

The Haerie Ring

Along the Twisting Way



D&D DATHFINDER
ROLEPLAYING GAME COMPATIBLE

Player's Guide





The Faerie Ring

Along the Twisting Way

Player's Guide

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reference

This book refers to several Pathfinder Roleplaying Game products, using the following abbreviations.

<i>The Faerie Ring: Campaign Guide</i>	TFRCG
<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Adventurer's Guide</i>	AG
<i>Bestiary 2</i>	B2
<i>Bestiary 6</i>	B6
<i>Monster Codex</i>	MC
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Intrigue</i>	UI
<i>Ultimate Magic</i>	UM
<i>Ultimate Wilderness</i>	UW

The twelve fey player races within this book are designed to be balanced with one another and with other existing player races, so you should feel free to adventure however you please, as it should be. These player races are designed utilizing the kith subtypes introduced in *The Faerie Ring: Campaign Guide*. Instructions are given under **type** in the Racial Traits sidebars for each player race as to which parts of these subtypes to keep and which to discard when building player characters.



Introduction

*The wind blows out of the gates of the day,
The wind blows over the lonely of heart,
And the lonely of heart is withered away,
While the faeries dance in a place apart,
Shaking their milk-white feet in a ring,
Tossing their milk-white arms in the air;
For they hear the wind laugh and murmur and sing
Of a land where even the old are fair,
And even the wise are merry of tongue;
But I heard a reed of Coolaney say,
'When the wind has laughed and murmured and sung,
The lonely of heart must wither away.'*

—William Butler Yeats,
“The Land of Heart’s Desire”



Welcome to the vast possibilities of Faerie! Do watch your back.

We are here not to play in the realms we know but in the realms beyond, in the unknown, seeking wonder and strangeness in the unplumbed proportion. These are the places free from judgement. (Except when they’re *not*.) And you have a mandate to explore and experiment. (Except when you *don’t*.) And everything is as it should be. (Except when it *isn’t*.)

These are the lands of the fey: delightful and fabulous, complicated and exasperating. Oh, you’re in it now, my friend—delight is waiting for you behind every corner. You can’t escape the delight, so don’t even try.

And you’re here to play! How grand. You’re already one of us, so you’re fabulous right from the start. A complex and intriguingly unique sigil scratched upon the fabric of the multiverse. (Along with everyone else here.) You’re already a part of the mystery, a supernatural being with pleasure and misery at your fingertips.

Not to worry, for there is danger enough ahead for even the most wary. For sure, there is plenty of excitement in your future. And you’ll only get exactly as many chances as you need. So go find your joy, your mystery, your salvation. That’s all you’ll need.

Find your whimsy.





Bitterclaws

Yes, yes. I am quite apologetic! Though, I think, in time, you'll see you are blowing this whole "limb-loss" thing wildly out of proportion. It is all ultimately going to work out for the best. How many people have the proper motivation to use their feet like hands?!

—Sir Remolio Redondo Randostan VI



Bitterclaws—whether holding together the Divided Kingdom of Nibiru or wandering the worlds in sweet escape—can never shed their role as big siblings to the frenetic, infuriating gremlins. Their curse is twofold: both the love their sovereign has for gremlins and their own devotion to their utterly irrational liege. They bear these with some shred of dignity along with biting, sardonic wit.

Herding gremlins has created an overdeveloped sense of responsibility among bitterclaws. They keep careful watch of the people shuffling and events transpiring around them. They are always expecting the bad, and they prepare themselves for the worst. As a result, they have a tendency to get themselves into trouble, even when gremlins are not involved. When gremlins are about, however, bitterclaws are forced to follow their sibling's insane logic in order to get ahead of and hopefully confine ensuing mischief. Some confuse this unlucky tendency with recklessness.

Bitterclaws' genesis came from an inspired matabiri experiment, the result of an attempt to slow the destructiveness of metal-hungry gremlins. This weighs heavily on the psyche of these fey. They can't forget that Flibbertigibbet had little to do with their creation and greeted their gift by the matabiri with the glee of a child opening a birthday gift. While the matabiri

infused bitterclaws with more intelligence and common sense than typically found among gremlins, the bitterclaws suspect that such traits are no more than liabilities under the rule of the Scattered Prince.

As Flibbertigibbet is torn in three, the bitterclaws are torn in two. Motivated both by the urge to please their lord by bearing the responsibility of maintaining his demesne in his frequent absences and also by the drive to be just as carefree and rootless, embracing the wanderlust they share with the mogwai sovereign. Their tempestuous emotions do not always blend well. The innate common sense they possess makes them insightful allies, but it is a burdensome gift in a realm of nonsense. The secret temper they try to hide sooner or later gets the better of them, perhaps influenced by the mystically tainted blood in their veins. It's uncertain how the bitterclaws developed such toxic blood: some conjecture it is the distilled resentment of the matabiri for fixing Flibbertigibbet's "mistakes" while others hold that perhaps the repressed frustrations bitterclaws have with their sovereign has co-mingled dangerously with their innate love and obedience for him. It grants them both a potent



weapon and a hint of the deeper and darker currents running beneath the surface.

Physical Description: Bitterclaws are much taller than their gremlin siblings but still quite small by human standards. The tallest among them reaches about 4 ft. tall, but few are shorter than 3-1/2 ft. Their

bodies are lean and gray or white skinned. Some maintain a coat of white, fuzzy fur along their backs and limbs, but others prefer to shave entirely to better resemble Flibbertigibbet.

Bitterclaws are mostly bipedal but drop to all fours when particularly irritated or curious. They have an

BITTERCLAW RACIAL TRAITS

- ❖ **+2 Dexterity, +2 Wisdom, -2 Charisma:** You are supple of body and stubborn of mind but given to abrupt and sometimes violent mood swings.
- ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Aklo, Draconic, Dwarven, Elven, Gnome, Goblin, and Halfling.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Small creature and gain a +1 size bonus to your AC, a +1 size bonus on attack rolls, a -1 penalty to your Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- ❖ **Speed:** You have a base speed of 20 feet.
- ❖ **Type:** You possess the fey type. You also gain the mogwoi subtype, including darkvision 60 feet, the racial saving throw bonus, anchored, and hibernation (see *The Faerie Ring: Campaign Guide*).

- ❖ **Attentive:** Your large, bat-like ears are very sensitive to sound, granting you a +2 racial bonus on Perception checks related only to hearing or where hearing is some component of the check.
- ❖ **Bitter Blood (Su):** Your blood is poisonous to humanoids. A humanoid creature that deals you lethal damage with an unarmed strike or natural weapon exposes itself to your twisted blood.
Bitter Blood—contact (blood); *save* Will DC 10 + 1/2 your Hit Dice + your Wisdom modifier; *frequency* 1/round for 2 rounds; *effect* 1 Strength damage; *cure* 1 save
- ❖ **Break:** You may cast *break* once per day as a spell-like ability with a caster level equal to your character level.
- ❖ **Razor Bite:** You grin with sharp, metallic teeth. Your bite is a primary natural attack that deals 1d4 points of damage.
- ❖ **Volatile Nature:** The temperamental nature of bitterclaws is well known. You can be raised to glorious heights with success and brought to horrible depression with failure. At the start of each day, your temperament starts as normal, but that can change with a dice roll. When you roll a natural 1 on an attack roll, ability check, skill check, caster level check, or saving throw, failing that check as a result, you are affected with melancholy. Conversely, if you roll a 20 on that same roll and succeed, you enter a state of euphoria. Melancholy negates euphoria and vice versa.

While in a state of melancholy, you lose your mogwoi racial bonus on saving throws against mind-affecting effects, and if you would become frightened, you instead become panicked for the same duration.

While in a state of euphoria, you regain your mogwoi racial bonus on saving throws against mind-affecting effects and can always choose to stay and fight while you have the frightened condition.

unsettling grin filled with nearly indestructible metal teeth set in an oversized mouth, so most bitterclaws avoid smiling unless they wish to terrify others. Equally disturbing are a bitterclaw's lengthy, needle-like claws, but these are primarily utilitarian in function and are often unsuitable to be used as weapons.

Garb is an individual choice for the bitterclaws, and some choose to do without clothing entirely. Others are more pragmatic and adopt the styles and customs of whatever land they happen to be traveling through.

They make exceptions for trappings of office or of accomplishment. Badges, medals, official uniforms, and so on are worn with pride and well-maintained with studious care.

Society: Within Nibiru, bitterclaws serve as wardens of a massive asylum, but no one has the keys. While they do their best to meet their sovereign's expectations, things eventually go wrong, and it's the bitterclaws who shoulder the blame.

Two bitterclaws in a room bicker like an old married couple. Larger groups of bitterclaws often transform into an assembly of cantankerous, hissing curmudgeons. These arguments lull in order to cobble together plans and sometimes even to enact those plans, but often they do not survive the mischief of the gremlins and the capricious attention of Flibbertigibbet himself. Bitterclaws expect such failure and then jockey to place the blame and retain their position or even gain promotion.

Flibbertigibbet assigns ranks and offices arbitrarily, often making up nonsensical titles and giving them out when he is breezing through his demesne. He even allows some bitterclaws to make up their own titles and treats the whole event with grand ceremony and pomp and circumstance. Then, without providing any explanation of what the title means or is responsible for or how it ranks in any form of hierarchy, Flibbertigibbet is gone again.

Bitterclaws divide themselves roughly into the Titled and the Untitled. Titled bitterclaws form a loose council that convenes regularly in the Divided Kingdom to maintain the demesne and enact Flibbertigibbet's will but usually just argues for days about what the sovereign's will actually is. Sometimes,

when a particular bitterclaw is given obvious favor and preference by Flibbertigibbet, the individual gains enough respect from his brethren to take a more active leadership role. Other bitterclaws then fall in line, though often begrudgingly.

A major quirk of the bitterclaws is their obsession with destiny. As a bitterclaw ages, they grow increasingly concerned with achieving their hidden ambitions, making their mark, and fulfilling an important purpose. Some are fortunate enough to be given missions by Flibbertigibbet himself and throw their all into achieving their "destined" quest. Most give in to their wandering urges sooner or later and seek out their personal meaning—a task often destined for catastrophic failure. Still, those bitterclaws that feel they've uncovered their purpose, either rightly or wrongly, are powerful forces throwing their considerable will behind their destiny.

Whether by accident or by matabiri design, there are noticeably more bitterclaw men than women. This limits their birth rates and makes mated pairs rare. Relationships are brief and filled with squabbling, and resulting children are raised by usually one parent who hardly ever forms much of a bond with their offspring.

Relations: It is difficult to faze a bitterclaw. Even the most erratic gnome is downright stodgy compared to a gremlin. As such, bitterclaws rarely take offense to others' behavior. Bitterclaws are too focused on their own aims to worry much about others, but if an outsider interferes with their plans, a bitterclaw's moody temperament becomes abruptly dangerous.

The mood swings of a bitterclaw can become tiresome for others. When bitterclaw plans are going well, they are confident and almost cocky. When things turn against them, they are withdrawn and passive-aggressive. Bitterclaws curiously prefer the company of non-fey whenever possible. They find the relative stability of other creatures refreshing.

Alignment and Religion: Most bitterclaws tend toward neutral alignment, but chaos is a part of their nature as well. Their petty, grandiose schemes make them seem selfish at times, but their disinterest in arguing moral politics is refreshing to some.

Bitterclaws find gods to be curious things as

Flibbertigibbet is the only deity-like creature they perceive. Most don't see the point in worshipping gods, but there are exceptions. Those bitterclaws who find a sense of purpose in the service of a deity make the most passionate—and dangerous—sort of zealots.

Adventurers: Most bitterclaws take up adventuring sooner or later, driven by wanderlust. They usually need help to fulfill their personal plots and are capable of working with anyone, even if they can't stand them; most have spent years negotiating with their own kind and gremlins, after all.

Bitterclaws are uncomfortable with leadership but are used to having it thrust upon them. Nonetheless, they ease comfortably into supportive roles as rogues, rangers, and alchemists or as the odd cleric or inquisitor as well. Bitterclaws overcome by their violent tempers embrace the bloodrager class or brawler, fighter, or slayer. Some are called by mysterious forces to serve as oracles, shamans, or witches; they tend to feel ill-suited for such roles but are used to being burdened.

Female Names: Bellay, Dizzi, Ferrana, Hebbri, Morra, Ossriana, Rozz, Teggray, Zennix.

Male Names: Azzo, Cellan, Evanssam, Grezzel, Jorry, Linnzo, Nossam, Pergged, Syllbert, Vorenzno.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Gremlin Heritage: You retain a little more of your gremlin cousins' appetite for destruction than others. You may use *break* as a spell-like ability three times per day and gain a +2 racial bonus on Strength checks to break objects as well as a +2 racial bonus on combat maneuver checks to sunder. This racial trait replaces attentive and break.

Intimidating Grin: You don't always show off your teeth when not in use, but sometimes you relish terrifying your foes with your razor smile. You must have razor bite to gain this racial trait. You gain Intimidating Prowess as a bonus feat. This trait replaces break.

Metal Claws: You were born with metal concentrated in your claws instead of your teeth. You can use your claws as natural weapons. They are primary natural attacks that deal 1d3 points of damage. This racial trait replaces razor bite.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/6 to your Dexterity bonus when using your mutagen.

Bloodrager: Add +1/4 to the DCs of your bloodline powers.

Brawler: Add +1/4 bleed damage to any confirmed critical hit with an unarmed strike.

Fighter: Add +1/4 to your CMD when resisting a dirty trick or grapple attempt.

Monk: Ignore 1/2 point of hardness when striking an object with an unarmed strike.

Oracle: Add +1/4 to your level for the purpose of determining the effects of your curse ability.

Slayer: Add +1/4 bonus on attack and damage rolls made against your studied target.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

EMPATH (MEDIUM)

When creating the bitterclaws, matabiri used dream magic to crack open the hidden parts of the bitterclaw mind. Some believe that this is the source of a bitterclaw's volatile nature. Empaths focus their minds to access these mental cracks to harness the spiritual powers of those around them or those who have passed through the area where these mediums commune. Empaths do not channel spirits but instead commune

with the minds and the psychic remnants who dwell around them or the powerful personalities who once walked the place.

Communion (Su): Your seances tend to commune with the future potential of living individuals rather than legends of the past. These communions take 1 hour of concentration where you call forth fragments of the psychic energy around you. Most of that psychic energy comes from the people living at least 20 miles around you, but some are the residuals of strong personalities that have walked that area for as long as a millennium past. On completing the ritual, you are flooded with the memories and past glories of the target and gain access to that target's legend to borrow against the future potential of another. These memories are normally too jumbled and fragmented to give you specific information.

The legends that an empath accesses are not tied to favored locations but instead favored people. Most people within a population do not have significant enough potential or lives to be of legendary promise, but those rare few shine a little brighter in an empath's notice. Adventuring classes have the most potential and usually the most interesting lives to be worthy of legend, but notable aristocrats, adepts, and even experts may also serve as the basis of a someday legend. At GM discretion, simple commoners and soldiers may also be worthy of legendary notice. Favored people are listed below:

- ❖ *Archmage*: alchemist, arcanist, psychic, sorcerer, summoner, witch, wizard
- ❖ *Champion*: brawler, cavalier, gunslinger, fighter, kineticist, magus, slayer
- ❖ *Guardian*: bloodrager, barbarian, monk, warpriest
- ❖ *Hierophant*: cleric, druid, inquisitor, oracle, shaman, spiritualist
- ❖ *Marshal*: bard, medium, mesmerist, paladin, skald, swashbuckler
- ❖ *Trickster*: hunter, investigator, occultist, rogue, ranger, vigilante

Borrowing against the fate of another is not without consequence. If you gain enough influence points for a legend to take control over you, you act as the

target's future self would act. The target isn't aware it is influencing you. You can only borrow fate from a target a number of times equal to the target's character level; the target must be given opportunity to "make good" on destiny before it can be borrowed further. This ability alters seance.

Communion Taboo: You can only accept a taboo that is consistent with the personality you have communed with. In addition to the usual list of options for the chosen legend, you have the choice of abstaining from actions that would go against the individual's alignment. Doing so only grants you the ability to use spirit surge once without granting influence to the legend, rather than twice, but also means that spells that detect a creature's alignment (such as *detect good*) indicate you have that individual's alignment rather than your own. Accepting an alignment taboo doesn't prevent your own alignment from changing as a result of your actions and doesn't interfere with other spells or effects that vary depending on your alignment (such as *holy word*). This alters taboo.

Open Mind (Sp): At 3rd level, you may use *detect thoughts* at will as a spell-like ability. However, you can also hear whispers from other planes and, at times, vague warnings and prophecies of futures yet to come, though too little to understand or act on. Each round you have the *detect thoughts* ability active, you must make a Will save (DC 10 + 1/2 your empath class level + your Intelligence modifier) or be unable to take an action the next round except for maintaining or ending *detect thoughts* as a full-round action. The check grows harder as you grow in power; it's as though the mysterious voices take notice and become louder. This ability replaces haunt channeler.

Search Memories (Su): At 5th level, you may scan your borrowed memories for useful information. You may attempt a Knowledge check, even when you do not possess the requisite skill, with a bonus equal to your empath class level + your Intelligence modifier. This ability replaces location channel.

Borrow Consciousness (Sp): At 7th level, you may access the consciousness of your current legend. Three times per day, you become aware of what the legend is seeing and hearing as though using *clairaudience* and

clairvoyance simultaneously at the legend's current location. You may access the legend's consciousness for up to an hour. While using this ability, you take a -10 penalty to Perception checks to anything happening around your body. This ability replaces connection channel.

PATHOS ALCHEMIST (ALCHEMIST)

A bitterclaw's toxic blood transcends the biological: there is a mystical aspect to it that attacks the mind and emotions as well as the body, as though the inherent emotional volatility of the bitterclaws cannot be contained and seeks new hosts. A pathos alchemist takes advantage of the curious properties of their blood by utilizing it in their catalysts to create unique poison bombs that wreak havoc on their victims' minds.

Emotion Bombs (Su): You make bombs normally but can also swiftly mix mind-affecting poisons and chemicals and infuse them with elements of your blood and magical reserves to create potent mood-affecting bombs. To provide the liquid catalyst for these bombs, you must take damage equal to your alchemist level at the start of the day (or whenever extracts are prepared); this damage cannot be reduced in any way and can only heal naturally. Doing this, anytime you would throw a bomb, you can choose to throw an emotion bomb instead.

Emotion bombs do no damage. Instead, they rapidly absorb into the skin of anyone the humor touches, eliciting a disorienting jumble of out-of-control emotions. On a direct hit, the target of an emotion bomb must make a Will save (DC 10 + 1/2 pathos alchemist class level + your Intelligence modifier) or take a -1 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for a number of rounds equal to 1/2 your level. This penalty increases by 1 at every odd-numbered pathos alchemist level. Those caught in the splash radius can attempt a Reflex save (DC equal to the emotion bomb's Will save DC) to avoid the emotion bomb. Those who fail the Reflex save must attempt the Will save or suffer the same effect as a direct hit.

Creatures immune to mind-affecting effects are

immune to emotion bombs. Emotion bombs are not affected by *delay poison* and *neutralize poison*, however the effects can be ended by *break enchantment*, *calm emotions*, *dispel magic*, *remove curse*, and similar effects. Successive bombs' penalties do not stack, but the save DC increases by 1 and the duration of the effect increases by 1 round for each additional bomb.

Alchemist discoveries that affect bombs or mundane poisons do not apply to the pathos alchemist's emotion bombs. An alchemist is immune to their own emotion bombs and to bombs made by discoveries that alter poison bombs. This ability alters bombs.

Discoveries: You gain access to the following discoveries, in addition to those available to other alchemists. Unless otherwise stated, discoveries modifying emotion bombs may not stack. However, all of the following discoveries stack with an emotion bomb's penalty effect. The save DCs, durations, and splash radius are the same as your emotion bombs.

Ecstatic Bomb (Su): When you would throw an emotion bomb, you can choose to throw an ecstatic bomb instead. Those affected by an ecstatic bomb are overcome by feelings of baseless joy and confidence. On a failed Will save, affected targets cease fighting or aiding allies, preferring to stand around in a fascinated state, apparently enjoying themselves even as companions are attacked. The effect lasts for the duration of the emotion bomb. If a fascinated creature is subject to a potential threat, it may make a new saving throw; if attacked or damaged, the ecstatic bomb's effect ends immediately for that creature, but others remain affected.

Fear Bomb (Su): When you would throw an emotion bomb, you can choose to throw a fear bomb instead. This emotion bomb activates a fight-or-flight impulse on affected creatures. On a failed Will save, targets become frightened and flee from you if able. The penalties from your emotion bomb stack with the penalties from being frightened. This is a mind-affecting fear effect.

Rage Bomb (Su): When you would throw an emotion bomb, you can choose to throw a rage bomb instead. This bomb can trigger a storm of anger and rage in those it touches. Failing the Will save to resist, targets

take a –2 penalty to AC and are unable to cast spells or use Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Intimidate, Fly, and Ride) until the emotion bomb duration ends. Characters with the bloodrage or rage class features receive a +4 competence bonus to their saves against a rage bomb and are immune while they are raging or in a blood rage. You must be at least 8th level to select this discovery.

Revulsion Bomb (Su): When you would throw an emotion bomb, you can choose to throw a revulsion bomb instead. On shattering, this bomb triggers profound disgust in targets. Those struck by the revulsion bomb must attempt Will saves or be sickened for as long as the emotion bomb's duration or until they, or you, move out of line of sight.

Sorrow Bomb (Su): When you would throw an emotion bomb, you can choose to throw a sorrow bomb instead. This bomb dredges up the most grief-stricken memories in the targets. On a failed Will save, targets descend into uncontrolled sobbing. Affected creatures can take no actions for 1 round but are not considered helpless while they sob. You must be at least 8th level to select this discovery.

RED INQUISITOR (INQUISITOR)

It's rare for a bitterclaw to be taken in by faith, but when it happens, their steadfastness is absolute. The red inquisitor takes their faith to an extreme where only the blood of enemies can give purpose.

Zealot: As a red inquisitor, you cannot choose the Healing domain.

Bloody Destiny (Ex): At 5th level, you gain the favor of divine wrath when slaying your faith's enemies. After you kill a foe with HD greater or equal to 1/2 your HD while a judgment is active, you may choose to automatically succeed your next critical hit confirmation roll the next time you threaten a critical hit. This ability may be used once per day at 5th level and again every 5 levels after (maximum 4 times per day). This ability does not stack. (You may not "save up" critical hit confirmations for the future every time you slay a foe.) This ability replaces bane and discern lies.

Greater Bloody Destiny (Ex): At 12th level, whenever you kill a foe with HD greater or equal to 1/2 your HD while a judgment is active, you may double your critical threat range on all your attacks once per day. This ability lasts an hour or until you confirm a critical hit. This ability stacks with the automatic confirmation you gain from bloody destiny. It does not stack with Improved Critical and similar feats. This ability replaces greater bane.

TRAVELER (RANGER)

Roads are as much a mystic force as they are a physical feature—a fact bitterclaws understand well from the pathways of Nibiru. A traveler is one with the roads, gaining insight and strength from the places they've been and everywhere they're going.

Road Etiquette (Ex): Though bitterclaws lack charm in most social situations, your wanderlust has made you an expert in avoiding conflict when moving from one place to another. While on an identified roadway connecting two or more settlements, you may add your Wisdom modifier to Bluff, Diplomacy, and Intimidate checks. This ability does not apply to streets or paths inside a settlement. This ability replaces wild empathy.

Hither and Thither (Su): You may tap into Nibiru's mystical power, which underpins all roads, to make your journeys easier.

Quickened Stride (Su): At 3rd level, you can move with remarkable alacrity along roads. While on a road connecting two or more settlements, your base speed increases by 10 ft. This ability ends if you go "off-road"; if you exceeded your normal movement before moving off-road, then you must end your movement in the first off-road square you enter. This ability replaces the ranger's favored terrain gained at 3rd level.

Local Knowledge (Su): At 8th level, you may attempt a Knowledge check pertaining to either your next or your previous destination, even if you do not have ranks in the pertinent skill. You may add your Intelligence modifier + 1/2 traveler level, plus any other relevant bonuses to the check. This ability replaces the ranger's favored terrain gained at 8th level.

Look Forward and Backward (Sp): At 13th level, you

learn to commune with the road. Once per day, you may spend 10 minutes in meditative communion for one of two effects: you may ask a question of the settlement to which you are heading and receive an answer as though you cast *divination*, or you may look the way you have come and “see” your most recently visited settlement on the road you are traveling on with *clairvoyance*. This ability replaces the ranger’s favored terrain gained at 13th level.

Master of Paths (Sp): At 18th level, you bond with the magic of roads and are no longer bound by their actual physicality. Three times per day, you may *dimension door* as a spell-like ability anywhere along the road, so long as you don’t begin or end off-road. Once per day, you can tap into the power of every roadway you’ve ever crossed and *greater teleport* to any settlement you’ve ever visited, landing on whatever is considered its main road. Your effective caster level for master of paths is equal to your level –4. This ability replaces the ranger’s favored terrain gained at 18th level.

WEEP (DRUID)

Some bitterclaws find the perfect randomness and brutality of nature so soothing. They destroy any who would attempt to corrupt, control, or establish “order” in their flawless domains. A weep has melded their savage form with natural magic to become nature’s perfect assassin.

Weapon Proficiencies: As a weep, you are not proficient with any weapons. However, you are proficient with any natural weapons you obtain as a result of your wild shape ability.

Chitin Claws (Ex): At 1st level, you are refined and strengthened by your natural bond. You gain the benefits of your metal claws racial trait, but your claws are reinforced chitin rather than metal. If you



already have this racial trait, you gain another one instead.

Bonus Feats: At 1st level, you gain Improved Unarmed Strike, Feral Combat Training (bite), and Feral Combat Training (claws), even if you do not meet the prerequisites for these feats. Additionally, beginning at 3rd level and at every other level thereafter, you may choose one bonus feat you qualify for that has Improved Unarmed Strike as a requirement. This ability replaces nature bond.

Gnosis (Su): At 3rd level, you gain a pool of gnosis points you can use to power your mystical abilities in the defense of nature. The number of points in your gnosis pool is equal to $1/2$ your weep level + your Wisdom modifier. As long as you have 1 point in your gnosis pool, you may make a gnostic strike. At 3rd level, this gnostic strike inflicts 1 point of bleed damage on a successful strike with a natural weapon. At 7th level, your gnostic strike allows your natural weapons to count as magical weapons to overcome damage reduction. At 11th level, your natural weapons are also treated as cold iron and silver to overcome damage reduction. At 15th level, your natural weapons are also treated as chaotic for the purpose of overcoming damage reduction. At 17th level, your natural weapons are treated as adamantine for the purposes of overcoming damage reduction and bypassing hardness.

By spending 1 point of gnosis from your gnosis pool, you may cast an orison from the list of druid orisons as a spell-like ability using your class level as caster level. In addition, you may spend 1 point to increase your natural armor bonus by 1 point per Wisdom modifier for 1 round. Finally, you can spend 1 point to increase the damage of one natural weapon by two size categories for one attack.

The gnosis pool is refreshed after 8 hours of rest or meditation in entirely wild surroundings. These hours need not be consecutive. Abilities, feats, and spells that affect or modify a monk's ki pool also affect a weep's gnosis pool. This ability replaces orisons and spells.

Sneak Attack: At 6th level, you gain sneak attack. This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every 4 levels (10th, 14th, 18th). If you get a sneak attack bonus from

another source, the bonuses on damage stack. This ability replaces the additional use of wild shape a druid gains at 6th, 10th, 14th, and 18th level.

Nature's Assassin (Su): At 13th level, you may inject an opponent with a lethal poison comprised of natural compounds and your own mystical blood. It is assumed you have the necessary components available or nearby to make the poison. As a full-round action, you may craft the poison (provoking attacks of opportunity). When you do so, you take 1d12 damage that cannot be reduced in any way. Once made, the poison must be used within 1 minute before losing potency. The poison can be applied to a natural weapon as a swift action. You are immune to this poison and do not risk accidentally poisoning yourself. An opponent injured by a natural weapon bearing the poison must attempt an immediate Fortitude save (DC 10 + weep level + your Wis modifier) or take 1 point of Constitution damage at the beginning of each round as poisonous plants take root in its body and grow with supernatural speed. This effect is the result of a magical toxin and is unaffected by *delay poison*, *neutralize poison*, and similar effects. It can only be stopped by *break enchantment*, *limited wish*, *miracle*, *remove curse*, *wish*, and similar magical effects. Once the target's Constitution reaches 0, it is slain and replaced by a healthy patch of inanimate, nonmagical poisonous plants of the weep's preference. This ability replaces mask of a thousand faces and timeless body.

XAOSIAN (MAGUS)

Fusing might and magic, some bitterclaws throw themselves into the service of absolute chaos. The xaosian, a magus who takes great risks in calling on the very fabric of chaos to fuel their abilities, is the result.

Alignment: As a xaosian, you must be chaotic.

Flux Blade (Ex): Your weapon is never quite the same from day to day. By spending 1 arcane point, you may shift the form of your weapon to another melee weapon of the same proficiency (for example, you can transform a simple weapon into another simple weapon) that does the same or less damage as your current weapon. By spending 2 arcane points, you

can attempt to transform your weapon into one that does greater damage than your current weapon or into a weapon using a different proficiency (a simple weapon into a martial weapon, for example) with a 50% chance of success. Each arcane point you spend on the transformation adds another 10% to your likelihood of success. If you fail, the arcane points are still lost and your weapon automatically transforms into a dagger. You may use your flux blade ability once per day. The current form of weapon lasts for 24 hours before it reverts to its base form. This ability replaces spellstrike.

Wield Chaos (Su): When you use your spell recall ability, you may choose to not spend arcane points to recall a spent spell and draw on chaos instead. Spells recalled in this way gain the chaos descriptor until prepared again or recalled with arcane points. There is a 50% chance the spell is successfully recalled; this chance cannot be modified. If the recall fails, chaotic energies backlash on you. This ability alters recall spell.

Roll 1d6:

- ❖ On a 6, you take 3d6 points of damage that cannot be reduced, but you still recall the spell.
- ❖ On a 4–5, the recall fails, and you take 3d6 points of damage.
- ❖ On a 2–3, you are stricken with confusion for 1 round.
- ❖ On a 1, you are stricken blind and deaf until cured through *break enchantment*, *remove blindness/deafness*, *remove curse*, or a similar spell.

Spells: You add the following spells to your magus spell list: *chaos hammer*, *dispel law*, *shard of chaos*, and any spell of 6th level or lower with the chaos descriptor.

ADDITIONAL OPTIONS

The following options are available to bitterclaws. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Bitterclaws developed the following equipment according to their specific needs and utilize them to particular effect.

Claw Guards: Similar to a cestus, these leather bracers cover the forearms, wrists, and mid-fingers of the wearer, but these go further and have leather and metal caps extending to all but the tips of lengthy claws. The wearer of claw guards is considered armed and deals normal unarmed damage with enhanced critical threat from the reinforced sharp claws. If the wearer can make natural attacks with claws, these attacks may be made with claw guards using the natural attack damage instead. If proficient with claw guards, your unarmed strikes may deal bludgeoning or slashing damage. Only bitterclaws can utilize claw guards. Bitterclaw monks are proficient with claw guards.

Nibiru Lockpick: This jagged metal tooth is set onto a small wooden handle carved in the vague shape of a gremlin. Given sufficient time, a Nibiru lockpick can saw through most anything, combining the indestructible property of gremlin teeth with their total lack of regard for subtlety. This lockpick inflicts 1d2 hit points of damage when used against objects, ignoring hardness. Objects that are smaller than Tiny can be broken or destroyed by this damage; larger objects reduced to 0 by a Nibiru lockpick may have a volume of up to 3 cubic inches of material removed.

