie dance* compels a target creature to join the caster in a joyous dance. The target creature is allowed a Will saving throw. If the save fails, the victim is drawn into the circular prancing dance. The victim can be pulled out by another person not in the dance, but that person risks joining the dance as well (+4 bonus to their Will save).

Those in the dance retain their AC (including shield use), are able to attack (at a -4 penalty), and can use skills and feats that do not require the victim to remain still. If the victim is injured or damaged during the dance, the enchantment is broken.





Faerie's Gold

Illusion (Glamer)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Target: 144 cu. in./level
Duration: 1 hr./level
Saving Throw: Will negates
Spell Resistance: Yes

As *fool's gold*, but this spell transforms 144 cubic inches of materials per level of the caster into solid gold. The area of effect (1 in. x 12 in. x 12 in.) is equivalent to about 1800 coins. Any creature seeing the resulting transformed metal is entitled to a Will save. If successful, the creature sees the metal for what it really is.

Material Component: Though not required, powdered gemstones used in the casting of this spell aid in its success.

Fey Curtain

Illusion (Glamer)
Level: Clr 8, Drd 8, Fey 8, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: Up to 2 creatures/level
Duration: 10 minutes/level
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

As *mass invisibility*, except this spell provides the caster with the ability to designate who can and cannot see the subjects of his spell. Unless specified, the caster (or other recipients of the spell) and target creatures cannot see each other (for example, hiding all fey creatures from detection by the Wild Hunt). This spell also grants a +5 to Move Silently checks.

Material Component: A fine lace shawl and set of horse blinders.

Fey Decree

Evocation [Sonic]
Level: Clr 7, Drd 7, Fey 7, Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30 ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Uttering a *fey decree* has two effects.

If you are in FaerieLand, non-fey creatures within the area are instantly banished back to their home planes. Creature so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the *fey decree*.

Fey creatures of an alignment other than yours can suffer ill effects from the following table:

HD	Effect
12 or more	Deafened
Less than 12	Cowered and deafened
Less than 8	Frightened and deafened
Less than 4	Wounded and cowered and deafened.

Deafened: The creature is struck deaf (see *blindness/deafness*) for 1d4 rounds.

Cowered: The creature is frozen in fear, losing his Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering creatures.

Frightened: The creature is frightened and flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use every such means to escape.

Wounded: The power of the *fey decree* can inflict 1d4 points of damage +1 point per caster level on living creatures of less than 4 HD. If the victims make a Fortitude save (DC 18), the damage stops just short of killing them and leaves them with at least 1 hp.

Fey Mask

Illusion (Glamer)
Level: Brd 3, Clr 3, Drd 3, Fey 3, Sor/Wiz 3, Trickery 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal or touch
Target: One touched creature/level
Duration: 10 minutes/level
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

As *invisibility*, except this spell provides the caster with the ability to designate who can and cannot see the subjects of his spell. Unless specified, the caster (or another recipient of the spell) and target creatures cannot see each other. This spell also grants a +5 to Move Silently checks.

Material Component: A set of horse blinders.

Feyform

Transmutation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell temporarily grants the "fey-born" template to the target creature. The creature gains all of the benefits and drawbacks associated with being fey-born. If the creature dies before the spell ends, the creature returns to its original form. This spell can be made permanent with the spell *permanency*. The minimum caster level is 16th and, and the XP cost is 4,000 XP.

Material Component: one moss agate worth at least 50 gold pieces.

Fitful Sleep

Illusion (Phantasm) [Mind-Affecting]
Level: Brd 4, Clr 3, Dream 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature.
Duration: Permanent
Saving Throw: Will negates.

Spell Resistance: Yes

Fitful sleep is a variant of *bestow curse* that affects the target's ability to obtain rest. This especially impacts – and specifically targets – an arcane spellcaster's ability to prepare spells. If the target fails a Will saving throw, the above *curse* comes into effect and lasts until dispelled.

See *bestow curse* for information on how *fitful sleep* can be removed.

Material Component: a dried pea sandwiched between two scraps of cotton cloth.

Fools' Gold

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature.

Duration: 1 hr./level

Saving Throw: Will negates

Spell Resistance: Yes

Objects or coins made from copper, brass or bronze can be temporarily turned into solid gold for the duration of the spell. The area of effect (1 in. x 1 in. x 12 in.) is equivalent to about 150 coins. Any creature seeing the resulting transformed metal is entitled to a Will save. If successful, the creature sees the metal for what it really is.

If the transformed metal is ever struck hard by an item made from cold iron, there is a 50% chance it will revert to its original metal, thus ending the spell. If, while casting the spell, the caster sprinkles powdered gemstones of 50gp in value over the target metal, the chance is reduced to 45%. For every 10gp worth of powdered gemstones used, the chance decreases by an additional 5%. There is always the chance that cold iron will be able to dispel the illusion, so with 500gp worth of powdered gemstones used in the casting, there is a 1% chance the *fools' gold* will revert back to its original metal if struck by cold iron.

Material Component: Though not required, powdered gemstones used in the casting of this spell aid in its success.

Fork Path

Conjuration (Creation, Calling)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Cloud spreads 30 ft. high, 20 ft. wide

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell enables the caster to create a fork in the *fey path* laid before him. The newly created path is considered a *fey path* for future travel in FaerieLand. The caster sprinkles the material components along the edge of the path, delineating the direction the new path should head.

Material Component: A half-pound of *magic sand* mixed with gold dust worth at least 200 gp.

Gate Seal

Abjuration

Level: Brd 6, Clr 6, Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 Action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One *doorway, gate, or portal*

Duration: Permanent

Saving Throw: None

Spell Resistance: No

As the spell of the same name, but it also seals *doorways* of all types.

Material Component: A silver bar worth 50 gp.

Glob of Sap

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to five creatures, no two of which can be more than 15 ft apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As the tiny ball of sap leaves the caster's hands, it grows to a large glob over a foot in diameter. The caster must make a ranged touch attack to see if she succeeds in hitting the target creature. A creature hit by the sap is hindered in such a way that all attacks, physical skills and the like are at a -2 penalty. If the victim is sitting or leaning on something, he will be glued to it for the duration of the sap's presence (10 minutes/level). The caster gains an additional glob of sap for every two levels to a maximum of five globs at 11th level.

The sap is a gooey, stringy mass that fey often use to stick someone to a tree or other object nearby. Some mortals have been known to use it against flying creatures in an attempt to stop their wings from flapping and bring them crashing to the ground. The impact of the sap does no damage to the target creature, but sap itself will hinder the victim for 10 minutes per caster level. The sap can be removed with an alcohol-bearing liquid, universal solvent, or 5d4 minutes of scrubbing with soap and a brush. If the sap is exposed to extreme cold, it will be easier to remove, cutting these times in half.

Material Component: A pea-sized ball of tree sap.

Good Luck

Enchantment (Compulsion)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: 50 ft.

Area: Several ally creatures, no two of which may be more than 25ft apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Good luck increases your allies' chances to hit your opponents. They receive a luck bonus of +1 to their attack rolls, and a +1 luck bonus to Reflex saving throws. You may target a number of ally creatures equal to your level, to a maximum of nine creatures.

Material Component: a small horseshoe





Greater Iron Shards

Conjuration (Creation) [Cold Iron]
Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 Action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray of needle-like shards of iron
Duration: 1round/level
Saving Throw: None
Spell Resistance: Yes

You unleash a small spray of iron shards from your hand directly along your line of sight at your target. You must make a single ranged attack to hit a single target. If you miss, there is no damage due to scattering shards. If you have three or more dice, the shards can be split among additional targets, provided they are within the path of the spell and along the same line of sight. Each target requires a separate ranged attack roll, regardless of how many shards fly toward each target. If the attack roll misses, the target suffers no damage.

Non-fey creatures receive 1d4+ the caster's level in points of damage, while fey creatures suffer 1d6+ the caster's level in points of damage. The caster receives an additional damage die for every level past 8th level (the 1st where the spell is available to bards & sorcerers) to a maximum of ten dice.

The shards are non-magical cold iron, and remain in the target for one round per level of the caster. It takes 1 round to remove a damage die worth of shards. Imbedded iron shards do an additional point of damage per die per round to fey targets until removed. For example, a fey creature is the target of *iron shards* cast by a 9th level caster. The initial damage is 9d6+9 (2, 2, 3, 3, 4, 4, 5, 6, and 6 +9) totaling 44 points of damage. The creature decides to remove the shards rather than take the additional damage. It will take nine rounds to remove the shards, causing the creature to suffer an additional 45 points of damage (9, 8, 7, 6, 5, 4, 3, 2, and 1), totaling 89 points of damage. If the creature had instead decided to "wait out" the life of the shards, the damage would be 81 points instead, totaling 95 points of damage.

Material Component: Two iron slivers or sewing needles thrown at the target.

Greater Iron Ward

Abjuration
Level: Sor/Wiz 7
Components: V, S, M, F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Like *lesser iron ward*, except the spell protects the creature against non-magical metal and metal enchanted up to bonuses of +3.

Rumor has it that all the upper echelons of the Faerie Queen's court wear rings with this spell permanently espelled on it to prevent any difficulties with cold iron. Items providing these protections are among the most expensive magic items in Market and in all of FaerieLand.

Material Component: A tiny wooden shield.

Focus: A gem worth 100 gp carved into the shape of a shield.

Greater Ring Dance

Evocation
Level: Clr 7, Drd 7, Sor/Wiz 7
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: 1 creatures/level
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

As *lesser ring dance* enables dancers, except the number of ring dance participants increases to two for every caster level.

Material Component: a finely made fully functional miniature musical instrument (such as a fiddle, lute, or drum) worth at least 500 gp and made of precious wood, gold or silver inlay, and painted or varnished with exotic materials.

Harvest Breath of Life

Transmutation
Level: Sor/Wiz 3
Components: V, S, M, XP
Casting Time: 1 minute/level
Range: Close (25 ft. +5 ft./2 levels)
Target: One living being.
Duration: Instantaneous
Saving Throw: See below

This spell allows the caster to literally steal the Breath of Life from a person. When cast, the spell takes 1 Con/caster level from the target (i.e. 5th level caster harvests 5 Con pts.). This spell must be cast within range of a living and breathing being to work, and the process of storing and making the Breath of Life usable to the caster costs him 25 XP per Con point absorbed. See "Magical Power Sources" above for the further uses of the Breath of Life.

The victim gets both Will and Fortitude saves against the spell's effects. If both are successful, the Con reduction is reduced by half and missing points are restored at the normal rate. If the Will save misses, the full Con amount is lost. If the Fort save misses, the Con loss is permanent. If both saves are unsuccessful, the character may possibly die if reduced to a 0 Constitution.

The caster needs a specially prepared vial or jar or bag in which the collected Breath can be placed. If anything harms this vessel or renders it unable to remain sealed, all collected Breath of Life is lost at the rate of one Breath per round until a new vessel is found or the damaged vessel is repaired. If the vessel remains intact, the Breaths can be stored indefinitely.

There are some rumors among fey spellcasters that, were anyone to steal a Breath of Life vessel from an Unseelie, they could possibly be used to power healing spells. They conjecture (though they have never proven) that using Breath of Life to heal the person from whom the Breath came would make healing spells triply effective or at least maximize their effects. As only the vilest of spellcasters would use these energies, the theories have never been tested.

Harvest Magic Sand

Transmutation

Level: Sor/Wiz 1

Components: V, S, XP

Casting Time: 1 turn/level

Range: Close (25 ft. +5 ft./2 levels)

Target: See text.

Duration: Instantaneous

This spell allows the caster to harvest 1d10 ounces of *magic sand* per level of caster (i.e. 5th level caster harvests 5d10 ounces). This spell must be cast in the Sands of Time at the sandy ground to yield any *magic sand*, and the process of refining the raw sand consumes 10 XP per ounce of *magic sand* created in the process of casting the spell. See “Magical Power Sources” above for the further uses of *magic sand*.

Improved Nap

Enchantment (Compulsion) [Mind-Affecting]

Level: Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or one creature

Duration: 1-4 turns (see description)

Saving Throw: No or Will negates

Spell Resistance: No or Yes

This spell allows the recipient to gain eight hours of lost sleep in one hour, allowing spells to be prepared as normal in far shorter times. The physical and mental strain suffered due to lack of sleep followed by the preparation of spells manifests in 4 points of temporary Con damage and a -2 penalty to Will saves. Con and Will damage suffered in this way can only be regained through natural sleep and rest—*lesser restoration* and *greater restoration* have no effect.

If this spell is invoked again before the caster relies on natural sleep, the penalties stack with the previous penalties. If used a second time before full rest, the recipient suffers 6 points of Con damage and -4 Will per hour for a total of -10 Con and -6 to Will saves. Casting a third time without rest generally sends a recipient into a comatose state until he naturally rests and restores his original Constitution score.

Material Component: A candle lit at both ends, an hourglass devoid of sand, and a down feather from a pillow or bed.

Focus: The skull of a lich.

Iron Cloud

Conjuration (Creation) [Cold Iron]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud that spreads in a 35-ft. radius, 15 ft. high

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell generates a cloud of iron dust, similar to a *fog cloud* but made up of finely ground iron filings. The cloud makes it extremely difficult for mortal creatures to breathe, and fey find it deadly. Non-fey creatures with 2 or less hit dice take 1d8 points of damage each round while

in the cloud, and fey creatures of 2 hit dice or less die. Non-fey creatures of 3 hit dice or more suffer 1d6 points of damage per round while in the cloud. Fey creatures of 3 hit dice or more suffer 2d6 points of damage unless they make Fortitude saves to reduce the damage by half.

Unlike a *fog cloud*, the *iron cloud* dissipates rapidly due to the heavy weight of the iron powder momentarily suspended in the air. Because the powdered iron is heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying caverns of deep fey or severely damaging subterranean creatures. This spell penetrates liquids and can be cast underwater, changing its duration to 1 round per 2 levels.

Material Component: A pinch of powdered iron blown into the air.

Iron Shard

Conjuration (Creation) [Cold Iron]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A needle-like shard of iron

Duration: 1round/2 levels

Saving Throw: None

Spell Resistance: Yes

You unleash a small iron shard from your hand at your target. You must make a ranged attack to hit your target. If you miss, there is no damage due to scattering shards. Non-fey creatures receive 1d4+ your caster level in points of damage, while fey creatures suffer 1d6+ your caster level in points of damage.

The shard is a non-magical cold iron fragment that remains in the target for one round per level of the caster. An embedded iron shard does damage equal to half the caster's level (round down) per round to a fey creature until it is removed or the spell duration ends. No additional damage is suffered by non-fey creatures.

Material Component: A single iron sliver or sewing needle thrown at the target.

Iron Shower

Conjuration (Creation) [Cold Iron]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 Action

Range: Medium (100 ft. + 10 ft./level)

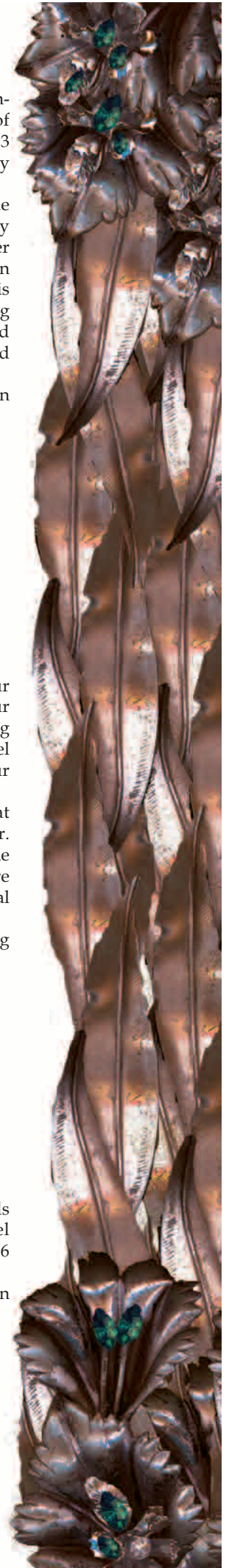
Effect: Cylinder (20 ft. radius, 20 ft. tall)

Saving Throw: Reflex half

Spell Resistance: Yes

You cause iron splinters to rain downward. The shards deal 1d4 points of piercing damage per caster level (maximum 15d4). Fey within the target area suffer 1d6 points of damage per caster level (maximum of 15d6).

Material Component: An iron nail or an ounce of iron filings.





Iron Splinter

Conjuration (Creation) [Cold Iron]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 Action
Range: Close (25 ft. +5 ft./2 levels)
Effect: One splinter sized missile of iron
Saving Throw: None
Spell Resistance: Yes

You fire a small shard of iron at the target. You must succeed at a ranged touch attack to hit your target. If you miss, there is no scatter effect. The spell deals 1d3 points of piercing damage. If the target is a fey creature, this damage increases to 1d4.

Ironblight

Transmutation
Level: Clr 5, Drd 5, Fey 5, Metal 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

This spell creates a burst of brilliant yellow energy that rusts away any ferrous objects it contacts. A creature caught in the area of effect must make a Reflex save or risk losing iron or steel items in their possession. If the saving throw fails, each item must succeed a DC 20 save or be destroyed. Items failing their saves are rendered useless, turning into rusted, fragile, and worthless husks. For information regarding magic item saving throw bonuses, see Damaging Magic Items in the *DMG*. Iron (including cold iron), and steel failing their saves are rendered ineffective versus fey.

Material Component: A small piece of rust monster armor plating inside a one-inch ball of clay.

Laughing Gas

Enchantment (Compulsion)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Gas cloud that spreads 20 ft. high, 30 ft. wide
Duration: 10 minutes/level
Saving Throw: See text
Spell Resistance: Yes

This spell generates a cloud of pale blue fog similar to a *fog cloud*. All creatures in the area of effect must make a Will save or fall under the affects of *hideous laughter*. Even if the first save succeeds, each round spent in the cloud of gas requires a new saving throw.

Material Component: A dozen small feathers blown into the air.

Lesser Iron Ward

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched

Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The creature targeted by this spell becomes immune to nonmagical metal. Items made of metal simply pass through the creature as if it were incorporeal. Enchanted metal, spells and spell-like abilities, and supernatural effects all affect the target creature normally. Other attacks delivered by metal items (such as poison on a blade) affect the creature normally. If there is metal inside the creature when the spell expires, the creature and the metal both take 1d6 points of damage as the metal is ejected from the body.

This spell has become a favorite among the feorin of Titania's Court. It renders even cold iron ethereal and thus ineffective against the fey. However, if an iron item is still inside a fey recipient of this spell when it expires, the fey takes twice the normal damage (2d6) before the body rejects the metal.

Material Component: A tiny wooden shield.

Lesser Ring Dance

Evocation
Level: Brd 4, Clr 4, Drd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 creatures/level
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The *lesser ring dance* enables dancers (including unwitting participants) to pool their experience points together for the enchantment of a magic item or the casting of a spell that has an XP cost. All dancers must be dancing in a ring when the spell is cast to have their XP transferred. Experience points gathered from the dancers are removed evenly (round all fractions up) and transferred to the caster. At the conclusion of the spell, the caster has one round per caster level to begin creating the magic item or casting the spell that will consume the experience points gained during the *ring dance* or the XP will be lost. Multiple spellcasters can be the recipient of the experience points if they have the feat Cooperative Spell and had cast *ring dance* at the same time for the same dance.

If an unwilling or unknowing participant succeeds their Will save, the spell continues for the remaining participants. Participants willingly involved in the dance do not receive a saving throw.

Material Component: a finely made fully functional miniature musical instrument (such as a fiddle, lute, or drum) made of precious wood, inlaid with gold or silver, and painted or varnished with exotic materials worth at least 250 gp.

Longvision

Transmutation
Level: Rgr 1, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell increases the normal range of vision by ten times, allowing the spell recipient to see much further than normal. Due to the magics involved, the recipient cannot focus on objects within 100 feet, though the spell can be dismissed at will by the caster. Combat while under the effects of this spell is very difficult, and imparts a -4 penalty to attack rolls and Reflex saving throws. An unwilling recipient can resist this spell, and if it is successfully saved against, the spell has no effect.

Material Component: a small convex crystal lens worth 25 gp.

Luck of the Fey

Enchantment (Compulsion) [Mind Affecting]

Level: Brd 3, Clr 3, Drd 3, Fey 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: One reroll

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to choose one die roll and reroll it, taking the newly rolled number instead. The spellcaster can choose to reroll one roll that she, another character, or another creature has just made. The targeted creature must take the results of the reroll, even if they are worse.

Material Component: a small, unmarked cube of ivory

Mass Displacement

Conjuration (Creation)

Level: Sor/Wiz 8

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart.

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *displacement*, except the effect is mobile with the group. Any individual who moves more than 180 feet from the nearest member of the group loses the benefits of the spell. (If only two individuals are affected, the one moving away from the other one loses its displacement. If both are moving away from each other, the displacement effect ceases for both when the distance between them exceeds 180 feet.)

Material Component: Three interlocked loops of leather made from a displacer beast's hide.

Nap

Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 3, Wiz 4

Components: V, S, M, F

Casting Time: 1 action

Range: Personal or touch

Target: You or one creature

Duration: 1-4 turns (see description)

Saving Throw: No or Will negates

Spell Resistance: No or Yes

This spell allows the recipient to more readily prepare his mind and body by halving the amount of sleep time

needed. Each hour of *nap* counts as two hours of full sleep. Once the caster has slept for four hours, spells can be prepared as normal. The physical and mental strain suffered due to lack of natural sleep followed by the preparation of spells manifests in 1 point of temporary Con damage per hour and a -1 penalty to Will saves for every two hours of the *nap* (usual -4 Con, -2 Will). Con damage suffered in this way can only be regained through sleep and rest—*lesser restoration* and *greater restoration* have no effect. Will saves are only restored by fully returning to a full Constitution score.

If this spell is invoked again before the caster gets any natural sleep, the penalties stack with the previous penalties. If used a second time before full rest, the recipient suffers under a total penalty of -10 Con and -5 to Will saves. Three castings without rest sees the recipient suffering under a cumulative -16 Con and -9 Will. Casting a 4th time without rest generally sends a recipient into a comatose state until he naturally rests and restores his original Constitution score; this effect occurs if the recipient ever reaches 0 Con as well.

Material Component: A candle lit at both ends and a down feather from a pillow or bed.

Focus: a jointed doll made of bones dressed to look like the caster worth at least 200 gp.

Nature's Aspect

Transmutation

Level: Brd 1, Clr 1, Drd 1, Rgr 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Nature's aspect provides the recipients of the spell with the specific abilities associated with the Aspect of Nature belonging to either the caster or the immediate natural surroundings. If the caster has an Aspect of Nature and a related focus, the spell takes on one of the attributes of the caster. If, however, the caster does not have an Aspect of Nature, the spell instead draws its influence from the surrounding natural environment or season when conferring one aspect of nature to the recipients of the spell.

Refer to Chapter 1 and the "Aspects of Nature" section for bonuses gained from use of this spell. Bonuses gained through use of this spell do not stack with those gained through the Aspect of Nature abilities.

Material Component: a small representative piece of the desired aspect (DM's discretion).

Open Doorway

Abjuration

Level: Brd 6, Clr 6, Drd 6, Dream 6, Fey 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

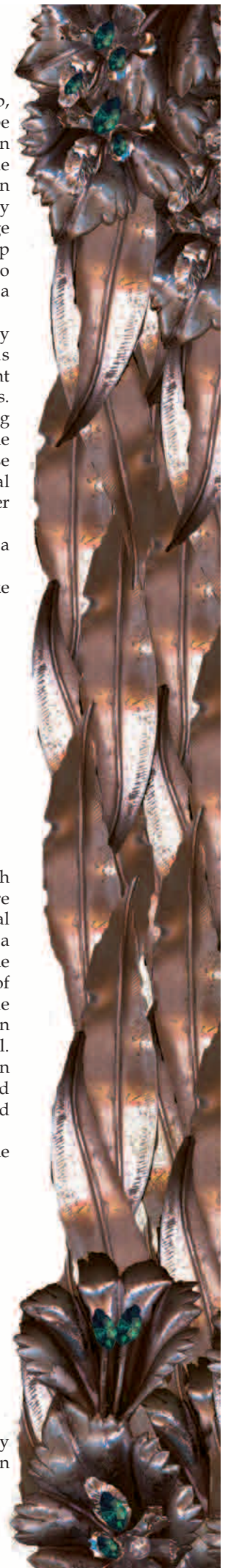
Target: One creature.

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell opens a fey *doorway* without having the key or meeting the normal conditions of entry. This spell can





reopen a one-way *doorway* without a guardian for a short period of time, or temporarily negate the effects of the *gate seal* spell (1 round/caster level).

Material Component: A large, ornate silver key forged with two ounces of *magic sand* (worth 50 gp.).

Recurring Nightmare

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 6, Clr 6, Drd 6, Dream 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature.

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Hideous creatures haunt the victim's dreams. Each night the target sleeps, he gains 1d2 negative energy levels unless the victim manages a successful Will save to temporarily stave off the effects for that night. If the number of negative energy levels ever equals or exceeds his HD, the he dies. Each negative level give a creature the following penalties: a -1 competence bonus on all attack rolls, saving throws, skill checks, ability checks, and effective overall levels (for determining the power, duration, DC, and other details of spells and spell-like abilities). If the character has a multiclass, the higher level class loses abilities first (or by choice of the GM).

Recurring nightmare cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Material Component: A blue lotus flower burned in a brazier.

Second Sight

Divination

Level: Brd 2, Clr 3, Drd 3, Rgr 4, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cone

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

As the *see invisibility* spell, you can see any creatures or objects that are invisible, the subject of a *fey mask* spell, or are in the nearby Between (as if using the *step sideways* spell or ability).

Material Component: A silver wire bent into the shape of a monocle (worth 5 sp.).

Shrink Creature

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature up to 100 lb/level

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Similar to *reduce*, this spell causes the instant shrinking of a person or animal to one-tenth its normal size. All

equipment worn or carried by a creature subjected to this spell is also shrunk by the spell. This reduces a creature's strength to one-tenth of normal (round down) to a minimum score of 1. Multiple magical effects that shrink or reduce do not stack. *Enlarge* does not counter a *shrink creature* spell, but it does take effect on the creature's current size and work its magics accordingly.

Material Component: a small concave crystal lens worth 25 gp.

Sleepless Curse

Illusion (Phantasm) [Mind-affecting]

Level: Brd 5, Clr 5, Drd 5, Dream 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature.

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell injects frightening phantasms into the consciousness of the target creature, preventing sleep. The creature can no longer sleep, and is immune to sleep causing spells. Each day without sleep, the creature suffers a cumulative point of Str or Dex damage (alternate nights starting with Dex). When one ability reaches zero, all damage goes toward the other until both reach zero. When both Str and Dex are at zero, the victim starts suffering one point of Con damage per night until that ability score reaches zero and he dies. See the DMG on ability scores at 0 and refer to *bestow curse* to see how it can be removed.

Material Component: A black lotus flower burned in a brazier.

Sleepwalking

Enchantment (Compulsion) [Mind-affecting, Language-Dependent]

Level: Brd 4, Clr 4, Drd 4, Dream 4, Sor/Wiz 4

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature.

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

As *suggestion*, except this spell is cast upon a sleeping target. *Sleepwalking* creatures react as if under the effects of a *suggestion* spell, and are awakened by a slap or damage, but not by noise.

Material Component: A drop of honey dissolved in a crock of warm milk

Snore

Enchantment (Compulsion)

Level: Brd 0, Dream 1, Rgr 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As per the *sleep* spell, except this spell affects only one creature of up to 4HD (roll 1d4). If the creature has more HD than the roll, the creature is unaffected.

Material Component: A pinch of sand.

Step Sideways

Transmutation

Level: Rgr 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

The *step sideways* spell allows the caster to make a single stride (a 5 ft. move) into Between. To onlookers, the caster has disappeared as if he stepped through a *dimension door*. While in Between, the caster cannot move other than to *step sideways* back into the mortal world. He can choose to wait in Between for a number of rounds equal to his caster level before stepping back sideways to the mortal world. If this duration lapses and the caster remains *sideways*, the caster risks being lost in Between (40% - caster level).

Stray From Path

Transmutation

Level: Sor/Wiz 7

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You and touched willing creatures weighing up to 50 lb./level

Duration: 1 turn/level

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

By means of this spell, you enable yourself and a specified number of creatures to stray from the *fey path* into the surroundings laid before them. If the recipients of the spell do not return to the *fey path* within the duration of spell, they can be off their path and lost in FaerieLand. (See Chapter 3's "Escaping FaerieLand" for more information.)

Material Component: Silver dust sprinkled in the shape of an 'X' where the caster leaves the *fey path*.

Summon Fey ̄

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Drd 1, Rgr 2, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a fey creature from FaerieLand (fey creature type) that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the fey creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned fey act normally on the last round of the spell, and disappear at the end of their turn.

Choose a 1st-level fey creature from the Summon Fey table.

When you use a summoning spell to summon a chaotic, evil, good, neutral, fey creature, it is a spell of that type. For example, *summon fey I* is a chaotic good spell when used to summon a fey-born cat.

Material Component: A hollow glass ball, a small pouch of soil, a small flask of water, and a lit candle.

Summon Fey ̄̄

Conjuration (Summoning) [see text]

Level: Brd 2, Clr 2, Drd 2, Rgr 3, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 2nd-level list, or 1d3 fey of the same type from the 1st-level list.

Summon Fey ̄̄̄

Conjuration (Summoning) [see text]

Level: Brd 3, Clr 3, Drd 3, Rgr 4, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 3rd-level list, 1d3 fey of the same type from the 2nd-level list, or 1d4+1 fey of the same type from the 1st-level list.

Summon Fey ̄̄̄̄

Conjuration (Summoning) [see text]

Level: Brd 4, Clr 4, Drd 4, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 4th-level list, 1d3 fey of the same type from the 3rd-level list, or 1d4+1 fey of the same type from a lower-level list.

Summon Fey ̄̄̄̄̄

Conjuration (Summoning) [see text]

Level: Brd 5, Clr 5, Drd 5, Sor/Wiz 5

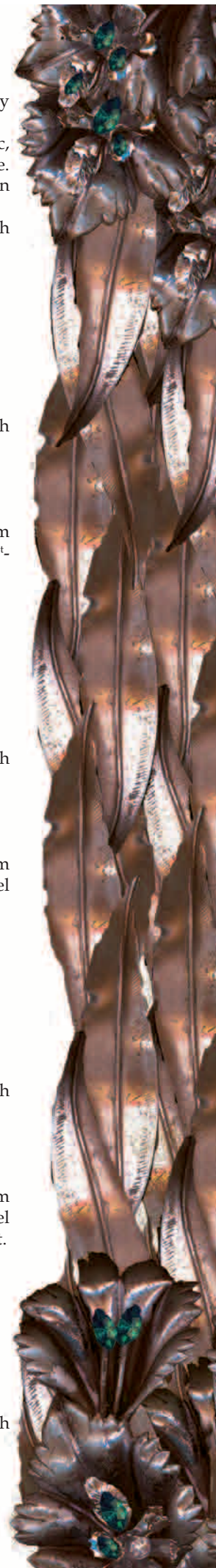
Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)





Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 5th-level list, 1d3 fey of the same type from the 4th-level list, or 1d4+1 fey of the same type from a lower-level list.

Summon Fey VI

Conjuration (Summoning) [see text]

Level: Brd 6, Clr 6, Drd 6, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 6th-level list, 1d3 fey of the same type from the 5th-level list, or 1d4+1 fey of the same type from a lower-level list.

Summon Fey VII

Conjuration (Summoning) [see text]

Level: Clr 7, Drd 7, Sor/Wiz 7

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 7th-level list, 1d3 fey of the same type from the 6th-level list, or 1d4+1 fey of the same type from a lower-level list.

Summon Fey VIII

Conjuration (Summoning) [see text]

Level: Clr 8, Drd 8, Sor/Wiz 8

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 8th-level list, 1d3 fey of the same type from the 7th-level list, or 1d4+1 fey of the same type from a lower-level list.

Summon Fey IX

Conjuration (Summoning) [see text]

Level: Clr 9, Drd 9, Sor/Wiz 9

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Effect: one or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

As *summon fey I*, except you can summon one fey from the 9th-level list, 1d3 fey of the same type from the 8th-level list, or 1d4+1 fey of the same type from a lower-level list.

Swift Journey

Transmutation

Level: Brd 4, Clr 4, Drd 4, Rgr 4, Sor/Wiz 4, Travel 4

Components: V, S, M

Casting Time: 1 action

Range: 30 ft.

Targets: One creature/level, no two of which can be more than 30 ft. apart.

Duration: 12 hours (D)

Saving Throw: No

Spell Resistance: Yes

Created by fey spellcasters seeking a way around the physical laws of the mortal worlds, this spell enables the caster and one creature per level to travel at twice their swiftest normal speed while moving across land. The change in speed has no impact on combat movement and cannot be augmented by a *haste* or *slow* spell.

Once the spell (and the travel) is complete, all recipients of the spell need to completely rest for the same amount of time traveled or suffer temporary -1 Str and Con damage each. Such penalties heal at the normal rate.

Trinket

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: 10 cu. in./level

Duration: 1 hr./level

Saving Throw: Will negates

Spell Resistance: Yes

Also known as 'faerie stone' for the small rocks often left behind upon the spell's expiration, this spell changes the appearance of small coin-sized items (such as rocks, buttons, marbles, wood chips, and shells) to make them appear valuable enough to complete trades up to 50gp in value.

Material Component: a single copper coin.

Unfurl the Mortal Coil

Transmutation

Level: Clr 7, Drd 7, Sor/Wiz 7

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Touching a living creature, you unleash supernatural energies within the victim, wrenching the living spirit from his mortal body. The energies deal 2d6 points of permanent Constitution damage immediately and another 2d6 points of permanent Constitution damage a minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + half the caster's level + caster's Wis or Int modifier (whichever is higher)).