Razor Puzzle Box: This metal toy (5 cubic inches) conceals blades under moving panels. Disarming and opening it requires a successful DC 20 Intelligence or Disable Device check. A Fine object fits inside. While open, it can attach to a latch or joint as a trap (Perception DC 20). Anyone using a trapped item or failing to open the box takes 1d6 points of slashing damage and equivalent bleed (Reflex DC 15 half).

BITTERCLAW EQUIPMENT

Item	Cost	Weight	Craft DC
Nibiru Lockpick	200 gp	—	30
Razor Puzzle Box	85 gp	1 lb.	25

FEATS

Bitterclaws have evolved a style all their own and are quite fond of the following feats.

BITTER AIR

You suffuse your toxin into a creature's lungs, delivering

a mind-twisting effect.

Prerequisites: Bitter Attacks, Improved Grapple, bitter blood racial trait, bitterclaw.

Benefit: When you begin your turn while grappling a living creature, you may forego a grappling maneuver to breathe into your opponent's face. This renders your bitter blood into an inhaled poison with otherwise the same statistics, but in addition to the Strength damage, the target must also make a Will save of the same DC or be afflicted with a bitter hopelessness as *crushing despair*^{UM} for 6 rounds. Using this feat does not break the grapple.

BITTER ATTACKS

You control your inner poison enough to seep it into your fangs and claws to deliver it with natural attacks.

Prerequisites: Bitter blood racial trait, bitterclaw.

Benefit: As a standard action, you may concentrate your bitter blood poison into a natural attack or unarmed strike of your choice. You must use additional actions to concentrate the poison into multiple attacks beyond the first. Once concentrated, the poison remains until discharged through a successful attack or after 1d4 minutes when it diffuses back into your body. You may deliver your toxin as an injury poison using natural attacks or unarmed strikes.

BITTER MIASMA

You exude your poison through your pores, producing a toxic gas that surrounds you.

Prerequisites: Bitter Air, Bitter Attacks, bitter blood racial trait, bitterclaw.

Benefit: You can create a toxic cloud in a 15-foot radius burst around you as a standard action. Those within the cloud must immediately attempt a Will save

(DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or take penalties as if affected by *crushing despair*^{UM} and continue to attempt the save each round they remain in the cloud. Additionally, creatures who start their turn in the cloud must make a separate save at the same DC or take 1d3 Strength damage. The cloud dissipates 1d4 rounds after you create it, and you may create a cloud a number of times per day equal to your Constitution modifier.

DRIVEN BY FAILURE (LUCK)

You've learned to accept your propensity for misfortune and use it to drive yourself to new heights.

Prerequisite: Bitterclaw.

Benefit: Whenever you roll a natural 1 for a check twice in a row, you regain a hero point (see *Pathfinder Roleplaying Game: Advanced Player's Guide*).

ENHANCED JINX

You've embraced your gremlin heritage and worked to enhance your knack for mechanical mayhem.

Prerequisites: Character level 7th, break racial trait, bitterclaw.

Benefit: You may use *shatter* and *malfunction* once per day each as spell-like abilities. Your caster level is equal to your character level.

SAVAGE SUNDER

You are adept at using your powerful bite and needle-like claws to tear away your opponent's defenses.

Prerequisite: Bitterclaw.

Benefit: When you make a successful sunder combat maneuver with a natural attack on armor or a shield, you may double your normal damage and bypass up to 5 points of hardness.



BITTERCLAW WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>One-Handed Melee Weapon</i>								
Claw Guard	75 gp	1d3	1d4	18–20/x2	—	2 lb.	P	Monk

¹Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Black Hats

Yes, my lamb, it is as safe as your darling mother's arms. You are my dear friend, and I won't ever harm you. I swear it by the Painted Lady's unchanging face and form. Now drink it all down. Every drop. You'll feel so much better forever after.

—Argin Atisch



Black hats are tricksters without mercy or restraint, given over to their darker urges. These wayward cousins of the far darrig are not content to dawdle with illusion and glamer. Rather, they tap into darker forces, raising necromantic terrors to spread fear and suffering. Gone is the ubiquitous red hat, only to be replaced with one dyed black with shadow-stuff, giving these fey their name. Exiled and living under the rule of the Painted Lady, the black hats perfect their strange rituals and dark arts in the benighted caverns of Aralu.

Physical Description: The darkness tainting the spirit of the black hats has also twisted their form. With the slightest glance, one can see they are more akin to goblins than their far darrig cousins.

Unlike goblins, black hats can grow hair upon their heads and faces. Their lank hair is typically jet black but grays quickly in some, turning stark white as the years progress. Their skin is ashen and prone to wrinkles, making them appear aged beyond their years—even desiccated. A black hat's pointed ears stick out from the sides of their head, and the tips often fold over or carry scars from battles and other misfortunes. Their eyes are a sickly yellow as are their long crooked teeth, often showing within unnerving smiles.

Their spindly, emaciated bodies twist and lurch from the bottom of their feet to their oversized heads. Black

hats are rarely taller than 3 feet, though their hunched forms often make an individual seem shorter than their actual height. A black hat's twisted and awkward frame hides surprising physical strength, and many who have underestimated these strange small creatures have paid for the mistake with their lives.

Society: In the dark, endless caverns of Aralu, the black hats congregate in fluid confederacies of up to several dozen individuals. They do so to protect one another against other denizens of the plane and to conspire in their foul necromantic rites.

These groups are rarely harmonious for long and are often plagued with power struggles, petty arguments, and destructive vendettas. In truth, a black hat would readily sacrifice a fellow in the pursuit of arcane knowledge and other sources of power. They maintain their far darrig cousins' love of mischief and often engage in elaborate campaigns of terror against enemies or rivals. These machinations are no mere pranks and often end in a trail of blood and bodies. Torture and terror are high comedy to the twisted black hat mind.

Relations: Black hats find goblinoids extremely useful, making great underlings and having a delightfully vicious streak. Bugbears, in particular, are admired for their ability to sow fear. However, most black hats favor the stealth and cunning of kobolds and frequently form alliances with them to access their trap expertise. Dwarves are often targeted by black hats so as to ingratiate themselves to potential goblinoid allies.



ALTERNATE TRAITS

exceptional humans are treated as equals and allies, at least until their usefulness has run its course.

Alignment and Religion: The majority of black hats are irredeemably evil. Any chance to change these foul creatures is typically washed away in the pursuit of their necromantic arts, mangling any sense of mercy, compassion, or even basic empathy. Creatures are tools to serve their twisted humor in either life or death. There are those rare souls that are more selfish than cruel, remaining neutral. However, such neutrality typically gives way to evil as the years roll on and dark taxations take over. Black hats are only rarely lawful in bent, as moral ambiguity is an advantage when dealing with the petty stratagems of their own kind. While a good number of black hats embrace the depraved liberty of chaos, the typical black hat is neutral evil. Most black hats are de facto servants of Jasmine, though the relationship hinges on mutual benefit and fearful respect of her power rather than anything that can be called loyalty. Some black hats delve into utter depravity and the pursuit of occult power and become servants evil gods, demon lords, or worse, especially if that entity has power over death or undeath.

Adventurers: Black hats are not content with their lot in Aralu. Many band together to go adventuring, and even join members of other races, especially to increase personal power and search for necromantic texts, artifacts, and trinkets. Such a transient existence allows them to indulge in their dark humors and depraved experiments with a wider range of subjects and simply move on when their misdeeds are discovered.

Many practice the arcane arts, often specializing in necromancy or shadow magic. A few walk the path of divine power, making pacts with dark powers in exchange for magical might. Even the more martially inclined of black hats typically mix their physical strength with magic through the discipline of the magus. Others are drawn to the straightforward nature of the slayer and assassin, mixing blade work and poison and the dark arts with terrifying glee.

Female Names: Bracken, Cinder, Illthorn, Nightshade, Twistil, Umbra.

Male Names: Bogrin, Gravenail, Grist, Hobknacker, Lubberfend, Vex.

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Deathless Spirit: You are naturally resilient to the necromantic arts and their effects, promising to become a great innovator by surviving both the failed experiments and the betrayals of your associates. As such, you have a deathless spirit, gaining resistance 5 to damage from negative energy, and you do not lose hit points when you gain a negative level. Also, you gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells and spell-like abilities of the necromancy school of magic. This racial trait replaces tip of the hat and illusion resistance.

Emissary of the Painted Lady: You possess both an intrinsic sense of your chosen home and the silver tongue of those who hear the lady's call. You gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground. Once per day, when you attempt a Bluff or Diplomacy check, before making the roll, you can decide to roll twice and take the better result. This is not an action. This racial trait is only available to longtime residents of Aralu and replaces illusion resistance.

Entropic Hat: You may throw your hat as part of making an attack roll, provided you have line of effect to the target. The hat unerringly strikes the subject if the attack hits, using its fell magics to weaken the life force of the target. A target thus hit is cursed with the black hat's own feeble frame, receiving a penalty of -2 to any saves versus diseases, poisons, hexes, curses, and possession and reduces all healing received by 2. This is a permanent curse effect and has a caster level equal to your character level. A creature missed by an attack made with the entropic hat is immune to it for 24 hours. Your hat immediately reappears on your head after conferring its curse. You may use entropic hat a number of times per day equal to your character level, minimum 1. This replaces tip of the hat.

Ghoulish Cap: You can use your hat's power to infuse yourself with negative energy, gaining the powers of

the undead for a short time. Once per day, you can tip your hat as a standard action and gain the effects of *undead anatomy* I^{UM}. Instead of gaining additional uses of this ability as you gain character levels, you can use it for 1 minute each day for every character level you possess to a maximum of 20 minutes at 20th level. The minutes need not be consecutive but must be taken in 1-minute intervals. This ability alters black hat, replacing the hat's ability to heal undead creatures.

Gnomish Guise: You can masquerade as one of your mortal cousins for a time, assuming the appearance of a single, individual gnome similar to yourself with the same gender, age category, and size. This form is static and cannot be changed each time you use this ability. You gain a +4 racial bonus on Disguise checks made to appear in your gnomish guise and do not take the –2 penalty for assuming the form of different race. This ability can be used as a standard action and can be used up to 1 hour per character level in 1-hour intervals. This trait otherwise functions as *alter self*. This is a polymorph effect. This racial trait replaces illusion resistance.

Nimble Stalker: Your love of violence led you to forgo your magical power to further your offensive training. You gain a base speed of 30 feet and Weapon Finesse as a bonus feat. This racial trait replaces tip of the hat and illusion resistance.

Spirit Speaking: While nearly all black hats possess innate necromantic powers, you converse directly with the spirit world, siphoning the spirit world's strength. You may undercast a psychic magic spell by 1 spell level, but it retains the potency of the psychic spell as though it had not been undercast. You may use this ability once per day, plus an additional time per day at 5th level and every 5 levels thereafter. However, after undercasting a spell this way, the spirit world's incessant wailing haunts you, dazing you for 1 round. If you have a Wisdom score of 11 or higher, you also gain the following spell-like abilities: 1/day—*calm spirit*^{OA}, *detect undead*, *grave words*^{OA}, *guidance*. The caster level for these effects is equal to your character level. The DC for these spells is 10 + the spell's level + your Wisdom modifier. This racial trait replaces fell magic.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/3 to your effective caster level for necromancy spells but only for the purpose of determining duration.

Magus: Add one of the following weapon special abilities to your list of weapon special abilities usable with arcane pool: *bane*, *conductive*^{UE}, *cruel*^{UE}, *cunning*^{UE}, *defiant*^{UE}, *ghost touch*, *glamered*, *heartseeker*^{UE}, *menacing*^{UE}, *mimetic*^{UE}, or *ominous*^{UE}. Once a weapon special ability has been selected with this reward, it cannot be changed.

Medium: Gain a +1/4 bonus on Bluff, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane. You also gain this bonus on appropriate Knowledge skill checks made regarding such creatures.

Rogue: Add a +1 bonus on your sneak attack damage rolls during the surprise round or before your target has acted in combat.

Spiritualist: Increase the miss chance of your concealment from incorporeal bonded manifestation by 1% (to a maximum of 50%).

Wizard: Add one spell from the wizard spell list to your spellbook. The spell must be at or below the highest level you can cast and from the necromancy school.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

BIG BOSS (CAVALIER)

A black hat specialized in working with goblinoids sometimes ends up in charge thanks to their cleverness, ruthlessness, and magic. A big boss is obligated to

provide their minions with token care and reward, but in exchange, they gain a number of bloodthirsty servants to obey their whims.

Minions (Ex): At 1st level, you gain a number of goblinoid minions that follow your orders. These minions are treated as a druid's animal companion with regard to the maximum number of Hit Dice you can control, but these effective druid levels are split among your minions. For example, a 4th-level big boss (or 4 HD total of minions) can have one of the following arrangements: one 4 HD goblinoid as a minion; two 2 HD goblinoid minions; one 3 HD minion and one 1 HD goblinoid minion; or four 1 HD goblinoid minions. All of your minions must have the goblinoid subtype.

When you gain a level, you must decide how to allocate this increase among your minions, including whether or not to add a new 1 HD goblinoid minion. Alternatively, instead of gaining a new 1 HD minion, an existing minion with a class level gains another level in its existing class. A minion with racial Hit Dice may have its Hit Dice increased by 1 and its abilities and power increased (see *Pathfinder Roleplaying Game: Bestiary*). Minions have the classes, statistics, abilities, and base equipment described in their relevant bestiary entry. Minions do not acquire any other abilities or bonuses described in the druid's animal companion ability or cavalier's mount ability.

Minions only act on your initiative, regardless of their own initiative modifiers. These goblinoids are dependent on your direct leadership and do not take independent action in combat apart from self-defense. You may direct a single minion or all of your minions as a free action during your turn, but the direction given must be simple and one step, such as "attack the human" or "hold the door!"

Slain minions are replenished every 24 hours as local goblinoids find you and fill out your ranks. These goblinoids should be appropriate to the region; if you are somewhere impossible for goblinoids to be (in another plane of existence, for example), then your slain minions are not replenished until you enter an area where goblinoids exist. This ability replaces mount.

Order (Ex): At 1st level, you must choose to belong to the Order of the Overlord (see below).

Minion Rush (Ex): Starting at 3rd level, you may order your minions to all charge a single target as a standard action. At least one minion must have a direct way of reaching a target at least 10 feet away. Upon receiving the command to execute a minion rush, all of your minions move toward the target of the rush, up to a total distance equal to twice their base movement rate. Minions arriving at their destination—unoccupied squares adjacent to the target of the minion rush—do not provoke attacks of opportunity for their movement into these squares. If no unoccupied squares exist adjacent to the target, minions instead move to the closest square available and treat this square as their destination. A minion does not need to be able to move adjacent to the target to be able to participate in a minion rush. If even a single minion reaches the target creature, its glee and the support from its fellow minions allow it to perform a special attack representing the efforts of all minions involved. This attack is resolved as a single attack roll made with the highest attack bonus of a minion involved in the minion rush. The attack is treated as a charge attack and receives an additional +2 circumstance bonus to the attack and damage roll for each other minion involved, to a maximum of +10.

At 8th level, your minion rush also inflicts one of the following conditions on the target: entangled, shaken, or sickened. At 13th level, the minion rush may inflict an additional condition per minion. At 18th level, your minion rush inflicts one of the following additional conditions: frightened, nauseated, or dazed. Starting at 20th level, subjects of a minion rush must succeed a Fortitude save against DC 10 + 1/2 your class level + your Charisma modifier or die. Conditions inflicted on a target from minion rush last 1 round at 11th level and an additional round for every 2 cavalier levels you possess beyond 11th.

This ability replaces cavalier's charge, mighty charge, and supreme charge.

BONE THIEF (ROGUE)

Bone thieves raid tombs and loot crypts. While doing so can make them wealthy, they really seek power,

coaxed from items infused with necrotic energy leeches from the dead.

Grave Goods (Su): At 2nd level, you choose two occultist's implement schools and learn the base focus powers of both implement schools. You also gain a number of mental focus points equal to your bone thief level + your Intelligence modifier. Investing points into your grave goods allows you access to their resonant powers. At 4th level and every 4 levels thereafter, you learn a new focus power from one of the two implement schools you know. If a focus power requires you to reach a specific level before choosing that power, the necessary bone thief level is equal to the minimum occultist level +1.

You gain no spellcasting abilities through the use of implements. However, if you have the major magic rogue talent, you can use your spell-like ability additional times per day by spending a focus point each time you wish to cast the spell again. The spell must be from one of your two chosen schools and on the occultist spell list, and you must have at least 1 focus point invested in the appropriate implement. You cannot gain additional uses of the spell-like ability using focus points that are not invested in an implement.

Grave good implements do not need to be magic items, and nonmagical items do not take up a magic item slot. Grave goods are typically items found within a crypt, grave, or tomb with a body—a burial shroud, canopic jar, jewelry, coins laid upon the corpse's eyes—or a piece of the body itself, such as a finger bone, rib, or skull. This ability replaces the rogue talents at 2nd, 4th, 8th, 12th, 16th, and 20th level.

BONECALLER (SUMMONER)

Black hat summoners delving too deeply into the secrets of necromancy find their eidolons and magic tainted by the Negative Energy Plane. Such bonecallers can summon undead to them as easily as normal monsters, and their eidolons twist from their origins into nightmare fusions of bone and shadow.

Spells: You add the following spells to your spell list: 4th—*animate dead*; 6th—*create undead*.

Summon Undead Monster (Sp): When you cast *summon monster*, you may summon a skeletal version of one of the creatures on that spell's summoning list (apply the skeleton template to that creature). This ability alters your summon monster ability.

Undead Summons (Su): You add the following creatures to the list of what you can summon with your *summon undead monster* spell-like ability: *summon monster I* (human skeleton), *summon monster III* (human skeletal champion).

Eidolon: Your eidolon is warped by the Negative Energy Plane and appears as a skeletal, shadowy version of its subtype. This negative energy taint manifests in both its malefic intent and its abilities echoing its undead appearance. Regardless of its original subtype, the home plane of your eidolon becomes the Negative Energy Plane.

Alignment: Lawful, Neutral, or Chaotic, depending on the eidolon's subtype, but always Evil. This replaces your base alignment.

Base Evolutions: Starting at 1st level, the eidolon gains the base evolutions of its subtype, but it is tainted by the energies of entropy. The eidolon gains negative energy affinity—it is alive but treated as undead for all effects that affect undead differently than living creatures, such as *cure* spells and channeled energy. This evolution modifies the base evolution the eidolon gains at 1st level.

At 4th level, the eidolon gains a +4 racial bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning. It also gains a +2 racial bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). This evolution replaces the base evolution the eidolon receives at 8th level.

At 16th level, the eidolon becomes immune to disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning. Its bonus to resist the effects of channel energy increases to +4. This evolution replaces the base evolution the eidolon receives at 16th level.

Deanimate (Su): At 1st level, when your eidolon is reduced to negative hit points equal to its Constitution score, it is not banished back to its home plane but

instead falls into a corpse-like dormancy. It can still be sent back to its home plane at your command if you move farther than 10,000 feet away, if it is targeted by a spell, such as *banishment* or *dismissal*, or if it is affected by positive energy capable of healing or dealing damage while deanimated. If not thus sent to its home plane, the eidolon reanimates after 24 hours at its maximum hit points. Alternatively, you may sacrifice 1 point of temporary Constitution as a standard action that provokes attacks of opportunity to reanimate the eidolon at half its maximum hit points immediately.

You and the eidolon must still remain in proximity of one another as described in the life link ability. This ability replaces life link.

DARK REAVER (MAGUS)

Some black hats learn to blend blade skill with the necromantic arts, creating a swift, fluid fighting style. Dark reavers harvest bodies and supply them fresh to their fellow black hats for research and ritual.

Class Skills: As a dark reaver, you add Stealth to your list of class skills.

Weapon and Armor Proficiency: You are proficient with simple weapons only. This alters and otherwise acts as the normal magus weapon and armor proficiency feature.

Reaver Strike (Sp): At 1st level, you can deliver prepared spells of the necromancy school using the spellstrike ability, even if the spells are not touch attack spells.

Spectral Flanking (Su): At 4th level, when you cast *spectral hand*, your control of the spell is such that the spectral hand can flank a single opponent you threaten. The spectral hand can only flank with you. This ability replaces spell recall.

Swift Death (Ex): At 7th level, you gain a +2 dodge bonus to AC when wearing light or no armor. At 13th level, this bonus increases to +4. This ability replaces the medium armor and heavy armor class abilities.



Spells: You add the following spells to your magus spell list: *blight*, *blindness/deafness*, *circle of death*, *contagion*, *enervation*, *eyebite*, *ghoul touch*, *spectral hand*, *touch of fatigue*, and *waves of fatigue*.

Magus Arcana: The following magus arcana are especially appropriate for you: close range, critical strike, maneuver mastery, and silent magic.

ORDER OF THE OVERLORD (CAVALIER)

Instead of serving some greater liege, some cavaliers are the greater liege—an evil liege, treating followers as fodder and pawns in their schemes yet obligated to tend to them just enough to maintain a fanatical brand of loyalty.

Edicts: You must spend at least 20% of any treasure you receive on pay and upkeep for any followers (any non-PC cohorts, companions, retainers, henchmen, or minions) you have, in addition to any requirements necessary to maintain specific kinds of followers. You may not enslave, sell, or torture your minions, nor intentionally kill them. (Ordering minions on suicide missions does not violate this edict.)

Challenge: Whenever you issue a challenge, you receive an automatic Intimidate check to demoralize your opponent with a +1 morale bonus for each of your followers that the target of the challenge can see, up to a maximum of your class level. This bonus and the maximum increases by an additional +1 for every 4 levels you possess.

Skills: You add Appraise and Knowledge (local) to your list of class skills. Whenever you make a Diplomacy check to recruit a target to your cause, you gain a competence bonus to the check equal to 1/2 your cavalier level (minimum +1).

Order Abilities: You receive the following abilities as you increase in level.

Eyes and Ears (Ex): At 2nd level, whenever you make a Diplomacy check to gather information, you gain a competence bonus to the check equal to 1/2 your cavalier level (minimum +1) and may make the check in half the normally required time.

Leadership (Ex): At 8th level, you gain the Leadership feat, if you do not already have it, and a +4 bonus to

your Leadership score. If you already have Leadership, you may take another bonus feat of your choice. You may also use the Swap Places teamwork feat with a follower even if neither you nor the follower possesses the feat, and you do not provoke attacks of opportunity for switching places.

Fanatic Loyalty (Ex): At 15th level, whenever you would be reduced to 0 hit points or below from an attack and you have a living follower within 5 feet of you, you may ignore that damage as an immediate action and allow a follower within 5 feet to be slain instead. The follower is immediately slain and subject to the same conditions you would have suffered from the killing blow (for example, being raised as a vampire spawn if slain by a vampire). Use of this ability is not considered violating the order of the overlord's edict. You may use this ability a number of times per day equal to your Charisma modifier.

SOUL COLLECTOR (MEDIUM)

Soul collectors use their powers to trap spirits, readying the gathered energies for a moment's notice.

Soul Collection (Su): You begin play with a spirit of each of the six legends imprisoned in a special receptacle. The exact form of each receptacle can vary but should be appropriate to the nature of the spirit—an archmage spirit could be imprisoned within an old book while a guardian spirit might be trapped within the rune-carved fragment taken from the cornerstone of a mighty ancient fortress. Once you select spirit powers (such as archmage arcana and legendary guardian), those choices remain in effect every time you channel that legend; unlike normal mediums, you can't select a different option each time. You don't need to find an appropriate location to channel your spirits since you can use your receptacles to summon them forth. If one of your receptacles is lost or destroyed, you lose the spirit that was contained within it. You can create a new receptacle and trap a new spirit within it. This process takes 1 week of séances and binding rituals and costs 500 gp per soul collector level you possess. This ability alters spirit.

Soul Dominion (Su): Because you dominate the

spirits you channel and keep them in prepared receptacles that ease communion, you are able to coax more power from them. You have access to the Third Eye^{OA} feat whenever you are suffering a spirit's influence penalty. You choose two spells of each level with the archmage arcana and divine surge spirit powers instead of one, two exotic weapon proficiencies with champion's prowess instead of one, three combat feats with legendary champion instead of two, and three skills with trickster's edge instead of two. This ability alters spirit.

Mine Alone (Ex): You cannot invite allies to participate in your séances, and you do not have the ability to share your channeled spirit's aid with your allies. In exchange for this focus, you gain access to spirit powers earlier than a typical medium. You gain the spirit's intermediate power at 5th level, its greater spirit power at 10th level, and its supreme spirit power at 16th level. This ability replaces shared séance and alters spirit.

Controlled Spirit Surge (Su): Your spirits are well-confined and controlled by their prison receptacles. The spirits never gain influence over you for using spirit surges. However, you can only add 1d3 to a failed d20 roll that was modified by your spirit bonus. At 10th level, your spirit surge die increases to 1d6, and at 20th level, it increases to 1d8. This ability alters spirit surge.

Nothing is Taboo (Ex): You don't gain the taboo class feature.

Greater Haunt Channeling: At 5th level, you can enhance your haunt channeling ability with the power of your captured spirits. When attempting to funnel a portion of the haunt into yourself, you can call on one or more of your captured spirits for aid. This adds +1 to each die of damage for every spirit you tap for the effort (maximum +6 per die) and allows you to ask one additional question of the haunt. Doing so nullifies any spirit bonus to skills that you would normally receive for the next 24 hours. At 7th level, rather than funneling the haunt into yourself, you can funnel the haunt into one of your spirit receptacles. You suffer no ill effects from the haunt but are unable to channel that particular spirit for 24 hours. The next time you do channel that spirit, however, you will gain

the knowledge of how to permanently destroy the haunt. This ability alters haunt channeling and replaces location channel and connection channel.

ADDITIONAL OPTIONS

The following options are available to bitterclaws. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Black hats developed the following equipment according to their specific needs and utilize them to particular effect.

Araluan Robe: These robes, woven of giant spider silk and dyed black, are commonly worn by the black hats of Aralu. The tight silken weave, darkened by wisps of shadow-stuff, are resistant to snags and tears, and its smooth material slides easily from the clutches of hunting predators. An Araluan robe provides DR 1/piercing or slashing to the wearer as well as a +2 circumstance bonus to Escape Artist checks.

Bleeding Onyx: Gathered from volcanic caverns in Aralu, this onyx's normal glossy black color is shot through with veins of crimson. When used as a material component for necromancy spells that create undead, the undead formed by the spell gain +1 channel resistance. If the undead normally has channel resistance, that score increases by 1. Bleeding onyx is worth twice as much as its mundane counterpart, increasing the cost of such components by $\times 2$.

Bone Dust: Bone dust is a special preparation of the cleaned bones of a deceased creature that is dead no more than 24 hours at the time of preparation. This dust is a potent hallucinogen and a source of information about the creature's death.

A tin of bone dust remains viable for up to 1 week. The dust is inhaled, taking 10 minutes to process the entirety of the tin. The user then must attempt a DC 14 Fortitude save or gain the fascinated condition for 1d3 hours as surreal, ghostly hallucinations emerge and converse with the user about the afterlife. As the hallucinations fade, the user witnesses the consciousness of the creature from whom the bone

dust was made in the final minute before its death. The user may ask one specific question about the creature's death and gain an accurate answer. If only partially inhaled, the bone dust has no effect.

Corpse Money: Coins looted from the pockets of the dead carry traces of necromantic energy. When enhanced by black hat secrets, these coins can afflict non-fey with the malaise of a lost soul.

When corpse money changes hands from a black hat to a living, non-fey creature, that creature is affected by the forgetfulness of the underworld. Once the black hat leaves the creature's presence, the creature must attempt a Will save (DC 10 + 1/2 black hat's HD + black hat's Charisma modifier) to remember any details of the black hat's appearance or of the conversation and may not even recall what the black hat purchased. Additional effects, at GM's discretion, may include a general feeling of doom and forgetfulness for details and minor events. The effects of corpse money last for 7 days or until all the money leaves the target's possession. Entering an area affected by the *consecrate* or *hallow* spells or similar effects ends the corpse money effect immediately. Once the effect ends, the target of the corpse money can recall the black hat normally. This is a mind-affecting compulsion effect.

Gnawing Death Poison: The formula for this virulent poison is known only to black hats. Some say it contains darkness drawn from the Shadow Plane, but black hats are the only ones who know for sure, and they guard the recipe jealously. Gnawing death wracks the body and mind of its victim, causing pain and maddening hunger pangs. Should a victim's Wisdom fall below 3 from damage caused by this poison, the victim immediately attacks the nearest living creature, attempting to kill and devour them, unless physically restrained from doing so or healed of enough Wisdom damage to bring their score above 3.

Gnawing Death—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1 Con and 1d3 Wis (plus madness; see text); cure 2 consecutive saves.

Poison Reservoir Hilt: This modification can be made to any hilted piercing or slashing weapon. A weapon with a poison reservoir hilt has a secret compartment that holds a single dose of poison.

The reservoir can be filled as a full-round action by carefully pouring a dose of poison into the compartment. Filling the reservoir carries the normal risk of poisoning yourself, just like poisoning a weapon. As a free action, you can activate a secret switch which releases the poison, coating the blade of the weapon. Releasing the poison in this manner carries no risk of poisoning yourself. Black hats typically fit their sickles with such hilts for easy application of gnawing death poison. Detecting a poison reservoir hilt requires a DC 20 Perception check.

BLACK HAT EQUIPMENT

Item	Cost	Weight	Craft DC
Araluan robe	300 gp	1 lb.	25
Bleeding onyx	twice normal	—	—
Bone Dust	75 gp	—	20
Corpse Money	—	—	—
Gnawing death	2,000 gp	—	20
Poison reservoir hilt	+50 gp	—	20

FEATS

Black hats have evolved a style all their own and are quite fond of the following feats.

Black Hat: These feats improve or interact with the black hats' black hat racial trait.

BLACKEST HAT (BLACK HAT)

The necromantic powers of your hat have grown.

Prerequisites: Character level 9th, black hat racial trait, black hat.

Benefit: When you use your black hat racial trait, you can tip your hat and heal multiple undead creatures, as *mass repair undead*^{ACG}. You may use the black hat racial trait one additional time per day.

Normal: A black hat's racial ability can only heal a single undead creature as *repair undead*^{ACG}.

BLOODY HAT (BLACK HAT)

You may use the fell magic of your black hat to briefly connect you to a living creature through its blood.

Prerequisites: Character level 6th, black hat racial trait, black hat.

Benefit: As a full-round action, you may dip the tip of your hat into a living creature's blood (either a 5-ft. square where at least 1 hp of damage was taken or on a weapon or object that inflicted at least 1 hp of damage to the target creature) and then lick it to gain knowledge of that creature's status and location. You are immediately aware if the target creature is alive, unconscious, dying, dead, or on a different plane of existence (although you do not gain knowledge of the specific plane). If you focus for 1 minute, you can pinpoint the creature's direction as the *locate creature* spell, cast as a spell-like ability using your character level as your caster level. The connection to the target creature persists for 1 hour before fading. If you lose focus while attempting to locate the target creature, you must spend 1 minute refocusing. Spilled blood remains viable to use with this feat for 24 hours.

BRIMMING BLACKNESS (BLACK HAT)

You can sacrifice spells to gain further use of your black hat ability.

Prerequisite: Black hat racial trait, black hat.

Benefit: You gain one extra use of black hat, plus one additional use for every 5 character levels you possess.

ENERVATING SPELL (METAMAGIC)

You cause creatures to be weakened when you affect them with a spell from the necromancy school.

Prerequisite: Fell magic racial trait, black hat.

Benefit: The affected necromancy spell carries a charge of debilitating negative energy. When you successfully hit a creature with a necromantic spell affected with this feat or a targeted creature fails its saving throw against that spell, the target living creature takes a -2 penalty to Strength for a number of rounds equal to the level of the spell. An enervating spell uses up a spell slot one higher than the spell's actual level.