Summoned Fey Creatures

1st level

Fey-born cat (animal)
 Fey-born owl (animal)
 Half-fey hawk (animal)
 Half-fey giant fire beetle (vermin)
 Shadow-born bat (animal)
 Shadow-born raven (animal)

2nd level

Fey-born wolf (animal)
 Half-fey eagle (animal)
 Shadow-born giant wasp (vermin)

3rd level

Fey-born leopard (animal)
 Half-fey giant bombardier beetle (vermin)
 Shadow-born dire rat

4th level

Fey-born lantern archon
 Half-fey dire weasel
 Shadow-born dire badger

5th level

Fey-born dire wolf
 Fey-born formian warrior
 Half-fey ankheg
 Half-fey dire bat
 Shadow-born allip
 Shadow-born griffon

6th level

CG Fey-born dire boar CG
 CG Fey-born orca whale (animal) CG
 CN Half-fey dire ape CN
 CN Half-fey huge viper, snake (animal) CN
 CE Shadow-born barghest CE
 CE Shadow-born ettercap CE

7th level

CG Fey-born dire lion CG
 CN Fey-born ravid CG
 CE Half-fey cloaker CN
 Half-fey grick CN
 Shadow-born achaierai CE
 Shadow-born belker CE

8th level

Fey-born dragonne CG
 Half-fey monstrous scorpion, huge (vermin) CN
 Shadow-born chaos beast CE

9th level

Fey-born lillend CG
 Half-fey dire bear CN
 Shadow-born athach CE
 Shadow-born bebelith CE

Material Component: A small coil of rope made from braided gold and platinum wires wound around a silver wire core (worth at least 500 gp).

Wing Withjer

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart.

Duration: 1 rounds/level

Saving Throw: Fort negates

Spell Resistance: Yes

Wing wither strikes a target flying creature's wing endurance and strength, reducing the maneuverability and flying speed of the target creature. A targeted must succeed a Fortitude save or suffer a two step reduction in maneuverability (to a minimum of clumsy) and a 50% reduction in speed.

Material Component: A dried turkey wing.

Zurlein's Eon of Sleep

Enchantment (Compulsion)

Level: Brd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Zurlein's Eon of Sleep plunges the victim in to a deep and dreamless sleep that lasts for years. Upon casting, the spellcaster specifies a particular condition that allows a person to wake up—the kiss of a princess, 100 years of sleep, an enemy to be dead for 5 years, etc.. A sleeping person ages only one year for every five that they sleep.

Every year, on the anniversary of the casting of *Zurlein's eon of sleep*, the victim gets another Will saving throw at the initial DC +1 for each year spent asleep. If the save succeeds, the victim is aware of his sleeping state and can choose to wake up despite the preconditions set by the caster or remain in the magical slumber for another year or more.

Magic Items

In a world as intermingled with magic as FaerieLand, the presence of numerous varieties of magic items is not unexpected. For the most part, many recognizable magic items found in FaerieLand were originally procured in mortal worlds. As a result of this more mundane origin, most magic items that are found can be considered "ordinary." Magic items created in FaerieLand are not usually created to duplicate those easily found in other places; they usually serve a specific function such as defending a fey against cold iron or brilliant energy attacks.





Table 18: Armor and Shield Special Abilities

Using percentile dice (d100), roll to check on your magic armor's special abilities. On any result up to 90, use Table 8-6: Armor Special Abilities in the *DMG*. On results of 91 through 100, use this table below.

Minor	Medium	Major	Special Ability	Market Price*
01-20	01-15	01-05	Plant (Leafy)	+1 bonus
21-35	16-25	06-15	Plant (Vined)	+2 bonus
36-45	26-35	16-25	Dampening	+3 bonus
46-55	36-45	26-35	Deflecting	+3 bonus
56-65	46-55	36-45	Plant (Girding)	+3 bonus
66-75	56-65	46-55	Ironwarded (lesser)	+3 bonus
76-85	66-75	56-65	Plant (Softwood)	+3 bonus
86-95	76-85	66-75	Plant (Hardwood)	+4 bonus
-	86-90	76-85	Moonbeam	+4 bonus
-	91-95	86-95	Ironwarded (greater)	+6 bonus
96-00	96-00	96-00	Roll twice again **	+1 bonus

*Add to enhancement bonus on Table 8-3: Armor and Shields in the *DMG* to determine total market price of the armor.

**If you roll a special ability twice, only one counts. If you roll two versions of the same ability, use the better.

The most common of items in FaerieLand are small bits of magic jewelry and smaller items easily carried by any size of fey creature. Unlike mortal lands that seem replete with heavy magic weapons and staves, the items of FaerieLand surprise the eyes with their beauty and their enemies with their potency. Like all other things in FaerieLand, magic items should not be underestimated because they appear slim and small and delicate.

Magic Item Special Ability—Resizing

The trade of magic items in FaerieLand supports such a wide variety of creatures that it became economically necessary for the makers of these items to instill them with the ability to change size and weight proportionally to the owner. After the magical breakthrough that enabled that special ability, many fey heroes now wield the same magic weapons and items no matter what their size is at the moment.

Resizing magic items shrink or grow according to the size of the user. Once held by a creature, this process takes one round during which the creature must make a DC 15 Dexterity check to avoid dropping the item. The resizing magic allows its special abilities and magical bonuses to remain constant regardless of the size of the item (so a +4 *disruption returning axe* still deals at least its disruption effects and its +4 damage bonus even if it is two inches in size).

Any item created in FaerieLand can be made with this ability. At the moment of creation, the spellcaster must decide whether or not to include this ability. This ability adds +1 bonus to the cost to make and increases the creation time of the item by an additional 1d6 days, but it has been known to bring up to an additional 25% more money when sold outside of FaerieLand.

To determine if an item has the resizing ability, roll d%. A result of 01-70 indicates that the item is resizing. A

71-100 result means that the item is not a resizing weapon or item.

Armor

Armor among the faeries is a difficult concept as very few of them like the encumbering feeling of what mortals see as armor. Fey creatures prefer to feel the wind on their skin and prefer magical armors and items to bulky and hot armor. Also, their distaste for iron and heavy metals leads them toward other methods of protection. If fey wear armor at all, it often comes made from horn or hardwoods or bone or even thin rock.

The exceptions among the fey are the feorin and any warrior class fey creatures. As they often spend their days on the hunt or in far greater and subtler dangers at court, the noble fey often wear armor of varied types. In fact, to human and other mortal eyes, faerie armor is often so ostentatious that one cannot tell a serious and effective suit of armor from a dandy's decorative ornamental armor. The fey, of course, merely smile enigmatically and rarely explain why they foster such confusion and misrepresentation.

In keeping with the heavy magical nature of FaerieLand, there are, of course, new special abilities for armors and shields.

Armor Special Abilities

Dampening: Dampening armor absorbs some of the damage done by a bludgeoning weapon and disperses it across the entire suit of armor. Damage dealt by non-magical bludgeoning weapons is reduced to subdual damage. One half of the damage done by a +1 bludgeoning weapon is reduced to subdual damage. One quarter of the damage done by a +2 bludgeoning weapon is reduced to subdual damage. Bludgeoning weapons with the *intense*

ability or an enchantment of +3 or greater bypass this ability. Piercing and slashing attacks do damage as normal.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *entropic shield*, *mage armor*; *Market Price:* +3

Deflecting: Deflecting armor absorbs some of the damage done by a piercing weapon and disperses it across the entire suit of armor. One half of the damage done by a +1 piercing weapon is reduced to subdual damage. One quarter of the damage done by a +2 piercing weapon is reduced to subdual damage. Piercing weapons with the *piercing* ability or an enchantment of +3 or greater bypass this ability. Damage done with non-magical piercing weapons is reduced to subdual damage. Bludgeoning and slashing attacks do damage as normal.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *entropic shield*, *mage armor*; *Market Price:* +3

Girding: Girding armor absorbs some of the damage done by a slashing weapon and disperses it across the entire suit of armor. One half of the damage done by a +1 slashing weapon is reduced to subdual damage. One quarter of the damage done by a +2 slashing weapon is reduced to subdual damage. Slashing weapons with the *keen* ability or an enchantment of +3 or greater bypass this ability. Damage done with non-magical slashing weapons is reduced to subdual damage. Piercing and bludgeoning attacks do damage as normal.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *entropic shield*, *mage armor*; *Market Price:* +3

Ironwarded: A character wearing this armor is able to activate the *lesser iron ward* or *greater iron ward* spell three times per day for 11 or 16 continuous rounds for each use respectively.

Ironward Type	Immunity	Caster Level	Market Price
Lesser	Metal items	11 th	+4 bonus
Greater	Metal items of +3 and lower	16 th	+6 bonus

Caster Level: see above; *Prerequisites:* Craft Magic Arms and Armor, *lesser iron ward* or *greater iron ward* (see above); *Market Price:* varies (see above).

Moonbeam: Named because of the color, reflective quality, and location of its creation, moonbeam armor is actually made of magically woven spider webs. This process is exclusively known to the fey of Between, and can only be created there. Moonbeam armor has the physical properties of leather armor but the AC bonus of a chain shirt. Other armor types cannot be made with this ability. The armor creation process also imparts the ability to emit a burst of soft white luminescence three times per day (effects of *faerie fire* on all within a 5-foot radius).

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *faerie fire*, *web*; *Market Price:* +4

Plant: Armor with this added ability is, for all terms and purposes, a living plant. Attacks that would normally ignore armor (like a brilliant energy weapon) are instead stopped at the surface of the living armor. One of the best benefits of this living armor is that there is 0% chance of arcane spell failure while wearing it, unlike most mortal world armors.

To support the living plant armor, a wearer must have the *plant growth* spell cast on it once per season or the armor will cease to gather the sustenance it needs to continue living. Within 2d6 months, the magics that bind the plant armor together will fail due to the base plant's inability to sustain its own life.

The armor also requires a quart of water to be poured on it daily, or it will become dry, brittle, and possibly die. For each day that passes without the needed water, the armor must succeed a Fortitude saving throw of DC 15 + the number of days without water, or it will die. The enchantment process renders the plant unnaturally resistant to conditions that would normally kill a plant. When the wearer fails a saving throw versus an area energy attack (such as a *fireball*), the armor is entitled to a saving

Table 19: Weapon Special Abilities

Using percentile dice (d100), roll to check on your magic weapon's special abilities. On any result up to 90, use Table 8-6: Armor Special Abilities in the *DMG*. On results of 91 through 100, use this table below.

Using percentile dice (d100), roll to check on your magic weapon's special abilities. On any result up to 90, use Table 8-6: Armor Special Abilities in the *DMG*. On results of 91 through 100, use this table below.

Minor	Medium	Major	Special Ability	Market Price*
01-20	01-15	01-05	Absorption, Spell	+3 bonus
21-35	16-25	06-15	Bane, Fey	+2 bonus
36-45	26-35	16-25	Bane, Humanoid	+2 bonus
46-55	36-45	26-35	Cold Iron	+2 bonus
56-65	46-55	36-45	Feyblade	+3 bonus
66-75	56-65	46-55	Folding	+1 bonus
76-80	66-70	56-65	Prismatic	+4 bonus
81-95	71-85	66-75	Spelltouch	+1 bonus
-	86-90	76-85	Weightless	+2 bonus
-	91-95	86-95	WyrdrWeave	+2 bonus
96-100	96-100	96-100	Roll twice again**	Special

*Add to enhancement bonus on Table 8-3: Armor and Shields in the *DMG* to determine.

**If you roll a special ability twice, only one counts. If you roll two versions of the same ability, use the better.

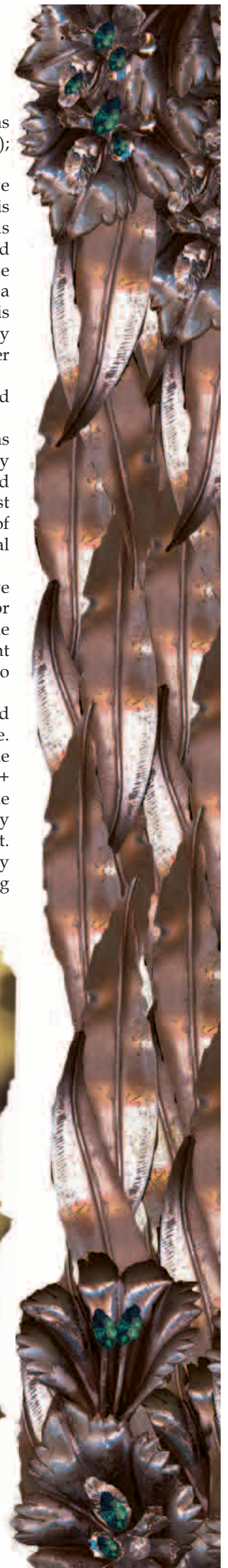




Table 20: Charms

Minor	Medium	Major	Charm	Market Price
01-10	-		Luck (+1)	2,500 gp
11-15	01-04	-	Bone (+2)	4,000 gp
16-20	05-08	-	Bull (+2)	4,000 gp
21-25	09-12	-	Cat (+2)	4,000 gp
26-30	13-16	-	Eagle (+2)	4,000 gp
31-35	17-20	-	Fox (+2)	4,000 gp
36-40	21-24	-	Horse (+2)	4,000 gp
41-45	25-28	-	Owl (+2)	4,000 gp
46-50	29-32	01-05	Scale (+2)	8,000 gp
51-55	33-36	06-10	Luck (+2)	10,000 gp
56-60	37-40	11-15	Bone (+4)	16,000 gp
61-65	41-44	16-20	Bull (+4)	16,000 gp
66-70	45-48	21-25	Cat (+4)	16,000 gp
71-75	49-52	26-30	Eagle (+4)	16,000 gp
76-80	53-56	31-35	Fox (+4)	16,000 gp
81-85	57-60	36-40	Horse (+4)	16,000 gp
86-90	61-64	41-45	Owl (+4)	16,000 gp
91-95	65-68	46-50	Luck (+3)	22,500 gp
96-00	69-72	51-55	Scale (+4)	32,000 gp
-	73-76	56-60	Bone (+6)	36,000 gp
-	77-80	61-65	Bull (+6)	36,000 gp
-	81-84	66-70	Cat (+6)	36,000 gp
-	85-88	71-75	Eagle (+6)	36,000 gp
-	89-92	76-80	Fox (+6)	36,000 gp
-	93-96	81-85	Horse (+6)	36,000 gp
-	97-00	86-90	Owl (+6)	36,000 gp
-	-	91-95	Luck (+4)	40,000 gp
-	-	96-00	Scale (+6)	72,000 gp

throw of its own to resist being severely damaged. See Damaging Magic Items in the DMG for more data.

The appearance of plant armor varies according to the type of armor. Lighter forms of armor have characteristics similar to leather armor, though the wood armors are more akin to splint or banded mail.

- Leafy plant armor looks like tightly layered green leaves with a mesh of supporting stem structures beneath them.
- The stalk of the plant that is vined armor makes up the bulk of the visible armor, crisscrossing the wearer's body in an interwoven mesh of brown stalks with periodic sprouts of green leaves.
- Softwood and hardwood armors make the wearer appear as if they are the trunk of a tree with a form-fitting bark-like outer shell as the core armor. The leaves of these plant armors trail behind the wearers looking like beautiful, leafy cloaks.

All plant armors are immune to spells that specifically affect metal armor. The favorite tree to use for this armor among feeorin is the paperbark tree. There are rumors of plant armor also imbued with negative plane protection

and damage reduction abilities, but such armors are exceedingly rare and come at a great price.

Plant Type	AC Bonus	Caster Level	Market Price
Leafy	+2	8 th	+1 bonus
Vined	+3	11 th	+2 bonus
Softwood	+4	11 th	+3 bonus
Hardwood	+5	13 th	+4 bonus

Leafy plant armor - Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, bark skin, plant growth; Market Price: 19,000 gp; Cost to create: 9,500 gp + 760 XP.

Vined plant armor - Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, bark skin, plant growth; Market Price: 21,000 gp; Cost to create: 10,500 gp + 840 XP.

Softwood plant armor - Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, bark skin, ironwood, plant growth; Market Price: 28,000 gp; Cost to create: 14,000 gp + 1,120 XP.

Hardwood plant armor - Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, bark skin, ironwood, plant growth; Market Price: 39,000 gp; Cost to create: 19,500 gp + 1,560 XP.

Table 21: Dust Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	500 gp	500 gp	500 gp	—
1	1,000 gp	1,000 gp	2,000 gp	2,000 gp
2	6,000 gp	8,000 gp	8,000 gp	8,000 gp
3	15,000 gp	18,000 gp	21,000 gp	16,500 gp
4	28,000 gp	32,000 gp	40,000 gp	28,000 gp
5	45,000 gp	50,000 gp	65,000 gp	—

*Caster level is half class level.

Prices assume that the *dust* was made at the minimum caster level.

Weapons

Like in the mortal lands, weapons are among the more numerous of magic items. With the highly magical nature of faeries and their kin, weapons made to work especially with their natures are to be expected. Likewise, those who have suffered embarrassment or harm at the hands of fey have also developed special properties aimed at the heart of the fey as well.

The special abilities for magic weapons are below, while actual and specific weapons are listed among the Traditional Magic Items toward the end of the chapter.

Weapon Special Abilities

Absorption, Spell: Weapons with this quality can, at the command of the wielder, absorb spells cast directly at them. The absorbed spell energy is then used to either heal the wielder or harm an opponent. See *Arms & Armor* for more information on the *spell absorption* ability.

Cold Iron: Over the years, many weaponsmiths have sought a way to blend the strength of steel with the supernatural powers of cold forged iron. It wasn't until 300 years ago that Telos, a half-insane wizard, developed a means to merge the two into a magical alloy. An item with this ability inflicts an additional 2 hit dice of damage (whatever the weapon's normal damage dice) to fey creatures. Damage inflicted by a cold iron weapon must be healed magically.

Fey Bane: This weapon is especially harmful to fey and adds +2 to enhancements and +2d6 to damage. See the Magic Weapon Special Abilities Descriptions in the *DMG* for more information on the *bane* ability.

Feyblade: The faerie aversion to cold iron has driven them to explore new materials for their weapons. Feyblades are made of one such discovery. This alloy of silver, *magic sand*, powdered gems, and other materials native to FaerieLand results in a blade that is lighter than steel but just as strong. Weapons made from this material provide a +1 to attack rolls and are 25% lighter in weight than normal.

Folding: This weapon can, with a command word, be rendered of cloth-like consistency to be folded up and hidden from detection. See *Arms & Armor* for more information on the *folding* ability.

Humanoid Bane: Mortal hunters prefer these weapons, which deal +2 to enhancements and +2d6 to damage to mortal humanoids. See the Magic Weapon Special Abilities Descriptions in the *DMG* for more information on the *bane* ability.

Prismatic: This weapon is constantly surrounded by shifting colored lights and unleashes a *prismatic spray* effect with a critical hit. See *Arms & Armor* for more information on the *prismatic* ability.

Spelltouch: Fey can cast spells through these weapons and unleash the effects when they successfully hit. See *Arms & Armor* for more information on the *spelltouch* ability.

Weightless: Wielding this weapon counteracts the weight of the weapon in terms of speed and carrying capacity. See *Arms & Armor* for more information on the *weightless* ability.

Wyrdweave: Weapons with this quality are composed of magic more than physical matter and reflect the types of magic used by the fey wielder; in mortal lands, these weapons are limited to arcane spellcasters, but any fey can wield one due to the highly magical nature of FaerieLand and its denizens. Wyrdweave items allow spellcasters to wield magic through them as if they were one caster level higher than normal. See *Arms & Armor* for more information on the *wyrdweave* ability.

Charms

Charms are normally small pieces of jewelry normally hung from a bracelet, though fey item crafters can create them both with special enchantments. When suspended from a *charm bracelet* by a fine chain or metal threads, each *charm* bestows magical powers upon the wearer of the *bracelet*. (Information on *charm bracelets* is below under Traditional Magic Items.)

A character can only wear up to a maximum of eight *charms*, whether it is on one bracelet or two. A ninth charm doesn't work if the wearer is already wearing eight *charms*. Some *charm bracelets* are only equipped to carry smaller amounts of *charms* (see Table 23: Charm Bracelets).

Physical Description: Magical *charms* have no appreciable weight. An individual *charm* is normally cast gold or silver, or sculpted gemstone, in the shape of miniature figurine, shape, or natural form. Other materials such as carefully carved precious wood, bone, or stone are also used. The materials and craftsmanship of the *charm* must have a value not be less than 50 gp. A *charm* has an AC of 14, 2 hit points, a hardness of 10, and a break DC of 20.

Activation: Normally, a *charm's* magical powers are constantly active. Some *charms*, however, are activated through the use of a command word.

Random Generation: To generate *charms* randomly, roll on Table 20: Charms.

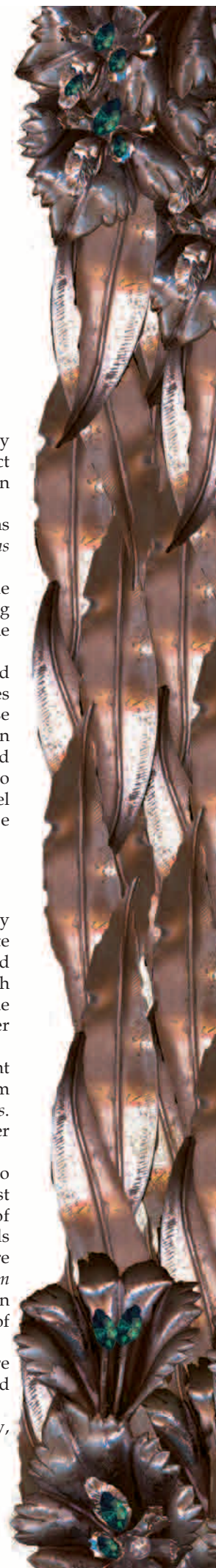




Table 22: Base Cost to Craft Dust (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	250 gp+10 XP	250 gp+10 XP	250 gp+10 XP	—
1	500 gp+40 XP	500 gp+40 XP	1,000 gp+80 XP	1,000 gp+80 XP
2	3,000 gp+240 XP	4,000 gp+320 XP	4,000 gp+320 XP	4,000 gp+320 XP
3	7,500 gp+600 XP	9,000 gp+720 XP	10,500 gp+840 XP	8,250 gp+660 XP
4	14,000 gp+1,120 XP	16,000 gp+1,280 XP	20,000 gp+1,600 XP	14,000 gp+1,120 XP
5	22,500 gp+1,800 XP	25,000 gp+2,000 XP	32,500 gp+2,600 XP	—

*Caster level is half class level.

Prices assume that the *dust* was made at the minimum caster level.

Special Qualities: Roll d%. On a roll of 01-30, the *charm* sheds light as if under the effects of a *faerie fire* spell. A 31-60 result indicates that the shape or design provides a clue as to the actual function of the *charm*. A 61-80 result means that it both glows and has an insightful shape. A roll of 81-100 means the *charm* has no special qualities.

Charm Descriptions

Bone: Cut from a small bone, shaped into a small cylinder, and polished to a fine luster, a bone *charm* grants the wearer with a +2, +4, or +6 armor bonus to AC.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *mage armor*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Bull: These tiny bovine figurines are carved from garnet gemstones, drilled through, and finally mounted on a thin brass rod topped with a looped finial. This *charm* grants an enhancement bonus to Strength of +2, +4, or +6.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *bull's strength*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Cat: Varying in type of feline represented (though always some form of cat) these onyx *charms* add to the wearer's Dexterity score with an enhancement bonus of +2, +4, or +6.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *cat's grace*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Clover: Appearing as four-leafed clovers, these small, carved wood *charms* are coated in a paint made with crushed malachite. These *charms* grant the wearer a +1 luck bonus to attack rolls and Reflex saves.

Caster Level: 3rd; *Prerequisites:* Craft Charms and Bracelets, *good luck*; *Market Price:* 4,375 gp.

Eagle: This eagle-shaped *charm* is carved from a small piece of moonstone. The figure has its wings fully extended, and the torso is drilled through with a silver rod and loop. A Charisma enhancement bonus of +2, +4, or +6 is granted by the *charm*.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *eagle's splendor*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Fox: Crafted from a small piece of amber and strung on a beautifully woven gold and silver cord, this leaping fox figurine imbues the bearer with an enchantment bonus to Intelligence of +2, +4, or +6.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *fox's cunning*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Horse: In the form of a galloping horse, this polished jet figurine is mounted on delicately braided silver wires. These *charms* grant an enhancement bonus to the wearer's Constitution score of +2, +4, or +6.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *endurance*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Luck: Often mistakenly called "luck stones," these *charms* are made from a number of precious materials, thereby making mundane identification nearly impossible. These *charms* bestow on the wearer a +1, +2, +3, or +4 luck bonus to attack and damage rolls.

Caster Level: 3rd (+1), 5th (+2), 7th (+3), 10th (+4); *Prerequisites:* Craft Charms and Bracelets, *divine favor*; *Market Price:* 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4).

Owl: With its wings outstretched, this owl miniature is carved from a piece of amber, drilled through, and hung from a loop of gold. These *charms* grant a +2, +4, or +6 enhancement bonus to Wisdom.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *owl's wisdom*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Scale: Made from small slices of dragon scales and strung on minuscule steel chains, these *charms* grant the wearer +2, +4, or +6 deflection bonus to AC.

Caster Level: 3rd (+2), 6th (+4), 10th (+6); *Prerequisites:* Craft Charms and Bracelets, *shield of faith*; *Market Price:* 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6).

Dusts

Magical *dusts* were designed by fey spellcasters to fill in the gap between lesser powered multi-use *wands* and high-powered single-use *scrolls*. Over the course of their research, many fey realized that creating magical *dust* became increasingly expensive as the power of the spells went up. Advanced research eventually stopped on all *dust* containing spells higher than 5th level. This enabled the spellcasters to focus their efforts into refining the *dust* creation process spelled out here.

Magical *dust* is powdered material that contains a single spell and produces its effects when one pinch is sprinkled on a target or cast into the air. *Dusts* come in all varieties, and duplicate the effects of 0- through 5th-level spells. The process of creating *dust* yields 50 "pinches" (charges) and

Table 23: Charm Bracelets

Minor	Medium	Major	Charm	Market Price
01-40	-	-	1 charm capacity	1,000 gp
41-80	-	-	2 charm capacity	4,000 gp
81-95	01-40	-	3 charm capacity	9,000 gp
96-00	41-80	-	4 charm capacity	16,000 gp
-	81-95	01-40	5 charm capacity	25,000 gp
-	96-00	41-80	6 charm capacity	36,000 gp
-	-	81-95	7 charm capacity	49,000 gp
-	-	96-00	8 charm capacity	64,000 gp

a container in which to store the dust. Each pinch expended allows the user to use the *dust's* spell one time.

During *dust* creation, *magic sand* can be added to bolster the resulting spell effects in the same manner as adding *magic sand* to the casting of a spell; the quantity of *magic sand* must be fifty times the normal amount, however, to have any effect. Using *dust* modified by the *magic sand* adjunct will be accompanied by wild characteristics. Wild characteristics are covered in the *magic sand* entry earlier in this chapter.

Physical Description: As the name would suggest, *dust* appears as a finely ground powder. For ease of use with certain spell effects, the powder has been lightly compressed into small pellets. A typical container of dust is a small box with a sliding or hinged airtight lid usually no more than 2 inches square and 1 inch deep. The container has an AC of 15, a hardness of 2, and 2 hit points.

Identifying Dusts: Dusts of a particular color, odor, and texture can often reveal the spell they contain. Identifying mundane dusts is a risky proposition due to the small quantity of the material needed to trigger the stored spell effect. Any rough touch may break the pellet of dust open or simply disturb enough loose *dust* and unleash the spell (20% chance unless experienced in using *dusts*).

Activation: Sprinkling *dust* requires no special skill. The user merely opens the container, removes a measured quantity between their thumb and fingers, and sprinkles the *dust* into the air or onto a targeted creature or item. Shooting *dust* or *dust* pellets requires the use of a blowgun to propel a pellet at its target. (A blowgun has the following statistics: simple ranged weapon; cost 1 gp; 10 ft. range increment, weight 2 lbs.) The following rules govern dust and dust pellet use:

- Sprinkling *dust* onto a target or casting it into the air is a standard action. The *dust* takes effect immediately.
- Using *dust* provokes an attack of opportunity. A successful attack (including grappling attacks) against the character forces a concentration check (as with casting a spell). If the character fails this check, he cannot sprinkle the *dust*. An attacker may direct the attack of opportunity against the *dust* container rather than against the character. A successful attack on the container can destroy 2d20 of the remaining pinches (see Attack an Object in the PHB).
- Loading *dust* or *dust* pellets into a blowgun is a move-equivalent action that provokes an

attack of opportunity. A successful attack (including grappling attacks) against the character forces a concentration check (as with casting a spell). If the character fails this check, he cannot use the blowgun to eject the *dust* or *dust* pellet. An attacker may direct the attack of opportunity against the blowgun rather than against the character. A successful attack on the container can destroy blowgun and render the loaded *dust* or *dust* pellets useless (see Attack an Object in the PHB). The blowgun has a hardness of 3, and 2 hit points.

- A creature must be corporeal to be the target of a *dust* or *dust* pellet. Incorporeal creatures cannot use *dust* or *dust* pellets.
- Any corporeal creature can use *dust* and *dust* pellets. The *dust* must be sprinkled or cast. A *dust* pellet must be thrown or shot.

Multiple pinches (a measured quantity of *dust*) can be used as follows:

- A pinch can be sprinkled by hand into an adjacent (threatened) 5 ft square; multiple pinches must be sprinkled into adjacent squares.
- Measuring multiple pinches is a move-equivalent action that provokes an attack of opportunity.
- Multiple pinches sprinkled in one 5 ft square will spread into an equal number of 5 ft squares.
- A blowgun can be loaded with multiple pinches. When blown into the air, each pinch will disperse into a 5 ft area in the shape of a cone but each additional pinch only increases the cone by 2 1/2 ft. For example, three pinches create a 10 ft. long cone while five pinches will fill a 15 ft. cone.

Random Generation: To generate *dusts* randomly, refer to DMG Tables 8-24 and 8-25 or create a list of spells compiled from this and other spell resources.

Special Qualities: Roll d%. On a roll of 01-20, the dust sheds light as if under the effects of a *faerie fire* spell. A 21-40 result indicates that some magical characteristic of the dust is evident (for example, *dust of ice storms* might be cold). A 41-50 result means that it both glows and has a magical characteristic. A roll of 51-100 means the dust reveals no special qualities.

Special Qualities: Roll d% (d100). On a roll of 01-20, the *dust* sheds light as if under the effects of a *faerie fire* spell. A 21-40 result indicates that some magical

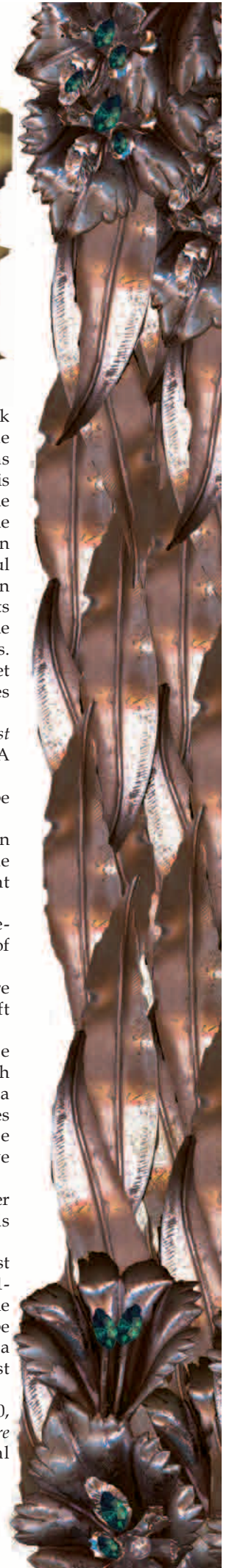




Table 24: Charms Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	500 gp	500 gp	500 gp	—
1	1,000 gp	1,000 gp	2,000 gp	2,000 gp
2	6,000 gp	8,000 gp	8,000 gp	8,000 gp
3	15,000 gp	18,000 gp	21,000 gp	16,500 gp
4	28,000 gp	32,000 gp	40,000 gp	28,000 gp
5	45,000 gp	50,000 gp	65,000 gp	—

*Caster level is half class level.

Prices assume that the *charms* were made at the minimum caster level.

characteristic of the *dust* is evident (for example, *dust of ice storms* might be cold or appear as ice crystals). A 41-50 result means that it both glows and has a magical characteristic. A roll of 51-100 means the dust has no special qualities.

Traditional Magical Items

Rather than stratify the few rings, staves, rods, wands, and other items as separate categories, they are simply listed here and can be chosen as desired by the GM. Here are the most common forms of magic items with a FaerieLand twist to them. Also listed among them are specific armors and weapons with qualities and details noted above. All items have been noted as to their general power level and are marked as Minor, Medium, or Major items for the purposes of random determinations.

Armor, Ironwood Plate Armor of Fire Protection (Medium Armor): As the name suggests, this ironwood plate armor confers upon the wearer protection of up to 156 hit points of fire damage. Once this threshold has been met or exceeded, the armor's magic goes dormant for 12+1d12 hours before activating again with its full protections. *Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, barkskin, ironwood, plant growth; Market Price: 78,000 gp; Cost to Create: 39,000 gp + 3,100 XP.*

Armor, Leather Armor of the Sprite (Medium Armor): Two ornately designed wings are tooled and painted onto the back of this suit of *leather armor* +2. Once per week, the armor can be commanded to allow the wearer to *fly* as if a sorcerer of 6th level cast the spell. *Caster Level: 6th;*

Prerequisites: Craft Magic Arms and Armor, fly; Market Price: 16,160 gp; Cost to Create: 8080 gp + 650 XP.

Armor, Pine Needle Armor of Anadahrl (Minor Armor): This armor acts as normal vined plant armor as above, though the needles on its outer surface allow a special power. Once a week, the wearer can fire off a volley of needles that produce a wall of pine needles equivalent to a *wall of thorns* as cast by a 11th level caster.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, barkskin, plant growth, wall of thorns; Market Price: 40,800 gp; Cost to Create: 20,400 gp + 1,600 XP.

Armor, Scurry's Dampening Mushroom Armor (Minor Armor): This armor, created for the bogie Scurry the Tunnelrat (gifted to him upon his release from service), functions as a suit of dampening leafy leather armor. The armor appears to be made from large pieces of pale tan leather, when in fact it is composed of several large mushrooms. *Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor, barkskin, plant growth; Market Price: 35,000 gp; Cost to Create: 17,500 gp + 1,400 XP.*

Boots of the Ram (Medium Item): Upon close inspection, the curled toes of these ornately crafted suede faerie slippers reveal a ram's horn motif. Using any of three command words enables the wearer's foot to kick with magnified force.