ENFEEBLING HAT (BLACK HAT)

Those struck by your hat grow weaker.

Prerequisites: Character level 3rd, black hat racial trait, black hat.

Benefit: As a standard action, you can throw your

hat at a creature that you can see within 60 feet. If you hit with a ranged touch attack, the hat acts as a *ray of enfeeblement* with your character level as the caster level. The hat then disappears, returning 1 minute later. You cannot use your black hat abilities while the hat is gone.

GREATER GHOULISH ASPECT

You gain the paralyzing attack of a ghoul while in your ghoulish aspect.

Prerequisites: Character level 5th, ghoulish cap racial trait, black hat.

Benefit: When using your ghoulish cap ability, your bite and claw attacks can paralyze foes. The DC against this effect is 10 + 1/2 your character level + your Charisma modifier. The paralysis lasts 1d4+1 rounds.

QUICK ESCAPE (BLACK HAT)

You can focus your innate spell-like power into your black hat to make a hasty exit.

Prerequisites: Character level 5th, black hat racial trait, black hat.

Benefit: As a standard action, you can pull your hat down over yourself and expend a use of the black hat racial trait. The hat then vanishes, allowing you to teleport, as if by *dimension door*. The hat returns 1 minute later. You cannot use your black hat abilities while the hat is gone.

TWICE-BOUND HAT (BLACK HAT)

You have grown closer to the necromantic energies of your magic hat.

Prerequisite: Black hat racial trait, black hat.

Benefit: You can target yourself with spells or abilities (including your black hat racial trait) as if you were an undead creature.

VAMPIRIC HAT (BLACK HAT)

Your hat steals vitality for you.

Prerequisite: Tip of the hat racial trait, black hat.

Benefit: Once per day as a swift action, when a spell you cast with tip of the hat deals hit point damage, you gain temporary hit points equal to your caster level for 1 hour.

Darklings

There exists a truer darkness, and it flows in when fear leads to apathy and ignorance. This darkness is tyranny. However, like the deepest black, it can be banished with only a small glimmer of light. This light is reason.

—Zheddo the Bluetongue



Darklings emerged from a battle for their very existence against an unknowable, powerful Adversary—victorious but at great cost. The appearance of the Adversary unleashed the cascade of a history that the darklings had long forgotten, a history where they were almost and perhaps should have been obliterated. Shades whisper to them from all corners of the sprawling, shadowed city-state of Zussael, promising knowledge, power, and truth if only the darklings would trust them, listen, and obey.

To protect itself, the Darkling Dominion has shunned many of the traits that once made it great. But with ancient spirits haunting the walls looking for willing ears to hear them, the grand matriarch knows destroying what the darklings once were is the only way to save them.

Physical Description: Darklings are tall, lean, and tough creatures whose coloration varies with the shades of twilight. Their skin may be dusty violet, deep blue, or smoky gray, but it is always somewhat muted and shadowed. Hair color ranges from white to black and many deep, dusky shades of various colors in between. The men tend to be shorter than the women, though just as hardy.

Darklings have long, pointed ears as well as goatlike horns sprouting from their brow. The women tend to

have longer, sharper horns that curl slightly overhead while men's horns are shorter and taper into blunted ends.

The eyes are the only aspect of a darkling that isn't muted or faded. Indeed, darkling eyes glow a solid, jewel-like color: sapphire blue, topaz yellow, amethyst purple, or—much more commonly now—a bright, ruby red.

They walk on cloven-hooved hind legs and have thick, red-tipped tails that they use for balance. Darklings favor clothing and adornments that are luxurious and keep their lower limbs unhindered: cloaks, togas, stolas, and kilt-like wraps are common garments as are gold and silver jewelry and ornamental



bits of armor. Zussael has lost much of its rich and powerful legacy, though some lingers in how its residents carry themselves.

Society: The life of a darkling is highly regimented, dangerous, and often lonely. Their matriarchal society has links to forgotten power and expansion they have yet to even fully remember, and it seems they have rebuilt their species from ashes before. And they are determined to do so again. Their grand matriarch does whatever is necessary to preserve her people and their way of life, but survival in such circumstances can resemble tyranny.

Darklings are raised under strict martial law. Upon reaching adulthood, all darklings serve a 20-year

term in Zussael's military, regardless of social class or gender. Military officers are judge and jury when laws are broken. Minor offenses might be resolved with compulsory public service or temporary imprisonment or—in times of conflict—forced conscription, but graver offenses leave the offender with only two possibilities: exile or death.

Darkling women occupy most of the higher echelons of power in the city-state with their rank and influence—and that of their subsequent family—determined by both their matrilineal ancestral power and by the individual darkling's performance in her mandatory military term. Most of the men fill supportive or artisanal roles and enjoy a little more

DARKLING RACIAL TRAITS

- ❖ **+2 Constitution, +2 Intelligence, –2 Charisma:** You are tough and fit of mind and body but cold and gruff.
- ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Abyssal, Aklo, Aquan, Draconic, Ignan, Infernal, and Terran.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Medium creature and have no bonuses or penalties based on your size.
- ❖ **Speed:** You have a base speed of 30 ft.
- ❖ **Type:** You possess the fey type. You also gain the shadow subtype, including darkvision 60 feet, light blindness, and see in darkness (see *The Faerie Ring: Campaign Guide*).

- ❖ **Self Control:** You have a +2 racial bonus against mind-affecting effects and a +2 racial bonus on your Sense Motive checks against Bluff checks made against you using an emotional appeal.
- ❖ **Shadow Born (Su):** Darkness clings to you like an old friend. When you are affected with concealment or total concealment, the miss chance to hit you is increased by 5%.
- ❖ **Shadow Disk (Su):** You practice a militant magic tradition using weapons constructed of conjured shadow. As a standard action, you can summon a shadowy disc around one of your empty hands. This disc is treated as a light melee weapon dealing 1d6 slashing damage. You cannot wield another weapon or hold a shield in the hand that summons the disc, but that hand is considered a free hand for all other purposes. This shadow disc is immaterial, and thus you do not add your Strength modifier to damage when attacking with the shadow disc. The shadow disc acts as a *ghost touch weapon* against incorporeal foes. It bypasses most armor and targets touch attack. Whenever the disc would leave your hand, it vanishes, and you may dismiss the weapon as a free action on your turn.
- ❖ **Unerring Focus (Ex):** You are accustomed to fighting foes affected by concealment and total concealment. By spending a move action to focus, you may reduce the miss chance from concealment or total concealment by 10% with the next attack you make against such a creature before the end of your turn.

flexibility in their choice of work than women as long as they do not attempt to step too far beyond their status. Darkling men with exemplary military performance records can find themselves in powerful positions as well, but these are the exceptions, and even these often have a powerful matriarch working in the background to elevate her son.

Power means wealth and influence, of course. These are worthy enough ends for members of most any race, but in Zussael, it means something else too: a glimmer of protection against the Grand Matriarch's Hidden Blades. While a darkling exhibiting signs of the Curse is doomed no matter the social status, enough power can shield certain family idiosyncrasies for quite some time while the Blades and the soldiers busy themselves hunting the lower strata of Zussael for deviants. As with everything else in darkling society, power plays and shadowy intrigue are only a veneer over the constant fear lurking in everyone's minds, wondering who will be taken by the Curse next and whether it will be a neighbor, a family member, or themselves.

Arranged marriages are the norm among darklings, as is a non-negotiable two-child policy. Marriages are usually orchestrated by the matriarch of a family who barter with other families of her rank for the best placement of her children. The "best" placement is with families who have lost few relatives to the Curse; despite no evidence to indicate it, there is an unspoken assumption among darklings that the Curse has some form of generational basis in whom it takes. As much as possible, the two families ensure the betrothed darklings do not meet prior to their wedding ceremony. Weddings are opulent, darkly beautiful affairs meant to showcase the wealth and taste of the participating families; the bride and groom are decorated figureheads and nothing more. In times of too-fast population growth, most darkling adults remain single and cohabit with siblings or others in their trade. Divorce is permitted in difficult marriages; the aim is for loveless marriages, not torturous ones. Hatred is as bad as love in keeping the Curse at bay.

There is no real poverty in Zussael thanks to strict population limits and emphasis on work efficiency and productivity. Darklings refusing to work or shirking

their duties are eventually suspected of falling to the Curse. These darklings either shape up or disappear.

With some notable and drastic exceptions, most darklings accept these draconian social policies. From birth, they are not given a chance to perceive their limitations as anything but normal. The sanitized histories taught to them as children omit much of their true history and not just the lore the Adversary brought them. Few young darklings know the artistic, curious, and egalitarian society of the Darkling Dominion prior to the Adversary and to Moaro's corruption.

Scientific and magical advancement is Zussael's specialty, and these arenas—along with their advanced techniques in war—keep the populace busy and carefully monitoring the trade filtering into its markets. As isolated as darklings are, their efficiency and single-minded effectiveness has allowed them not only to survive surrounded by horror but to keep Zussael thriving as a dark jewel in an ocean of shadows.

Relations: Darklings are in a tentative alliance with the grue beyond Zussael's borders, a state of affairs that is a grim testament to the grand matriarch's desperation. Apart from a kinship with shimmer dogs, darklings have few races they could truly call allies in Zussael, but visitors, clients, acquaintances—these darklings have in spades.

Beyond the Shadow Plane, darklings can be off-putting, intimidating with their appearance and cold demeanor. Races tied to shadows, such as the wayang or fetchlings, can make for either rivals or comrades. Elves can be drawn to the darklings' contrast of tightly controlled emotion, but darklings are just as likely to see elves as flighty wastes of immortality. Dwarves distrust the convoluted and otherworldly history of the darklings. Gnomes find them wholly unappreciative of their pranks, but half-orcs, tieflings, and halflings sometimes sense a kindred spirit in exiled darklings, though the darkling is likely to deny it.

Alignment and Religion: Most darklings are lawfully aligned out of necessity. The grand matriarch's laws are harsh, but they keep the darklings safe. The unwholesome acts sometimes necessary to accomplish this make it difficult for most darklings to be truly good, but their motivations prevent them from being

wholly evil, either. Darklings are nothing now if not pragmatic, and they realize, regardless of lofty moral ideals, that things simply must be the way they must.

Some darklings find comfort in the worship of deities of mercy, magic, strength, and the night, seeking forgiveness and salvation from the Curse and Moaro. Moon deities are almost universally shunned due to the moon's terrifying effect on darkling beasts and Moaro herself.

Adventurers: Adventuring darklings are often exiles fleeing the Hidden Blades for exhibiting signs of the Curse (true or not). Some are banished—or choose to leave—simply for indulging in social anathema like overly emotional displays, secret marriages or children, consorting with ancient spirits, or attempting to spread the truth of darkling history. A few are actually agents of the city-state, seeking the planes for foils to the Curse or tracking Moaro's fractured consciousness on the Material Plane.

Darklings blend magical and martial might well, making them well-suited as magi, investigators, and inquisitors, if of a faithful mind. Classes with emphasis on chaos and emotion, such as barbarians, bloodragers, and skalds are rare. Monks are not unusual as the rigid structure of darkling life makes them particularly suited to such discipline. Curiously, while oracles, sorcerers, and witches are commonly called among darklings, they are frowned upon or worse as darklings hold a deep mistrust for the source of these classes' powers. Only slightly less suspected are psychic darklings; their powerful focus makes them naturals, but woe to the medium that appears to be channeling the ancient spirits responsible for the darklings' current state.

Male Names: Andreas, Carras, Gero, Hatzis, Kyrill, Myles, Panagi, Stevano, Xanthus.

Female Names: Burou, Dianthe, Elissa, Io, Lilah, Nasica, Rhea, Tabith, Voleta.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting

any of these new options.

Corrupted: You have spent too much time listening to the ancient spirits and have abandoned your emotional restraint. You may be on the path to falling to the Curse, but you've developed an undeniable magnetism. You have a +2 racial bonus to your Charisma instead of a penalty and take a -2 racial penalty to your Intelligence instead. As a corrupted darkling, you seem more personable and intriguing, but your mind is gradually rotting. This ability alters a darkling's standard racial attribute modifiers.

Emotional: The repressive emotional training you've undergone doesn't quite take for some reason, and in fact, you might relish those violent emotional and sensual experiences. Once per day, you may launch yourself into a frenzy as a swift action, gaining a +1 racial bonus to your attack and damage rolls but also taking a -1 penalty to your Charisma-, Dexterity-, and Intelligence-based skill checks. This frenzy lasts for a number of rounds equal to your Constitution modifier (minimum 1). This trait replaces self control.

Shadow Consort: You ignore the edicts of the grand matriarch and choose to seek counsel with the ancient spirits, finding the shadows respond more eagerly to your call. You cast illusion (shadow) spells as 2 caster levels higher. Additionally, you may commune with ancient spirits: use *augury* as a spell-like ability once per week with a caster level equal to your character level. This trait replaces unerring focus.

Whipping Tail: While some darklings consider using their tail as a weapon uncivilized, you embrace its combat utility. You may make attacks of opportunity with your tail. It is a primary natural attack that deals 1d6 points of damage, plus your Strength modifier. This trait replaces unerring focus.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Increase total number of points in your arcane reservoir by 1.

Gunslinger: Add +1/4 to your grit points.

Investigator: Increase number of rounds your studied combat lasts by 1.

Kineticist: Increase burn reduced by your gather power by an additional 1/4.

Magus: Add +1/4 to your arcane pool.

Monk: Add +1/4 to your ki pool.

Occultist: Add +1/4 to your mental focus pool.

Psychic: Add +1/4 to your phrenic pool.

Ranger: Add +1/4 to a single existing favored enemy bonus.

Rogue: Add +1/2 to your sneak attack damage while in dim light or darkness.

Stalker: Add +1/2 to your sneak attack damage against your studied target.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

CULTIST OF FORSAKEN LORE (MESMERIST)

Some darklings dabble with the forbidden spirits, accepting them as a source of power to control victims' minds and produce facsimiles of darkling beasts—giving them more time to learn from their shadowy benefactors. These mesmerists would be killed if discovered in Zussael.

Primeval Stare (Su): At 1st level, when a target of your hypnotic gaze takes damage, you can cause it to be filled with an instinctive, primordial rage, as a free action—even when it is not your turn. When you do, the creature gains a +1 competence bonus on attack rolls and weapon damage rolls. This bonus increases by 1 for every 6 mesmerist levels you possess to a maximum of +4 at 18th level. The target also loses all rationality while the stare continues. It must make melee attacks against the closest living creature with the best means of attack it has and is unable to use abilities requiring concentration or use Charisma-, Dexterity-, or Intelligence-based skills

(except Acrobatics, Fly, Intimidate, and Ride). If there are two closest combatants, the GM rolls randomly to determine which creature the affected creature attacks. You can end this effect as a free action taken on your turn or by ending hypnotic gaze. This ability replaces painful stare.

Forgotten Lore (Ex): At 2nd level, you may ask the spirits for knowledge. You add your Charisma bonus (minimum 0) to all Knowledge checks and may attempt a check even for Knowledge skills you do not possess. This ability replaces tower of ego.

Unveiling Touch (Su): At 3rd level, you can partially remove the mental defenses others use to protect themselves from the truth. To the unprepared, these revelations are maddening: glimpses into unknown histories, feelings of being stalked by a powerful entity, and whispering that grows more disturbing the more it is understood.

You can use unveiling touch a number of times per day equal to 3 + your Charisma modifier. Using the ability is a standard action, and you must succeed a melee touch attack against your target, who may then attempt a Will save (DC 10 + 1/2 your mesmerist levels + your Charisma modifier) to resist the effects. On a failure, you can inflict one condition on the target. At 3rd level, you can inflict any condition on the minor madness list. At 6th level, you can inflict any condition on the minor or moderate madness list, and at 10th level, you can inflict any condition on the minor, moderate, or greater madness list. These conditions persist for 5 rounds +1/2 your mesmerist levels.

- ❖ *Minor Madness:* Fascinated, shaken.
- ❖ *Moderate Madness:* Confused, dazed, frightened, sickened.
- ❖ *Greater Madness:* Cowering, nauseated, panicked, stunned.

Creatures immune to mind-affecting effects are immune to this ability. This ability replaces touch treatment.

DESOLATE SCAVENGER (ARCANIST)

The Plains of Desolation are fraught with danger, but to enterprising arcanists called desolate scavengers, they

are also experimental playgrounds in tying shadows into magical energy.

Skills: You add Sleight of Hand and Stealth to your list of class skills.

Consume Shadow (Su): At 1st level, you may spend a standard action devouring your shadow or someone else's for arcane energy. If you devour your own shadow, you gain the sickened condition for 24 hours but also gain a number of arcane points equal to half your Hit Dice.

Consuming another creature's shadow requires you to be adjacent to that creature, and doing so provokes attacks of opportunity. The target must attempt a Will save (DC 10 + 1/2 your arcanist level + your Intelligence modifier) or be sickened for 24 hours. You gain a number of arcane points equal to 1/2 the target's Hit Dice. Shadows of creatures with Hit Dice less than half that of yours do not contain enough essence to fuel your power; you gain no arcane points from them. Shadows consumed disappear but return after 24 hours. A creature who has made a successful save against your consume shadow ability is immune to your consume shadow ability for 24 hours. Only creatures with an Intelligence score of 3 or greater may have their shadows consumed.

Incorporeal creatures made of negative energy (such as undead) may be targeted with this ability. Doing so has the normal effect, but it also deals 1d6 points of damage plus an additional 1d6 points of damage per 4 arcanist levels you possess (to a maximum of 5d6 points of damage at 17th level) to that creature. This ability replaces consume spells.

Arcane Exploits: You gain access to the following arcane exploits in addition to those available to other arcanists.

Shadow Bolt (Su): You can unleash a bolt of quasi-real shadow energy by expending 1 point from your arcane reservoir and making a ranged touch attack against a single target within 30 feet. If the attack hits, it deals 1d6 points of force damage + your Charisma modifier, plus an additional 1d6 points of force damage for every 2 arcanist levels you possess (to a maximum of 10d6 at 19th level). The target can attempt a Will save to disbelieve the quasi-real energy for half damage.

Shadow Crafting (Su): Where materials are scarce, you learn to let magic fill the gaps. When making a Craft skill check to create a mundane item, you may spend 1 point from your arcane reservoir to ignore up to half the required gold cost. When creating a magical item, you may spend 2 points from your arcane reservoir for every 1,000 gp of creation cost you wish to ignore, up to half the total gold cost of the magic item. Items created in this way function identically to the real item, but their quasi-real nature makes them susceptible to destruction. The first time each day a shadow-crafted item is exposed to direct sunlight or bright light (such as *daylight*) it must succeed a Fortitude save (DC 10 + 1 per 100 gp normal cost of the item) or be destroyed. If it is a magical item, it gains the broken condition instead but is destroyed if it fails another Fortitude save before being repaired.

PEACEKEEPER (MAGUS)

The elite soldiers and police of Zussael, peacekeepers are magi specialized in manipulating the shadowy material of their summoned weapons to defend against threats within and without.

Shadow Weapon (Su): At 2nd level, you learn to fine-tune your shadow disk. As long as you have at least 1 point remaining in your arcane pool, you may summon a masterwork weapon of your choice made from shadowy material, as a swift action. This weapon has the properties and damage of its chosen type and is considered silver for purposes of bypassing damage reduction but targets normal AC. It can be affected by shadow feats just as your shadow weapon is. The shadow weapon can last indefinitely, but it vanishes if it leaves your hand or if your arcane pool is reduced to 0. You can dismiss a held shadow weapon as a free action. You can only maintain one weapon at a time.

A shadow weapon deals 1 additional point of damage in dim lighting and 2 additional points in darkness. In bright light, it deals 1 less damage, and it deals 2 less damage in dazzling light.

You may apply any functions of your arcane pool ability available to you to your shadow weapon. While the shadow weapon is as immaterial as a darklings'

shadow disk weapon, you learn to manipulate the shadows with your mind to strengthen it and add your Intelligence modifier to damage rolls. This ability replaces spellstrike.

Peacekeeper Arcana: You gain access to the following magus arcana. You cannot select any more than once.

Conjured Weapon Specialist (Ex): When you cast a spell or use a spell-like ability that creates a conjured weapon, you may spend 1 arcane point to increase your caster level by 1 for that spell and gain a +2 to attack rolls against opponents you flank with that weapon until the spell or ability ends.

Darken Light (Su): By spending 1 or more arcane points, you may attempt a dispel check against a source of magical light that is a 3rd-level spell effect or lower as part of touching it with your shadow weapon. You gain a +2 bonus on this check for each additional arcane point you spend on this ability.

Shadow Drain (Su): Instead of dealing damage with a successful hit with your shadow weapon, you may unleash the negative shadow energy of your weapon instead. This ability costs 1 arcane point. The target takes no damage but must succeed a Fortitude save (DC $10 + 1/2$ your magus level + your Charisma modifier) or take 1d2 points of Strength damage.

Shadowmorph



Strike (Su): As a full-attack action, you may morph your shadow weapon to circumvent your opponent's defenses and land a more damaging strike. Executing this strike costs 2 arcane points and deals the shadow weapon's normal damage, plus 1d6 precision damage. This ability deals an additional 1d6 precision damage per 3 magus levels you possess. This ability cannot function in areas of bright light.

Magus Arcana: The following magus arcana are especially appropriate for you: arcane cloak, bane blade, and ghost blade.

Shadow Resistance (Ex): Starting at 4th level, you gain negative energy resistance 5. This ability replaces spell recall.

Shadow Disk Manipulation (Ex): At 7th level, you can take a move action and spend 2 arcane points to gain the benefits of a shadow feat that you don't possess and apply it to your shadow disk or your shadow weapon. The benefits of this ability last for 1 minute. The feat selected must have shadow disk as a requirement, and you must meet all other requirements. You cannot gain the benefits of more than one shadow feat at the same time in this way, though you may switch your selected feat to another you qualify for at no additional arcane point cost if you do so before the ability's duration expires. This ability replaces knowledge pool.

Greater Shadow Resistance (Ex): At 7th level, your negative energy resistance increases to 10. This replaces improved spell recall.

Shadow Melding (Su): At 19th level, you may merge with an area of shadow. This is a full-round action that requires you to be in an area of dim light or darkness and provokes an attack of opportunity. Once melded, you gain the incorporeal trait and are considered to have total concealment (50% miss chance). Your equipment becomes insubstantial and provides no bonuses until you manifest corporeally, but your shadow weapon functions as normal against corporeal opponents. You may move to any area of dim lighting or shadow within line of sight as a move action. You can become corporeal again as a standard action. Each round you spend incorporeal after the first costs 1 arcane point. This ability replaces greater spell access.

Spells: You may add the following spells to the list of spells you can cast: 1st—*icicle dagger*^{UM}, *thorn javelin*^{ACG}, 2nd—*flame blade*, *spiritual weapon*, 3rd—*twilight knife*^{APG}

SHIMMERLING (HUNTER)

Many darklings forge bonds with the enigmatic shimmer dogs of Zussael, and some find great companionship, establishing a hunter's bond with a shimmer dog.

Shimmer Dog Cohort: At 1st level, you form a bond with a shimmer dog. Although the shimmer dog counts as your animal companion, its abilities are different due to the shimmer dog's intelligence and magical nature. The shimmer dog gains only the animal companion benefits listed here. The shimmer dog's damage reduction is always equal to half your hunter level (minimum 0). The shimmer dog can't use war shadow unless you are at least 2nd level. It can't use *calm emotions* unless you are at least 4th level. The shimmer dog has share spells and gains evasion, devotion, multiattack, and improved evasion at the usual hunter levels.

If you release your shimmer dog cohort from service or it dies, you may gain a new one by performing a special ceremony for 24 hours on the Shadow Plane. If the shimmer dog cohort had class levels, the new one is of the same character level. While your shimmer dog is dead, any animal you summon with a *summon nature's ally* spell remains for 1 minute per caster level (instead of 1 round per caster level). If you cast another *summon nature's ally* spell before your previous one has ended, the previous one immediately ends.

If you would gain an animal companion from another source, you must choose either to not have a shimmer dog companion and add your hunter level to your effective druid level for determining the animal companion's abilities or to not have an animal companion and add your effective druid level to your hunter level for determining your shimmer dog's abilities. You can't change this choice.

At 3rd level, the shimmer dog's Strength score, Dexterity score, and natural armor bonus each increase

by 1.

At 4th hunter level, the shimmer dog's natural armor bonus increases by 1.

At 5th hunter level, the shimmer dog's Strength score and Dexterity score each increase by 1. Additionally, it begins gaining XP in a manner similar to how a cohort gained with the Leadership feat gains XP. Your shimmer dog cohort starts with the minimum XP for 3rd character level and gains its own class levels starting when it has XP for 4th character level. The shimmer dog's maximum character level is 2 lower than your current hunter level, regardless of your leadership score. If it would gain evasion as a class feature, it instead gains a feat it qualifies for.

This ability alters animal companion.

Phase Moods (Su): At 1st level, you may take on the mood of the current moon phase as a swift action. You gain a bonus or special ability based on the current moon phase and your shimmerling level. You can use this ability for a number of minutes per day equal to your hunter level. The duration does not need to be consecutive but must be spent in 1-minute increments. You can only take on the mood of the current phase, though if you are transported somewhere where it is in a different phase, you may discard your previous mood and take on the mood of the phase in your new location. This ability replaces animal focus.

You can also apply the current mood to your shimmer dog. Unlike with you, there is no duration on the mood applied to your shimmer dog. It remains active until you change it or until the moon phase changes. The moon need not be visible for this ability to function.

New Moon: You are melancholic and reflective. You gain a +2 enhancement bonus to Wisdom. This bonus increases to +4 at 8th level and +6 at 15th level.

Crescent Moon: You are playful and reckless. You gain evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the advanced rogue talent.

Half Moon: You are cynical and preoccupied with fairness. You gain a +1 competence bonus on attack and damage rolls against creatures who damaged you since your last turn. This bonus increases to +2 at 8th level and +4 at 15th level.

Gibbous Moon: You are bold and joyful. You gain a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

Full Moon: You are brash and filled with a warrior's temper. You gain the use of the Power Attack feat, even if you do not meet the requirements. At 8th level, you also gains Cleave, and at 15th level, you gain Great Cleave, even if you do not qualify for these feats. If you already have a feat granted by this power, you may choose any combat feat you meet the requirements for instead.

TWILIGHT MONK (MONK)

To steel their resolve against the temptations of the ancient spirits, some darklings apply their natural self-discipline to monk training. Twilight monks learn to make peace with their own shadows to use them against the darkness.

Flurry of Blows (Ex): Each round, you may choose to designate one of your flurry of blows attacks be made by your shadow. Your shadow's attacks are against an opponent's touch AC and do not deal damage. Instead, opponents hit by these shadow blows must make a Fortitude save (DC 10 + 1/2 your monk level + your Wisdom modifier) against each shadow strike or take 1 point of Strength damage. This ability cannot be used in total darkness or dazzling light. Upon reaching 8th level, you can choose to have up to two of your flurry of blows attacks be made by your shadow. Upon reaching 12th level, you can have any of your attacks be made by your shadow. Your flurry of blows otherwise functions as the monk class feature of the same name. This ability alters flurry of blows.

Shadow Boxing (Su): At 7th level, you learn to cripple your opponents by attacking their shadows. When making an attack as a standard action, you may choose to attack an opponent's shadow. This is a melee touch attack that provokes an attack of opportunity and inflicts your normal damage.

If you deal damage with this ability, you may additionally spend a ki point to inflict one of the following conditions on the target: dazed, fatigued, or shaken. You cannot use this ability in total darkness or

dazzling light. This ability replaces wholeness of body.

Ally Shadow (Su): At 12th level, you become so bonded with your shadow that it can separate from you and act as an ally. It takes a full-round action for your shadow to separate from you. On your next initiative, the ally shadow attempts to move into a flanking position against an opponent.

The ally shadow does not attack, nor can it be attacked. It moves with the speed and any special movement that you possess and can move up to twice each round. It can run but only if you run as well. It counts as an ally for purposes of flanking and movement. Another creature may stand in the same square as an ally shadow. An ally shadow threatens squares it is adjacent to. When an ally shadow would make an attack of opportunity, the threatened creature must instead attempt a Fortitude save (DC 10 + 1/2 your monk level + your Wisdom modifier) or be shaken.

An ally shadow persists for a number of rounds equal to 3 + your Wisdom modifier (minimum 1 round). It may be dismissed at any time as a free action, becoming a normal shadow once again.

An ally shadow does not take damage and cannot be destroyed. However, it can be forced back into a normal shadow by putting it into total darkness, such as *deeper darkness*, or putting it in the center of bright light, such as *daylight*. If it is disrupted in this manner, an ally shadow returns to you as a normal shadow after 1 minute. This ability replaces abundant step.

ADDITIONAL OPTIONS

The following options are available to darklings. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Darklings developed the following equipment according to their specific needs and utilize them to particular effect.

Darklight: This oily substance is made from peat dredged from mires within the Shadow Plane and refined into smooth, black grease. Darklight is usually

carried in small metal tins. As a move action, daubs of darklight can be smeared over the sides of a lantern or solid, light-radiating vessel and reduce its light radius. Each daub reduces the light radius of the item by 10 feet until it emanates no light at all. One tin has enough darklight to reduce 100 feet of light radius. Despite its greasy appearance, darklight is fire-resistant and difficult to ignite.

Darkling Warning Cloth: This fabric, traditionally for girdles but also used in robes and cloaks, includes alchemically resonant silver thread that shrinks tangibly when unpredictable magic or spirits are active nearby. Whenever the wearer is within 30 feet of a conjuration, evocation, necromancy, or transmutation spell or of an extraplanar or undead creature, the wearer can feel the cloth subtly shift. The pattern of reacting threads can be examined as a full-round action to determine which school of magic or type of creature caused it with a successful DC 15 Knowledge (planes) check.

Spirit Papers: These papers are highly illegal in Zussael and possession of them is cause for banishment or death. No two are exactly the same; some appear torn from an ancient book while others are fresh scribbles on torn paper. The contents differ as well with some discussing historical events of unknown origin and others the lineages of forgotten families or maps of places no one remembers existing. All have notes written on them that are arcane shorthand to reach specific spirits. While in possession of one of these papers, check DCs to summon, commune with, negotiate with, or direct a spirit are reduced by 2.

DARKLING EQUIPMENT

Item	Cost	Weight	Craft DC
Darklight	40 gp	1/2 lb.	18
Darkling Warning Cloth	1,100 gp	varies	30
Spirit Paper	500 gp	—	25

FEATS

Darklings have evolved a style all their own and are quite fond of the following feats.

Shadow: These feats expand or enhance a darkling's shadow disk racial trait.

ATTENTIVE CASTER

Your sharp focus aids in your concentration while casting or maintaining a spell.

Prerequisite: Darkling.

Benefit: You gain a +2 racial bonus on concentration checks. Additionally, when you cast a spell with a duration of concentration, your caster level for that spell is considered to be 2 higher.

DRAINING SHADOW DISK (SHADOW)

Your conjured weapon attacks drain your opponent's.

Prerequisites: Ranged Shadow Disk, Reaching Shadow Disk, shadow disk racial trait, darkling.

Benefit: When you hit with your shadow disk, the target must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Charisma modifier) or take 1 point of Strength damage.

OUBLIETTE (SHADOW)

You affix your shadow disk and enlarge it, unfolding a small pocket dimension within the Shadow Plane.

Prerequisites: Draining Shadow Disk, Ranged Shadow Disk, Reaching Shadow Disk, shadow disk racial trait, darkling.