Using the first command word enables the wearer to kick with goat-like force, dealing 1d6 points of damage and expending 1 charge. Uttering a second command word increases that force to ram-like proportions, dealing 2d6 points of damage and expending 2 charges. The third

Table 25: Base Cost to Craft Charms (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	250 gp+10 XP	250 gp+10 XP	250 gp+10 XP	—
1	500 gp+40 XP	500 gp+40 XP	1,000 gp+80 XP	1,000 gp+80 XP
2	3,000 gp+240 XP	4,000 gp+320 XP	4,000 gp+320 XP	4,000 gp+320 XP
3	7,500 gp+600 XP	9,000 gp+720 XP	10,500 gp+840 XP	8,250 gp+660 XP
4	14,000 gp+1,120 XP	16,000 gp+1,280 XP	20,000 gp+1,600 XP	14,000 gp+1,120 XP
5	22,500 gp+1,800 XP	25,000 gp+2,000 XP	32,500 gp+2,600 XP	—

*Caster level is half class level.

Prices assume that the *charms* were made at the minimum caster level.

Table 26: Dust Base Prices (By Crafter's Class)

Spell Level	Dlr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	500 gp	500 gp	500 gp	—
1	1,000 gp	1,000 gp	2,000 gp	2,000 gp
2	6,000 gp	8,000 gp	8,000 gp	8,000 gp
3	15,000 gp	18,000 gp	21,000 gp	16,500 gp
4	28,000 gp	32,000 gp	40,000 gp	28,000 gp
5	45,000 gp	50,000 gp	65,000 gp	—

*Caster level is half class level.

Prices assume that the dust was made at the minimum caster level.

command word, when spoken, bison-like power is imbued in the kick, dealing 3d6 points of damage and expending 3 charges.

These boots are especially effective when trying to kick open doors, and provide the equivalent of 25, 27 or 29 Strength when expending 1, 2, or 3 charges respectively.

The boots work as a pair, and can only be used if both are worn. A newly created pair of boots has 50 charges.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, bull's strength, telekinesis; Market Price: 8,600 gp; Weight: 1 lb.

Boots of the Valley of Fire (Minor Item): The wearer of these boots gains two special abilities that will help when traveling through immensely hot locales such as the Valley of Fire. First, she is able to travel across the ground at normal speed without leaving tracks. Second, the *boots of the Valley of Fire* also cool the wearer as if he was under the effects of a *endure elements (fire)* spell.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, endure elements (fire), pass without trace; Market Price: 2,250 gp; Weight: 1 lb.

Bracelet, Charm (Variable rank: 1-3 charms=Minor Item, 4-6 charms=Medium Item, 7-8 charms=Major Item): Magical *charm bracelets* found in FaerieLand are typically those used to confer to the wearer the abilities of magical charms attached to it by fine chain or metal threads. The *charm bracelet* has only the slightest weight to it, and is always made of a single elaborately carved loop of silver, gold, sculpted gemstone, precious wood, or bone. The *bracelet* must have a value of no less than 75 gp. The *charm bracelet* has an AC of 16, 5 hit points, and a break DC of 18. Some *bracelets* are only equipped to carry smaller amounts

of charms, while others can carry as many as eight (see Table 23: Charm Bracelets).

Circlet of Dreams (Major Item): Commissioned by the Sand Man for his personal use, these ornate headpieces provide to the wearer additional spells related to sleep, dreaming, or nightmares. Additionally, wearing one of these circlets also provides a +2 luck bonus to AC and saving throws. These circlets are hard to come by, though they occasionally are available from Market craftsmen or the Sand Man himself. A new circlet comes with 50 charges, which can be spent on the following abilities:

- *snooze* (DC 14) (3/day, 0 charges)
- *sleep* (heightened to 5th level, DC 17) (1 charge)
- *dreamspeak* (heightened to 5th level DC 17) (1 charge)
- *sleepwalking* (heightened to 5th level, DC 17) (1 charge)
- *fitful sleep* (heightened to 5th level, DC 17) (1 charge)
- *nap* (DC 18) (1 charge)
- *Zurlein's eon of sleep* (DC 19) (2 charges)
- *sleepless curse* (DC 19) (2 charges)
- *improved nap* (DC 19) (3 charges)
- *recurring nightmare* (DC 20) (3 charges)

Caster Level: 15th; Prerequisites: Craft Wondrous Item, snooze, heightened sleep, heightened dreamspeak, heightened sleepwalking, heightened fitful sleep, nap, Zurlein's eon of sleep, sleepless curse, improved nap, recurring nightmare, and 1 lb. of magic sand; Market Price: 200,000 gp; Cost to Create: 100,000 gp + 8,000 XP. Weight: 3 lbs.

Circlet of the Fey (Variable rank: +1=Minor Item, +2 - +4=Medium Item, +5=Major Item): This thin band of



Table 27: Base Cost to Craft Dust (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	250gp+10 XP	250 gp+10 XP	250 gp+10 XP	—
1	500 gp+40 XP	500 gp+40 XP	1,000 gp+80 XP	1,000 gp+80 XP
2	3,000 gp+240 XP	4,000 gp+320 XP	4,000 gp+320 XP	4,000 gp+320 XP
3	7,500 gp+600 XP	9,000 gp+720 XP	10,500 gp+840 XP	8,250 gp+660 XP
4	14,000 gp+1,120 XP	16,000 gp+1,280 XP	20,000 gp+1,600 XP	14,000 gp+1,120 XP
5	22,5000 gp+1800 XP	25,000 gp+2,000 XP	32,500 gp+2,600 XP	—

*Caster level is half class level.

Prices assume that the *dust* was made at the minimum caster level. Material component costs are not accounted for in these prices and must be included.



interwoven flowers, grass, and silver thread provides the wearer with the resistances of the fey, namely a +1 resistance bonus to saving throws to versus enchantments and illusions. Rugin the Puppetmaster crafts the finest and most powerful versions of these circlets (+5) for members of the assorted fey courts, but other varying potencies are available (+2, +3, and +4) from Market craftsmen.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *endure elements (fire)*, *pass without trace*; **Market Price:** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); **Cost to Create:** 1,000 gp + 80 XP (+1), 4,000 gp + 320 XP (+2), 9,000 gp + 720 XP (+3), 16,000 gp + 1,280 XP (+4), 25,000 gp + 2,000 XP (+5); **Weight:** 1 lb.

Fan of Dusting (Minor Item): This magical fan distributes *dust* in a semi-circular burst. (Its effective area is similar to the area of effect diagram for the *burning hands* spell.) The fan is made with a series of hollow spines that hold the magic *dusts* for release into the area of effect. Residual air turbulence caused by the fan confine the suspended dust—treated as a cloud, once released—in the initial area of effect. A fan can deliver a pinch (or pinches) with a 15 ft range.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *Leomund's secret chest*; **Market Price:** 2,250 gp; **Cost to Create:** 1,125 gp + 90 XP; **Weight:** 1 lb.

Horn of the Knight (Major Item): When blown, this small bugle with ornately engraved battle scenes summons 1d4 knights of the fey to fight for the summoner. The summoned knights are lower or higher in level than the summoner (roll 1d6 for each: 1-3 levels lower, 4-6 levels higher). The knights will attack whomever they are commanded to and will fight until a full hour has elapsed or they or the enemy is slain, whichever arrives first. The horn can only be blown for this effect once a week; all other times, it simply sounds as a masterwork bugle.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *summon fey VI*; **Market Price:** 50,000 gp; **Cost to Create:** 25,000 gp + 2,000 XP; **Weight:** 2 lbs.

Ring of Fey Luck (Medium Item): This ring confers upon the wearer the ability to choose one die roll and reroll it, taking the newly rolled number instead. The wearer must take the results of the reroll, even if they are worse. This ability can be used three times per day.

Caster Level: 5th; **Prerequisites:** Forge Ring, *luck of the fey*; **Market Price:** 27,000 gp; **Cost to Create:** 13,500 gp + 1,080 XP; **Weight:** -.

Self-loading Blowgun (Minor Item): This ordinary looking blowgun appears well-made with a small hatched opening near the mouthpiece. It is constructed of fine hardwood and coated with a reddish-brown varnish. The

small hatch, when opened, reveals a small storage area able to hold 50 pellets or pinches of dust. (For more information on blowguns, see the *Dusts* entry earlier this chapter.)

To use the item, the user only needs to speak the number of pellets or pinches he wishes to use, and the blowgun will load that many for use that round, up to a limit of 15 pinches. There is a limit to how many pinches may effectively be emitted at once by this *blowgun*, depending on the size of the user and his or her lungs:

- Creatures beneath Small size cannot blow more than 4 pinches at once
- Small creatures cannot blow more than 6 pinches at once.
- Medium creatures cannot blow more than 10 pinches at once.
- Large or greater creatures can use the maximum 15 pinches at once.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *Leomund's secret chest*; **Market Price:** 2,000; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 1 lb.

Staff of the Fey (Major Item): This staff appears as an ornately carved wooden staff, capped on the bottom with a richly sculpted silver tip. Atop the staff is a pair of elaborate silver claws grasping a crystalline orb filled with a swirling cloud of *magic sand*. Few of these treasured staffs have been made (at least as far as most know) and fewer still are currently in use. The Faerie Queen Titania wields one while holding court, and occasionally grants one of its boons to a worthy subject. To reward an extremely exceptional deed, the Faerie Queen has even given one of these treasured staffs away (although it has been many centuries since the last such occurrence).

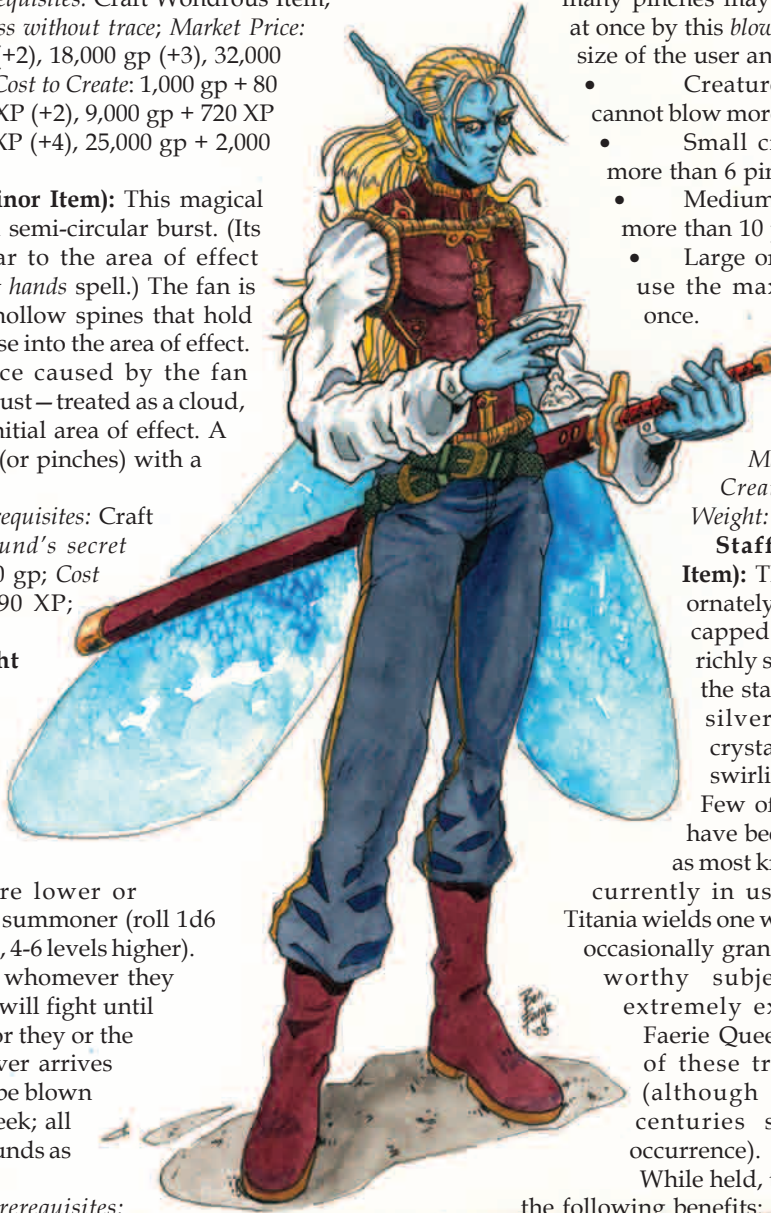
While held, the *staff of the fey* grants the following benefits:

- A +1 sacred bonus to AC;
- A +1 sacred bonus to all saves; and
- A +10 circumstance bonus to any Crossing Over checks

When newly created, each staff has 50 charges. These charges can be used to activate the following abilities.

- *Nature's aspect* (1 charge)
- *detect fey doorway* (1 charge)
- *befriend doorway guardian* (heightened to 5th level, DC 19) (2 charges)
- *fork path* (2 charges)
- *open doorway* (2 charges)
- *stray from path* (2 charges)

In addition to the above effects, a comprehensive battery of *resist elements* spells also protects the wielder,



although a charge is consumed each time the effect is triggered.

- *resist elements (acid)* (1 charge)
- *resist elements (cold)* (1 charge)
- *resist elements (fire)* (1 charge)
- *resist elements (electric)* (1 charge)
- *resist elements (sonic)* (1 charge)

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *befriend doorway guardian*, *detect fey doorway*, *resist elements (all)*, *Nature's aspect*, *open doorway*, *permanency*; **Market Price:** 200,000 gp; **Weight:** 1 lb.

Sword, Foul Feyslayer (Major Item/Artifact): Kept alive by life-preserving magics long beyond his human lifespan, Cederman the Foul spent his extended life hunting fey with this longsword. Originally nothing more than a *fey bane sword* +2, it grew more powerful with each fey life it took (and perhaps due to some unknown magics cast against its wielder). Over the centuries, it apparently gained the following abilities and curses:

- *anchor fey* within a 10 ft. radius of its blade (against all fey in range and at will);
- instill *fear* in those who look upon the *foul feyslayer* (3x/day);
- wielder gains years of life equal to half the damage done to any fey victim if he successfully kills said fey victim (reduces wielder's age by that number of years but never to less than full adulthood).
- wielder shares and suffers damage equal to half that inflicted on the sword's victims;
- wielder must make a Will save (DC 18) or attack any fey he sees within 60 feet.

The last known wielder of the *foul feyslayer* was Khirman the Black, protégé of Cederman and one of the most malefic faerie hunters even known. He died in battle against King Finvarra over 30 years ago on the Fields of Gold, though the king was sorely wounded in the process. Finvarra had the sword thrown in Between in hopes that no mortal would find it and the shadows of that realm would hide it forever.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *anchor fey*, *cause fear*, *vampiric touch*; **Market Price:** 115,145 gp; **Cost to Create:** 57,573 gp + 4,600 XP.

Creating Charms

To create a magic *charm*, a character needs materials, the most obvious being a gem or piece of precious wood or metal. The cost for the materials is subsumed in the cost for creating the *charm*. *Charm* costs are difficult to formularize. Refer to the "Behind the Curtain: Magic Item Gold Piece Values" in the DMG and use the prices listed in this chapter as a guideline. Creating a *charm* costs half the market value listed.

If spells are involved in the prerequisites for making the *charm*, the creator must have prepared the spells to be cast (or must know the spells, in the cast of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the *charm* triggers the prepared spells, making them unavailable for casting during each day of the *charm's* creation—the spell slot is expended from her currently prepared memory, just as if it had been cast.

Creating some *charms* may entail other prerequisites beyond or other than spellcasting.

Crafting a *charm* requires one day for each 1,000 gp value of the completed *charm*.

Item Creation Feat Required: Craft Charms and Bracelets

Creating Dusts

The character needs a supply of materials to create magic *dust*, the most obvious being the material components of the spell being made into a dust and possibly *magic sand*. The cost for the materials is subsumed in the cost for creating the *dust*—1,000 gp times the level of the spell times the level of the caster. *Dusts* always have the maximum number of uses (50 pinches) when created.

The creator must have prepared the spells to be cast (or must know the spells, in the cast of a sorcerer or bard) and must provide any material components or focuses the spell requires. Fifty of each needed component are required—one for each charge. If casting the spell would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the *dust* in addition to the XP cost for making the *dust* itself. Likewise, material components are consumed when he begins working, but focuses are not. (A focus used in creating a *dust* can be reused.) The act of working on the *dust* triggers the prepared spell, making it unavailable for casting during each day devoted to the *dust's* creation. (That is, the spell slot is expended from his currently prepared spells, just as if it had been cast.)

Crafting a *dust* requires one day for each 1,000 gp value of the completed *dust*.

Item Creation Feat Required: Craft Fey Dust

The Creature Appendix

A myriad of creatures call FaerieLand home and there are far more creatures that are fey than are noted in the core d20 manuals. Below are some of the more interesting creatures or the more standard beings one could expect to meet while wandering the wilds of the Twilight Lands.

Doorway Guardian

Gargantuan Fey (Incorporeal)

Hit Dice: 24d6+48 (144 hp)

Initiative: +4 (Dex)

Speed: 30 ft., fly 50 ft. (perfect), swim 30 ft.

AC: 15 (-4 size, +4 Dex, +5 deflection from Charisma)

Attacks: Incorporeal touch +12 melee

Damage: 2d8 touch

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: *Summon lesser jabberwock*

Special Qualities: Bad Luck of the Fey, Incorporeal, telepathy, guardian qualities

Saves: Fort +7, Ref +11, Will +16

Abilities: Str —, Dex 18, Con 17, Int 19, Wis 24, Cha 20

Skills: Bluff +8, Decipher Script +7, Diplomacy +11, Escape Artist +9, Innuendo +12, Intimidate +12, Knowledge (nature) +10, Listen +20, Move Silently +11, Read Lips +11, Sense Motive +18, Spot +20, Wilderness Lore +15

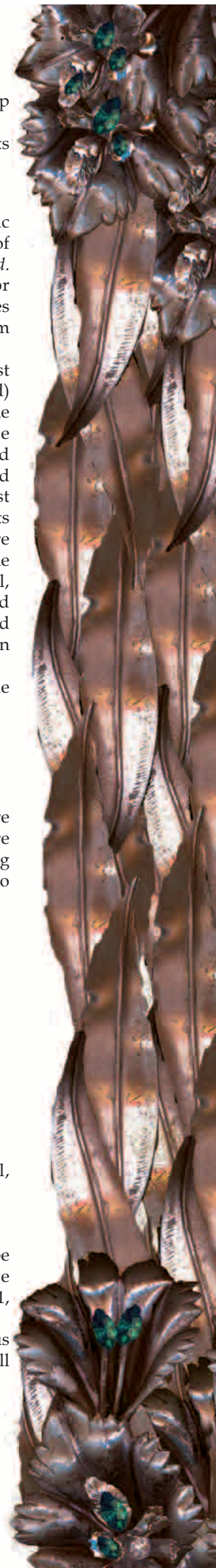
Feats: Alertness, Dodge, Flyby Attack, Iron Will, Skill Focus (Listen), Skill Focus (Sense Motive), Skill Focus (Spot), Skill Focus (Wilderness Lore)

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None





Alignment: Always neutral
Advancement: 24-36 (Gargantuan); 37-40 HD (Colossal)

Doorway guardians are the largest of the fey guardian creatures ever seen by mortals. Larger siblings to the crossroads guardian, doorway guardians are magically bound to a pair of fey *doorways*. Some academics who do not understand the fey mindset think the sentinels are being abused through their captivity at the *doorways*. However, their lives are mostly magical and wholly bound to the existence of the doorways to the roads they guard.

Sidestepping a guardian to gain access to a *fey road* can have disastrous consequences. News of such an event often spreads to other guardians on other roads, making future travel more difficult.

Each doorway guardian has one small token that it may give out. From that point on, the token admits that person and her companions without contest or challenge. Should the bearer ever slight the guardian (or a different fey guardian), the token dissolves and returns to the original guardian to be given to another. The royal fey have a number of tokens that work at all *doorways*.

Older doorway guardians have created pocket spaces adjoining their roadway. They could hold the riches of defeated opponents, or they could simply be smaller magical realms controlled by the guardian.

Combat

Doorway guardians prefer a peaceful existence watching over a specific *fey road* and making sure that its travelers have the necessary keys to use the road. They use their *summon lesser jabberwock* ability if threatened, and will use their melee attack until the jabberwock arrives.

Bad Luck of the Fey (Sp): If a doorway guardian is killed, the character landing the killing blow is cursed with extremely bad luck. Once per day, at the DM's discretion, any roll must be rerolled, with the least of the two results being used as the number rolled.

Summon Lesser Jabberwock (Ex): Once per day, a doorway guardian can summon a jabberwock with a 75% chance of success. This ability has a duration of 1 hour and in all other ways works identically to a standard *summon monster* spell.

Incorporeal: Doorway guardians can be harmed only by other incorporeal creatures or by corporeal attacks of +2 or better magic weapons, or magic. There is, however, a 50% chance that the doorway guardian will ignore any damage from a corporeal source. Doorway guardians can pass through solid objects at will and they always move silently. Their incorporeal touch attacks pass through armor but still inflict damage on corporeal and incorporeal foes alike.

Telepathy: Doorway guardians communicate telepathically with any creature within 150 feet that has a language or is sentient.

Guardian Qualities: Doorway guardians must stay within 100 feet of the *doorways* they protect.

Faerie Dragon

Tiny Fey

Hit Dice: varies by age
Initiative: +4 (+4 Improved Initiative, modified by Dex)
Speed: 15 ft., fly 60 ft. (good)
AC: varies by age

Attacks: 2 claws, bite (bonus varies)
Damage: claw 1d3, bite 1d4 (bonus varies)
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: Breath weapon, spells
Special Qualities: Natural invisibility, telepathy, SR (see below),
Saves: varies by age
Abilities: varies by age
Skills: Bluff +7, Escape Artist +8, Hide +12, Intuit Direction +3, Listen +5, Move Silently +8, Search +3, Sense Motive +5, Spot +5
Feats: Alertness, Dodge, Improved Initiative

Climate/Terrain: Temperate, tropical, and sub-tropical forests.

Organization: Wyrmling to young adult: solitary or clutch (2-5); adult to great wyrm: solitary, pair, or family (1-2 and 2-5 offspring).

Challenge Rating: 2

Treasure: Double standard (gems, magic)

Alignment: Always chaotic good

Advancement: Wyrmling (tiny); Very Young (tiny); Young (tiny); Juvenile (tiny); Young Adult (tiny); Adult (tiny); Mature Adult (tiny); Old (tiny); Very Old (tiny); Ancient (small); Wyrm (small); Great Wyrm (small)

The faerie dragon is a chaotic good sub-family of the pseudodragon, and shares some of the characteristics of its physiological cousin. They resemble miniature dragons with slender bodies, long prehensile tails, beautiful butterfly wings, and what can only be described as large draconic smiles. The coloration of a faerie dragon is quite fitting for a fey variant of the pseudodragon, ranging from red as a hatchling through the rainbow spectrum to violet and black in the twilight years of their lives. Female faerie dragons have a golden sparkle to their scales while the male's hide has silver highlights.

Faerie dragons communicate with each other telepathically up to a range of two miles. All faerie dragons also speak draconic, sylvan, and the sylvan dialect of Fae. Faerie dragons are most at home in the forests of FaerieLand, but when found in the mortal worlds they favor the densely wooded forests in temperate, tropical, and subtropical regions.

Faerie dragons are impulsive creatures that will stop at nothing to play a practical joke. Faerie dragons love fresh fruit (especially apples) and pastries. It is the quickest way to their hearts, but once you are out of good things to eat, they normally leave. Grigs, pixies, and true sprites enjoy the company of faerie dragons and frequently live with them or are found in their company.

According to legend, the first faerie dragon had its origins with the conception and birth of a pseudodragon in FaerieLand. Many fey beings have had a faerie dragon companions at one time or another, and a rare few wizards have had them as familiars.

Combat

Faerie dragons avoid combat when they can, and refrain from inflicting damage unless protecting their lairs (containing treasure and young), or finding themselves in a life or death struggle. When they find themselves in a combat situation, their first reaction is to turn invisible. While invisible, they attack with their breath weapon and spells, along with a vicious melee attack.

Faerie Dragons by Age

Age	Hit Dice (hp)	Color	AC*	Attack Bonus	Fort. Save	Ref. Save	Will Save	Breath Weapon (DC)	SR
Wyrmling	1d6/2 (2)	Red	20 (+2 Dex)	-	+4	+3	+4	13	13
Very Young	1d6 (4)	Red-orange	20 (+2 Dex)	+1	+4	+3	+4	14	14
Young	2d6 (6)	Orange	20 (+2 Dex)	+2	+5	+4	+5	15	15
Juvenile	2d6+2 (8)	Orange-yellow	20 (+2 Dex)	+3	+5	+4	+5	16	16
Young Adult	3d6+1 (10)	Yellow	21 (+3 Dex)	+4	+6	+5	+6	17	17
Adult	3d6+2 (12)	Yellow-green	21 (+3 Dex)	+5	+6	+5	+6	18	18
Mature Adult	4d6+2 (14)	Green	21 (+3 Dex)	+6	+7	+6	+7	19	19
Old	5d6+1 (16)	Blue-green	21 (+3 Dex)	+7	+7	+6	+7	20	20
Very Old	6d6 (18)	Blue	21 (+3 Dex)	+8	+7	+7	+8	21	22
Ancient	6d6+2 (20)	Blue-violet	22 (+4 Dex)	+9	+8	+7	+8	22	24
Wurm	7d6+1 (22)	Violet	22 (+4 Dex)	+10	+8	+8	+9	23	26
Great Wurm	8d6 (24)	Black	22 (+4 Dex)	+11	+8	+8	+9	24	28

* All faerie dragons have a +2 size bonus and +6 natural armor added to their Armor Class. This does not advance with age.

Faerie Dragon Abilities by Age

Age*	Str	Dex	Con	Int	Wis	Cha	Wizard**	Cleric**
Wyrmling	11	14	13	10	12	10	1	1
Very Young	11	14	13	10	12	10	2	3
Young	11	15	13	11	13	11	3	4
Juvenile	12	15	13	11	13	11	4	6
Young Adult	12	16	13	12	14	12	5	7
Adult	12	16	13	12	14	12	6	8
Mature Adult	13	17	13	13	15	13	7	9
Old	13	17	13	13	15	13	8	10
Very Old	13	18	13	14	16	14	10	11
Ancient	14	18	13	14	16	14	12	12
Wurm	14	19	13	15	17	15	14	13
Great Wurm	14	19	13	15	17	15	16	14

* All faerie dragons fly at a speed of 60 (good) and have a ground movement of 15 ft.

** Caster Level

Breath Weapon (Su): A faerie dragon has one type of breath weapon—a cloud of euphoric gas. Anyone caught in the cloud of gas must succeed at a Fortitude saving throw or be struck with a euphoria that causes them to wander around blissfully for the 3d4 minutes. During that time, the victim is unable to attack, cast spells, or defend themselves (view as Stunned Condition). While in the state of euphoria, the victim can make an Intelligence check each round versus the DC of the breath weapon to keep his mind on the situation. If a check fails, the victim is unaware of events that may occur during the remaining duration of the breath weapon's effect.

Natural Invisibility (Su): Faerie dragons are equally comfortable being visible or invisible. A faerie dragon can attack and use its special abilities while invisible and not be revealed. Faerie dragons can become invisible at will as a free action.

Skills: All skills need to be adjusted for the abilities reflected in the **Faerie Dragon Abilities by Age** table above.

Spells: A faerie dragon has the ability to cast spells as if it were a wizard or cleric. Faerie dragons are often wizards (65%) and occasionally clerics (35%). Those that cast wizard spells favor *animal growth*, *animate object*, *distance distortion*, *forget*, *legend lore*, *limited wish*, *obscurement*, *suggestion*, *unseen servant*, *ventriloquism*, and *water breathing*.

Telepathy (Su): Faerie dragons can communicate telepathically with creatures within 60 feet that speak Common, Sylvan, or Draconic and other faerie dragons up to two miles away.

Treasure

Faerie dragons love glistening gems and sparkling magic items, and frequently hide them in a horde in their hollow tree trunk homes.





Fey Steed

Large Fey

Hit Dice: 4d6+20 (36 hp)

Initiative: +3 (Dex)

Speed: 60 ft.

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: 2 hooves +7 melee; bite +2 melee

Damage: Hoof 1d6+4; bite 1d4+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Long-lived, Lowlight Vision, Magic Circle against Evil, Scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 20, Dex 17, Con 19, Int 6, Wis 17, Cha 10

Skills: Listen +9, Spot +9

Feats: Alertness

Climate/Terrain: Temperate, tropical, and sub-tropical forests.

Organization: Solitary, pair, or herd (5-13)

Challenge Rating: 2

Treasure: None

Alignment: Always good

Advancement: —

The feeorin have spent millennia breeding horses for strength, speed, size, agility, longevity, and the fey steed is their crowning achievement. In Finvarra's region, these horses consume much of the time and attention of the feeorin nobles, whether it is spent riding, feeding, grooming, or training the animals as hunting mounts.

A fey steed resembles a light warhorse with rich russet-brown hair. Their eyes and hooves seem to have a bright yellow or orange fire burning within them. Their appearances show they contain the fiery spirits of the fey

and burn with the magical energy of FaerieLand in their hearts.

Fey steeds are stronger, faster, bigger, and more dexterous, than their mortal equine counterparts. To own one of these horses in the mortal world is to own a legend. For some reason, mortal horses will take any opportunity they can to attack, kick, or bite a fey steed.

Fey steeds run in herd across the Fields of Gold, and if your fey path takes you to that region and you have the ability to stray from your path, you may be able to catch one of your very own. Fey steeds are partial to riders of the opposite sex. This bond was bred into the creatures and manifests strongest when a new rider approaches the creature.

Carrying Capacity: A light load for a fey steed is up to 350 pounds; a medium load, 351-650; a heavy load 651-950 pounds. A fey steed can drag 5000 pounds.

Long-lived: Fey steeds have benefited greatly from being bred in the Twilight Lands, and one of those hereditary benefits is a long life. Fey steeds have been documented to live as long as 300 years.

Combat

Ready for warfare by the age of two, fey steeds can fight while carrying a rider, though the rider cannot attack unless he or she makes a successful Ride check (DC 10). In fact, another aspect often forgotten of fey steeds is their ability to carry unskilled riders and keep them on their backs even at full gallop.

Magic Circle against Evil: This ability continuously duplicates the effects of the spell of the same name. The fey steed has no control over this ability and cannot turn it off.

Jabberwock

	Greater Jabberwock Gargantuan Dragon (fire)	Lesser Jabberwock Huge Dragon (fire)
Hit Dice:	19d12+76 (209 hp)	7d12+21 (70 hp)
Initiative:	+0	+1 (Dex)
Speed:	20 ft., fly 60 ft. (average)	20 ft., fly 60 ft. (good)
AC:	24 (-4 size, +18 natural), touch 6, flat-footed 24	19 (-2 size, +1 Dex, +10 natural), touch 8, flat-footed 18
Attacks:	2 claws +8 melee, bite +6 melee, tail slam +6 melee; or 4 claws +8 melee	2 claws +4 melee, bite +2 melee, tail slam +2 melee; or 2 claws +4 melee, 2 wing slaps +2 melee
Damage:	Claw 2d6+8, bite 4d6+4 and acid, tail slam 2d8+4	Claw 2d6+4, bite 2d8+2, tail slam +2, wing slap 2d6+2
Face/Reach:	20 ft. by 40 ft./15 ft.	10 ft. by 20 ft./10 ft.
Special Attacks:	Acidic bite, breath weapon, frightful presence, improved grab, snatch	Acid spray, frightful presence, improved grab, snatch
Special Qualities:	Darkvision, DR 15/+1, low-light vision, SR 21	Darkvision, low-light vision, scent, SR 18
Saves:	Fort +7, Ref +6, Will +6	Fort +7, Ref +6, Will +6
Abilities:	Str 27, Dex 11, Con 21, Int 10, Wis 15, Cha 13	Str 19, Dex 13, Con 17, Int 6, Wis 12, Cha 9
Skills:	Intimidate +12, Listen +15, Move Silently +9, Spot +15	Intimidate +8, Listen +13, Move Silently +9, Spot +13
Feats:	Alertness, Cleave, Improved Critical, Multiattack, Power Attack	Alertness, Flyby Attack, Multiattack
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary, pair, or flight (3-6)
Challenge Rating:	15	7
Treasure:	None	None
Alignment:	Chaotic evil	Chaotic evil
Advancement:	20-22 HD (Gargantuan); 23-26 (Colossal)	8-10 HD (Huge); 11-21 (Gargantuan)

The jabberwock is a dragonlike creature native to the darker and more primitive wilds of FaerieLand. Young of either species are seldom seen, venturing forth from their hidden lairs in Between after reaching maturity and succumbing to the Wild Calling that eventually visits all fey creatures.

Greater Jabberwock

Mystery shrouds the origin of the greater jabberwock. It shares some characteristics with the lesser jabberwocky, so some believe that the greater jabberwock is either the dominant creature, or it is a magically enhanced crossbreed. There are numerous theories about what creature from which it might be descended, though most favor dragons, wyvern, or even the singularly deadly tarrasque.

Combat

The greater jabberwock is a ferocious creature and attacks any creature it encounters. Their favorite tactics are to wander the mundane roads and paths of FaerieLand attacking anything that resembles food—and to a jabberwocky, everything that moves is food.

Acidic Bite (Ex): The saliva left behind by the bite of a jabberwock is acidic, causing 2d8 points of damage. A successful Fortitude save (DC 16) reduces this damage by half.

Breath Weapon (Su): A greater jabberwock possesses the ability to breathe a cone of fire dealing 12d8 points of fiery damage. Victims need a successful Reflex save to halve

this damage (DC 25). This ability is a standard action and once used, cannot be used again for 1d4 rounds.

Frightful Presence (Ex): Any creature that encounters a greater jabberwock becomes panicked if it fails a DC 20 Will save.

Improved Grab (Ex): To use this ability, the greater jabberwock must hit with one of its claw attacks.