Benefit: You may spend a full-round action generating a shadow disk in mid-air and channeling your energy into it, stabilizing and enlarging it. When you are finished, you create a portal into a pocket dimension of the Shadow Plane. This oubliette can fit up to eight creatures of any size. Once you enter the portal, it closes without a means of viewing the other side. You may reopen it from within the same way you created it. It's dark inside and cannot be illuminated by any effect less than a *daylight* spell. The function of the oubliette is otherwise identical to a *rope trick* spell.

RANGED SHADOW DISK (SHADOW)

Your conjured shadow can be hurled at your enemies.

Prerequisites: Reaching Shadow Disk, shadow disk racial trait, darkling.

Benefit: Instead of making a melee attack with your shadow disk, you may throw the disk. The disk has a range increment of 20 feet, and whether it hits or misses, it returns to your hand.

REACHING SHADOW DISK (SHADOW)

You are able to stretch your conjured weapon.

Prerequisites: Shadow disk racial trait, darkling.

Benefit: Your shadow disk can contort to reach a foe. It gains reach 10 ft.

SHADOW SPOTTER

You've grown accustomed to the dangers of the Shadow Plane, and they cannot hide from you so easily.

Prerequisites: Unerring focus racial trait, darkling.

Benefit: You may always attempt Perception checks to notice the presence and direction of creatures native to the Shadow Plane within 60 feet of you. This does not grant you knowledge of what the creature is unless you have an appropriate Knowledge skill to identify it. This ability only grants you a general direction of the detected creatures, not the specific square it is occupying; you remain subject to miss chance, if any.

SPIRIT PERCEPTION

You have learned to focus on fleeting, spectral sounds to determine their nature and origin quickly.

Prerequisites: Knowledge (planes) 7 ranks, Perception 7 ranks, unerring focus racial trait, darkling.

Benefit: When you use unerring focus, you gain the benefits of *see invisibility* until the end of your turn, and you can hear incorporeal and ethereal creatures that move within 60 feet by succeeding at a Perception check. The base DC of this Perception check is 20.

Normal: Incorporeal and ethereal creatures don't make sound by moving.

UNFLAPPABLE

Even among darklings, your composure and emotional restraint are without peer.

Prerequisites: Iron Will, self control racial trait, darkling.

Benefit: You can resist extreme displays of emotion, even when incited by magical or supernatural effects. When you are affected by a fear- or emotion-based spell or effect giving you the cowering, fascinated, frightened, nauseated, panicked, staggered, or stunned conditions, you shorten the duration of the effect by half (to a minimum of 1 round).

Far Darrig

Oh, your sword! I thought you were saying you were bored. Anyway, yes, got it right here! Even sharpened and polished it up for you real nice . . . and don't look at me like that! I am insulted you'd imply with your stinky eyes that I'd ever put all of our lives in peril during a pivotal battle against a dire foe all for the sake of a theoretically hilarious prank!

—Wink Stubbins



Far darrig are tricksters, deceivers, and pranksters. While fey are often known as mischievous, these beguiling folk's acts of deception and fraud put other fey to shame. Guile and trickery are like music to the far darrig, and they love to dance. Even the most benevolent of them is not above pulling practical jokes on friends or strangers for amusement.

Physical Description: Standing around 3-1/2 feet high, far darrig are spindly of frame and long of limb. Their fingers and toes are long and graceful. Their faces are sharp and angular, ranging from aquiline to rodent-like, and their ears rise to slender points. They are quick to smile, showing long, perfect, white teeth. Far darrig complexion always has a red cast to it, usually quite pale, but their eye color runs the typical range, plus the odd violet and gold. Though their hair runs a gamut of colors, red is the most common. A far darrig is never seen without their tall, round-brimmed hat, which is always red.

Society: Within the courts of the fey, the far darrig are common, though they are not always welcome. Many far darrig may pay lip service to the laws of the fey courts, taking chances that skirt as close to the line as possible without drawing the wrath of their sovereigns. This makes them equal parts entertaining and exasperating. Still, many far darrig feel great

loyalty to their courts and clans. While they may tease and prank at others' expense, they are protective of kith and kin.

Far darrig tend to be loners but at times come together to feast and drink and outdo one another with boasts and tales of the wild pranks they've played.

Relations: Far darrig get along well with gnomes. They harbor feelings of kinship for these lost cousins but feel pity for their fading from the fey. Elves are looked upon favorably and respected for their grace and magical abilities; half-elves are treated as elves but with more caution due to the taint of their human blood. Far darrig are not fond of dwarves, finding them stiff, stodgy, and ripe targets for their pranks. Half-orcs are also viewed as easy targets with their quick tempers and often slow wits making them easy targets for trickery. Halflings are often considered friends by far darrig, who are taken by their charm and hospitality, and far darrig often form mutually beneficial relationships with halfling neighbors. Their relations with humans are complex. Humans have a great deal of variability, and a far darrig finds that unpredictability vexing. They often pull their pranks and tricks on humans simply to determine what sort of individual they're dealing with before making proper introductions. As for the black hats, far darrig look upon those lost brethren with equal parts disdain and sorrow.

Alignment and Religion: With their predisposition toward trickery and deceit, most far darrig are of chaotic alignment. Lawful far darrig are rare and typically serve a charismatic fey sovereign. These lawful or less chaotic far darrig abide by the rules of their court, unleashing their wit and wiles only on enemies or those outside the fey ranks. Far darrig are quite obsessive about their jokes, and their pranks can be cruel at times, but they rarely cause serious



injury or death, even among humanoids, whom most fey deem lesser beings. Neutrality and goodness are both paths the far darrig walk with the former trotted with greater frequency than the latter. True evil among these fey is rare as they know the fates of those walking the dark paths.

Adventurers: Given their knavish natures and willingness to risk much for their pranks, it is no wonder that many far darrig end up adventuring. Their magical talents make them excellent arcane spellcasters. A fair amount delve into psychic magic,

favoring the occultist class and coaxing magic out of the many strange and interesting trinkets they acquire in their travels or the manipulative powers of the mesmerist. Their size and stealthy nature makes them excellent rogues. They have a natural knack for storytelling and bravado, which often leads them to become bards.

Female Names: Dulcina, Gelsey, Jigs, Nissa, Sebille, Zanna.

Male Names: Branduff, Carbry, Duffy, Eflann, Oddwig, Wix.

FAR DARRIG RACIAL TRAITS

- ❖ **–2 Strength, +2 Dexterity, +2 Charisma:** You are willful and spry but physically weak.
- ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Dark Folk, Elven, Gnome, Goblin, Shae, and Undercommon.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Small creature and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.
- ❖ **Speed:** You have a base speed of 20 feet.
- ❖ **Type:** You possess the fey type. You also gain the gnomekin subtype, including the growth, illusion resistance, and covetous traits. When you make a Will saving throw against covetous (successful or not), the trait doesn't affect you again for 24 hours (see *The Faerie Ring: Campaign Guide*).

- ❖ **Funny Hat (Su):** As a far darrig, you are known for your colorful and eccentric hat—and there lies magic in it. As a standard action, you may have the hat display a less than subtle array of psychedelic colors, fascinating creatures worth up to 2d4 + your character level in HD for up to your concentration + 2 rounds with it. However, while you concentrate on this effect, you can take no action other than concentrating each round. Creatures with the lowest HD are affected first, and among creatures with equal HD, those closest to the hat are affected first. HD that are insufficient to affect a creature are wasted and sightless creatures are immune. After the duration has elapsed, you may choose to have the affected creatures receive either the benefits of *acute senses*^{OA} or *persuasive goad*^{OA} for a number of rounds equal to your Charisma modifier, minimum 1. This is a mind-affecting pattern effect with a caster level equal to your character level. You may use this ability once per day, plus an additional time per day at 4th level and every 4 levels thereafter.
- ❖ **Illusory Instinct:** If you have a Charisma score of 11 or higher, you also gain the following spell-like abilities: 1/day—*disguise self*, *silent image*, and *ventriloquism*. The caster level for these effects is equal to your level. The DC for these spells is equal to 10 + spell level + your Charisma modifier.
- ❖ **Magic Hat:** Your power derives from your magical red hat. Once per day, as a spell-like ability, you can reach into your hat and pull out a creature (as *summon nature's ally I*).
- ❖ **Weapon Familiarity:** You are proficient with the far darrig shillelagh.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Beguiling Liar: You deceive with words as well as with illusion, receiving a +4 racial bonus on Bluff checks to convince any non-fey creature that what you say is true when you tell a lie. This racial trait replaces illusory instinct.

Fey Luck: You are as lucky as you are nimble. Once per day, when you make a Reflex saving throw, you can roll twice and take the better result. You must decide to use this ability before attempting the saving throw. This racial trait replaces funny hat.

Gnome Guise: You aren't quite so far removed as some from your mortal cousins and can pass as a gnome, assuming the appearance of a single form of a gnome. You can hide your hat, contort your features, and take on gnomish mannerism, appearing as a gnome. You must spend a full-round action to do so and gain a +10 racial bonus on Disguise checks to appear as a gnome but only to those not familiar with you. Leaving this disguise also takes a full-round action. This racial trait replaces illusory instinct.

Rat Whelp: Your cunning and trickery display in a more physical manner than normal, and you bear rodent-like facial features, including a rat-like nose, sometimes whiskers, and pronounced incisors. Your eyes are completely black or red in color, and you sport a hairless, rat-like tail. You have the scent ability and can use wild empathy as a druid of your character level, though this ability only affects rats. This racial trait replaces funny hat and illusory instinct.

Twilight Spirit: You are enamored with shadow, and your illusion prowess draws from a darker place. You have an effective caster level of +1 when casting spells from the shadow subschool. This bonus stacks with the bonus from the illusory instinct racial trait. If you have a Charisma scores of 11 or higher, you also gain the ability to cast *shadow weapon* 1/day as a spell-like ability. The caster level for this effect is equal to your level. The DC is equal to 10 + spell level + your

Charisma modifier. This racial trait replaces illusory instinct.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +1/2 to your effective caster level when casting spells with the mind-affecting descriptor, but only to determine the spell's duration.

Mesmerist: Gain 1/5 of a trick and 1/5 of a use of funny hat.

Occultist: Increase the competence bonus of your glorious presence by +1/2 (this does not increase the maximum bonus) and the duration of your cloud mind ability by +1/2 round.

Rogue: Add +1/2 to Bluff checks not used to feint or pass secret messages, and add +1/2 to Disguise checks.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

FAERIE KNIGHT (PALADIN)

Although rare, some far darrig bear a strong sense of order and goodness, faithfully serving good faerie sovereigns and utilizing their humor and pranks only to impart important moral lessons. These fey are sometimes noticed by more whimsical gods, often associated with magic or children, who make them shining lights of laughter and wonder. A faerie knight, unlike most paladins, still possesses the far darrig love of illusion and tricks but uses such guile only with the best of motivations and the intention to restore goodness, never to take unfair advantage in combat.

Skills: You gain Bluff, Knowledge (arcana), and Stealth as class skills.

Humbling Prank (Su): You prefer to humble your

opponents rather than destroy them outright. Once per day, as a swift action, you can choose one fey, humanoid, or monstrous humanoid target within reach to prank and attempt a melee touch attack. If the attack hits, the target takes 1d4 points of ability damage to the highest ability score of the target. If two ability scores tie, you may choose which attribute to affect. This ability cannot reduce an ability score below 1.

This ability damage does not heal naturally; it can be restored with *break enchantment*, *lesser restoration*, *greater restoration*, or a more powerful spell, such as *limited wish*, *miracle*, or *wish*.

Should a target affected by a humbling prank offer you (or a target of your choosing) a sincere apology, subject to your approval (and GM's discretion of your paladin ethos), all ability damage the target suffered is immediately restored.

In addition, you gain a deflection bonus to your AC equal to your Charisma modifier against a target affected by a humbling prank.

At 4th level and every 3 paladin levels thereafter, you may use humbling prank an additional time per day.

This ability replaces smite evil.

Aura of Truth (Su): At 11th level, illusions become such a part of your very being that you cannot be tricked by them. You perceive illusions but see through them for what they are, automatically. Any effect that requires disbelieving is automatically disbelieved if this would be beneficial to



you. Additionally, your allies within 10 feet gain a +4 bonus on all their saves against illusion spells. This ability replaces aura of justice.

Spells: You add the following spells to your spell list: 1st—*silent image*; 2nd—*minor image*; 3rd—*major image*; 4th—*hallucinatory terrain*

Code of Conduct: You, by virtue of your fey-yet-good-hearted nature, may make more use of guile and trickery than your non-fey paladin counterparts. Such acts must be in contribution to the greater good and may not be used to defeat an opponent using dishonorable tactics. For example, you might use your Bluff skill or an illusion spell to prevent a potentially redeemable opponent from entering combat, and you may feint foes.

RAT SOVEREIGN (BARD)

Some far darrig music is a clarion call for rats. By manipulating the song, rat sovereigns control the swarm's actions.

Rat Speaker (Sp): You can speak with rats (as *speak with animals*) as a spell-like ability 3 times per day. Your caster level is equal to your bard level. At 5th level and every 4 levels beyond 5th, you gain one more daily use of this ability. This ability replaces countersong.

Summon Rats (Su): You can expend 1 round of your bardic performance and use it to summon and direct a rat swarm to do your bidding. Maintaining the swarm each round is a free action that uses 1 round of your bardic performance. The swarm has all the characteristics of a rat swarm (see *Pathfinder Roleplaying Game: Bestiary*) except for the swarm's attack. You may direct the swarm to do your bidding as part of maintaining the bardic performance to summon it. Since you control the swarm's motions and actions, its distraction ability is based on your Charisma modifier rather than the swarm's Constitution modifier. The rat swarm can carry up to 20 pounds of objects or materials so long as no one object it carries weighs more than 5 pounds. If the swarm is dispersed due to damage taken, you must start another performance to summon a new swarm.

At 5th level as a swift action, you can direct the

swarm to perform a combat maneuver against one creature within its area. The swarm can perform a dirty trick, steal, or trip combat maneuver. The swarm CMB is equal to your base attack bonus + 2 for the swarm's Dexterity modifier, plus your Charisma modifier. You may only have one such swarm in effect at a given time until you reach 11th level. The swarm vanishes upon ending the performance.

At 7th level, apply the advanced template to your summoned swarm. The swarm's carrying capacity increases to 40 pounds.

At 11th level, this ability summons two rat swarms (with the advanced template applied).

This ability replaces inspire courage.

Animal Messenger (Sp): At 2nd level, while your swarm is summoned, you can send one of the rats from the swarm off to deliver a message. This acts as the *animal messenger* spell, using your class level as the caster level. The *animal messenger* remains in effect even if the rat's swarm is dismissed or dispersed. You can use this ability 1/day. This increases to 2/day at 6th level and 1 additional time per day for every 4 levels beyond 6th, to a maximum of 5/day at 18th level. This ability replaces versatile performance.

Tear It Up! (Ex): At 3rd level, you can command your rat swarm to attack. This grants the swarm its typical swarm attack, plus its disease ability. The saving throw DC of the disease gains a bonus equal to half your class level. You can also command the rats to attack an object (or up to a 5-foot area of a larger object) within the area of the swarm as a free action. The swarm will do damage to this object in addition to damaging any living creatures in the area. The rat swarm attack ignores hardness of up to 5. The damage done by the swarm increases by 1d6 at 7th, 11th, 15th, and 19th level. This ability replaces inspire competence.

Rodent Spies (Su): At 8th level, you can disperse your summoned swarm to scout the area and then return. This acts as the spell *prying eyes*, except that each "eye" is actually a rat. Each rat is a Tiny animal with 1 hit point, an AC of 18 (+4 Dex bonus, +4 size bonus), a speed of 30 feet, climb and swim speeds of 15 feet, low-light vision, and scent. At the end of the duration or when you recall the rats, the swarm can

be reformed. When you can summon two swarms at 9th level, you can use one for this ability and retain the other to do your bidding. This ability replaces *dirge of doom*.

REDCAP WITCH (WITCH)

The mystic properties of a far darrig's red hat are notorious, but not all such hats manifest their magic the same way. In fact, some far darrig witches make initial contact with their patrons inside the strange, extradimensional interior of their hats.

Witch's Hat (Su): At 1st level, you learn how to enter communion with your patron by shoving your head inside your hat for 1 hour. You prepare your spells for the day in this way, but while you are in communion, your body is considered helpless, and you take a -10 penalty on your Perception checks to notice your surroundings.

Your hat stores all the spells you know, and you cannot prepare a spell that is not stored in your hat. The number of spells your hat starts with and the number of spells it gains as you increase in power is the same as your familiar ability.

Additionally, you may use your hat as extradimensional storage space. The hat functions as a *bag of holding* that can hold 8 cubic feet or 80 pounds of material.

This ability replaces witch's familiar.

Returning Hat (Su): At 1st level, you establish a supernatural bond with your hat. As a free action, at will, you may summon your hat onto your head as long as it is on the same plane of existence. If the hat is currently held by another creature, the creature may attempt a Will save (DC 10 + 1/2 your level + your Intelligence modifier) to retain it.

Engulfing Hat (Su): At 4th level as a standard action, you can throw your hat at an opponent within 10 feet, plus 10 feet per 2 levels beyond 4th, to blind it. You must succeed a ranged touch attack against your target, and if successful, the hat clamps down on the target's eyes and blinds it for a number of rounds equal to your Intelligence modifier. The hat may be forcibly removed with a DC 20 Strength check. If removed or if the target

is unconscious or slain, the hat vanishes and reappears on your head. This ability has no effect on creatures with no discernible head or eyes or one that is more than 2 sizes larger or smaller than you. This ability replaces the witch's hex gained at 4th level.

Smothering Hat (Su): At 10th level, you can use your hat to attempt to smother an opponent to death as a standard action. You fling your hat at an opponent within 10 feet, plus 10 feet per 2 levels beyond 10th, and it wraps itself around the target's head and sucks the air from its lungs. The target must attempt a Fortitude save or be smothered (as suffocate). If the hat is forcibly removed before the target dies (DC 25 Strength check), the effect ends. If forcibly removed or if the target is slain, the hat vanishes and reappears on your head. You can use this ability once per day at 10th level and gain an additional use per day at 14th and 18th level. This ability has no effect on creatures with no need to breathe. This ability replaces your hex gained at 10th level.

Hexes: The following hexes are especially appropriate for you: disguise, tongues, and ward.

Major Hexes: The following major hex is especially appropriate for you: hidden home^{UM}.

Grand Hex: The following grand hex is especially appropriate for you: forced reincarnation.

ROWDY (ROGUE)

Some far darrig eschew the subtlety of wordplay and favor pranks of a more physical and impactful nature. When a rowdy comes to play, things get broken, flesh gets bruised, and people get scared. Rowdies have an innate menace that can be used to unsettle their victims.

Dirty Fighter: When you hit an opponent and deal sneak attack damage, you can forgo 1d6 points of that damage and make a free dirty trick combat maneuver as part of the attack. This combat maneuver does not provoke attacks of opportunity. If you have the Improved Dirty Trick feat, you ignore any penalties to your CMB from your size. If you have Greater Dirty Trick, you may forgo another 1d6 points of sneak attack damage to apply a second condition to your opponent

if the dirty trick is successful. Alternatively, you may forego 1d6 points of sneak attack damage to regain a daily use of your funny hat ability. This ability replaces trapfinding and the rogue talent gained at 2nd level.

Menacing Laugh (Su): You can unleash a peal of cruel laughter as a move action, targeting one creature within 30 feet. The target is shaken unless it succeeds at a Will save (DC 10 + 1/2 your level + your Charisma modifier) for a number of rounds equal to your Charisma modifier (minimum 1 round). This is a fear-based mind-influencing effect. This ability replaces trap sense and the rogue talent gained at 4th level.

Rogue Talents: The following rogue talents are especially appropriate for you: befuddling strike, combat swipe, cunning trigger, fast getaway, major magic, minor magic, quick disable, and quick trapsmith.

Advanced Talents: The following advanced rogue talents are especially appropriate for you: crippling strike, dispelling attack, frugal trapsmith, hunter's surprise, and knock-out blow.

SCAREMONGER (MESMERIST)

Certain far darrig mesmerists find that the best way to control others is to keep them afraid.

Chilling Stare: When an attack hits the target of your hypnotic stare, as an immediate action, you can cause the target to take 1 point of Strength damage. You can use this ability as a free action and can use it even if it isn't your turn. If you use this ability in conjunction with your own attacks, the Strength damage is equal to 1 per 4 class levels you possess. This damage is not multiplied on a critical hit. Once a creature takes Strength damage from this ability, it cannot be affected by your chilling stare again for 24 hours. This ability replaces painful stare.

Menacing Demeanor: You add half your mesmerist level (minimum 1) as a bonus on all Intimidate checks. This ability replaces consummate liar.

Nightmare Fuel: At 3rd level, you gain a +1 bonus to the DC of any spells of the figment or phantasm subschool and those with the fear descriptor if the target of the spell is suffering a fear effect. This

bonus increases by +1 at 6th, 10th, and 14th level (to a maximum of +4). This ability replaces touch treatment.

Mesmerist Tricks: The following mesmerist tricks are especially appropriate for you: false flanker and fearsome guise.

ADDITIONAL OPTIONS

The following options are available to far darrig. At the GM's discretion, other appropriate races may have access to some of these new rules.

BARDIC MASTERPIECES

Far darrig bards have access to the following masterpieces.

THE LONGEST SHADOWS (ORATORY, SING)

This tale of the terrible wrath of the fey can strike fear in the boldest of hearts.

Prerequisite: Perform (oratory) 6 ranks or Perform (sing) 6 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This grim piece is a list of famous figures that crossed the fey and the terrible fates that befell them for such trespasses. When you complete the piece, the dread power of fey sovereigns bolsters any spells you cast with the fear descriptor. For the next 5 minutes, any bonuses to fear effects possessed by opponents are halved before being applied to spells you cast that have the fear descriptor. Creatures with immunity to fear have a 50% chance of being affected by your fear-inducing spells. (This only applies to creatures with immunity to fear, such as paladins, not creatures with immunity to all mind-affecting effects, such as undead.) If a *remove fear* or similar effect is cast upon a creature that is subject to a fear effect from a spell you cast, then the caster must make a caster level check (DC 11 + your bard level) for the spell to succeed.

Use: 5 bardic performance rounds.

Action: 1 minute.

SHE DWELT IN DREAMS (SING, STRINGED)

This song speaks of a young woman enraptured by the

marvels of the fey courts.

Prerequisite: Perform (sing) 13 ranks or Perform (stringed) 13 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: As you perform the song of Lelandra—a young woman who was entranced by the beauty of the fey courts and thus imprisoned by her own longings and desires, remaining trapped despite several attempts to rescue her—you subtly build up a powerful illusion as per the *persistent image* spell. So long as the illusion appears harmless and potentially attractive, the DC of any Will saves made against the spell is increased by your bard level. The magic feeds on the thoughts and desires of the subjects interacting with the spell, so conversations with beings created by the illusion will react in expected and natural ways. Any direct offensive action against a creature under the effects of the spell grants it an immediate save without the bonus.

Use: 10 bardic performance rounds.

Action: 4 minutes.

EQUIPMENT

Far darrig developed the following equipment according to their specific needs and utilize them to particular effect.

Far Darrig Coat: This long coat is woven of lightweight but durable fabrics and adorned with large buttons. Though not armor, a far darrig coat provides the wearer with a +1 armor bonus when worn. It is sewn with a number of cunningly hidden pockets, providing the wearer with a +2 circumstance bonus on Sleight of Hand checks made to hide objects on the wearer's body, and the bonus increases to +4 when the far darrig is using it to hide its hat within it.

Far Darrig Shillelagh: This knob-ended stick is

typically crafted of blackthorn or oak, often from root wood to increase its durability. The end is hollowed and filled with lead for added weight and striking power. This weapon is traditionally used in duels between far darrig and doubles as a walking stick. A non-proficient wielder can use a far darrig shillelagh as a club.

Promise Coin: This gold piece is octagonal in shape—one side bears the image of a hat and the other a grinning face. Writing in Sylvan around the outer edge of the hat side reads “A promise made, a bargain fair, this coin buys fey favor; naysayers beware.” Far darrig give this coin to a creature owed a favor. The coin is a promise to keep the bargain and help the bearer of the coin at a later date, either personally or through proxies. If the possessor of the coin displays it to a fey of non-evil or lawful alignment, they gain a +2 competence bonus on any Bluff, Diplomacy, or Intimidate checks made against that fey so long as the coin is not given to the fey to receive a favor. The coin can be used to buy a favor from a fey, but the GM decides whether or not the fey agrees to purchase the coin with a favor and to what extent they are willing to go through to purchase the coin if they do agree. A merchant won't allow the owner of the coin to walk out of their shop with all their stock but may allow a rental of a needed item. A warrior won't lay down their life for the coin but may fight as an ally in one battle or perhaps delay an opponent long enough for the coin-giver to escape.

Trapped Puzzle Box: Far darrig prize their secrets as much as a good joke. The puzzle boxes they craft are much like those of other races but with penalties should someone attempt to open them without proper cunning. A creature who fails three DC 10 Knowledge (engineering) checks before succeeding four of those

FAR DARRIG WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>One-Handed Melee Weapon</i>								
Far Darrig Shillelagh	10 gp	1d4	1d6	x2	—	5 lb.	B	blocking, disarm

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

checks, each a standard action, activates the trap. Succeeding four checks solves the puzzle. Traps contained in this puzzle box are simple pranks, such as loud alarms. Some may be loaded with hidden bladders that spray the offender with something noxious, such as skunk musk. Each puzzle has a different trap decided at creation (and approved by the GM).

FAR DARRIG EQUIPMENT

Item	Cost	Weight	Craft DC
Far darrig coat	150 gp	3 lb.	20
Promise coin	30 gp	—	15
Trapped puzzle box	10 gp	1 lb.	20

FEATS

Far darrig have evolved a style all their own and are quite fond of the following feats.

Red Hat: These feats improve or interact with the far darrigs' magic hat racial trait.

DEEP HAT (RED HAT)

The summoning power of your magic hat is increased.

Prerequisite: Character level 3rd, magic hat racial trait, far darrig.

Benefit: When using your magic hat racial trait, you may choose the creature as if casting *summon nature's ally II*. You are still limited to pulling a single creature from the hat.

DISGUIISING HAT

Your red hat's magic is infused with illusion.

Prerequisites: Caster level 9th, magic hat racial trait, far darrig.

Benefit: When you summon a creature from your red hat, you can disguise yourself as the summoned creature and/or disguise it as you, as *veil* cast as a swift action. Observers of the summoning can tell which is which with a Perception check opposed by your Sleight of Hand check.

GREATER DEEP HAT (RED HAT)

You summon the most amazing things from your hat.

Prerequisite: Deep Hat, Improved Deep Hat, character level 7th, magic hat racial trait, far darrig.

Benefit: When using your magic hat racial trait, you may choose the creature as if casting *summon nature's ally IV*. You are still limited to pulling a single creature from the hat.

HAT OF THE WARRENS (RED HAT)

The summoning power of your hat can bring forth a swarm of noxious creatures.

Prerequisite: Character level 3rd, magic hat racial trait, far darrig.

Benefit: When using your magic hat racial trait, you may choose instead to summon a swarm of creatures, as per *summon swarm*.

IMPROVED DEEP HAT (RED HAT)

The summoning power of your magic hat has increased.

Prerequisite: Deep Hat, character level 5th, far darrig.

Benefit: When using your magic hat racial trait, you may choose the creature as if casting *summon nature's ally III*. You are still limited to pulling a single creature from the hat.

PERSUASIVE ILLUSION

Your illusions are difficult to disbelieve.

Prerequisite: Spell Focus (illusion), caster level 5th, far darrig.

Benefit: When interacting with your illusions, opponents must roll twice on their Will saving throws, taking the lower of the two rolls.

SHADOW CALLER (METAMAGIC)

Your magic draws shadow into an area.

Prerequisite: Can cast At least two spells with the shadow descriptor, caster level 4th, far darrig.

Benefit: When you cast a spell, the light level in a 20-foot radius of the spell's point of origin lowers by one step. The effect remains for 1 round per caster level. This feat can only be applied to spells with a range of close or greater. If the spell is a ray or other ranged attack, the target creature is considered the spell's point of origin, though it does not move with the creature. A spell modified by this feat uses up a spell slot 1 level higher than the spell's actual level.



Fir Bolg

The hunt echoes in our blood like a howl in the night. When we were strong, it sang eternal, picked up anew by another before it could ever fall silent. Now we fade, and the song dies with us.

—Mallt-y-Nos, the Dog Mother



They are conquerors conquered and hunters hunted, but the proud backs of the fir bolg have not yet broken beneath centuries of injustice. Once, they were the fearsome avatars of the Wild Hunt's savage power; someday they may be again.

These fey are not what they once were, but they are too stubborn to die. Their connection to Annwn is broken, taking the might of the Wild Hunt with it. The betrayal of the Túatha dé Danaan shattered the tribes' greatest leaders. A terrible curse forces fir bolg women to choose between their minds and motherhood, and the fir bolg numbers dwindle. The tribes are divided. Their outlook is grim, and they work tirelessly to survive. They fight without restraint or fear, for they know their enemies are many and their days few.

Yet there is hope. Sláine, the Gray King, neither alive nor as dead as he should be, has returned, and in him kindles anew the power of the Wild Hunt, birthed from the fir bolg themselves. In a time to come, the fir bolg may stand, tribes united, under the banner of the Gray King and unleash the Wild Hunt once more against the fools who dared attempt to bring them to heel.

Physical Description: Fir bolg possess a sinewy grace granted by the tight, chiseled musculature of their bodies and the fluidity of their movements. They resemble elves somewhat with their angular faces and

long, pointed ears, but fir bolg are both taller and bulkier. Their skin color is always some shade of gray, ranging in tinge from yellow to blue or green. Many fir bolg shave their heads, but they can grow lengthy hair in earthy colors: muddy brown, clay orange, foliage green, or stone gray. Fir bolg have hunters' eyes: yellow, orange, and red are common hues, but just as many are nearly black.



bear one child before their transformation into cŵn annwn, barring twins.

Apart from the unusual fir bolg of Solitude, the tribes are nomadic hunters who move with their prey. Conflicts with other tribes over territory happen but are seldom resolved with violence, despite fir bolg aggression; with their numbers dwindling, even hated rivals are loathe to kill one another. Spars to first blood are popular and frequent sources of a fir bolg's network of scars.

Fir bolgs are a warlike people, but they do not throw their lives away carelessly. If they can best a foe with intimidation or guerilla warfare to diminish losses, they will do so; if direct combat is the only choice, then they face it without fear.

Families are complicated for the fir bolg. Fir bolg women transform into cŵn annwn after childbirth, thus only ever bearing one child; twins are truly spectacular and good omens. As such, motherhood is seen as something avoided as long as possible, but the pressure of future generations weighs heavily on fir bolg women. After transforming, cŵn annwn walk a precarious balance between losing themselves to the hound or becoming cù sith, tools of the Morrigan. The choice is difficult, and no easier is the fir bolg duty to put down any cù sith, despite once a proud member of the tribe.

Fir bolg have a powerful connection with nature and its creatures. Much of their upbringing revolves around learning plants, animals, stones, and the weather. A fir bolg earns their first tattoo when they hunt and slay their first prey; fir bolg children are not considered adults until they can participate in hunting parties. Tattoos are typically earned for feats of strength, endurance, or cunning, for felling a great beast, or for slaying foes of the tribe.

Relations: Fir bolg associations with other fey or other races tend to be terse at best and hostile at worst. The fir bolg despise the sídhe and the Morrigan's other servants and attempt to kill them on sight. Weak cultures—those the fir bolg view as softened by civilization—are seen as valid raiding targets for supplies. Those strong enough to earn fir bolg respect may be considered for trading or worthy of a glorious

war. Against their most hated enemies, though, a fir bolg will put aside any enmity to rally against them.

Alignment and Religion: Spiritual fir bolg revere nature itself or totemic or natural spirits. They consider hunting a sacred ritual and many of their traditions and rites of passage involve a hunt in some way. To kill a creature without both expressing gratitude for its return to nature and then making use of its carcass is considered immoral. The gruesome displays some fir bolg make of their prey—preserved heads, bone jewelry and adornments, trophies—are not just about prowess but are used out of respect for the creature they slew; fir bolg believe that when a slain foe is honored, its spirit and strength live on and make the fir bolg stronger.

The fir bolg began as servants of the Wild Hunt, but over time, more and more, they are becoming the Wild Hunt itself. As a consequence of this and their shattered history, the fir bolg have undergone a shift in their cultural temperament. Where once they were honorable beyond reproach and dedicated to their people and families, now they are more fractured, torn between serving community and their own self-preservation, and the family unit no longer exists as it did. Most fir bolg are decidedly neutral, only held together by the hunt and by loyalty to their individual, small tribes.

Adventurers: Unsurprisingly, most fir bolg prefer the martial classes, especially barbarians, hunters, fighters, and rangers. They have a strong spiritual side too, however, and they also count many druids and shamans among their number. Arcane classes, especially witches, have the stink of the Morrigan about them so are viewed with suspicion and prejudice among fir bolg. A war-like race, they prefer skalds to bards to record their glories.

Female Names: Almedha, Caryse, Elin, Glesig, Indeg, Lynwen, Nia, Perweur, Sian.

Male Names: Bledwyn, Derog, Folant, Harri, Kevenard, Mored, Owein, Rhisiart, Talorg, Vauhan, Ysfael.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the

following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Ambush: You are adept at using natural camouflage to prepare for an ambush. You may expend a point of hunter's cache to take 10 on a Stealth skill check to hide as a full-round action. You may also expend a point of hunter's cache to take 20 on a Stealth check to hide with 1 minute of time to prepare. You must remain stationary and cannot be in urban terrain when using Stealth in this manner. This racial trait replaces your bonus feat.

Hunter's Mercy (Ex): You may perform a coup de grace as a standard action. If performing a coup de grace against a creature with total concealment, you require a full-round action to find the creature and a standard action to deliver the coup de grace. This racial trait replaces your bonus feat.

Sense Weakness: You have a supernatural ability to gauge the health or weakness of prey. You gain the *deathwatch* spell as a spell-like ability, using your character level as your caster level. You must expend 1 point of hunter's cache to activate this spell-like ability. This racial trait replaces your bonus feat.

Sharp Eye: Your senses are finely tuned for distance. When calculating the modifier to Perception skill checks based on distance, the DC of the check only increases by +1 per 20 feet of distance rather than +1 per 10 feet of distance. This racial trait replaces survivalist.

Stalker (Ex): You select one of the following terrain types: cold, desert, forest, jungle, mountain, plains, swamp, or underground. You do not take a penalty on Stealth checks to hide within this terrain when observers are momentarily distracted. Additionally, when you use the Stealth skill to snipe while within this terrain, you take only a -10 penalty on the Stealth checks made to maintain your hidden location. This racial trait replaces mark prey.

Trap Setter (Ex): You are a master of snares and traps. Select one ranger trap (see *Pathfinder Roleplaying Game: Ultimate Magic* for details). You may use this trap a number of times per day equal to your Wisdom modifier (minimum 1). The DC for the

trap is 10 + 1/2 your character level + your Wisdom modifier, and it lasts 1 day per 2 character levels. You can only set extraordinary traps with this feat; like all extraordinary ranger traps, this decreases the trap DC by 2. This replaces mark prey.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +1 foot to your land speed. Every +5 feet increases your land speed by 5 feet.

Bloodrager: Add +1 round to your bloodrage rounds per day.

Druid: Add +1/2 to the damage dealt by your animal companion's natural attacks.

Hunter: Add +1 hit points to your animal companion. If you ever replace your animal companion, the new animal companion gains these bonus hit points.

Ranger: Gain a +1/2 bonus on damage dealt to one of your selected favored enemy creature types.

Slayer: Add +1/5 to DCs of your abilities against a studied target.

Skald: Add +1 round to your raging song rounds per day.

Witch: Add +1 spell from the witch spell list to your familiar. This spell must be at least 1 level below the highest spell level you can cast. If you ever replace your familiar, the new familiar knows these bonus spells.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

FEYHOUND (DRUID)

The fir bolg each carry the weight of the Morrigan's Gift, but the feyhounds seek to master the curse's power. Capable of transforming from fey to hound

or back again, they seek hope of a true cure for their people. (Note that any fir bolg can become a feyhound druid, even those succumbing to the Morrigan's Gift and transforming into a cŵn annwn, but should they further transform into a cù sith, this path becomes lost to them.)

Nature Bond (Ex): At 1st level, you must select a dog animal companion for your nature bond class feature. This alters nature bond.

Morrigan's Gift (Ex): You embrace the curse lurking within you, slowly learning to turn it to your advantage. At 1st level and each time you gain a druid level, you may add a spell from the witch spell list to your druid spell list. You may not add a spell to your spell list of a spell level you are not capable of casting. This ability replaces spontaneous spellcasting.

Resist False Gifts (Ex): Starting at 4th level, you gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey or spells and effects with the curse descriptor. This ability replaces resist nature's lure.

Wild Shape (Su): At 4th level, you gain the ability to turn yourself into a Small or Medium hound. This effect functions like the *beast shape I* spell, except you can only take the form of a hound. If you have the cŵn annwn template, you can instead use wild shape to assume the form of a fey or humanoid creature. This effect otherwise functions like the *alter self* spell. Changing form (to animal or back) is a standard action and doesn't provoke attacks of opportunity.

You lose your ability to speak while in hound form because you are limited to the sounds that a normal, untrained hound can make, but you can communicate normally with cŵn annwn, dogs, wolves, and similar creatures.

If you don't have the cŵn annwn template, you can remain in hound form for up to 1 hour per druid level. If you have the cŵn annwn template, you can remain in fey or humanoid form for up to 1 hour per druid level. This duration does not need to be consecutive but must be spent in 1-hour increments. At 20th level, you can remain in the wild shape form indefinitely. As you gain levels, this ability allows you to gain fey abilities while in hound form.

At 6th level and every 2 levels thereafter (8th, 10th, 12th, and so on), you can choose one of the following abilities to enhance your hound form. If you have the cŵn annwn template, you possess these abilities only while in hound form. Once an ability is chosen, it cannot be changed and always applies to your hound form. The caster level for these abilities is equal to your druid level, and unless otherwise stated, the DC is 10 + 1/2 your class level + your Wisdom bonus. Unless otherwise noted, an ability may not be selected more than once.

Camouflage (Ex): You gain a +4 racial bonus on Stealth checks.

Camouflage, Improved (Ex): You can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. You must be at least 10th level and have the camouflage wild shape ability to select this ability.

Darkvision (Ex): You gain darkvision 60 feet.

Detect Thoughts (Su): You can use *detect thoughts* as an at-will spell-like ability using your druid level as your caster level.

Energy Resistance (Ex): You gain resistance 10 to one energy type chosen from acid, cold, electricity, and fire, or you increase an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once.

Evasion (Ex): You gain the evasion ability as the rogue ability of the same name.

Fear Aura (Su): All enemies within a 5-foot radius per druid level that see or hear you must succeed at a Will save or be shaken for as long as they are within the aura. Whether or not the save is successful, that creature cannot be affected again by your fear aura for 24 hours. This is a mind-affecting fear effect.

Huge (Ex): You become Huge while in hound form. This acts as the *beast shape III* spell. You must possess the Large wild shape ability to select this wild shape ability.

Improved Evasion (Ex): You gain the improved evasion ability as the rogue advanced talent of the same name. You must be at least 10th level and have the evasion wild shape ability to select this wild shape ability.

Large (Ex): You become Large while in hound form. This acts as the *beast shape II* spell.

Long Step (Su): You can teleport up to 10 feet per druid level as a move action. You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

Movement (Su): You gain one of the following movement types: climb, fly (poor), or swim. Your movement speed is equal to your land speed. You may select fly multiple times. Every time you do, you increase your maneuverability by one category. This wild shape ability may be selected multiple times, each time granting a new form of movement.

Spell Resistance (Ex): You gain SR equal to 5 + your druid level. This does not stack with any existing SR you possess.

Spell Resistance, Improved (Ex): Your spell resistance improves to 11 + your druid level. You must have the spell resistance wild shape ability to select this ability.

Vanish (Su): As a swift action, you can vanish for 1 round as if affected by *invisibility*. You can use this ability for 1 round per day per druid level, but these rounds do not need to be consecutive. You must be at least 8th level to select this wild shape ability.

This ability alters wild shape.

Hex: At 9th, 13th, and 15th level, you gain a witch hex. You use your druid level as your witch level. The save DC to resist your hex is 10 + 1/2 your level + your Wisdom modifier. You may not select any major or grand hexes. This replaces the venom immunity, a thousand faces, and timeless body abilities.

GLORYHOUND (FIGHTER)

A gloryhound revels in landing killing blows against foes and displaying grisly trophies of powerful prey to bolster their own strength and ego.

Killing Rush (Ex): At 1st level, you get a rush of power whenever a foe falls before you. Whenever you reduce a foe, possessing HD equal to 1/2 or more of your HD, to below 0 hit points with a melee attack, you gain a +1 morale bonus to your attack, damage, and saving throw rolls for a number of rounds equal to your fighter level. These bonuses stack with every creature

you defeat in this way but only to a maximum bonus of +5. This ability replaces the feat a fighter gains at 1st level.

Grisly Trophy (Ex): Beginning at 3rd level, you may spend 10 minutes affixing a trophy of a creature you have slain for display on a necklace, back banner, pommel, or other visible location. The creature must have had more Hit Dice than you and been dead no longer than 24 hours to be used as a trophy.

While the trophy is on display, you gain a +1 morale bonus to your saving throws and Intimidate skill checks and a +1 deflection bonus to your AC. Among other fir bolg and in societies where hunting prowess or savagery are considered prestigious, the grisly trophy may also provide its bonus on all your Charisma-based checks, at the GM's discretion.

At 7th, 11th, 15th, and 19th level, you may add another trophy and increase your gained bonuses by 1 respectively to a maximum of +5 at 19th level.

As a standard action, you may destroy one of your trophies to gain a number of cache points equal to the maximum number of trophies you may display. For instance, at 12th level, you would thus receive 3 cache points upon destroying a trophy.

Destroyed trophies may be replaced in the same way they were created, but you may only create one trophy a day. A grisly display provides no bonuses to anyone other than you.

This ability replaces the feats a fighter gains at 3rd, 7th, 11th, 15th, and 19th level.

GUERRILLA (RANGER)

Fir bolg often employ hit and run tactics, fading swiftly into the wilderness after a well-planned attack. A guerrilla ranger turns these techniques into an art form, opposing even the armies of outsiders through patient assassination.

Skills: You add Bluff to your list of class skills and remove Heal from your list of class skills. This ability alters ranger class skills.

Terrain Tactics (Ex): At 1st level, you begin learning to plan swift and brutal ambushes within certain terrains. You select a type of terrain from the following

list: cold, desert, forest, jungle, mountain, planes, swamp, or underground. You gain one of the following tactics while within terrain of that type. A guerrilla ranger may select an additional tactic at 3rd, 5th, 8th, 10th, 12th, 13th, 15th, 17th, 18th, and 20th levels. Alternatively, in place of gaining a new terrain tactic, you may select an additional terrain type where you can use all selected tactics. Unless otherwise noted, a tactic cannot be selected more than once.

Advantage (Ex): If all enemies in a combat are flat-footed during the surprise round, you add 30 feet to your land speed during the surprise round.

Ambush (Ex): If you charge during the surprise round, you gain a +4 bonus on the attack roll instead of the normal +2 bonus.

Burrow (Ex): You gain a burrow speed equal to half your land speed.

Cache Feat (Ex): You gain a bonus feat, which must be selected from the list of fir bolg cache feats. You only gain the



benefits of the cache feat within your list of terrains, but this counts as having the feat for the purpose of prerequisites.

Camouflage (Ex): You can use the Stealth skill to hide even if you don't have cover or concealment. You must be at least 12th level to select this tactic.

Cautious Charge (Ex): If you charge during the surprise round, you don't take a -2 penalty to AC.

Climb (Ex): You gain a climb speed equal to half your land speed.

Expert Withdraw (Ex): When withdrawing from melee combat, enemies may not take attacks of opportunity against you. You must be at least 10th level to select this tactic.

Hide in Plain Sight (Ex): You can use the Stealth skill to hide even while being observed. You must be at least 17th level and have the camouflage tactic to select this tactic.

Improved Surprise (Ex): You can take a full-round action during the surprise round. You must be at least 13th level to select this tactic.

Massive Damage (Ex): During the surprise round, when you deal damage to a target equal to half their total hit points or more, the creature must make a Fortitude save (DC 10 + 1/2 your level + your Wisdom modifier) or die from massive damage. There is no minimum number of hit points for the creature to die from massive damage. You must be at least 13th level to select this tactic.

Quick Withdraw (Ex): You may withdraw from melee combat as a move action. When withdrawing, you may only move up to your speed. You must be at least 8th level to select this tactic.

Sneak Attack (Ex): You gain +1d6 sneak attack. This tactic may be selected multiple times, each time adding an additional +1d6 sneak attack.

Sudden Strike (Ex): You double your sneak attack dice for attacks made during the surprise round. You must possess the sneak attack tactic to select this tactic. This tactic may not be granted to allies via hunter's bond.

Surprise (Ex): You can take both a move action and a standard action during the surprise round. You may not take a full-round action. You must be at least 8th

level to select this talent.

Swift Steps (Ex): You can ignore up to 5 feet of difficult terrain during a move action or 20 feet of difficult terrain when running as a full-round action. This ability stacks with any other ability which allows you to ignore difficult terrain when moving.

This ability replaces camouflage, favored enemy, favored terrain, and hide in plain sight.

Hunter's Bond (Ex): At 4th level, you can share your terrain tactics with your hunting companions. This functions as the ranger's hunter's bond class feature except for the following. If you choose a bond to your companions, you can grant a single terrain tactic within a single terrain to all allies within 30 feet who can see or hear you, as a move action. This bonus lasts for a number of rounds equal to your Wisdom modifier (minimum 1). If granting the sneak attack tactic, this only grants +1d6 sneak attack, even if the tactic has been selected multiple times.

If you select an animal companion as your hunter's bond, the animal companion gains any terrain tactics (within the selected terrains) you possess.

This ability alters hunter's bond.

Quarry (Ex): You can denote a target of any creature type within a terrain selected for the terrain tactics ability as your quarry. This ability alters quarry.

Master Ambusher (Ex): At 20th level, you can always move at full speed while using Survival to follow tracks and without penalty. You can, as a standard action, make a single attack against a creature in the surprise round at your full attack bonus. If the attack hits, the target takes damage normally and must succeed at a Fortitude save or die. The DC of this save is 10 + 1/2 your level + your Wisdom modifier. You can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. You can use this ability a number of times per day equal to your Wisdom modifier but not against the same creature more than once in a 24-hour period. This ability replaces master hunter.

PREDATOR SOUL (BARBARIAN)

Fir bolg are fearsome hunters, but a predator soul takes

their connection to the mystic bonds of predator and prey to another level. A predator soul easily cows lesser beasts and can absorb the strengths of their slain prey.

Slain Spirit (Su): At 2nd level, when you reduce a creature with the animal type and at least 1 HD to below 0 hit points with an attack made while raging, you absorb an element of the animal's spirit into yourself. You gain half your barbarian level in temporary hit points. If the creature's Hit Dice equal or exceed your barbarian level, you may also choose one extraordinary (Ex) ability possessed by the creature to use for 1 round, plus for 1 additional round at 5th level and every 3 barbarian levels thereafter.

A predator soul can only have one instance of slain spirit active at a time. This ability replaces uncanny dodge.

Cow Prey (Ex): At 3rd level, you use your innate predatory instincts to force lesser beasts to submit to your will. This ability functions just like an Intimidate check to influence an opponent's attitude. You roll 1d20 and add your barbarian level and Charisma modifier and any other modifiers that would influence an Intimidate check.

The typical domestic animal has a starting attitude of indifferent and wild animals start at unfriendly.

To use cow prey, you and the animal must be able to study one another, which means you must be within 30 feet of one another under normal conditions. Generally, cowing an animal takes 1 minute, but as with people, it might take more or less time.

You can also use this ability to cow a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check. This ability replaces trap sense.

Hunter's Aura (Su): At 14th level, your prowess as an apex predator reaches palpable status as an aura of unsettling power surrounds you.

You gain a 30-foot fear aura that affects any animal within the area. Magical beasts with an Intelligence score of 1 or 2 are affected as well but receive a +4 bonus on the save. Intelligent creatures of other types are affected by the aura only if they attempt to attack you without an ally within 5 feet when attempting the attack.

You may activate and deactivate your hunter's aura at

will. The DC of your aura is $10 + 1/2$ your level + your Charisma modifier. This ability replaces indomitable will.

Rage Powers: The following rage powers are especially appropriate for you: animal fury, beast totem^{APG}, greater beast totem^{APG}, lesser beast totem^{APG}, intimidating glare, and scent.

SILENT (SKALD)

Most skalds openly share knowledge and lore through music, but the silent skalds of the fir bolg believe that spreading a secret weakens its power. They take great binding oaths, communicating only through gestures and motions, to strengthen the weight of words when needed.

Skills: You add Perform (dance) to your list of class skills and remove Perform (wind) from your list of class skills. This alters your class skills.

Silent Wisdom: You use Wisdom in place of Charisma for all skald abilities and spellcasting. This includes but is not limited to determining the maximum spell level of skald spells you can cast, bonus spells per day, and rounds of raging song per day. You also use your Wisdom modifier in place of your Charisma modifier when using the Perform skill.

Oath of Silence: Speaking while the raging song ability is active violates your oath. This includes using the Perform (oratory) or Perform (sing) skills or casting spells with verbal components. If you do so, you lose all skald spells and class features but not weapon, armor, and shield proficiencies, and you may not progress further in levels as a skald. You regain your abilities and advancement potential if you atone for your violation (see the *atonement* spell description) as appropriate. You may communicate in other ways than speaking, such as gestures or telepathy, without violating his oath. While not in raging song, you may speak, use the Perform (oratory) or Perform (sing) skills, and cast spells with verbal components without violating your oath.

Secret Song (Su): At 1st level, while performing a raging song, you may make a Perform skill check in place of any Knowledge skill check. You add $1/2$ your

class level (minimum 1) on all Perform skill checks. This ability replaces bardic knowledge.

Silent Spells (Su): At 1st level, you gain the Silent Spell metamagic feat as a bonus feat. Once per day, you may spontaneously cast a silent spell without increasing the spell's level or casting time. This ability replaces scribe scroll.

Raging Song: You gain the following raging song. All of your raging songs rely solely upon visual components; none rely upon or require auditory components. This alters raging song.

Song of Silence (Su): At 3rd level, you can use raging song to steal the voices of your foes. Conversation between enemies is impossible, and they cannot cast spells with verbal components. This ability affects only enemies that are within 30 feet, that are able to see your performance, and that fail a Will save (DC 10 + 1/2 your level + your Wisdom modifier). The effect persists when an enemy first starts its turn in the area of your performance for as long as they are within 30 feet and you continue your performance. This ability replaces the song of marching raging song.

Gestures (Ex): At 2nd level, you learn to express simple ideas through a pattern of hand and body movements to another character that can see you without others understanding the true meaning. Communicating in this manner requires a move action and a Perform (dance) skill check. The DC of this check is 15 for simple messages and 20 for complex messages. You can communicate information no quicker than you could with spoken or signed words. You need not share a language, but if you don't, you take a -4 penalty on your check. If you are successful, the target automatically understands the message. If the check fails by 5 or more, you deliver the wrong message. Other creatures that view the message can decipher it by succeeding at an opposed Sense Motive check against your Perform (dance) result. This replaces well-versed.

Versatile Performance (Ex): At 2nd level, you add the following Perform skill option and associated skills to your list of versatile performance skills: Dance (Acrobatics, Fly). This alters versatile performance.

Secret Lore (Sp): At 13th level, you can cast *vision*

once per day as a spell-like ability while using raging song. You use your class level as your caster level. You may choose to share the vision with any ally affected by your raging song, but you must make that decision prior to receiving the vision. You and any allies affected by the vision are not fatigued after the spell is complete but are fatigued when the raging song ends. At 19th level, you gain your second daily use of *lore master*, which you can also use to cast *vision*. This ability otherwise works as and alters *lore master*.

ADDITIONAL OPTIONS

The following options are available to fir bolg. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Fir bolg developed the following equipment according to their specific needs and utilize them to particular effect.

Deathglow Poison: Fir bolg harvest venom from large, bioluminescent, wasp-like vermin. The poison causes victims to uncontrollably shake and sweat with the perspiration glowing with a soft green radiance. Poisoned creatures leave traces of glowing sweat behind them, making each easier to track over long distances.

Deathglow—injury or ingested; *save* Fort DC 14; *frequency* 1/minute for 4 minutes; *effect* 1 Dex; *cure* 2 consecutive saves. A creature with Dexterity damage from deathglow poison is shaken and exudes glowing sweat until the Dexterity damage is healed or removed. This acts as the *faerie fire* spell and lowers the Survival skill check DCs made to follow the creature's tracks by -5.

Hunter's Pigment: This pigment, derived from fairy dust, is bluish when pure but can be combined with local ingredients to provide camouflage in any environment. When applied with 1d4 minutes of effort by a fir bolg or anyone trained in Disguise, it grants a +4 circumstance bonus on Stealth checks (which does not stack with invisibility). A fir bolg can spend 1 cache point to apply it in 1d4 rounds and gain the ability to take 10 on Stealth checks even while distracted or in

combat. The pigment lasts for 8 hours before fading.

Quicksnare: Fir bolg grow and collect a living vine that reacts to fast movement by tightly constricting. The plant can be used to rapidly set effective snare traps. Setting a quicksnare trap requires only a full-round action. A creature can spot the quicksnare trap with a DC 15 Knowledge (nature), Perception, or Survival skill check. The skill check DC to spot quicksnare is increased by +5 in forest or jungle terrain. The skill check DC is lowered by -5 in urban terrain. It can be disabled with a DC 15 Disable Device or Survival check. If the skill check is defeated by 5 or more, the quicksnare can be collected without ruining it and can be reused.

Quicksnare can only affect a single Large-sized or smaller creature. Quicksnare constricts around the limb or other part of a triggering creature's body entering a 5-foot square (DC 20 Reflex avoids). The creature cannot move from the square until it escapes from or cuts the snare. If the save is failed by 5 or more, the creature also gains the entangled condition. The trapped creature can escape with a DC 20 Escape Artist check as a full-round action. Quicksnare is hardness 2, has 10 hit points, and a break DC of 25. At the GM's discretion, if there is a tall object or structure nearby, the quicksnare lifts the creature.

Trackless Slippers: Trackless slippers are special lightweight leather and wooden footwear fir bolg craft to aid in concealing their tracks. A creature wearing trackless slippers can hide their trail (adding +5 to Survival skill check DCs to follow their tracks) without moving at half speed.

Wild Call: The wild calls of the fir bolg can take many forms, but most are carved of wood and resemble whistles or horns. When it is created, a wild call is made for a specific type of creature with the animal creature type ("wolves" is an acceptable target, "canines" is not).

When used, a wild call emits a sound that will draw members of that species closer if they hear it. If the user is in an environment where the selected animal may be encountered, then the next random encounter within the area is automatically a member of the selected creature type. Additionally, if the user is actively tracking an animal of that type, they gain a +5

competence bonus on all Survival checks made to track or locate the animal.

FIR BOLG EQUIPMENT

Item	Cost	Weight	Craft DC
Deathglow	110 gp	—	25
Hunter's Pigment	300 gp	1/2 lb.	25
Quicksnare	250 gp	10 lb.	20
Trackless Slipper	150 gp	1 lb.	20
Wild Call	1 gp	—	15

FEATS

Fir bolg have evolved a style all their own and are quite fond of the following feats.

Cache: These feats expand or enhance a fir bolg hunter's catch racial trait. A fir bolg uses their character level as their caster level for any spell-like ability granted by these feats.

BEASTFORM (CACHE)

You can take the form of almost any animal, though you tend to prefer predatory creatures.

Prerequisites: Survival 5 ranks, Con 13, hunter's cache racial trait, fir bolg.

Benefit: You can expend 2 cache points as a standard action to transform into an animal. This is a spell-like ability that functions as the *beast shape I* spell but lasts for 1 minute per character level.

CORNERED VITALITY (CACHE)

You resist death like a cornered predator.

Prerequisites: Endurance, Diehard, hunter's cache racial trait, fir bolg.

Benefit: As long as you have at least 1 cache point, you gain the following benefits. You cannot be killed due to massive damage. You do not die if you have Constitution ability damage or drain that equals your Constitution score although you are helpless and unconscious until any of the ability damage or drain is removed. Any spell or effect that automatically kills or destroys a creature reduced to 0 hit points or less does not automatically kill or destroy you. You may still be killed if the spell reduces your hit points to negative

hit points equal to or greater than your Constitution score or if your Constitution score is reduced by ability damage or drain to a negative amount equal to your unmodified negative Constitution score.

EXTRA CACHE (CACHE)

You have a greater cache than most fir bolg.

Prerequisites: Hunter's cache racial trait, fir bolg.

Benefit: Your hunter's cache pool increases by 2.

Special: You can gain Extra Cache multiple times. Its effects stack.

GREATER BEASTFORM (CACHE)

You transform into creatures beyond ken.

Prerequisites: Beastform, Improved Beastform, Survival 11 ranks, Con 15, hunter's cache racial trait, fir bolg.

Benefit: You can expend 3 cache points as a standard action to transform into an animal or magical beast as a spell-like ability for 1 minute per character level (as the *beast shape III* spell). Alternatively, you can transform into an animal for 10 minutes per character level (as the *beast shape II* spell) or for 1 hour per character level (as the *beast shape I* spell).

HEART STRIKE (CACHE, COMBAT)

You are a master of the art of the kill, knowing just how and when and where to strike.

Prerequisite: Vital Strike, Survival 9 ranks, hunter's cache racial trait, fir bolg.

Benefit: When you reduce a creature to negative hit points with a Vital Strike attack, you can expend 1 point of cache as an immediate action to kill the creature. The creature must make a Fortitude save (DC 10 + damage dealt) or die. Creatures immune to critical hits cannot be affected by this feat. This is a death effect.

HUNTER'S BITE (COMBAT)

Your canine teeth have grown, becoming deadly weapons.

Prerequisites: Fir bolg.

Benefit: You can make a bite attack as a primary natural attack, which deals damage based on your size (typically 1d6 for a Medium-sized creature).

HUNTER'S CLAWS (COMBAT)

Your fingernails grow into dangerous claws, ready to draw blood.

Prerequisites: Survival 6 ranks, fir bolg.

Benefit: You can make two claw attacks as primary natural attacks, dealing damage based on your size (typically 1d4 for a Medium-sized creature).

HUNTER'S EDGE (CACHE)

You can improve your bite, claws, or other natural forms of attack.

Prerequisites: Hunter's Bite or Hunter's Claws, Survival 3 ranks, hunter's cache racial trait, fir bolg.

Benefit: You can expend 1 cache point as a standard action to gain the effects of the *magic fang* spell as a spell-like ability for 1 minute per character level.

HUNTER'S EYE (CACHE)

You identify creatures from only their tracks, their scat, their musk.

Prerequisites: Hunter's cache racial trait, fir bolg.

Benefit: When you succeed on a Survival check to follow tracks, you may expend 1 cache point as an immediate action to identify the monster and special powers or vulnerabilities as if you'd made a Knowledge skill check with a result equal to your Survival skill check's result. For the purposes of this Knowledge skill check, you can make an untrained Knowledge check with a DC higher than 10.

HUNTER'S TATTOO (CACHE)

The tattoos spanning your body were gained as the result of many dangerous hunts. Now they tell the stories of your prowess and the creatures whose strength you have made your own.

Prerequisites: Hunter's cache racial trait, fir bolg.

Benefits: Every time you take this feat, choose either Fortitude, Reflex, or Will saving throws. You have tattoos of creatures representing the type of saving throw you chose (for example, tattoos of bears or boars for Fortitude). When you would fail a saving throw of that type, you can spend 2 cache points to reroll the failed save and take the better result.

Special: This feat may be taken multiple times (to a

maximum of 3). Each time, you must select a different saving throw to incorporate into your tattoos.

IMPROVED BEASTFORM (CACHE)

You can select from a variety of predator forms.

Prerequisites: Beastform, Survival 7 ranks, Con 15, hunter's cache racial trait, fir bolg.

Benefit: You can expend 2 cache points as a standard action to transform into an animal as a spell-like ability (as the *beast shape II* spell) for 1 minute per character level. Alternatively, you can transform into an animal (as the *beast shape I* spell) for 10 minutes per character level.

IMPROVED HUNTER'S EDGE (CACHE)

Your natural attacks are faster, stronger, deadlier. You are bound for blood.

Prerequisites: Hunter's Edge, Survival 7 ranks, hunter's cache racial trait, fir bolg.

Benefit: You can expend 2 cache points as a standard action to gain the effects of the *greater magic fang* spell as a spell-like ability for 1 minute per character level. You can choose to reduce the enhancement bonus granted by *greater magic fang* by 1 to gain the benefits of one of the following special weapon abilities: *heartseeker*^{UE}, *hunter's*^{APG}, *keen*, or *menacing*^{APG}. You may not gain more than one special weapon ability at a time.

IMPROVED RELENTLESS HUNTER (CACHE)

Nothing can stop you from tracking down your prey.

Prerequisites: Hunter's Eye, Relentless Hunter, Survival 15 ranks, hunter's cache racial trait, fir bolg.

Benefit: When you succeed on a Survival skill check to follow a creature's tracks, you can expend 4 cache points and take 1 minute to cast *discern location* as a spell-like ability but only to find the location of the creature you're tracking.

SWIFT KILL (CACHE, COMBAT)

You slay with brutal ease, surprising foes.

Prerequisite: Hunter's cache racial trait, fir bolg.

Benefit: As long as you have at least 1 cache point, you do not provoke attacks of opportunity from

opponents threatening you when performing a coup de grace.

RANGED COUP DE GRACE (CACHE, COMBAT)

You always place an arrow into a helpless foe's heart. You don't have to look over your shoulder as often, and it lets prey get on with their afterlife.

Prerequisite: Point-Blank Shot, Precise Shot, Survival 3 ranks, hunter's cache racial trait, fir bolg.

Benefit: As long as you have at least 1 cache point, you can perform a coup de grace when using a bow you are proficient in at a range of up to 30 feet.

REFUSE THE CURSE

You have built a strong reservoir of mental strength to draw upon when your identity is attacked.

Prerequisites: Fir bolg.

Benefit: You gain a +2 racial bonus on saving throws against mind-affecting spells and effects as well as polymorph effects that would alter your mind (such as *baleful polymorph*). This bonus also applies on Charisma checks made to resist magical commands against your nature.

RELENTLESS HUNTER (CACHE)

You pursue your prey with dogged determination, never giving up.

Prerequisites: Hunter's Eye, Survival 7 ranks, hunter's cache racial trait, fir bolg.

Benefit: When you succeed on a Survival skill check to follow a creature's tracks, you can expend 2 cache points as a standard action to cast *find quarry*^{UC} as a spell-like ability.

WILDERNESS CASTER (CACHE)

Distractions caused by the natural world never interrupt your spellcasting.

Prerequisites: Caster level 1st, hunter's cache racial trait, fir bolg.

Benefit: As long as you have at least 1 cache point, you automatically succeed on any concentration check triggered by wind (of any force below windstorm), rain, sleet, hail, debris, or other weather (including any caused by a spell), or while entangled.