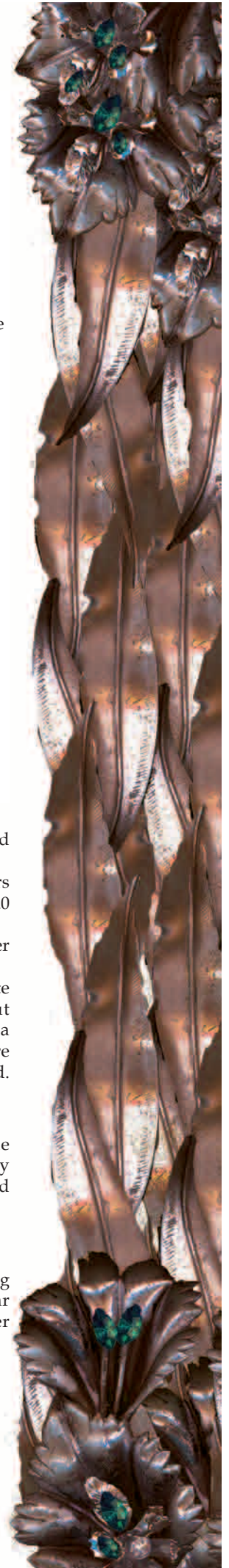
Snatch (Ex): A greater jabberwock that hits with its bite attack attempts to grapple as a free action without provoking an attack of opportunity. If it gets a hold on a creature three or more sizes smaller, it grinds the creature in its jaws automatically dealing bite damage each round.

Lesser Jabberwock

Lesser jabberwocks, as the winged branch of the jabberwock family tree, prefer to swoop down on their prey in a sudden and violent burst of grabbing claws and gnashing teeth.

Combat

The lesser jabberwock is a brutal monster but more cunning than its larger cousin. If alone, it fights like a regular jabberwocky, but in pairs or greater numbers, lesser





jabberwocks use pack tactics to herd their prey and separate out easy targets from those that put up resistance.

Acidic Spray (Ex): The saliva of a lesser jabberwock is acidic, and it can spray this in a cone dealing 4d8 points of damage. A lesser jabberwock that uses this ability cannot use it again for 1d4 rounds. A successful Fortitude save (DC 17) reduces this damage by half.

Frightful Presence (Ex): Any creature that encounters a greater jabberwock becomes panicked if it fails a DC 15 Will save.

Improved Grab (Ex): To use this ability, the greater jabberwock must hit with one of its claw attacks.

Snatch (Ex): A lesser jabberwock that hits with its bite attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold on a creature three or more sizes smaller, it grinds the creature in its jaws automatically dealing bite damage each round.



Satyr

	Faun (Lesser Satyr) Medium-Size Fey
Hit Dice:	4d6 (16 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	2 hooves + 3 melee
Damage:	Hoof 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trample
Special Qualities:	Jump, Scent
Saves:	Fort +1, Ref +6, Will +6
Abilities:	Str 9, Dex 13, Con 10, Int 12, Wis 15, Cha 14
Skills:	Hide +12, Jump +8, Listen +12, Move Silently +15, Spot +15
Feats:	Alertness, Dodge, Mobility,
Climate/Terrain:	Temperate forests and hills
Organization:	Solitary, band (2-5), troop (6-11), or rade (12-20 plus 1 satyr and 1d10 korreds)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	5-10 HD (Medium-size)

Note: The standard satyr appears in the MM; these are related creatures based off that model.

Large populations of fey, such as korred, were actually once other mortals races magically transformed into fey who have maintained their populations. Some suspect that whole tribes of humans or dwarves or other mortal races fled to FaerieLand in the distant past, and the land made them part of it by wholly changing their people to these fey races as they are known today.

Faun

Fauns are similar to standard satyrs in appearance, but instead of the legs and horns of a goat they are of a deer or stag. While the features of a satyr are described as human-like, those of faun are distinctly elf-like, resulting in a slimmer and fairer humanoid torso. Fauns are not as boisterous as their satyr and korred cousins, but they still enjoy music and good food and drink.

Combat

While the timid fauns are more apt to simply flee rather than fight, they can use their powerful legs in combat when forced to do so. Even so, their primary purposes in fights tend to be to protect their young and their mates or to stun an opponent and then escape.

Jump (Ex): A faun jumps and leaps as if it had an 18 Strength and can at will simulate the effects of a *jump* spell.

Scent (Ex): A faun can smell approaching attackers within 30 feet.

Trample (Ex): A faun's powerful hind legs allow it, when fleeing a battle, to move up to its full speed and inflict double its normal hoof damage to any creatures of small or lesser sizes.

Treasure

Fauns collect treasure and items that is easily transported, so large items or pieces of art are seldom found in their

	Korred (Greater Satyr) Small-Size Fey
Hit Dice:	4d6+12 (28 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	17 (+1 size, +2 Dex, +4 natural)
Attacks:	Gore +4 melee, club +4 melee, or rock +4 ranged
Damage:	Gore 1d6+4, club 1d6+4, thrown rocks 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	<i>Laugh</i>
Special Qualities:	Spell-like abilities
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 11
Skills:	Hide +9, Listen +10, Move Silently +10, Spot +12
Feats:	Alertness, Dodge, Mobility, Spring Attack
Climate/Terrain:	Temperate mountainous forests
Organization:	Solitary, band (2-5), troop (6-11), or rade (12-20 plus 1 satyr and 1d10 fauns)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	5-10 HD (Small-size)

possession. They tend to avoid most treasures save easily transported objects. Their primary concern for collecting treasures is to be able to give gifts to fey friends who help protect them and their herds from harm or disturbance.

Korred

Korreds are the dwarf-like members of the satyr family, smaller than the typical satyr but with broader and stockier torsos atop their stout mountain goat legs. Their long hair and beards fly wildly about and korreds never move slowly once in motion. They speak boisterously in their own racial tongue and the Fae and sylvan languages, though they are capable of stealth and quiet when necessary.

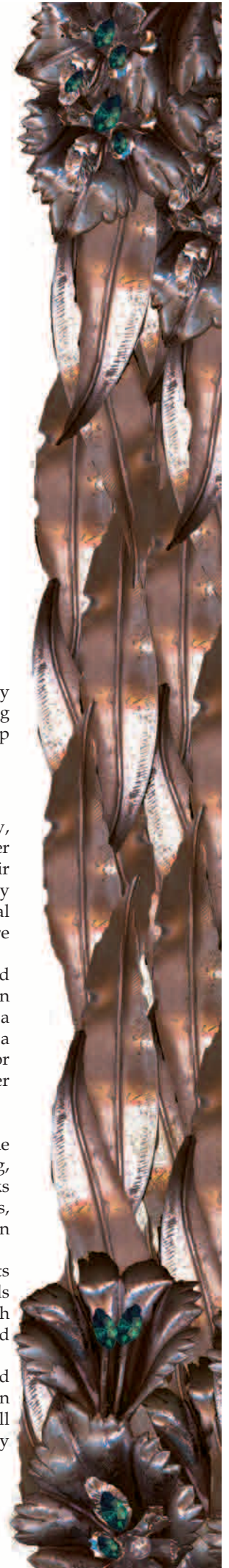
Korred are even more rambunctious than the satyrs and live for their dances. Once a week, either at midday in FaerieLand or under a midnight moon in mortal lands, a tribe of korred all dance; if a fey or a mortal comes across a korred dance, he or she must make a Will save (DC 15) or join the dance, losing 1d4 hit points per round until either the dancer is dead or the korreds stop the dance.

Combat

Korred rarely run from a fight and are the most apt of the satyrkin to enter combat. If they know a foe is coming, they start their battles by hurling small boulders and rocks and then leaping recklessly into battle. Like the other satyrs, it is nigh impossible to surprise a korred due to its keen senses.

Once melee is engaged, korred begin with head butts and goring foes with their horns or wielding their cudgels and clubs with almost utter abandon. A korred can unleash its *laugh* in the midst of battle if it begins to be overwhelmed or outnumbered.

Laugh (Su): A korred's laugh is both enchanting and disturbing. When a korred laughs, all creatures (other than korred) within a 100-foot spread must succeed at a Will save (DC 15) or be stunned for 1d4 +1 rounds. This ability can be used up to three times per day.





Spell-like abilities: A korred has a number of special abilities that are cast as if he were a 12th level spellcaster.

- It can cast *stone tell* three times per day.
- It can cast *phase door* only on stone or rock twice per day.
- It can cast *transmute mud to rock* and/ *transmute rock to mud* once each per day.

Treasure

Korreds, like their satyr brethren, carry small items as treasure and equipment, so large items or pieces of art are seldom found in their possession. Most times, korreds keep treasure that is easily woven into their hair and beards, like rings or gems or other baubles. The only other treasures might be fabrics and other items that whirl about and add flair to their dances.

Templates

Even among the wild and varied creatures of FaerieLand, there are certain creatures and beings that are not “types” so much as they are formerly one type of being with a “template” laid over their original form and powers. Just as mortal beings take one the accursed templates of liches or vampires, the following templates can be adopted by fey and mortal beings alike.

Fey-born Creatures

Normal creatures that have the fortune of being born in FaerieLand are imbued with some of the magic of that fantastic realm. They are more graceful and beautiful than standard creatures of their mortal likenesses. Fey-born creatures are often easily mistaken for their more mundane counterparts; their coloration is similar, but more vibrant in hue. On rare occasions, depending on the race of the creature, they may be mistaken for one of the fey creature breeds found in FaerieLand.

Creating a Fey-born Creature

“Fey-born” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “fey”. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Same as the base creature

Speed: Same as the base creature

AC: Natural armor improves by +1 and any ability bonus adjustments also stack.

Special Attacks: A fey-born creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities, and also gains the ability to use *prestidigitation* at will (effects as per the spell). Fey-born with an Intelligence or Wisdom score of 8 or higher possess the following cumulative spell-like abilities (using their level as the caster level) as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities
1-2	<i>Good luck</i>
3-4	<i>Second sight</i>
5-6	<i>Luck of the fey</i>
7-8	<i>Laughing gas</i>

9-10	<i>Shrink creature</i>
11-12	<i>Fork path</i>
13-14	<i>Stray from path</i>
15-16	<i>Fey curtain</i>
17-18	<i>Summon fey IX</i>
19+	<i>Create fey doorway and sideroad</i>

Special Qualities: A fey-born creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities, plus low-light vision. Fey-born creatures gain fey traits granting them resistance to illusion and enchantment spells. This imparts them with a +1 racial bonus to resist spells and spell-like abilities of this nature, increasing by +1 for every four levels the creature attains.

Saves: Each of the base creature’s saves increases by +1 in addition to ability score bonus changes.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Con +2, Int +4, Wis +4, Cha +4.

Skills: A fey-born creature has skill points as the base creature, adjusted for its increased Intelligence. Its class skills are as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +3

Treasure: Same as the base creature

Alignment: Usually chaotic good

Advancement: Same as the base creature

Fey-born Characters

Fey-born characters were magically modified during gestation and birth by the magic of the Twilight Lands. As a result, fey-born characters are normally chaotic good. Fey-born characters are frequently fighters, rogues, and sorcerers often taking the fae-walker or fey prankster prestige classes.

Sample Fey-born Creature

This example uses a giant owl as the base creature.

Fey-born Giant Owl

Large Fey

Hit Dice: 4d10+4 (26 hp)

Initiative: +7 (Dex)

Speed: 10 ft., fly 70 ft. (average)

AC: 20 (-1 size, +7 Dex, +4 natural)

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d6+5, bite 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Superior low-light vision, fey resistances

Saves: Fort +6, Ref +10, Will +5

Abilities: Str 20, Dex 21, Con 14, Int 14, Wis 18, Cha 14.

Skills: Knowledge (nature) +8, Listen +18, Move Silently +11*, Spot +12*

Feats: Alertness

Climate/Terrain: Any forest, hill, mountains, and plains

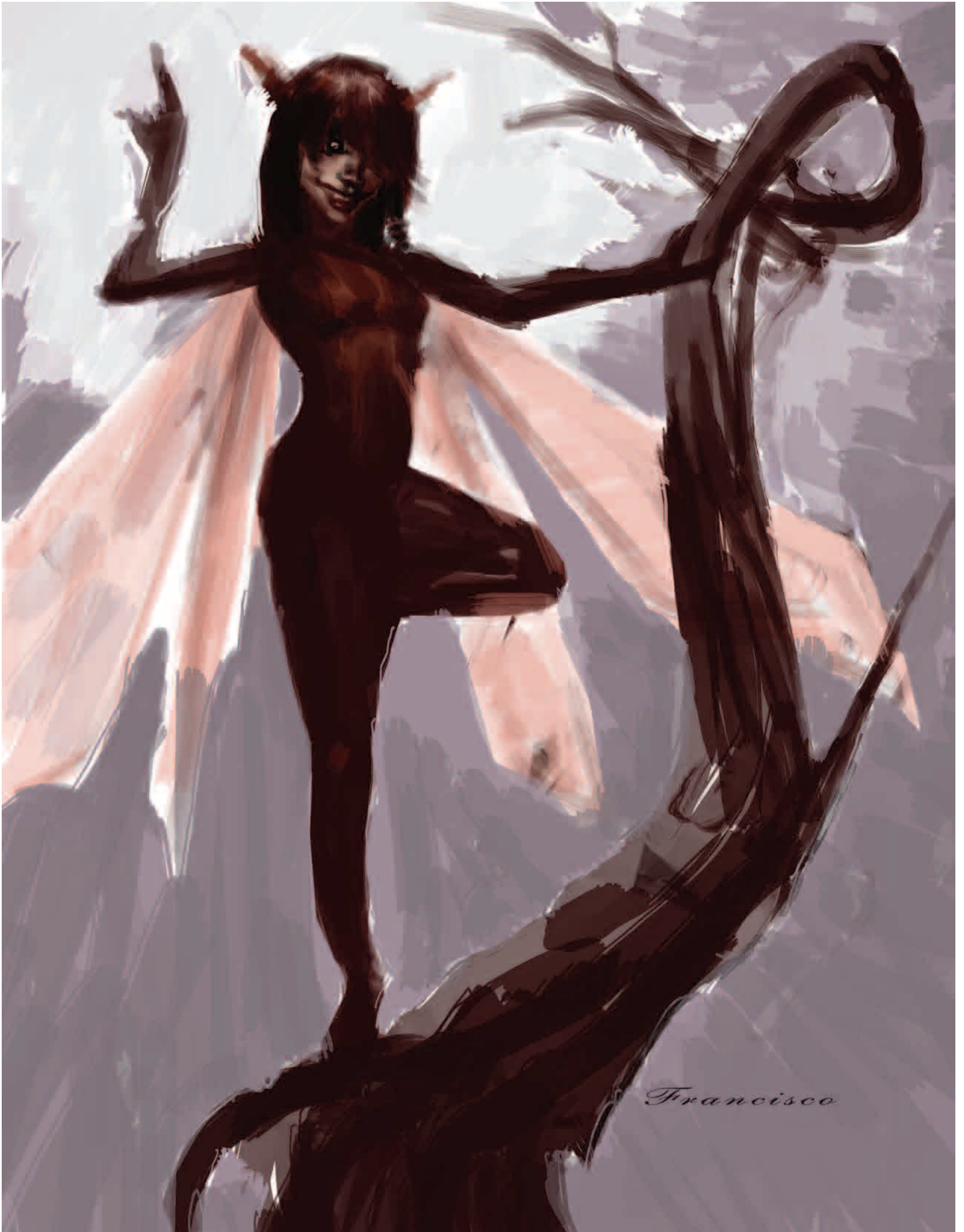
Organization: Solitary, pair, or company (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Usually chaotic good

Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)



Francisco



While the fey-born giant owl's coloration is darkened from normal, the most feylike feature that betrays their different status is their bright orange eyes flickering with the fiery passions of FaerieLand. In most other details, these creatures are identical to the mortal giant owls save as below.

Fey-born Traits (Ex): Like all fey-born, these giant owls gain a +2 racial bonus vs. illusion and enchantment spells (which increases to +3 at 8HD and +4 at 12HD).

Speech (Ex): Giant fey-born owls speak Sylvan, Fae, and Common.

Spells (Sp): *Fey-born giant owls can cast good luck and second sight each once per day. They can cast prestidigitation at will.*

Half-Fey Creatures

When fey venture into the mortal worlds in search of adventure, they sometimes become enamored by—and occasionally fall in love with—creatures in those worlds.

The fey creatures' magical nature allows them to crossbreed with virtually any creature. The offspring of such unions, half-fey, are mystical and intriguing beings.