Goodfellows

The baron's ebon castle? Oh my, yes. You are quite close! You should be able to see it once you reach the top of that mountain . . . though it is concealed by the mists. Anyway, you are better off walking around the peak rather than going up it. Just keep heading clockwise until you get all the way around twice, then do the same thing but halfway up the southward side. Oh . . . wait. Is it Tuesday? Okay, all of that I just said but backwards."

—Duggen Dreamheart



Are goodfellows Puck's light-hearted playmates? Meant to contrast his mother's foreboding kingdom? Or are they disarmingly innocent spies serving as Queen Mab's eyes and ears across the realms? None can be certain—maybe not even the goodfellows themselves.

What is certain is these tiny fey provide unpredictable adventure wherever they go. Their elaborate pranks and impetuous mischief create legends talked about for generations—or lead to unforeseen tragedy for their erstwhile targets. Most goodfellows aren't intentionally malicious, but their capricious, free-spirited fey temperaments put them at odds with mortal empathy.

Magic is essential to goodfellows. They pity those without it and shun as aberrations their own kind who are bereft of it. That said, very little angers these fey, but despoiling the natural spaces where they convene incites a wrath of pranks turned deadly and hails of tiny, lethally poisoned arrows.

Physical Description: Goodfellows are tiny creatures resembling elves in miniature. Their coloring is as vivid as nature's flora: eyes, skin, wings, and hair may be dark as ebony bark or bright as magnolias or any rainbow of hues in between.

While not androgynous, visual differences between goodfellow men and women are subtle. Both genders may have long or short hair, and few goodfellows

bother with rich adornment. Most, in fact, reuse natural detritus they find as armor, weapons, clothing, and decoration.

Society: Goodfellows form clustered, tightly knit communities centered around particular regions of flowers, but they have only a loose society as a whole. Thus a single forest with several wildflower meadows within may be home to dozens of goodfellow communities. These communities are often aware of each other and engage in trade, intermarriage, or prank wars but are not beholden to one another unless Puck comes knocking and rounds them all up.

The different magical aptitudes of goodfellows, called wreaths, divide their communities into something resembling a loose caste system.

Rose goodfellows, for example, are often in leadership positions while

Elders are typically sages and healers. There is nothing barring a goodfellow from taking on a particular role, but time has shown certain wreaths excel at particular societal functions. Clever and elaborate pranks are the best way to prove aptitude beyond wreath as the set-up, target, effect, and resolution of a prank reveals much of the mind behind it; since pranking one's own community is frowned upon, communities engage in prank wars with each other to prove themselves—after training on hapless mortals and fey, of course.

For those unfortunate goodfellows born without magic—the wreathless—their role



is uncertain and unpleasant. Life at the bottom of their community is typically the best they can hope for, working as a menial laborer or servant. If very lucky, one wreathless may meet another and enjoy a family and have a fulfilling life even on the fringe of the goodfellow communities. Sometimes groundbound communities welcome such wreathless goodfellows and usher them into a different lifestyle where they are free from judgment. These are best-case scenarios, however; many wreathless end up alone, shunned, or exiled.

The family unit is of major importance to goodfellows. While cavalier about relationships as a rule, after numerous trysts, a goodfellow in want of settling down will engage in a ritual originating with Poppy goodfellows to find their true, fated heartmate. The identity of this individual is delivered in a dream; sometimes the goodfellow need only acknowledge feelings for another in the community, but other times, finding a goodfellow's heartmate requires searching into other communities or embarking on a quest. Once

the heartmate is found, the ritual is complete, and only death will separate them.

Same-gender relationships are as common as opposite-gender ones among goodfellows. As pregnancy is relatively easy for female goodfellows, extra children aren't uncommon and babies may be gifted to heartmates unable to have children together. Heartmate marriages are lavish affairs and tend to bring multiple communities of goodfellows together—but they annoy Queen Mab.

Once a decision is made to keep or gift a child, it is done; that child becomes a part of the family unit. Goodfellow communities aid one another with child-rearing, but parents are who typically determine a child's wreath, who introduce the child to Puck (and sometimes Mab), who instill reverence for the wild places, and who, most importantly, whisper a secret name, one never spoken again, to the baby. Goodfellow parents take a child's secret name to the grave; a goodfellow can't reveal their secret name, so Queen Mab and other fey cannot learn it—thus goodfellows

GOODFELLOW RACIAL TRAITS

- ❖ **–4 Strength, +2 Dexterity, –2 Constitution, +2 Charisma:** You are swift and easy to get along with, but your tiny frame makes you vulnerable and weak.
 - ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Elven, Gnome, Goblin, Halfling, and Undercommon.
 - ❖ **Size:** You are a Tiny creature and gain a +2 size bonus to your AC, a +2 size bonus on attack rolls, a –2 penalty to your Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 bonus on Stealth checks. Furthermore, due to your size, you take up less than 1 square of space, and four goodfellows (or other Tiny creatures) can occupy a single square. You also have a reach of 0 feet and must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the creature whose square you enter.
 - ❖ **Speed:** You have a base land speed of 20 ft.
 - ❖ **Type:** You possess the fey type. You also gain the sprite subtype, including low-light vision, glow, and luminescence (see *The Faerie Ring: Campaign Guide*).
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- ❖ **Flight:** You have a fly speed of 30 ft. and average maneuverability. Fly is always a class skill for you. Unless you have at least 3 ranks in Fly, you gently descend 60 feet when you end your turn flying using this fly speed.
 - ❖ **Wreath:** Each goodfellow belongs to a wreath (see **Goodfellow Wreaths**). If you have a Charisma of 11 or higher, you gain spell-like abilities based upon your chosen wreath.

cannot be controlled.

Besides weddings, threats to a forest or another natural place will also bring goodfellow communities together in a hurry to protect and to repel interlopers. All goodfellows are expected to serve as wardens of their homes and to respect the wilds they share.

Relations: Goodfellows befuddle mortal races, using pranks and riddles and tricks the way some tell stories or share mementos: such methods are how goodfellows introduce themselves, engage in creative expression, and brag about their accomplishments. They get on well with gnomes. Elves may be patient with them and respect their appreciation for nature. Shorter-lived races often find them frustrating and fascinating—sometimes in the same hour. Dwarves they find dour and insulting and tend to prank mercilessly.

Alignment and Religion: Most goodfellows tend toward a free-wheeling chaotic neutral, abiding by few rules other than the guidance of their emotions and aptitudes. More are good than evil with most wishing to make the world a happier, or at least more entertaining, place. They are profoundly irreverent and tend to make poor religious converts but do have a worshipful attitude of nature that can border on spirituality.

Adventurers: Goodfellows like to form up in bands and go on adventures together. Some go on jaunts in mortal realms and like it so much they decide to stay, even if Mab won't have them back—or especially because Mab won't have them back. Exiles, wreathless, and goodfellows opposing Mab comprise the bulk of adventurers found outside Mab's kingdom.

Classes vary depending on wreath—Belladonnas, for example, are typically alchemists, investigators, or rogues. All goodfellows share predilections for arcane spellcasting classes, however, and primal classes like the druid, hunter, ranger, and shaman. Bards, especially jesters, are also common. Rare are those very disciplined or devout, like clerics, monks, or paladins, or those intense, like bloodragers and barbarians.

Names: The secret names of goodfellows are complex and in an ancient language; perhaps it was whispered to them during their creation by Puck or—more alarmingly—Mab herself, or perhaps they learned

it from the trees and the animals and insects. Their everyday names, however, are often taken from flowers or trees or natural features. Goodfellows don't have formal surnames, instead using their everyday name, followed by their wreath and community name. Thus, a goodfellow may be Hazel, Poppy of Brambles-by-Oak.

Female Names: Bonnet, Daffi, Ferna, Hazel, Jassimine, Lilliane, Nest, Posey, River, Thistle, Valeria, Yarrow.

Male Names: Ant, Chrysant, Elms, Gardennis, Indigo, Magnol, Orchis, Quill, Saffron, UMBER, Willow, Zeed.

GOODFELLOW WREATHS

Goodfellows group into wreaths based on their magical aptitudes. At 1st level, you choose a wreath and gain the corresponding spell-like abilities (if you have a Charisma of 11 or higher). The caster level is equal to your character level. The most well known wreaths are listed here. (And rumors persist of rare goodfellows with abilities from multiple wreaths.)

BELLADONNA

Members of this wreath practice the magic of trickery and poison. Belladonna goodfellows can cast *beguiling gift*^{APG}, *detect poison*, and *innocence*^{APG} once each per day as a spell-like ability.

ELDER

Members of this wreath practice the magic of succor and suffocation. Elder goodfellows can cast *goodberry*, *purify food and drink*, and *chill touch* once each per day as a spell-like ability.

FOXGLOVE

Members of this wreath practice the magic of heart and light. Foxglove goodfellows can cast *dancing lights*, *expeditious retreat*, and *faerie fire* once each per day as a spell-like ability.

POPPY

Members of this wreath practice the magic of sleep and dream. Poppy goodfellows can cast *lesser confusion*,

lullaby, and *silent image* once each per day as a spell-like ability

PUMPKIN

Members of this wreath practice the magic of transformation. Pumpkin goodfellows can cast *alter self* at will, except they can take the form of any Tiny, Small, or Medium creature of the humanoid or fey type. (Otherwise, this ability functions as the spell).

ROSE

Members of this wreath practice the magic of charm and thorn. Rose goodfellows can cast *charm person*, *entangle*, and *unwitting ally*^{APG} once each per day as a spell-like ability.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Aquatic: Instead of wings, you have developed fins and gills and are adapted to the watery realms. You gain a swim speed of 40 feet and may breathe freely underwater. Additionally, your movement speed increases to 30 feet. This trait replaces flight and alters speed.

Burrow: Rather than flight, you have developed the ability to quickly burrow underground. You gain the burrow movement ability with a burrow speed of 20 feet. Additionally, your movement speed increases to 30 feet. This racial trait replaces flight and alters speed.

Groundbound: You were born with deformed wings, rendering you flightless, or you have somehow lost the ability to fly at some point in your life. As a result, you have resorted to tunneling through the ground, popping up where your enemies least expect. You are faster on your feet than typical goodfellows and more savage in appearance: ragged nails caked with dirt and wings broken, tattered, or malformed. This racial trait replaces flight with burrow and alters the ability score adjustments with the robust alternate racial trait.

Robust: Having slightly slower reflexes than your

brothers and sisters has been a boon to you. Change your starting ability score adjustments to -4 Strength, -2 Dexterity, +2 Constitution, +2 Charisma.

Unwreathed: Lacking natural magical ability, you belong to no wreath, gain no spell-like abilities, and are treated as second-class citizen. You have, however, developed an innate resistance to magic, granting you spell resistance equal to 6 + your Hit Dice. This ability replaces wreath.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/2 to the number of bombs per day you can create.

Bard: Add +1/2 to your bardic knowledge bonus.

Druid: Add a +1/2 bonus on concentration checks.

Hunter: Add +1/4 to the Fortitude save of your animal companion. If you ever replace your animal companion, the new animal companion gains this bonus.

Mesmerist: Add one spell from the mesmerist's spell list to your known spells. This spell must be at least 1 spell level below the highest level you can cast.

Ranger: Add DR 1/magic to your animal companion. Each additional time you select this benefit, the DR increases by +1/2 (maximum DR 10/magic). If you ever replace your animal companion, the new companion gains this DR.

Rogue: Add a +1/2 bonus to Sleight of Hand checks made to hide an item and a +1/2 bonus to Bluff checks made to lie.

Sorcerer: Add a +1/2 bonus on concentration checks when casting spells.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.



ARCLIGHT BOMBARDIER (ALCHEMIST)

Raining explosive projectiles onto their foes from the sky, arclight bombardiers excel at softening opposition for their ground bound allies before a fight begins. Squadrons of arclight bombardiers are often used by Mab as a first wave of attack against her foes.

Reduced Alchemy (Su): Your focus on bomb making makes you less adept at creating alchemical objects. You do not create extracts but can still craft

other alchemical items and receive the other bonuses conveyed by alchemy. This ability alters alchemy.

Arclight Bombs (Su): You excel at raining fiery death upon your adversaries and love the resulting fiery explosions. While you neglect your studies of alchemy in favor of the pursuit of bombs, this diligence does pay off: you may create more bombs per day than regular alchemists. The number of bombs you can make each

day is equal to twice your class level + your Intelligence modifier. Arclight bombs are treated as regular bombs for the purposes of prerequisites and discoveries. This ability modifies bombs.

Arcing Light (Su): At 2nd level, you learn to use your eponymous arcing light, raining precise, lethal death upon your foes. Whenever you throw a bomb, you may declare it an arcing light bomb. Arcing light bombs do not cause splash damage but instead generate an arc of blazing light that screeches toward another foe. You make an attack roll against a different target within 5 feet per class level of the original square your bomb landed in. If you hit, you deal double your arcing light bomb's splash damage to the target. You do not need to have line of sight or line of effect to the target of arcing light, but the targets of the arcing light bomb must have line of effect to one another. At 5th level, and every 5 levels thereafter, each arcing light bomb can generate an additional arcing light. This ability replaces poison use as well as 2nd and 5th level's poison resistance, poison immunity, and persistent mutagen.

Scorched Earth (Ex): At 3rd level, you can pock and harden the ground, making movement more difficult for creatures passing through it. As a standard action, you can target an empty square with one of your bombs. That square and all squares adjacent to it become difficult terrain. Alternatively, you can forego dealing damage with your arcing lights class feature and instead make a target square of the arcing light difficult terrain. This ability replaces swift alchemy.

Piercing Lights (Su): Your bombs, infused with magical light, can harm even creatures that are resistant to their damage. At 6th level, your bombs' damage, regardless of which energy they actually use, ignore 10 points of energy resistance with both their direct hit and splash damage. At 8th level, the bombs' damage ignores 20 points of energy resistance instead. At 18th level, the bombs' damage ignores up to 30 points of energy resistance and even creatures immune to the energy they cause take half damage from them. This ability replaces swift poisoning, poison resistance gained at 8th level, and instant alchemy.

Shockwave (Su): At 20th level, the force of impact from your bombs creates a shockwave strong enough

to topple all but the most sure-footed of foes. When you successfully make a bomb attack, you can choose to make a single special combat maneuver check against all creatures that you directly hit or deal splash damage to with your arcing lights. You use your alchemist level in place of your base attack bonus and your Intelligence modifier in place of your Strength. If those affected have a CMD equal to or less than your combat maneuver check, they are knocked prone and pushed away from the bomb's detonation point or the arcing light's impact point by 5 feet. For every 5 by which the maneuver check exceeds the opponent's CMD, it pushes that creature another 5 feet.

Discoveries: The following discoveries are especially appropriate for you: concussive bomb, defoliant bomb, delayed bomb, directed bomb, explosive bomb, precise bombs, and sticky bombs.

BEEKEEPER (DRUID)

Masters of the hive, these druids use their bond with bees and other winged, stinging insects to fend off those who would encroach on their land. They command bees to assist companions, gather information, and even play amusing pranks.

Spontaneous Casting: You can channel stored spell energy into spells that you haven't prepared ahead of time. You can "lose" a prepared spell in order to cast any of the following spells as long as it is of the same listed spell level or lower as the spell you "lost": *ant haul*^{APG} (1st), *control vermin*^{MC} (2nd), *burst of nettles*^{UM} (3rd), *cape of wasps*^{UM} (4th), *insect plague* (5th), *greater insect spies*^{UI} (6th), *creeping doom* (7th), *animal shape* (8th, bees only [use wasp stats]).

Any insects summoned or manifested by these spells appear as bees. Spells that affect vermin continue to affect all vermin as normal. This ability alters spontaneous casting.

Vermin Companion (Ex): At 1st level, when you form a bond with nature, you must select a giant bee as your animal companion (use the giant wasp stat block with the young template for its starting statistics). This ability otherwise functions as nature bond. This ability alters nature bond.

Odor Plume (Ex): At 1st level, you can communicate with bees and similar insects (such as wasps and hornets) via pheromones. This ability functions like *speak with animals* but is limited to the above insects.

In addition, you can improve the attitude of these insects as the wild empathy ability. This ability functions just like a Diplomacy check made to improve the attitude of a person. You make a check and add your beekeeper level and your Charisma modifier to determine the wild empathy check result. This otherwise behaves like wild empathy but is limited to these insects. This ability alters wild empathy.

FALSE CUPID (MESMERIST)

Mistaken by the uninformed or foolish for a tiny angelic being focused on bringing love into the world, the false cupid prefers to cause mischief by playing with the emotions and desires of those around them. These tiny beings excel at and delight in altering and toying with emotions.

Enchanting Stare (Su): You can focus your stare on one creature within 30 feet as a swift action. That creature takes a -3 penalty to saves against emotion spells and effects and a -1 penalty on all other Will saving throws. These penalties increase to -4 (against charm effects) and -2 (on all other Will saves) at 8th level. This otherwise acts as hypnotic stare. This alters hypnotic stare.

Extreme Emotions (Su): At 3rd level, you can target a creature under the effects of your enchanting stare with extreme emotions. You can do this a number of times per day equal to $3 +$ your Charisma modifier. You can expend uses of this ability to affect the target of your stare with any one of the following effects as a spell-like ability: *matchmaker*^{UI}, *reckless infatuation*^{UM}, *unadulterated loathing*^{UM}, or *unnatural lust*^{UM}. When using *matchmaker*, this affects not only the subject of your enchanting stare but also one other creature within range of your stare.

Your class level is the effective caster level for the spell's effects, but the DC is equal to $10 + 1/2$ your level $+ your Charisma bonus$.

At 5th level, you add *crushing despair*, *curse of*

disgust^{UM}, and *smug narcissism*^{UM} to the list of spell effects your extreme emotions can emulate.

This ability replaces touch treatment.

PRANKSTER (SLAYER)

While any goodfellow appreciates a good prank, a prankster elevates the prank to an art form. They select targets carefully and engage in all manner of trickery—sometimes malicious, sometimes not—until the target is either dead or reduced to a nervous wreck.

Elaborate Prank (Ex): You add $1/2$ your level (minimum 1) to Craft (trapmaking) checks made to create nonlethal traps. This ability replaces track.

Selective Invisibility (Sp): If you select your studied target while they cannot see you, then you are considered invisible (as the spell *greater invisibility*) against only the studied target until they die or you choose a new studied target. This ability replaces the slayer's 2nd-level talent.

Pranked! (Ex): When you make a successful sneak attack as a standard attack action against a flat-footed studied target, you can humiliate the target. The attack deals no damage, but the humiliated target gains the staggered condition. A Fortitude save (DC $10 + 1/2$ your level $+ your Charisma modifier$) negates the staggered condition. The condition lasts until the target uses a standard action to resolve the prank's effects (wiping off rotten apples, pulling up pants, and so on). This is a mind-affecting effect. This ability replaces the slayer's 4th-level talent.

Slayer Talents: You add the following talents to the list of slayer talents you may choose from.

Insidious Rhyme (Ex): Instead of dealing damage with a successful sneak attack against a studied target, you may instead utter a short, ominous rhyme into the target's ear. The attack deals no damage, but the rhyme lodges into the target's mind, replaying over and over for a number of rounds equal to $3 + your Charisma modifier$. While affected by the insidious rhyme, the target has a 20% chance of spell failure to cast a spell with a verbal component and a 20% chance of failing to activate a language-dependent ability or effect. This is a language-dependent mind-affecting effect.

Over There! (Ex): When you are in a square threatened by one more opponents, you can attempt a Bluff check to cause a distraction. If you succeed against all the Sense Motive checks of your opponents, you may take a move action at your full movement without provoking an attack of opportunity and attempt a Stealth check even if you are being observed. You must be 8th level or higher to select this talent.

Provoke (Ex): At 11th level, you learn to drive your studied target to the brink of madness. You must spend a full-round action taunting and mocking your studied target while they are unable to see you. The studied target must attempt a Will save (DC 10 + 1/2 your level + your Charisma modifier) or be compelled to harm you. The target must attempt to attack or otherwise harm you to the best of its ability, using whatever resources it possesses.

This effect lasts a number of rounds equal to your Charisma modifier. Whether or not the save is successful, the target is immune to further attempts to provoke it for 24 hours. This is a language-dependent mind-affecting effect. This ability replaces the 10th level slayer talent.

Swift Pranking (Ex): At 11th level, you may build nonlethal traps with Craft (trapmaking) in half the usual time (but at the standard cost). This ability replaces swift tracker.

Stooge (Ex): At 14th level, you can use a standard action to denote one target within your line of sight as your stooge. Whenever you are within 90 feet of your stooge, you can take 10 on your Stealth skill checks against your stooge while moving at normal speed, without penalty. In addition, you gain a +2 insight bonus on combat maneuver checks made against your stooge, and miss chance rolls against you from your stooge must be rolled twice, taking the worse result. You can have no more than one stooge at a time, and the target must be selected as a studied target. You can dismiss this effect at any time as a free action, but you cannot select a new stooge target for 24 hours. If you see proof that your stooge is dead, you can select a new stooge target after 1 hour. This ability replaces quarry.

Improved Stooge (Ex): At 19th level, your ability

to torment your stooge improves. You can select a stooge as a free action. Whenever you are within 90 feet of your stooge, you can take 20 on your Stealth skill checks against them while moving at normal speed without penalty. Your insight bonus to combat maneuver checks increases to +4. If your stooge is killed or dismissed, you can select a new one after 10 minutes have passed. This ability replaces improved quarry.

SHRINKING VIOLET (VIGILANTE)

Good natured and mischievous, the shrinking violent manipulates their size to hide under the feet of larger creatures, often as a spy and sneak for some cause or liege. And with their stinging blast, they can knock out those who happen to see them.

Class Skills: You add Knowledge (nature) to your class skills and lose Knowledge (engineering) from your class skills. This alters the vigilante's class skills.

Force Sting (Sp): At 1st level, you can unleash a ray of magical energy targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d6 points of nonlethal damage plus 1 for every 2 shrinking violet levels you possess but otherwise acts as a force effect. You can use this ability once per day at 1st level. If you are 2nd level or higher, you can use this ability a number of times equal to 3 + half your level. This attack ignores spell resistance.

At 6th level, the range of the ray increases to 60 feet, and instead of doing nonlethal damage, you can choose to attempt to knock out the target instead. This decision must be made prior to firing. If the ray hits, the target must succeed a Fortitude saving throw (10 + 1/2 your class level + your Dexterity modifier) or drop unconscious for 1d4 rounds. Once a creature makes this saving throw, it cannot be affected by this effect of force sting for 24 hours. That creature can still be hit and take nonlethal damage from force sting.

This ability replaces the vigilante talent taken at 2nd and 6th level.

Shrink (Su): At 3rd level, you can decrease your size by 1 size category as if under the effects of *reduce person*. You can use this ability for a number of hours per day

equal to half your level, rounded down (minimum 1 hour) with a caster level equal to your class level. These hours do not need to be consecutive, but they must be used in 1-hour increments. Changing size is a standard action that does not provoke attacks of opportunity. At 11th level, you may decrease your size by 2 size categories with this ability. At 17th level, you may alter your size at will. This ability replaces unshakable, startling appearance, frightening appearance, and stunning appearance.

TREETOP HARRIER (RANGER)

Found in thickly wooded forests, dense jungle, and even overgrown swamps, the treetop harrier is a brilliant commando, a deadly guerilla fighter that can cripple foes while staying unnoticed.

Weapon and Armor Proficiencies: You are proficient with all simple and martial weapons as well as light armor and bucklers. This alters weapon and armor proficiency.

Harrier Traps (Ex): At 1st level, you learn to create harrier traps. All harrier traps fill a single 5-foot square and have a location trigger with no reset. The Perception DC to find them and the Disable Device DC to disarm them are equal to 10 + your class level + your Wisdom modifier. Harrier traps are improvised from miscellany, like bits of rope, nails, tree branches, as well as a sprinkling of goodfellow magic. The cost to create harrier traps is negligible. There are two categories of harrier trap effects: mundane and supernatural.

Mundane traps can be created in an adjacent square as a full-round action and last for 1 day per treetop harrier class level or until triggered, whichever comes first. A mundane trap may either activate an included item or make an attack roll with a +5 bonus or a trip combat maneuver check with a CMB of +5, executed against the first creature to step into the square containing the trap. If the trap executes an attack, it must contain the weapon to be used in the attack, and a trap may only contain a weapon you are proficient with. Splash damage and area effects, if any, are calculated as normal and weapon enhancements and special weapon abilities extend their benefits to the

trap unless requiring so would impose a detrimental effect on the wielder. So a mundane trap could not benefit from a weapon with the *vicious* quality since it has a detrimental effect on the wielder. In such a case, the weapon is treated as though it was a masterwork weapon instead. If used to activate an object, the object must be included in the trap and fit within the 5-foot square. This object could be bells to duplicate an alarm, alchemist's fire, sticky goo to enhance tracking, a crate holding a poisonous spider, a lit lantern, and so on.

You may also create supernatural traps with a total number equal to 1/2 your class level + your Wisdom modifier (minimum 1). At 5th level and every 5 levels thereafter, you may create an additional 5 supernatural traps per day. These supernatural traps are created by a blend of innate goodfellow magic and debris, so they require no special materials. These traps may be created as a full-round action in an adjacent square, but unlike mundane traps, they can be prepared in advance and carried like any other piece of equipment (1/2 pound). Setting such a previously constructed trap in an adjacent square is only a standard action. If the trap requires a saving throw, the save DC is equal to 10 + 1/2 your class level + your Wisdom modifier.

You can create the following supernatural traps.

Demoralizing Trap (Su): This trap is designed to unnerve the creature triggering it, who must succeed a Will save or be frightened for 1 minute. This is a mind-affecting, fear effect.

Energy Trap (Su): You choose either acid, cold, electricity, or fire. The trap inflicts 1d4 points of the chosen energy type to the triggering creature, plus an additional +1d4 at every odd level thereafter to a maximum of 10d4 at 19th level. (Reflex save halves.)

Immobilizing Trap (Ex): The creature triggering the trap must succeed a Reflex save or be stuck in place, unable to move from the square. Destroying the trap ends the effect, and it is considered to have AC 10 and hit points equal to your class level. The triggering creature may also free itself by succeeding an Escape Artist check with a DC equal to the trap's DC.

Painful Trap (Ex): This trap is designed to hamper the creature triggering it with painful but ultimately harmless inconveniences, such as nettle leaves. The

triggering creature must succeed a Fortitude save or be sickened for 1 minute. This is a pain effect.

Starting at 5th level, you may use the following supernatural traps and modifications as well.

Blinding/Deafening Trap (Ex): Your trap blinds or deafens the triggering creature for 1 round per level. (Fortitude save negates.)

Eye and Ear of the Goodfellow (Su): You can, as a full-round action, temporarily blind yourself so as to see and hear from the trap's location as though you were in the same square. Unlike other traps, this does not have a trigger and lasts for 10 minutes per treetop harrier level. You may only have one such trap in effect at any given time.

Marking Trap (Su): The triggering creature is marked by your personal sign, granting you a mystical connection with the creature. You receive a +2 insight bonus to attack rolls with both weapons and traps and are always cognizant of the general direction of the target creature, provided it remains on the same plane as you. A marked creature switching planes ends the effect of this trap. This is a curse effect and lasts for 24 hours.

Pit Trap (Su): You can open an extradimensional space in the square in which it was placed. The pit is up to 5 feet deep per treetop harrier level and lasts 1 round per treetop harrier level. You may voluntarily create a more shallow pit to increase the chances of catching a being alive. If the triggering creature (or any other creature stepping into the square while the trap persists) fails a Reflex save, it falls in, taking falling damage as usual. The walls of the pit can be climbed with a Climb DC equal to the trap's DC. At the end of the duration, creatures in the pit rise with the floor of the pit until they are standing on the surface over the course of 1 round.

Starting at 10th level, you may use the following supernatural traps and modifications as well.

Improved Demoralizing Trap (Su): This trap only affects creatures who have been previously affected by a demoralizing trap or who are already frightened. It is designed to panic the creature triggering it, who must succeed a Will save or be panicked for 1 minute. This is a mind-affecting, fear effect.

Improved Energy Trap (Su): Upon placing an energy trap, you may choose to make it explode, affecting all creatures adjacent to the square in which the energy trap was set as though they had triggered the trap.

Improved Eye and Ear of the Goodfellow (Su): You may choose to extend the duration of an eye and ear of the goodfellow trap to 1 hour per level. If you do, you are treated as though you're affected by a *see invisibility* spell with a caster level equal to your character level whenever you see through the trap. Additionally, you are treated as though you have tremorsense (30 feet) while looking through your trap.

Improved Marking Trap (Su): The insight bonus provided by the marking trap increases to +4, and you now also know the precise distance to the marked target at any given time, provided it is on the same plane. If the creature leaves the plane, you know the plane it has gone to and may pursue it. The effect of the marking trap no longer automatically ends if the marked creature moves to another plane. If you and the target share the same plane again before the duration of the trap ends, you immediately once again know precise direction and distance of the marked creature.

Improved Painful Trap (Ex): This trap only affects creatures who have been previously affected by a painful trap or who are already sickened. It is designed to nauseate the creature triggering it, who must succeed a Will save or be nauseated for 1 minute. This is a mind-affecting, fear effect.

Improved Pit Trap (Su): Upon making the pit trap, you may choose to add either spikes or blades to the trap. The walls and floor of the pit are lined with spikes or blades, inflicting an additional +2d6 slashing or piercing damage to any creature falling in and 1d6 damage per round to any creature attempting to climb out. Additionally, you may elect to increase the diameter to a 10-foot-by-10-foot area. Any creature entering this area triggers the trap.

Poisonous Magic (Su): Regular poison is not always readily available, but the magic of a goodfellow is. You can create a supernatural trap that poisons the triggering creature. On a failed Fortitude save, the creature takes 1d4 Constitution damage. The poison lasts for a number of rounds equal to your Wisdom

modifier (minimum 1), dealing an additional 1d4 Constitution damage per round. Poisoned creatures that succeed their Fortitude save negate the damage and end the effect. This is a poison effect. You do not risk poisoning yourself when creating or placing a poison trap.

Starting at 15th level, you may use the following supernatural traps and modifications as well.

Blue Light (Su): This trap generates a harmless, blue light. It shines blue. That's it. Unless a target creature is either panicked and nauseated, in which case the unearthly light can literally kill the target. No one knows how, and the treetop harriers are not talking. The triggering creature must succeed a Fortitude save or die. This is a mind-affecting, fear- and pain-based death effect.

Greater Eye and Ear of the Goodfellow (Su): When you choose to extend the duration of your improved eye and ear of the goodfellow trap, you are treated as though affected by a *true seeing* spell with a caster level equal to your character level whenever you see through the trap.

Greater Marking Trap (Su): Ill fortune haunts those marked by your marking traps. This ill fortune manifests itself as a -4 penalty to a single attribute of your choice, a -2 penalty to attack rolls, a -4 penalty to ability- and skill-checks, a -2 penalty to all saving throws, or a -8 penalty to initiative and Perception checks. The curse persists for as long as your mark persists, and subject to GM approval, you may apply different curses.

Lethal Poisonous Magic (Su): Upon placing a poisonous magic trap, you may choose two attributes to have the poisonous magic trap inflict its attribute damage.

Lingering Energy Trap (Su): Whenever a creature triggers an energy blast trap, it is coated in the sticky energy of the blast. The trap continues to inflict its damage on the target creature for up to your Wisdom modifier in rounds. (Reflex save negates and ends the effect.)

Nailing to the Sky (Su): When a creature fails its save against your immobilizing trap, it is also immediately and violently launched straight into the air, up to 5 feet

per treetop harrier class level. A collision with a hard, unyielding surface inflicts 1d6 bludgeoning damage to the triggering creature for every 2 class levels you possess. A creature successfully launched into the air cannot free itself by attacking the trap since the trap still remains in the triggering square. Other creatures, however, can destroy the trap, and the triggering creature can still attempt to use *Escape Artist* to escape the trap . . . but it's a long way down, and the forces that hold the creature aloft are intangible and provide no safe passage to the ground.

This replaces the 1st, 2nd, 3rd, and 4th favored enemy as well as wild empathy.

Jury-Rigger (Ex): You are incredibly adept at incorporating odds and ends into traps. At 2nd level and every 4 levels thereafter, you receive *Equipment Trick* as a bonus feat, each time choosing a new piece of equipment. You may use an equipment trick in conjunction with harrier traps. (For example, an anvil could be used to make a smash through trap.) This replaces combat style.

Alchemical Saboteur (Ex): Starting at 3rd level, you add your Wisdom modifier to the DC of alchemical items used in conjunction with harrier traps. This replaces Endurance.

Diminished Spellcasting: You cast two fewer spells at each level than normal. If this reduces the number to 0, you may cast spells of that level only if your Wisdom allows bonus spells of that level. This modifies spellcasting

HARRIER TRAPS

The treetop harrier's traps, at first glance, seem similar to ranger traps but sport a lot of key differences. It is strongly suggested to ignore ranger traps altogether when playing a treetop harrier, though the archetype is designed to work with them added as well. The presence of *Equipment Trick* and mundane trap features means that this very much is a class that requires and rewards smart players and creative thinking.

Trigger-Control (Su): Starting at 5th level, as an immediate action, you may activate one of your mundane or supernatural traps as if a creature had triggered it. You must be within 60 feet of the trap to trigger it, but you do not require either line of sight or line of effect. Additionally, as an immediate action, you may prevent a mundane or supernatural harrier trap you placed from activating when a creature triggers it. This does not deactivate the trap; it just doesn't trigger it this once—the traps remains volatile and ready to spring. Additionally, your mundane traps increase greatly in potency, adding 1/2 your attack modifier to attack and CMB checks. This replaces hunter's bond.

Improved Harrier Traps (Su): At 11th level, you may elect to attach a previously created supernatural trap to a weapon. You may also set such pre-constructed traps as a move action. Finally, you may combine two different supernatural traps into one, causing any triggering creature to be affected by both. A trap may not be combined with itself, and each trap costs one use of supernatural harrier traps. This replaces quarry.

Greater Harrier Traps (Su): At 19th level, you may elect to attach a previously created supernatural trap to a weapon. You may also set such pre-constructed traps as a swift action. Finally, you may combine up to three different supernatural traps into one, causing any triggering creature to be affected by all of them. A trap may not be combined with itself, and each trap costs one use of supernatural harrier traps. This replaces improved quarry.

Master Trapsmith (Su or Ex): At 20th level, you can create an additional +20 supernatural traps per day. Any saving throws against supernatural traps you create must be rolled twice, and the worse result taken. Additionally, all damage-dealing supernatural harrier

traps created inflict maximum damage. This replaces master hunter and the ranger's 5th favored enemy.

ADDITIONAL OPTIONS

The following options are available to goodfellows. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Goodfellows developed the following equipment according to their specific needs and utilize them to particular effect.

Acid Flower: This weaponized plant functions as a Tiny blowgun except it deals 1d4 points of acid damage, and its ammunition is a carnivorous flower bud.

Beguiling Fife: When played with a successful DC 15 Perform (wind) check as a standard action, this fife plays notes that fascinate one target animal or vermin that can hear it at a range of 60 feet (despite vermin's normal immunity to mind-affecting effects). Each creature can negate the effect with a successful DC 10 Will save. Once a creature succeeds, it can't be fascinated by that fife for 1 day. Fascinated creatures approach as long as the musician continues to play as a standard action each round, though they get a new save to end the effect with a +4 bonus if that would take them through a dangerous area. If an affected creature is attacked, the effect ends. Creatures engaged in combat are immune to the fife's sound. This is a sonic, mind-affecting effect.

Deftbow: This tiny shortbow is made up of one piece of wood, about 8 inches in length. Those trained with the bow deal extra damage equal to their Dexterity modifier (max +3).

GOODFELLOW WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>Ranged Weapons</i>								
Deftbow	230 gp	1d4	1d6	x2	60 ft.	1 lb.	P	see text

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Miniature Riding Bee: Goodfellows have domesticated smaller cousins of giant bees. Each can be represented as a giant bee with the young creature template (see *Pathfinder Roleplaying Game: Bestiary* 2). Miniature riding bees require a light but carefully placed exotic saddle, which keeps the rider out of way of the bee's wings. Goodfellows likewise rescue and keep miniature riding bee queens, which can be ridden by a Small humanoid or up to four goodfellows in a basket underneath. Miniature riding bees have been bred to respond to goodfellows; goodfellows can train them with the Handle Animal skill as if they were animals with Intelligence 1.

Wreath Emblem, Common: Gifted to goodfellow children when their magical abilities develop, this small, simple, wreath-shaped metal symbol bares the imagery of the plant the individual has shown an aptitude for. Often worn as a cloak clasp or a brooch, this emblem is the envy and bane of the goodfellows who lack magical talents.

Wreath Emblem, Elaborate: Gifted to goodfellow children when their magical abilities develop, this small but elaborate, wreath-shaped symbol is made of fine metal and bares the imagery of the plant the individual has shown an aptitude for. Tiny precious stones are often inlaid to emphasize the details of the wreath. Often worn as a cloak clasp or a brooch, this emblem is the envy and bane of the goodfellows who lack magical talents.

GOODFELLOW EQUIPMENT

Item	Cost	Weight	Craft/Handle Animal DC
Acid Flower	70 gp	—	20
Beguiling Fife	1,000 gp	—	25
Miniature Riding Bee			
worker	150 gp	18 lb.	18
worker, combat trained	225 gp	18 lb.	18
queen	5,000 gp	50 lb.	22
queen, combat trained	7,500 gp	50 lb.	22
Wreath Emblem			
common	1 sp	—	10
elaborate	10 gp	—	15

Goodfellows have evolved a style all their own and are quite fond of the following feats.

BATTERING FISTS (COMBAT)

Your hardened fists make for potent strikes.

Prerequisites: Unarmed Strike, base attack bonus +2, burrow racial trait, goodfellow.

Benefit: Your unarmed strikes deal extra damage equal to half your Hit Dice (minimum 1).

BEEKEEPER'S BALM

Your affinity with bees allows you to harvest their honey for medicinal purposes.

Prerequisite: Beekeeper archetype, druid level 1st, goodfellow.

Benefit: You gain access to a functioning beehive. While some adventurers choose to carry these with them at the end of a staff (increasing the staff's weight by 3 pounds), other beekeepers choose to keep them in a safe central location. Once per day, if you have access to a functioning beehive, you can administer harvested honey to treat minor wounds as though it was a salve or oil. Each application of honey you administer heals 2d8 hit points, delays the onset of poison for 1d4 hours, and grants the target a +2 alchemical bonus to saving throws against disease and poison for 24 hours. Gathering and applying the honey takes 1 minute. Harvested honey spoils after 24 hours and cannot be sold, turning sour within minutes after leaving your hands.

BIG SPLASH

You have mastered the art of extending your bombs.

Prerequisites: Bomb 5d6 class feature, goodfellow.

Benefit: The splash radius of your bombs increases by 5 feet. The effects of this feat stack with the explosive bomb discovery.

DEFT MARKSMAN (COMBAT)

Your skill with the deftbow allows you to inflict more grievous wounds with your signature weapon.

Prerequisites: Exotic Weapon Proficiency (deftbow), Weapon focus (deftbow), base attack bonus +5,

goodfellow.

Benefit: You may add your full Dexterity modifier to your damage rolls when you successfully hit a target.

Normal: A deftbow allows its wielder to add its Dexterity modifier to damage (maximum +3).

ENHANCED UNWREATHED RESISTANCE

You have enhanced your ability to resist magic.

Prerequisites: Character level 8th, unwreathed racial trait, goodfellow.

Benefit: Your unwreathed spell resistance increases to 11 + your Hit Dice.

FAKE IT 'TIL YOU MAKE IT

You have learned how to mimic the magic of your fellows, either through perseverance or sheer cunning.

Prerequisites: Int 15 or Wis 15, wreath racial trait, goodfellow.

Benefit: You may use Intelligence or Wisdom (your choice) rather than Charisma to gain access to the spell-like abilities granted by your chosen wreath. Once you make the choice, it can't be changed.

GOODFELLOW DODGE (COMBAT)

You're adept at avoiding retaliation.

Prerequisites: Dodge, Dex 13, goodfellow.

Benefit: Your dodge bonus granted by the Dodge feat increases to +3 as long as you are within an enemy's space.

GOODFELLOW GLIDER

Despite your broken or stunted wings, you can maneuver through the air and glide for short distances.

Prerequisite: Fly 5 ranks, groundbound racial trait, goodfellow.

Benefit: You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet you fall.

GREATER FLOWER MAGIC

You have mastered your innate goodfellow magic.

Prerequisites: Improved Flower Magic (selected

wreath), character level 11th, member of selected wreath, Cha 15, goodfellow.

Benefit: You gain additional benefits of your wreath.

Belladonna—You can cast *slay living* once per day as a spell-like ability, using your total character level as your caster level. You can use your *glibness*, *neutralize poison*, and *poison* spell-like abilities an additional one time per day.

Elder—You can cast *suffocation*^{APG} once per day as a spell-like ability, using your total character level as your caster level. You can use your *lesser restoration*, *ray of exhaustion*, and *remove disease* an additional one time per day.

Foxglove—You can cast *magic jar* once per day as a spell-like ability, using your total character level as your caster level. You can use your *blur*, *haste*, and *slow* spell-like abilities an additional one time per day.

Poppy—You can cast *mind fog* and either *dream* or *nightmare* once each per day as a spell-like ability, using your total character level as your caster level. You can use your *confusion*, *deep slumber*, and *major image* spell-like abilities an additional one time per day.

Pumpkin—When you change shape, you can take the form a Small or Medium plant (as the *plant shape I* spell).

Rose—You can cast *thorn body*^{APG} or *wall of thorns* once per day as a spell-like ability, using your total character level as your caster level. You may use your *barkskin*, *charm monster*, and *spike growth* spell-like abilities an additional one time per day.

Special: You can select Greater Flower Magic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new wreath that you already belong to.

GREATER UNWREATHED RESISTANCE

Your ability to resist magic is unparalleled.

Prerequisites: Character level 16th, unwreathed racial trait, goodfellow.

Benefit: Your unwreathed spell resistance increases to 16 + your Hit Dice.

IMPROVED BEEKEEPER'S BALM

You excel at harvesting the honey from bees, allowing

you to heal and treat wounds with ease.

Prerequisite: Beekeeper's Balm, beekeeper archetype, druid level 4th, goodfellow.

Benefit: Three times per day, if you have access to a functioning beehive, you can administer harvested honey to treat wounds as though it was a salve or oil. Each application you administer heals 4d8 hit points, delays the onset of poison for 1d6 hours and grants the target a +2 circumstance bonus to saving throws against disease and poison for 24 hours. Gathering and applying the honey takes 1 minute. Harvested honey spoils after 24 hours and cannot be sold, turning sour within minutes after leaving your hands.

HYBRID FLOWER

You are an initiate in another wreath.

Prerequisites: Magical Aptitude, Cha 11, goodfellow.

Benefit: Choose another goodfellow wreath. You gain the spell-like abilities of that wreath and are considered a member of that wreath for the purposes of selecting feats.

IMPROVED GOODFELLOW DODGE (COMBAT)

Ready for anything, you have mastered avoiding your opponent's retaliation.

Prerequisites: Goodfellow Dodge, Dex 17, goodfellow.

Benefit: You do not provoke attacks of opportunity when moving into or within a creature's space.

IMPROVED FLOWER MAGIC

You are a journeyman in your innate goodfellow magic, seeking greater understanding of its depths.

Prerequisites: Character level 7th, member of selected wreath, Cha 13, goodfellow.

Benefit: You gain additional benefits of your goodfellow wreath.

Belladonna—You can cast *glibness*, *neutralize poison*, and *poison* once each per day as a spell-like ability, using your total character level as your caster level. You may use your *beguiling gift*^{APG}, *detect poison*, and *innocence*^{APG} spell-like abilities an additional two times per day.

Elder—You can cast *lesser restoration*, *ray of exhaustion*, and *remove disease* once each per day as

a spell-like ability, using your total character level as your caster level. You may use your *goodberry*, *purify food and drink*, and *touch of fatigue* spell-like abilities an additional two times per day.

Foxglove—You can cast *blur*, *haste*, and *slow* once each per day as a spell-like ability, using your total character level as your caster level. You may use your *dancing lights*, *expeditious retreat*, and *faerie fire* spell-like abilities an additional two times per day.

Poppy—You can cast *confusion*, *deep slumber*, and *major image* once each per day as a spell-like ability, using your total character level as your caster level. When you cast *deep slumber*, you affect creatures with HD totaling twice your character level. You may use your *lesser confusion*, *lullaby*, *silent image* spell-like abilities an additional two times per day.

Pumpkin—When you change shape, you can take the form a Small or Medium animal (as the *beast shape I* spell).

Rose—You can cast *barkskin*, *charm monster*, and *spike growth* once each per day as a spell-like ability, using your total character level as your caster level. You may use your *charm person*, *entangle*, and *unwitting ally*^{APG} spell-like abilities an additional two times per day.

Special: You can select Improved Flower Magic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new wreath that you already belong to.

SPRIGHTLY MANEUVERABILITY

You fly with more agility than others of your kind.

Prerequisites: Possess a fly speed, goodfellow.

Benefit: Your fly maneuverability increases to good.

Normal: Goodfellows normally possess only average maneuverability.

IMPROVED SPRIGHTLY MANEUVERABILITY

You maneuver through the air with graceful perfection.

Prerequisites: Skill Focus (fly), Spritely Maneuverability, goodfellow.

Benefit: Your fly maneuverability increases to perfect.

Normal: Goodfellows normally possess only average maneuverability.



Kitsune

Around every corner, beneath every rock, and past every horizon is a mystery. Sometimes you guess the ending before you get there, but sometimes it defies your most fevered dreams. I'm not going to waste my life with people who only seek answers or, worse, who can't muster enough curiosity to care.

—Mokuren “Ren” Kamura



Clever and bold, foxes lead independent lives and flourish just fine by themselves, thank you. When a fox reaches a century of age, it transforms into a fey known as a kitsune, opening a new chapter—one of many to come—in a life much more complex than a mundane fox could ever know.

A kitsune is every bit as charming and witty as a typical fox but enhanced by magic and greater intelligence. With age, kitsune grow extra tails and uncover new stages of enlightenment and powerful sorcery. A kitsune’s journey is long and full of new challenges, but intuition and magic act as their guides, pushing the kitsune into new life milestones with each new tail. These challenges are simple enough at first but grow more daunting with time. Only the strongest kitsune ever reach the pinnacle of their enlightenment: a ninth tail.

The spiritual side of the kitsune is important to them but is not a side outsiders ever see. As part of their development, kitsune are driven to interact with others. Early in maturity, these interactions are often driven by mischief and a desire to test boundaries and elicit reactions. Later, their dealings with outsiders become more curious, seeking knowledge and forming bonds. The outside world carries many dangers for kitsune, however; their history is rife with betrayals, hunts, and

mistrust from outsiders who do not understand them or are confused and frightened by their changing natures. Once a kitsune becomes consumed with bitterness and revenge, there is no turning back.

Physical Description: A young kitsune resembles a slightly larger fox. Their coloration is typical of foxes, from a vivid red or orange to brown, black, or snowy white, though they occasionally take on stranger hues. Kitsune do carry themselves with a regal air and compose themselves with more intelligence than a typical fox, but these differences are slight. As



kitsune age, they gain multiple tails, marking their fey nature immediately.

Kitsune also possess a humanoid shape, chosen when they learn to transform as fledgling fey. For most kitsune, this form is static and is indistinguishable from a normal member of their chosen race. Kitsune tend to keep similar coloration between their forms or at least hints of it. They may choose to keep their tails in humanoid form each time they transform, or they may hide them entirely.

Society: Kitsune are fiercely independent and have a life cycle demanding their latest stages be taken alone, so kitsune society is a loose, fragmented thing. They claim no kings or lords, only occasional leaders some foxes choose to rally behind—or not.

Kitsune, especially young ones, tend to make dens near others of their kind. These little tribes are essentially neighborhoods where kitsune enjoy company, advice, and limited protection. Kitsune are quick to defend their own against unwarranted attack, but should a kitsune provoke an outsider, it's generally accepted they should take responsibility for the consequences of their actions. Otherwise, the kitsune reason, how shall they learn to keep their meddling under control? A fox unable to contend with possible retribution for mischief is a dead fox.

Kitsune are easy-going and tolerant for the most part but take seriously threats brought down on them by their own. Kitsune who do not understand how their actions affect their own kind can quickly come to find themselves run out of their own den.

Another quirk of kitsune culture, keeping it unorganized, is their fascination with other cultures. It's easy for a kitsune to get swept away in a double life among other races, even marrying in and producing children, all—more often than not—while hiding their true identity. The tragic tale of Red Jack is one that repeats itself all too often among the kitsune, over and over again. (Though, thankfully, there is only the one tale of said furious, death-infatuated quiddity.)

Relations: Kitsune are seen by many cultures as creatures of ill omen. Their mischief and tendency toward deception has made them unwelcome guests in many areas, though just as many kitsune meddle for

the benefit of their targets. It makes no difference—it is the negative that tends to be remembered. Among other fey, kitsune may be respected for their potent magic and wisdom or dismissed for their capriciousness and fascination with mortals.

Alignment and Religion: Despite their poor reputations, kitsune actually trend toward good, albeit a fiercely independent and chaotic good. Evil kitsune are quite rare and are almost always exiles, often victims of a betrayal or injustice that has consumed them with hatred and vengeance or else kitsune that played a malicious trick too many for their tribes to continue tolerating them.

Kitsune are spiritual creatures, and it isn't uncommon for them to forge divine connections, especially with the natural world or with more mysterious forces, given their curiosity.

Adventurers: The bulk of kitsune adventurers are of an age around their fifth tail, when they become consumed with the urge to travel and explore. If mated, they will implore their mate to go with them, but they otherwise break with tribes and seek out adventure on their own. Other kitsune adventurers may be exiles or else curious, younger kitsune often hiding in their humanoid form.

Magic-using kitsune are just as common as are those in classes appealing to a kitsune's penchant for charm and trickery, such as bards, swashbucklers, and rogues. Their dual nature also makes them particularly suited to the life of a vigilante if they grow attached enough to a particular place. Their strong spiritual side and association with mysterious forces may also draw them into lives as oracles, shamans, or witches.

Names: Kitsune collect names the way some mortals collect rocks. They usually acquire a nickname, often mono- or disyllabic, using gruff or “chuffing” sounds to suit their natural form. They usually transform this name into something appropriate for the region's races they interact with, and they go by that in public, borrowing names of celebrities or folk heroes as needed to fill in gaps or preserve anonymity, slipping off one identity for another as it suits them.

Female Names: Aishi, Cha, Eki, Hibiki, Jun, Miki, Ori, Suza, Waka.

Male Names: Dakki, Goro, Isaku, Kenji, Noku, Ryo, Taru, Yuti.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Tail Slot (Ex): You can use your tails as a versatile magical item slot. This allows you to wear an additional ring or wondrous item requiring the belt, neck, or wrist slots. This extra item slot can only be used for a single additional magical item, no matter how many tails you possess. This racial trait replaces natural attack.

Trickster (Ex): If you fail to deceive someone (per the Bluff skill), further attempts to deceive only suffer a –5 penalty. Further attempts to deceive are never impossible, though normally impossible attempts may suffer the full –10 penalty at GM discretion. This racial trait replaces mimic.

Scent (Ex): You retain the scent ability when you are a humanoid. This racial trait replaces mimic.

Shapeshifter (Su): You can alter your appearance at will as a standard action to resemble any humanoid creature of your size. This acts as the *disguise self* spell, except the effect is physical, not an illusion, and does not affect your equipment. You can choose to retain or lose your tail. This racial trait replaces mimic.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +1 to your total number of bardic performance rounds per day.

Druid: Add +1/2 to your Knowledge (nature) checks related to animals and fey.

Medium: Add +1/6 to your spirit bonus.

Rogue: Add +1/2 to your Bluff checks to lie and Disguise checks to impersonate a particular individual.

Sorcerer: Add +1/4 to the DC of your illusion spells

and bonus spells gained from the fey bloodline.

Summoner: The amount of time you must spend to summon an eidolon is reduced by 1 round, to a minimum of 1 round.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

FOXMATE (VIGILANTE)

Kitsune, more so than most other fey, bear a special fascination with mortals. Dalliances sometimes become long-term with the kitsune dedicating themselves to maintaining a double life—full time. A foxmate focuses all aspects of their dual nature into being the ideal partner to the object of their attentions by day and a vicious defender of their carefully schemed life by night. They rarely get much sleep.

Social Talents: You can select from any of the following social talents, in addition to general social talents.

Eyes On Me (Ex): When you activate this ability, all living creatures within 30 feet of you must attempt a Will save (DC 10 + 1/2 your level + your Charisma modifier) or spend 1 round dazed, staring at you. You must be 5th level to select this social talent.

Matchmaker (Ex): By studying a room for at least 1 minute, you can attempt a Sense Motive check to detect lines of attraction between all living creatures in the room, if any, including any creatures attracted to you. Creatures intentionally attempting to conceal their feelings must attempt a Bluff check against your Sense Motive check results to have their secret feelings remain hidden.

Vigilante Talents: You can select from any of the following vigilante talents, in addition to general vigilante talents.

Hearth and Home (Ex): You gain a bonus equal to your Charisma modifier to your attack, damage, and saving throw rolls while within 200 yards of your life

partner, one of your children, or a place you consider home for yourself or your family. You must be 5th level to select this vigilante talent.

Social Simulacrum (Sp): This ability functions as the warlock talent of the same name, including its prerequisites.

Someone to Protect (Ex): You can call upon immense reserves of strength when others depend on you. As long as you have a partner or child still alive, you automatically stabilize when reduced to below 0 hit points. If you would die as a result of damage or a failed save while you have a partner or a child still alive, you do not die. Instead, you are only damaged to a minimum of 1 hit point but permanently lose 1 point of Constitution that cannot be restored by any means less than a *miracle* or *wish*. You must be 11th level to select this vigilante talent.

INARI ORACLE (ORACLE)

Inari oracles are kitsune associated with agricultural communities, especially healthy harvests and sacred feasts. Such oracles derive great meaning in the patterns of grains and movement of seasons and cycles of agriculture. A happy inari is a harbinger of well-fed communities, but a scorned inari heralds famine and blight.

Alignment: You must be of any neutral alignment.

Revelations: You add the following revelations to those you may choose based on your mystery.

Fertile or Fallow (Su): You may spend 10 minutes blighting or blessing a field. Blighting it results in all non-magical, non-creature plant life within 60 feet of you withering and dying. Blessing it accelerates the growth of the field within 60 feet of you by double and neutralizes any harmful insects or fungi affecting it. At 7th level, you may use this ability as a melee touch attack against plant creatures, choosing to either heal or harm them for 1d8 points of damage, plus an additional 1d8 for every 2 additional oracle levels you possess beyond 7th (maximum 7d8). You may use this revelation a number of times per day equal to your class level + your Charisma modifier. The save DC is Charisma-based.

Proclamation (Ex): You can turn a person into a local celebrity or an exile simply by uttering a proclamation of that person's character. Once per day, you may choose a humanoid target that is known to a local community. If you spend at least 10 uninterrupted minutes speaking the target's praises or vilifying them in a public space, observed by at least three witnesses from the local community, you may choose to shift the community's starting attitude toward the target to either helpful or hostile. The target may still alter these attitudes using Diplomacy or other relevant skills or abilities. The proclamation wears off one attitude step per week, taking 2 weeks to return to indifferent, unless otherwise influenced by Diplomacy checks or other skills and abilities.

Sacred Feast (Su): When you cast *heroes' feast*, you form a direct conduit with the divine that marks the feast as sacrosanct. Any creature that can see the feast, whether or not it is participating, must attempt a Will save (DC 10 + 1/2 your level + your Charisma modifier) to interrupt the feast or to attack any participating creature, doing nothing on a failure. You may deactivate this ability at will.

Mysteries: The following mysteries are especially appropriate for you: life, nature, and wood^{UM}.

NINETAILS (SORCERER)

The ninetails are kitsune sorcerers using fey blood to grow deceitful magical tails beyond what age allows.

Fey Blood: You must select the fey bloodline.

Tail Dependent: You invest your magic into your tails and cannot access your power without them. If you are polymorphed or otherwise shapechanged into a form without your tails, you cannot cast any sorcerer spells or use any of your bloodline powers. If your tails are cut off, you lose access to your sorcerer spells and powers until they can be regrown (with a *regenerate* spell or similar magic).

Bonus Feats: You select from any kitsune racial feat in addition to the normal bonus feats allowable to a fey bloodline sorcerer. This modifies bonus feats.

False Tails (Ex): You gain false tails by investing them with your magical power. This allows you to trick

other kitsune into thinking you are far older than you really are. Whenever you gain a bonus spell from your sorcerer bloodline, you grow a corresponding tail. You gain bonus spells from the fey bloodline at 1st level, 4th level, and every 2 levels thereafter.

Bonus Spells: You add the following spells to your list: *entangle* (1st), *hideous laughter* (4th), *deep slumber* (6th), *poison* (8th), *tree stride* (10th), *mislead* (12th), *phase door* (14th), *irresistible dance* (16th), *shapechange* (18th). This replaces onus spells.

False Step (Su): At 20th level, you are able to fabricate the “longest step,” only ever taken by the eldest of your kind after gaining all nine tails. This allows you to transform into your truest self with the benefits reflecting an aspect of your alignment. You select one of the following benefits based on your alignment. If you have more than one of the following alignments (such as chaotic good or neutral evil), you may select which aspect of your alignment best embodies your truest self. This replaces the soul of the fey bloodline power.

Chaotic: You transform into the embodiment of a frenzied trickster. You gain immunity to magic that impedes movement (such as *paralysis*, *solid fog*, *slow*, and *web*), and any combat maneuver check made to grapple you automatically fails. You gain a +20 bonus on any combat maneuver check or Escape Artist check made to escape a grapple or a pin. You gain DR 10/lawful. Once per day, you may target a single creature within 60 feet with a chaotic burst of brightly colored magic. This otherwise acts as the *prismatic spray* spell (DC 10 + 1/2 your level + your Charisma modifier) with a caster level equal to your sorcerer level.

Good: You transform into a seemingly holy and angelic being. You gain immunity to compulsion effects and DR 10/evil. Creatures with an alignment of good or the good subtype do not attack you unless threatened or compelled to do so through magic. Once per day, you may cast *heal* as a spell-like ability using your sorcerer level as your caster level.

Neutral: As the fey bloodline sorcerer’s soul of the fey power.

Evil: You transform into a violent, raging beast known as a demon fox. You gain immunity to fear

effects and DR 10/good. You always count as larger than targets with an alignment of good for the purposes of Intimidate skill checks made to demoralize. Once per day, you can cast *transformation* as a spell-like ability using your sorcerer level as your caster level.

Lawful: You become an incarnation of peace and serenity. You are immune to any spell or effect that inflicts a penalty based on morale or emotion. You gain DR 10/chaotic. Creatures with a lawful alignment have their starting attitudes (per the Diplomacy skill) improved by one step when meeting you for the first time. Once per day, you may cast *globe of invulnerability* as a spell-like ability using your sorcerer level as your caster level.

STAR BINDER (SUMMONER)

A kitsune summoner uses their star ball to bind unwilling outsiders to their service.

Star Ball (Sp): At 1st level, you form a more powerful bond with your star ball (see **Equipment**). This acts as the arcane bond wizard class feature for a bonded object using your class level as your wizard level. The star ball can be used once per day to cast any one spell you know and are capable of casting. This ability replaces life link.

Unwilling Eidolon: You begin play with an eidolon bound to your star ball. This eidolon is almost always an unwilling servant but has no choice in obeying your orders. Trapped by the star ball’s magic, the outsider has little choice but patient service until you have no further need of it. This acts as your eidolon ability except for the following.

The eidolon is not required to have the same alignment as you and may be of any alignment. However, the unwilling eidolon must obey your wishes and desires in both word and spirit. While the outsider might loathe you, it must even keep its hatred concealed, if you wish, and cannot work even indirectly against your goals.

This binding weakens as the eidolon gains distance from your star ball. The eidolon can take no action against your best interests while within 100 feet of the star ball. If the eidolon is beyond 100 feet but closer

than 1,000 feet, it still cannot act against you but can freely speak, even if the words might cause you harm. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, it can freely act in any way it pleases, except it cannot move farther away and must obey any direct order it has been given by you in the last hour (in word if not in spirit). The eidolon becomes fully under your control if the distance becomes less than 1,000 feet. If the unwilling eidolon is ever more than 10,000 feet from the star ball, it is immediately and permanently freed, and you must find a new outsider to bind to your service. However, you might still reclaim the ex-eidolon with the control outsider ability, so most former servants choose freedom over direct vengeance.

The eidolon cannot be banished (by spells such as *dismissal* and *banishment*) or sent to its home plane due to death (or you, the summoner, being unconscious or killed). Instead, the eidolon disappears and becomes trapped within your star ball. However, this functions exactly as if it had been slain or banished in terms of how it can be summoned again. The eidolon's glowing rune on the forehead always takes the form of a star identical to your star ball.

You can shape your eidolon to suit your purposes but must replace it with a new outsider in order to make significant changes. While you can add new evolution points to the unwilling eidolon when you increase in level, you cannot alter previous evolution points spent.

This alters the eidolon ability.

Control Outsider (Sp): Starting at 1st level, you can use your star ball to force outsiders other than your eidolon to serve you a number of times per day equal to 3 + your Charisma modifier. The target must be an outsider within 25 feet, plus 5 feet per 2 class levels. The creature is permitted a Will save to negate this effect (DC 10 + 1/2 your level + your Charisma modifier). On a failed save, the outsider is dominated (as the *dominate monster* spell) for 1 minute per level. However, this is a conjuration effect and can affect outsiders normally immune to enchantment, mind-affecting effects, or compulsions. Outsiders with such an immunity do receive a +2 bonus to resist the attempt to control them though. Outsiders with Hit Dice greater than your class level are immune to this effect. Drawing

upon this ability uses up the same power as you use to bind your unwilling eidolon. As a result, you can only use this ability when your eidolon is not summoned. You cannot have more than one outsider bound in this manner at one time. If this ability is used again, any existing dominate effect immediately ends.

After gaining a new summoner level, you can choose to perform a 1-minute ritual on a dominated outsider. This ritual replaces your current eidolon with the newly bound creature. Your existing eidolon is banished to its home plane, and the currently dominated outsider becomes your new unwilling eidolon. You can then rebuild your eidolon, spending evolution points in any way you desire. This ritual can only be performed once per level. If your eidolon escapes, you must wait until gaining a new level in summoner to bind a new eidolon.

This replaces *summon monster I*.

Star Call (Su): At 6th level, you can call your star ball at will to your forehead or send it away to a distant location on the Ethereal Plane as a swift action. Sending the star ball away otherwise acts as the *teleport object* spell, using your level as your caster level. A successful *dispel magic* spell targeting you brings the star ball back from the Ethereal Plane. You calling the star ball back to your forehead functions across any distance and even planar boundaries. Effects that block teleportation prevent you from sending or retrieving your star ball. This ability replaces maker's call.

Star Eye (Su): At 8th level, you can telekinetically control your star ball as it sends you visual information. This acts as the *arcane eye* spell cast as a spell-like ability with a caster level equal to your level. You can use this ability for 1 minute per class level each day, but these minutes do not need to be consecutive. This ability replaces transposition.