Creating a Half-Fey Creature

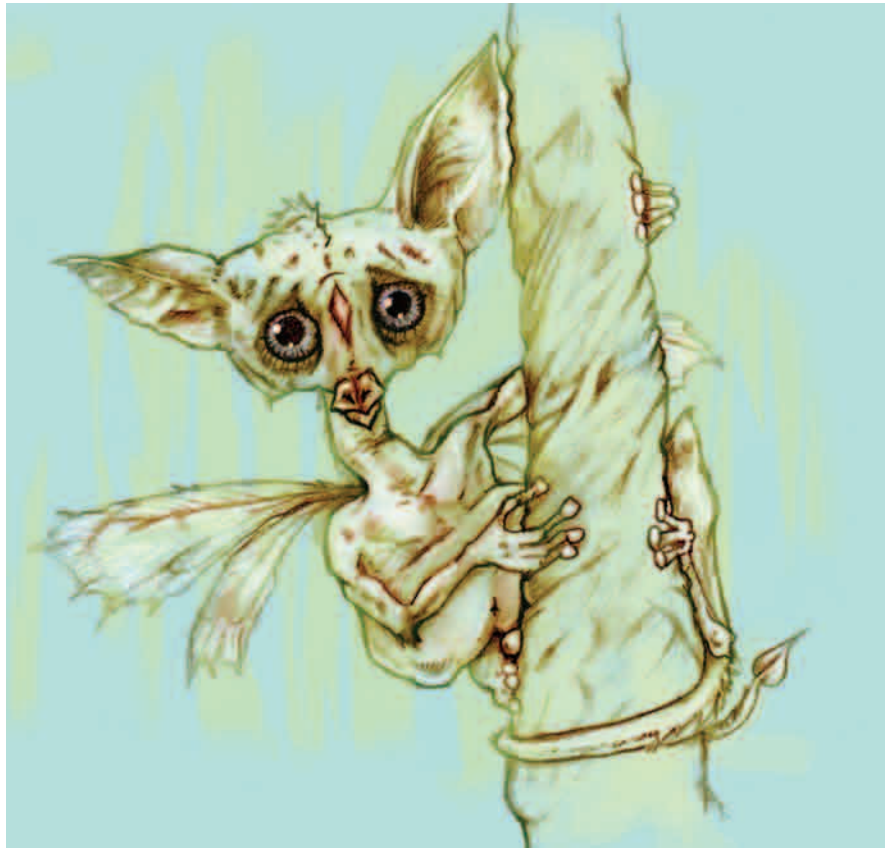
"Half-fey" is a template that can be added to any non-fey corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "fey". It uses all the base creature's statistics and special abilities except as noted here.

Speed: There is a 25% chance that if one of the parent creatures had wings, the half-fey creature will as well. If both parents had wings, this chance increases to 50%. Flight is at twice the normal movement with average maneuverability.

AC: Natural armor improves by +1.

Special Attacks: A half-fey creature retains all of the base creature's extraordinary, supernatural, and spell-like abilities, and also gains the ability to use *prestidigitation* at will (effects as per the spell). Fey-born with an Intelligence or Wisdom score of 8 or higher possess the following cumulative spell-like abilities (using their level as the caster level) as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities
1-2	<i>Bad luck, good luck</i>
3-4	Second sight
5-6	<i>Fitful sleep, luck of the fey</i>
7-8	<i>Anti-life filter</i>
9-10	Shrink creature
11-12	Fork path
13-14	Stray from path
15-16	Fey curtain



17-18	Summon fey IX
19+	Create fey doorway and sideroad

Special Qualities: A half-fey creature retains all of the base creature's extraordinary, supernatural, and spell-like abilities, plus low-light vision. Half-fey are resistant to illusion and enchantment spells. This imparts them with a +1 racial bonus to resist spells and spell-like abilities of this nature, increasing by +1 for every four levels the half-fey attains.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Dex +6, Con +2, Int +2, Wis +2, Cha +6.

Skills: A half-fey creature has skill points as the base creature, adjusted for its increased Intelligence. Its class skills are as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Always chaotic (any).

Advancement: Same as the base creature.

Half-Fey Characters

Half-fey humanoids often have a character class, favoring bards, clerics, druids, and rangers. Nonhumanoids are also sometimes clerics or druids. Half-fey clerics serve nature deities such as Ehlonna and Obad-Hai.

Sample Half-Fey

This example uses a goblin as the base creature.

Half-Fey/Half-Goblin

Small Fey

Hit Dice: 1d8 (4 hp).

Speed: 30 ft., fly 60 ft. (average)

AC: 19 (+1 natural, +1 size, +4 Dex, +3 studded leather)

Attacks: Morningstar +1 melee; or javelin +3 ranged

Damage: Morningstar 1d8; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: *Prestidigitation*, spells

Special Qualities: Low-light vision, half-fey traits

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 10, Dex 19, Con 13, Int 12, Wis 13, Cha 14

Skills: Hide +9, Listen +4, Move Silently +7, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and ward land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic neutral or chaotic evil

Advancement: By character class

One out of four half-fey/half-goblins has leathery, bat-like wings on his back. This is often seen by the goblin society as a blessing from the goblin god Maglubiyet, and makes it easier for them to achieve leadership positions in the community.

Combat

Half-fey traits (Ex): Half-fey creatures are resistant to illusion and enchantment spells. This imparts them with a +1 racial bonus to resist spells and spell-like abilities of this nature, increasing by +1 for every four levels the half-fey attains.

Prestidigitation (Sp): At will, the half-fey/half-goblin can use the spell *prestidigitation* as a 1st-level sorcerer.

Spells: Half-fey/half-goblins with an Intelligence or Wisdom score of 8 or higher may cast *bad luck* and *good luck*, each once per day as a sorcerer of 1st-level (spell failure penalties for armor apply).

High Fey Creature

The magical nature of FaerieLand has changed the physical makeup of some of its inhabitants to such a degree that one in ten thousand births result in a mystical high fey creature. Further evolved by the magic of FaerieLand, high fey creatures are the epitome of all the characteristics that identify their race.

High fey creatures are seldom mistaken for mundane versions of their racial type; they are stronger, faster, taller, and their coloration is more pure. On extremely rare occasions, depending on the race of the creature, they may be mistaken for one of the fey creature breeds found in FaerieLand. Onlookers, to help explain the magnificent beauty and splendor of such creatures to others, often give these creatures labels such as noble, splendid, or gracious.

Creating a High Fey Creature

“High-fey” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “fey” and its home plane is FaerieLand. A base creature already possessing the “fey” type can still have this template applied to it. The template uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: All the base creatures Hit Dice increase by one die type to a maximum of d12.

Speed: Same as the base creature.

AC: The base creature’s natural armor bonus increases by +2

Attacks: Same as the base creature.

Damage: Same as the base creature or as indicated by the chart below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	-	1	1	1d2
Diminutive	1	1d2	1d2	1d3
Tiny	1d2	1d3	1d3	1d4
Small	1d3	1d4	1d4	1d6
Medium-Size	1d4	1d6	1d6	1d8
Large	1d6	1d8	1d8	2d6
Huge	1d8	2d6	2d6	2d8
Gargantuan	2d6	2d8	2d8	4d6
Colossal	2d8	4d6	4d6	4d8

Special Attacks: A high fey creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks:

Bad Luck of the Fey (Sp): If a high fey creature is killed, the responsible character is cursed with extremely bad luck. Once per day, at the DM’s discretion, any roll must be rerolled, with the lowest of the two results being used as the number rolled.

Breath Weapon (Su): Every 1d4 rounds, the high fey creature can use a breath weapon (15 foot cone). Choose one of the following types: *confusion*, *repulsion*, *slow*, or *weakening*. The first three breath weapons function as the spells of the same name; *weakening* drains 1 Strength point from the target creature for each of the high fey creature’s HD.

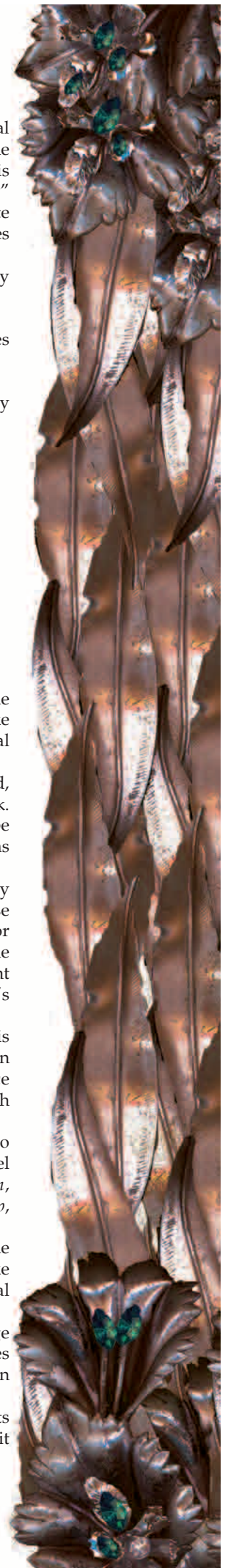
Charming Presence (Su): When a high fey creature is within sight of other creatures, it inspires tranquility in those who look upon it. They suffer a -2 circumstance penalty to all attacks and damage while in sight of the high fey creature.

Spells (Sp): The high fey creature gains the ability to cast the following spells as if it were a sorcerer of a level equal to their hit dice: 3/day – *bad luck*, *charm person*, *dimension door*, *good luck*, *nature’s aspect*; 1/day – *fitful sleep*, *luck of the fey*.

Special Qualities: A high fey creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities:

Damage Reduction (Su): The creature gains damage reduction 5/cold iron. If the creature already possesses damage reduction, this ability is modified by the addition of the above statistics.

Fast Healing (Ex): The high feycreature heals 3 points points of damage each round as long as it has at least 1 hit





point. If reduced to 0 hit points or lower, it must be healed through other means.

Haste (Sp): The creature can cast *haste* on itself as if it were a sorcerer of a level equal to half its HD.

Reflective Hide (Ex): Often found on creatures with spell resistance, this ability imparts a 10% chance that any spell targeting the creature will bounce off in a random direction (use 1d8 grenade deviation from the DMG). This ability does not affect area effect spells.

See in Darkness (Ex): The high fey creature gains the darkvision ability to a range of 60 ft.

Spell Resistance (Ex): The high fey creature has spell resistance 12.

Saves: Each of the base creature's saves increases by +2.

Abilities: Increase from the base creature as follows: Str +2, Dex +10, Con +2, Int +4, Wis +6, Cha +10.

Skills: A high fey creature has skill points as the base creature, adjusted for its increased Intelligence. Its class skills are as the base creature.

Feats: A high fey creature gains Blood of the Fey and Dodge

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Sample High Fey

This example uses a pegasus as the base creature.

High Fey Pegasus

Large Fey

Hit Dice: 4d12 +16 (42 hp)

Initiative: +7 (Dex)

Speed: 60 ft., fly 120 ft. (average)

AC: 21 (-1 size, +7 Dex, +5 natural)

Attacks: 2 hooves +8 melee, bite +3 melee

Damage: Hoof 1d6+5, bite 1d3+3

Face/Reach: 5 ft. x 10 ft./5 ft.

Special Attacks: Bad Luck of the Fey, Charming Presence

Special Qualities: Scent, spell-like abilities,

Saves: Fort +9, Ref +8, Will +6

Abilities: Str 20, Dex 25, Con 18, Int 14, Wis 19, Cha 23

Skills: Listen +17, Sense Motive +12, Spot +17, Wilderness

Lore +8

Feats: Blood of the Fey, Dodge, Iron Will

Climate/Terrain: Temperate and warm forest

Organization: Solitary, pair, or herd (6-10)

Challenge Rating: 5



Treasure: None

Alignment: Always chaotic good

Advancement: 5-8 HD (Large)

The high fey pegasus is an extremely strong willed creature that fiercely defends other pegasi and sometimes even good creatures.

Combat

A high fey pegasus may be the leader of a herd of normal pegasi and often is the first to charge into battle when the herd is confronted.

Bad Luck of the Fey (Sp): If a high fey creature is killed, the character is cursed with extremely bad luck. Once per day, at the DMs discretion, any roll must be rerolled, with the least of the two results being used as the number rolled.

Charming Presence (Sp): When a high fey creature is within sight of other creatures, it inspires tranquility in those who look upon it. They suffer a -2 circumstance penalty to all attacks and damage while in sight of the high fey creature.

Spell-like abilities (Sp): High fey pegasi can detect good and detect evil at will within a 60-yard radius, as if the spells were cast by a 5th level sorcerer.

Skills: High fey pegasi receive a +4 racial bonus to Listen and Spot checks.

Shadow-born Creatures

Ordinary creatures and monsters that have the dubious fortune of being born in Shadows are imbued with some

of the fetid magic of that mysterious region also known sweepingly as Between. Creatures born therein are more eerie and agile than standard creatures of their mortal likenesses.

Shadow-born creatures are often easily mistaken for their more mundane counterparts; their coloration is similar, but darkened in nature as if the light of the sun never quite touches the creature. On rare occasions, depending on the race of the creature, they might be mistaken for one of the fey creature breeds found in Shadows or the mortal worlds.

Creating a Shadow-born Creature

“Shadow-born” is a template that can be added to any non-fey corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “fey”. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Same as the base creature.

Speed: Same as the base creature.

AC: Natural armor improves by +1

Special Attacks: A shadow-born creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities, and also gains the ability to use *prestidigitation* at will as the spell. Shadow-born with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities
1-2	<i>Bad luck</i>
3-4	Disrobe
5-6	<i>Fitful sleep</i>
7-8	<i>Anti-life filter</i>
9-10	Sleepless curse
11-12	Recurring nightmare
13-14	Fey decree
15-16	Fey curtain
17-18	Summon fey IX
19+	Create fey doorway and sideroad

Special Qualities: A shadow-born creature retains all of the base creature’s extraordinary, supernatural, and spell-like abilities, plus darkvision. Shadow-born creatures gain fey traits granting them resistance to illusion and enchantment spells. This imparts them with a +1 racial bonus to resist spells and spell-like abilities of this nature, increasing by +1 for every four levels the creature attains.

Saves: Each of the base creature’s saves increases by +1

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Con +2, Int +4, Wis +4, Cha +4.

Skills: A shadow-born creature has skill points as the base creature adjusted for its increased Intelligence. Its class skills are as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature.

Alignment: Always chaotic, any non-good.

Advancement: Same as the base creature.

Shadow-born Characters

Shadow-born characters were influenced during gestation and birth by the corrupted magic of Between. As a result of this taint, shadow-born characters cannot be good. Shadow-born characters are frequently fighters, rogues, and sorcerers, and many often later take the fae-walker or mortal hunter prestige classes.

Sample Shadow-born

This example uses a gnarl as the base creature.

Shadow-born Gnarl

Large Fey

Hit Dice: 10d8 + 50 (95 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft., climb 20 ft.

AC: 26 (-1 size, +6 Dex, +11 natural)

Attacks: 2 claws +18 melee and 1 bite +16 melee

Damage: Claw 1d6+8, bite 2d6+4

Face/Reach: 5 ft. by 10 ft./15 ft.

Special Attacks: Improved Grab, spell-like abilities

Special Qualities: Darkvision 60 ft., fey traits

Saves: Fort +9, Ref +12, Will +8

Abilities: Str 26, Dex 22, Con 22, Int 12, Wis 15, Cha 10.

Skills: Climb +19*, Hide +18*, Jump +9, Listen +10, Move Silently +18*, Spot +10

Feats: Combat Reflexes, Improved Initiative, Multiattack

Climate/Terrain: Any hills or mountains

Organization: Solitary or Hunting Party (2-5)

Challenge Rating: 9

Treasure: Standard

Alignment: Chaotic evil

Advancement: 11-15 HD (Large); 16-20 HD (Huge)

A shadow-born gnarl is a more fearsome opponent than its more mundane relatives. The creature takes advantage of its superior skills and abilities whenever possible, setting up subtle trap and ambush situations where it can use surprise its prey.

Combat

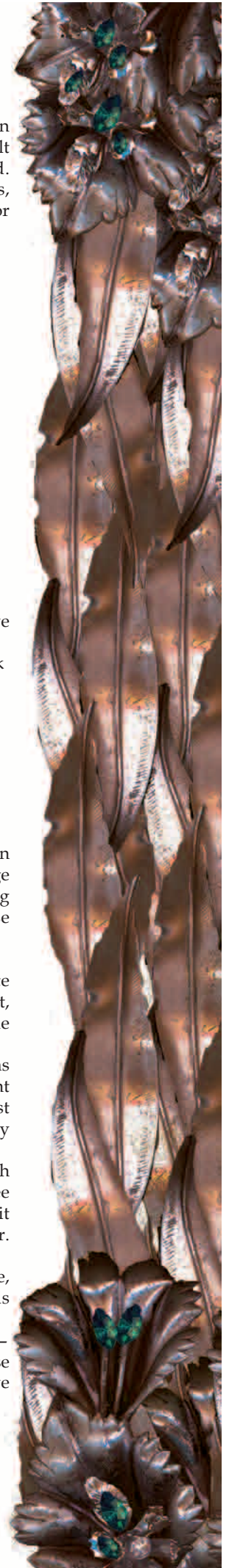
A shadow-born gnarl is quite familiar with the innate abilities it has gained from its birth in Between. As a result, it makes every effort to use these abilities to gain the advantage in a combat situation.

Fey Traits (Su): The corrupted magic of Between has granted the gnarl a resistance to illusion and enchantment spells. This imparts them with a +1 racial bonus to resist spells and spell-like abilities of this nature, increasing by +1 for every four levels the creature attains.

Improved Grab (Ex): If a gnarl hits an opponent with a claw attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, the gnarl typically lifts victims into the air. The grapple modifier for the gnarl is +21.

Skills: Gnarls receive a +8 terrain bonus to Climb, Hide, and Move Silently checks while in mountains or hills (included in stat block).

Spell-like Abilities: At will—*prestidigitation*; 1/day—*bad luck*, *disrobe*, *fitful sleep*, *anti-life filter*, *sleepless curse*. These abilities are as the spells cast by a 10th level sorcerer (save DC 10 + spell level).





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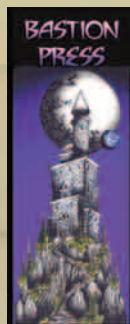
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