TAILED SPIRIT (MEDIUM)

The ghost foxes of Red Jack undergo a permanent change into spiritual beings somewhere between life and death. Tailed spirits call upon these insubstantial beings, either to work for or against the designs of their master.

Spirit (Su): You gain the ability to summon a ghost

fox spirit (see sidebar) in addition to the normal spirits available to a medium. This alters spirit.

Trick Spirit (Ex): At 9th level, you are capable of fooling summoned spirits into thinking they gain influence over you. However, this is a gamble, and frequent lies can produce dangerous results. Whenever a spirit would gain influence over you, you can choose to attempt to trick the spirit. Tricking a spirit requires a Bluff check (DC 15 + your class level). On a successful check, the spirit gains no influence. On

a failed check, the spirit gains 1 point of influence in addition to the influence it would have normally gained, and this ability cannot be used again for 24 hours. The DC of the Bluff check increases by +5 for each check made after the first and resets after 24 hours spent without tricking a spirit. This ability replaces propitiation.



ADDITIONAL OPTIONS

The following options are available to kitsune. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Kitsune developed the following equipment according to their specific needs and utilize them to particular effect.

Paw Hooks: These paw wraps contain hooks that

NEW SPIRIT

The following medium spirit legend is available for use by the tailed spirit medium.

GHOST FOX

A ghost fox is an insubstantial kitsune created by Red Jack to more closely resemble his true state.

Spirit Bonus: When you channel a ghost fox, your spirit bonus applies on Intelligence- and Charisma-based checks and skill checks.

Seance Boon: Any ranged attack directed at you that requires an attack roll has a 20% miss chance (similar to the effects of concealment). This stacks with concealment and similar miss chances. Other attacks that simply work at a distance are not affected.

Favored Locations: Forests, groves, kitsune communities, fox dens, and game trails.

Influence Penalty: The ghost fox spirit is a being of death and causes you to become obsessed with death. You take a penalty equal to your spirit bonus on saves against necromancy spells.

Taboos: Choose one of the following:

- ❖ You must serve Red Jack loyally, acting in accordance with the being's wishes and goals.
- ❖ You become obsessed with death and cannot pass up an opportunity to learn something new and significant regarding death or undeath (a nontrivial piece of information with a Knowledge check of DC 20 or higher) when that opportunity is directly present.
- ❖ You become incredibly grim, morose, and pessimistic, becoming incapable of optimistic thinking or supportive commentary.

Death's Knowledge (Lesser, Su): Instead of your normal spells per day for your medium level, you use the spells per day from the mesmerist progression table (see *Pathfinder Roleplaying Game: Occult Adventures*). For each level of spell you can now cast (including level 0), each time you channel a ghost fox spirit, select a single spell from the necromancy school from any spell list to add to your medium spell list and spells known until you lose contact with the ghost fox. When you cast these spells, they count as psychic spells.

Ghost Shift (Intermediate, Su): You can allow the ghost fox spirit to gain 1 point of influence over you in order to gain a 50% miss chance (as if you had total concealment) for 1 round as an immediate action. If you instead allow the spirit to gain 2 points of influence, then the miss chance stacks with that granted by the seance boon. *True seeing* or similar magic does not eliminate this miss chance, but attacks made with *ghost touch* weapons do.

Spirit's Touch (Greater, Su): Your attacks and spells deal full damage to incorporeal creatures with no miss chance. You can allow the ghost fox spirit to gain 1 point of influence over you as a swift action to grant this ability to all allies within 30 feet for 1 round.

Ghost Body (Supreme, Su): You can allow the ghost fox spirit to gain 1 point of influence over you to assume an ethereal state for 1 minute as if using the spell *etherealness*. Using this ability is a standard action, and the effect only affects you and cannot be used to make other creatures ethereal.

help the kitsune grip rough surfaces and climb despite the lack of dexterity in their paws. Generally, the kitsune dons them while in humanoid form and then they remain in place when the kitsune transforms into fox form. In either form, they grant a +2 circumstance bonus on Climb checks, but for a fox, they grip small nooks and crannies normally too fine for fox paws.

Star Ball (Hoshi no Tama): No material item is cherished as highly by a kitsune as its star ball. Each is a found stone, whether from the riverbed or the market or anywhere in between, and each must be chosen by the kitsune. Possibly precious but just as likely not, each is unique and becomes attuned to the individual after being chosen. Kitsune are naturally able to utilize star balls and have a unique item slot dedicated to them, typically embedded within the forehead. When attuned, a star ball adheres to the kitsune through force of will (whether awake or asleep); it may not be sundered or targeted by effects and cannot be removed without the kitsune's consent. A kitsune often releases their star ball (as a standard action) for a time to admire and play with them. An extension of its kitsune wearer, a star ball is the manifestation of their emotional and spiritual strength. The theft or desecration of a star ball is met with fierce retaliation.

Unable to use the implements of humanity while in fox form for lack of hands, kitsune rely on star balls as the foci for any magics requiring such. Kitsune need not be in fox form to benefit from their star ball.

A star ball is a multi-purpose tool in the hands—make that forehead—of a kitsune. They can be magically enhanced as potent weapons and armor and bestowed with powerful magics. (For more information on star balls, see *The Faerie Ring: Magic Guide*.)

Tail Ofuda: This long strip of silk has bindings for

tying onto a long, fluffy tail, such as that of a kitsune. Each is inscribed with a symbol or message, most often a prayer to Red Jack or another powerful entity linked to death. Several variations on the tail ofuda exist that help kitsune focus their magic and cast spells, collectively referred to as component tail ofuda.

Focus Inscription: A tail ofuda inscribed with arcane inks, including powdered bits of spell components, can be used to provide material and focus components that could normally be found in a spell component pouch. Using it to provide material components slowly causes the ink to disappear. Replacing the ink is as easy as restocking a spell component pouch.

Holy Symbol: A tail ofuda with an appropriate symbol or prayer can be used as a holy symbol for the faith to which it is dedicated.

Verbal Inscription: A tail ofuda inscribed with the verbal component of a spell enables the kitsune to cast that spell while providing its verbal component. Anyone who sees the ofuda can read enough of it to attempt a Spellcraft check as if identifying a spell as it is cast. This check has a –1 penalty for every 10 feet away the viewer is. If a spell uses the ofuda as a component and doesn't otherwise give away its source (as a ray originating from the kitsune would), observers might not notice the kitsune is casting a spell. Observers must succeed at a Spellcraft or Perception check opposed by the kitsune's Sleight of Hand or Spellcraft check to determine that the kitsune is casting a spell. The inscription is complete enough to be used to copy or prepare the spell, but a non-kitsune takes a –5 penalty on Spellcraft checks to do so. Discounts to scribing a spell into a spellbook also apply to creating a verbal inscription ofuda. A kitsune that gains a spellbook spell for free (as a wizard does upon gaining a level)



KITSUNE WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>Light Melee Weapon</i>								
Tail Whip	1 gp	1d4	1d6	x2	—	1 lb.	S	see text

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

can instead inscribe the spell on a verbal inscription by paying the price difference between what the spellbook scribing would normally cost and one-third the ofuda's market price.

Tail Whip: Some kitsune adorn their tails with heavy sharp jewelry or rings that give enough heft to attack with. A kitsune wearing a tail whip cannot retrieve objects with the fox tail racial ability but gains a secondary natural attack as a tail slap (dealing 1d4 damage for Small or 1d6 damage for Medium kitsune). Tail whips can be designed to deal either nonlethal or lethal damage. A tail whip counts as a martial weapon for the purposes of proficiency and can be enchanted as a weapon, which modifies the kitsune's natural attacks.

KITSUNE EQUIPMENT

Item	Cost	Weight	Craft DC
Paw hooks	75 gp	1/2 lb.	20
Star Ball	—	—	see text
Tail ofuda, decorative	10 gp	—	10
Tail ofuda, focus inscription	50 gp	—	25
Tail ofuda, holy symbol	10 gp	—	20
Tail ofuda, verbal inscription			
0-level spell	300 gp	—	15
1st-level spell	500 gp	—	17
2nd-level spell	700 gp	—	19
3rd-level spell	1,000 gp	—	21
4th-level spell	1,500 gp	—	23
5th-level spell	2,100 gp	—	25
6th-level spell	3,000 gp	—	27
7th-level spell	4,500 gp	—	29
8th-level spell	6,300 gp	—	31
9th-level spell	9,000 gp	—	33

FEATS

Kitsune have evolved a style all their own and are quite fond of the following feats.

Fox Magic: These feats grant you new powers you can use in concert with your fox magic racial feature. The caster level for these effects is equal to your character level. Any DCs for effects are 10 + your number of fox tails + your Charisma modifier. Using fox magic abilities does not provoke attacks of opportunity.

These feats often require a number of fox tails as a prerequisite.

BAIT AND SWITCH (FOX MAGIC)

You can surreptitiously teleport to switch locations with one of your illusory duplicates.

Prerequisites: Illusory Fox, Acrobatics 7 ranks, three fox tails, kitsune.

Benefit: As a standard action while your Illusory Fox is in effect, you can teleport to swap locations with one of your illusory duplicates. This effect otherwise functions as the *dimension door* spell.

FANG OF THE FOX (FOX MAGIC)

You masterfully dance around your prey.

Prerequisite: One fox tail, kitsune,.

Benefit: You can expend a use of your fox magic as an immediate action when you make a successful bite attack. When you do, you can take a 5-foot step so long as you end up adjacent to the foe you attacked. This does not require an action, does not reduce your movement for the turn, and you can still take a 5-foot step during your next turn.

Special: If you have five or more fox tails, you can use this feat without expending a use of fox magic.

FOX BREATH (FOX MAGIC)

Creatures you harm become outlined in ghostly flame.

Prerequisites: One fox tail, kitsune.

Benefit: Whenever you damage creatures with an attack, spell, or special ability, you can expend a use of your fox magic as a free action to surround those creatures with a pale glowing light equivalent to a candle flame for 1 round. The creature outlined takes a penalty on all Stealth checks equal to your character level and does not benefit from the concealment normally provided by darkness (although magical darkness functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The duration of this effect increases by 1 round per 4 character levels.

FOX DEN (FOX MAGIC)

Your extradimensional space expands in size and utility.

Prerequisites: Foxhole, Sleight of Hand 9 ranks, five fox tails, kitsune.

Benefit: You can store belongings within your Foxhole extradimensional space. The space can store up to 20 pounds per character level with a volume equal to 2 cubic feet per character level. You can retrieve or store objects from the space with your tail as a swift action.

FOX LEAP (COMBAT)

You throw your whole weight into a charge.

Prerequisite: Base attack bonus +6, kitsune.

Benefit: When you hit with an attack at the end of a charge, you make a bull rush or trip combat maneuver against the target (with the bonus from charging) as a free action. Unless you are in quadrupedal form, you fall prone after using this feat if your combat maneuver check fails.

FOX POUNCE (COMBAT)

Your momentum carries you into a flurry of attacks.

Prerequisite: Frenetic Bite, Kitsune Leap, base attack bonus +10, bite attack, kitsune.

Benefit: You can make a full attack at the end of a charge.

FOX SKULK (FOX MAGIC)

You can summon multiple duplicate illusory foxes.

Prerequisites: Illusory Fox, four fox tails, kitsune.

Benefit: When you use the Illusory Fox feat, you can create a number of duplicates equal to half your number of fox tails. You can control them all with a swift action and have each duplicate appearing to make separate actions when you do.

FOX WIT (FOX MAGIC)

You are especially attuned to fox magic.

Prerequisites: Cha 13, kitsune.

Benefit: You can use your fox magic an additional number of times per day equal to your Charisma bonus.

FOX BLOOD (FOX MAGIC)

One of your parents was a kitsune, the other a humanoid.

Prerequisites: Humanoid, must be taken at first level.

Benefit: You gain the kitsune subtype, and you possess a single tail at 1st level and grow an additional tail every 2 character levels thereafter, up to nine tails. (You decide if you wish one or more of your tails to be visible as a free action.) You also gain the fox magic and fox tail racial traits and Fang of the Fox as a bonus feat.

FOXHOLE (FOX MAGIC)

You can access a small extradimensional lair.

Prerequisites: Sleight of Hand 5 ranks, four fox tails, kitsune.

Benefit: As a full-round action, you can expend a use of fox magic to create an extradimensional space. This acts as the *rope trick* spell, except you use your character level as your caster level, you require no rope, you cannot bring other creatures within the space, and you cannot see outside of the extradimensional space. You cannot store objects other than those you possess or wield within the extradimensional space. Foxhole effectively ceases to exist when you are not within it, and any items left in it are lost.

FRENETIC BITE (COMBAT)

Your jaws snap with frenetic speed.

Prerequisite: Base attack bonus +6, bite attack, kitsune.

Benefit: You can make additional attacks with your bite attack during a full attack action as if it were a manufactured weapon. These extra attacks cannot be combined with a manufactured weapon unless you use your bite or the manufactured weapon as an off-hand weapon using the rules for two-weapon fighting.

GLOOM FOX (FOX MAGIC)

Your strong connection to the spirits lets you interact with them.

Prerequisites: Fox Breath, Perception 9 ranks, three fox tails, kitsune.

Benefit: As a swift action, you can expend a use of your fox magic to see ethereal or invisible objects or beings within your range of vision (as *see invisibility* spell). This lasts a number of rounds equal to your character level. While it is in effect, your natural

attacks affect incorporeal creatures as if they possess the *ghost touch* weapon special ability.

HIDDEN FOX (FOX MAGIC)

Foes easily lose track of you.

Prerequisites: Stealth 3 ranks, three fox tails, kitsune.

Benefit: After using any teleportation spell or effect, you can expend a use of fox magic as an immediate action to become invisible (as the *invisibility* spell) until the end of your next turn. You may use this ability even if the teleportation effect normally does not allow you to take any other actions until your next turn.

ILLUSORY FOX (FOX MAGIC)

You can summon an illusory duplicate to confound and flank your foes.

Prerequisites: Two fox tails, kitsune.

Benefit: As a standard action, you can expend a use of fox magic to create a single illusory duplicate of yourself a number of times per day equal to your Charisma modifier (minimum 1). The duplicate appears and acts at a range of 25 feet, plus 5 feet per 2 character levels, and lasts for a number of rounds equal to your character level. Each turn, unless otherwise directed, the duplicate mimics your actions in relation to a specific target (a creature, object, or location). For example, if you charge and attack a target, the illusion does likewise. Otherwise, you may direct the illusion as a swift action, moving it up to twice your speed, if you desire. The illusion cannot harm another creature but can provide flanking to you. The illusion possesses an Armor Class equal to yours, but any successful hit destroys the figment. If one of these illusions ever moves out of range of this effect or leaves your sight, it disappears as if destroyed. Otherwise, it lasts for a number of rounds equal to your character level.

SPIRIT ANIMAL (FOX MAGIC)

You can manifest your spirit into the real world to aid you.

Prerequisites: One fox tail, kitsune.

Benefit: You can expend one use of your fox magic as a full-round action to summon a fox companion, representing your inner spirit. This acts as the *summon*

monster I spell cast as a spell-like ability. You may only ever have a single spirit animal summoned. Use the statistics for a dog to represent a fox, with either the celestial (if you are good) or fiendish template (if you are evil). Neutral kitsune may choose to summon either. The summoned fox remains until dismissed or killed. If the spirit animal is killed, you cannot summon it again for 24 hours.

Special: You can select this feat multiple times, up to once per 3 character levels. Each time this feat is selected, your spirit animal increases in power while retaining a fox's appearance. If this feat is selected twice, use the statistics for a wolf with the celestial or fiendish template. If this feat is selected three times, use the statistics for a wolverine with either template. If this feat is selected four times, use the statistics for a dire wolf with either template. If this feat is selected five times, use the statistics for a dire lion with either template. If this feat is selected six times, use the statistics for the dire tiger with either template.

THE UNSEEN PATH (FOX MAGIC)

You know the secrets to step from one plane to the next, finding pathways all your own.

Prerequisites: Seven fox tails, kitsune.

Benefit: You can create a portal to the Material Plane or any of the Preternatural Planes that you've visited. The portal exists for a number of rounds equal to your Charisma modifier. (For more on the Preternatural Planes, see *The Faerie Ring: Campaign Guide*.)

SHIFTING ESCAPE (COMBAT)

Your momentum carries you into a flurry of attacks.

Prerequisite: Change shape racial ability, kitsune.

Benefit: When you transform from a form larger than your fox form into your fox form, you can make an Acrobatics or Escape Artist check or a combat maneuver check to escape a grapple as a free action. If you are entangled or pinned by an effect that can be escaped by a Strength check or Reflex saving throw, this transformation allows you to make one such attempt as a free action. You can use your Dexterity modifier in place of your Strength modifier if you make a Strength check this way.

Matabiri

The confined test subjects continue to develop a unique proto-language based primarily on hand gestures developed before their vocal chords matured. They continue to possess a close attachment to Artifact 357, and their behavior continues to support my Mother Replacement Theory (see Day 14 log for details). Stranger still, the artifact appears to be responding to their language. I believe I am on the cusp of a breakthrough.

—“Day 1815,”

Official Log of Pema the Humanoid Isolator



The matabiri seem a swimming contradiction at first glance. These amphibious fey are cunning and curious, versed in the arts of observation, experimentation, and deduction, yet they live in primitive clay abodes and flooded tunnels. They are given to reason and resourcefulness yet devoutly worship a silent, sleeping god. They share a deep and caring solidarity of race but treat all others as chattel, raw material, and food. A deeply arrogant race, they alone have the sophistication to understand the various laws of the multiverse—just ask them.

Physical Description: Matabiri have wide, frog-like faces and large mouths with stretched lips. Their teeth are jagged and in rows. Many matabiri file them into razor sharp points. The only eye color among matabiri is cold black, but their amphibious skin may be cobalt blue or any range of blue-gray shades to a dark, near-black shade of ash. Some matabiri bear mottling along their backs or limbs, and spots, stripes, and gradients aren't uncommon.

Matabiri spend most of their lives in water and muck, so they have little use for clothing. Anatomical differences between matabiri men and women are difficult for non-matabiri to understand; complicating the issue is their amphibious nature that sometimes causes the matabiri to change genders at some point in

their life cycle. So while matabiri may don accessories or adornments to humor the norms of other cultures or as affectations, the few clothes worn by the matabiri always serve a purpose. Even matabiri armor, when it is used, tends to be constructed of local hides and resources.

Society: Despite the malevolence they display toward others, matabiri are communal, emphasizing community needs over personal gain. They rotate their duties and roles on a regular basis of seven lunar cycles. Matabiri are not discouraged from personal expression and development, only expected to set their interests aside



should the needs of current roles demand it.

Matabiri make use of anything around them. They are excellent improvisers, and most matabiri have a few unique “gadgets” on hand, created on the fly to help them with assigned tasks.

The well-oiled machine of matabiri society has two primary directives: to study and comprehend the Dream and to push the boundaries of their scientific understanding. Experimentation in the name of progress is a motto of the matabiri, and they feel no remorse for the tortures they inflict on lesser beings for the sake of knowledge.

Relations: As a culture, matabiri view other races as lesser creatures; even other fey—even other mogwoi—are worthy only of a snide and contemptuous tolerance. Some do find outsider customs and products curious but never admired. They are users, collectors, and analysts of such things.

Religion and Alignment: The only god the matabiri

want or need is Hob. The Dreamer and his infuriatingly esoteric Dream are spiritual puzzles to the matabiri; though ones that can and must be unraveled.

Given their rigorous social structure and philosophies of discipline and order, most matabiri are lawful. While fair and reasonable among members of their own race, matabiri treat other races cruelly. Thus the majority are highly ordered and thoroughly wicked with all but members of their own race.

Adventurers: Matabiri adventurers are often scavengers and slavers, searching for scientific truths and slaves. Rangers, druids, and hunters are common among this ilk while alchemists, monks, and investigators often lead such bands.

There is a second type of matabiri adventurer, those chasing Hob’s Dream. Seekers of a different type, these dream chasers indulge in, interpret, and enact the Dream in an effort to puzzle out Hob’s will. The most drastic form of this is Hob’s Call, where anywhere

MATABIRI RACIAL TRAITS

- ❖ **–2 Strength, +2 Dexterity, +2 Intelligence:** You are small but quick, and your intellect is sharp.
- ❖ **Languages:** You begin play speaking Common and Aklo. If you have a high Intelligence score, you can choose from the following as bonus languages: Abyssal, Aquan, Giant, Sylvan, Terran, and Undercommon.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Small creature and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.
- ❖ **Speed:** You have a base speed of 20 ft.
- ❖ **Type:** You possess the fey type and the aquatic subtype. You also gain the mogwoi subtype, including all its traits (see *The Faerie Ring: Campaign Guide*).

- ❖ **Amphibious:** You can breathe in both air and water.
- ❖ **Bonus Feat:** You gain either Lucid Dreamer^{OA}, Psychic Sensitivity^{OA}, any dream feat you qualify for, or Alertness as a bonus feat at 1st level.
- ❖ **Dream Reading (Su):** You are sensitive to Hob’s Dream and gain a number of dream points equal to your Intelligence modifier (minimum 1). You can expend a dream point to gain the effects of *object reading*^{OA}. This is a focused recollection of your dreams and is a supernatural ability; the caster level is equal to your character level. Like the spell, further concentration and remembrance of the dream can yield more information.
- ❖ **Swim:** You have a swim speed of 30 feet and gain a +8 racial bonus on Swim checks.

between a handful to scores of matabiri flee their community while still asleep, by some method and for some purpose only their deity knows. Few heeding this call ever return. While nearly any matabiri can hear one of these calls, those chasing dreams are typically mediums, shamans, spiritualists, and witches.

Matabiri tend to exile rather than execute their own, and those blasphemous and murderous exiles often seek employment as mercenaries, cutthroats, and adventurers.

Names: Matabiri choose their own names once borne to the land, often incorporating elements of their environment that capture their attention. There are no family or clan names; instead a matabiri is named after its task or role within society, often as a title, though sometimes as a nickname.

Female Names: Cypree, Jamyan, Lobsong, Maygru, Pema, Sunna, Yontet.

Male Names: Alligan, Dawa, Gyel, Kenchun, Norbu, Tseten, Willwo.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Black Blood: You do not share in Hob's Dream and have grown toxic. You gain a +4 racial bonus on saving throws against poison; you gain immunity to poison if you have 12 or more Hit Dice. Furthermore, a number of times per day equal to your Constitution modifier (minimum 1), you can excrete poison through your skin. This poison afflicts those hitting you with a natural attack or an unarmed strike. You are immune to your own poison. The poison loses its potency after 1 minute.

Matabiri Poison—contact; *save* Fort DC 10 + 1/2 your Hit Dice + your Constitution modifier; *frequency* 1/round for a number of rounds equal to half your Hit Dice; *effect* 1d2 Strength damage; *cure* 1 save or 2 saves if you are 12 Hit Dice or higher.

This trait replaces dream reading and alters your bonus feat as you must choose Alertness.

Dream Knowledge: You have very focused dreams and many useful insights from Hob. As a free action, you can spend 1 dream point to gain the effects of bardic knowledge on a single Knowledge check you are about to make. You use your character level as your effective bard level for the check. This trait replaces your bonus feat.

Focused Curiosity: You have developed a fascination with members of a particular humanoid race. You choose a single humanoid subtype. You then gain the racial language of that subtype (if any) and a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks against creatures of that subtype. This trait replaces your bonus feat.

Lonely Mind: You never dream and do not share in the mysteries of Hob. While you suffer a -2 penalty to Diplomacy against members of your own kind, you gain a +4 racial bonus to saving throws against mind affecting effects and spells and effects that deal with dreams. If you possess 12 or more Hit Dice, you can choose to be treated as immune toward any spell or effects that deal with dreams. This trait replaces dream reading and alters your bonus feat as you must choose Alertness.

Muck Child: You are more attuned to muck and mud than water. You ignore difficult terrain in areas of mud, muck, or clay and gain a +2 racial bonus to CMD against bull rush, overrun, reposition^{APG}, and trip. This bonus increases to +4 if you are standing in mud, muck, or clay. This trait replaces both amphibious and swim.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: You gain +1/6 of a new discovery.

Barbarian: Add +1/2 to your trap sense.

Investigator: Add +1/6 on all inspiration rolls.

Monk: Add +1/4 on Acrobatics and Stealth checks made while touching water or mud.

Rogue: Add +1/2 to sneak attack damage rolls made with a poisoned weapon.

Shaman: Add +1/4 to your spirit animal's Intelligence bonus.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

DREAMWEAVER (WITCH)

Obsessed with the meanings of the visions they've seen from Hob, the dreamweaver combines their prowess with dream manipulation with a capacity to entrance and bewilder foes with surreal colors and visions from Hob's dreamscape.

Dream Spells: You add the following spells to your spell list: *color spray* (2nd), *rainbow pattern* (8th), *dream* (10th), *dream scan*^{OA} (12th), *scintillating pattern* (16th), and *weird* (18th). This replaces patron spells.

Lucid Dreamer: You gain Lucid Dreamer as a bonus feat. If you already have the Lucid Dreamer feat, its bonuses are increased by 2. This replaces the witch's 1st-level hex.

Dreamer's Shield (Su): You are cloaked in a distracting psychic veil of dream-like images and color patterns, granting you a deflection bonus to AC equal to your Intelligence bonus. You cannot use dreamer's shield if you are wearing medium or heavy armor. This replaces a witch's 2nd-level hex.

Bewilder (Su): As a standard action, you may assault a living creature within 30 feet with strange visions. If the target fails a Will save (DC 10 + 1/2 your level + your Intelligence modifier), it becomes confused for 1 round per your caster level. This is a mind-affecting effect. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day. This replaces the witch's 8th-level hex.

Hexes: The following witch hexes are especially appropriate for you: charm, disguise, and slumber.

Major Hexes: The following major witch hexes are especially appropriate for you: nightmares, and speak in dreams.

MUD KINETICIST (KINETICIST)

To the matabiri, mud is as much a vital element as air or water. Indeed, it is their source, the very substance into which Hob wrote their lives. The mud kineticist wields it as a potent weapon.

Mud Focus (Ex): You must choose earth as your primary element and earth blast as your simple blast.

Two Elements (Ex): At 1st level, you gain the expanded element ability and must choose water as your secondary element. At 7th level, you gain the mud composite blast if you meet all requirements, but you do not select another expanded element. You do not gain the expanded element ability at 15th level.

Muck Blast (Su): When you choose water as your secondary element, you do not gain the water or cold simple blasts or other composite blasts as normal. Instead, you gain the muck blast composite blast. A muck blast has the same associated infusions as a mud blast.

MUCK BLAST

Element(s) earth and water; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisite(s) earth blast, water as secondary element

Blast Type physical; **Damage** bludgeoning
You sprinkle water into your earthen blast, creating a soggy, powerful blast of muck.

This alters expanded element.

Blinding Mud Infusion (Su): At 5th level, you learn the blinding mud substance infusion.

BLINDING MUD INFUSION

Element(s) earth, water; **Type** substance; **Level** 2; **Burn** 2

Associated Blasts earth, mud, muck

Saving Throw Fortitude negates

You forego dealing damage with a kinetic blast to instead launch elemental material into an opponent's eyes and blind them for 1d4 rounds unless that target succeeds at a Fortitude save.

This replaces a kineticist's 5th-level infusion.

Mud Blast (Su): At 7th level, you gain the mud composite blast as long as you meet all requirements.

This replaces the expanded element ability gained at 7th level.

Quagmire (Su): At 10th level, you learn the quagmire substance infusion.

QUAGMIRE INFUSION

Element(s) earth, water; **Type** form; **Level** 6;

Burn 4

Associated Blasts earth, mud, muck

Saving Throw Reflex partial (see text)

You target a square of ground or stone with a kinetic blast and create a 20-foot-diameter zone of thick, deep mud. Creatures entering or within a square affected by quagmire must attempt a Reflex save or become pinned and start sinking into the mud. Unless a creature pinned by this effect frees itself in 1d3 rounds, it will sink below the surface of mud. Before sinking, characters may free themselves with a combat maneuver check (CMD 10 + your level + your Constitution modifier). Once submerged, creatures may not move or speak and begin to suffocate when they can no longer hold their breath. Submerged creatures may be rescued in the manner described for quicksand (see *Pathfinder Roleplaying Game: Core Rulebook*). On a successful save, creatures may move at half speed through affected squares, but if it starts its turn within the area of the mud, it must succeed a Reflex saving throw or again be affected by the mud. The quagmire continues for as long as you concentrate on the effect. If you move more than 120 feet away from the effect or lose line of effect to the mud, the effect ends, even if you are still concentrating.

This replaces a kineticist's 13th-level infusion.

SWAMPFOLK (RANGER)

Swampfolk are only happy when swimming through the mangroves and digging in the muck. Explorers and

foragers, these matabiri range the far reaches of their homeland, searching for artifacts, potent flora, and venomous creatures.

Swamp Sense (Ex): You always know your way, even in the thickest and darkest of swamps. You can sense direction as if affected by *know direction* as long as you are in swamp terrain. This ability replaces track.

Corpse Candles (Sp): You bear an innate mystic connection to marshes and swamps. At 1st level, 3 times per day as long as you are in swamp or marsh terrain, you can conjure a green-glowing corpse candle. This candle hovers 5 feet above the ground and illuminates the area as the *light* spell. The candle glows until it is touched by a Tiny or larger creature or until the sun next rises. The candle cannot otherwise be moved from the area it is conjured. This ability replaces a ranger's 1st-level favored enemy.

Marsh Blooded (Ex): At 3rd level, you gain a +2 bonus on Initiative checks and Knowledge (nature), Stealth, Survival, and Swim skill checks while in swamps (including bogs, mangroves, and marshes). Every 5 levels thereafter, you gain an additional +3 on each of those checks while in a swamp (to a maximum of +11 at 18th level). This ability replaces favored terrain.

Resistant (Ex): You bear a deep respect for the toxic creatures, plants, and gases of the marsh. At 3rd level, you gain a +2 bonus on all saving throws against poison and disease and cannot accidentally poison yourself while applying poison to a weapon. These bonuses stack with the black blood alternate racial trait. This replaces the Endurance feat a ranger gains at 3rd level.

Harvest (Ex): At 5th level, you master the extraction of toxic compounds from venomous and poisonous creatures. The creature must be Tiny or larger, and you must succeed a Survival check (DC equal to the DC to resist the creature's poison) to obtain one dose. For every 5 points you exceed the DC, you gain an additional dose of poison. You cannot accidentally poison yourself while harvesting. Poison thus harvested spoils after 24 hours if not constantly subjected to your ministrations and thus cannot be sold. This ability replaces a ranger's 2nd-level favored enemy.

XENOGENETICIST (INVESTIGATOR)

Investigators are experts in understanding their quarry, but that's not enough for the xenogeneticist—they steal genetic material in a bid to steal that creature's essence and power.

Genetic Alchemy (Su): You create mundane alchemical substances alongside extracts blending mysticism with science to mimic various racial traits.

When using Craft (alchemy) to create an alchemical item, you gain a competence bonus equal to your class level on the skill check. In addition,

you can use Craft (alchemy)

to identify potions as

if using *detect*

m a g i c .

Y o u

must hold the potion for 1 round to attempt such a check.

You do not prepare spells. Instead, you prepare genetic extracts (see below) by mixing biological ingredients with a tiny fraction of your own magical power and create a specific effect by drinking the extract. Extracts are bound to you. They behave like spells in potion form, and as such, their effects can be dispelled by *dispel magic* and similar effects, using your level as the caster level.

You can create a number of genetic extracts equal to your level + your Intelligence modifier. You do not

use the normal extract list but instead

create extracts from the genetic

extract class feature (see

below). You do not

gain the normal

investigator



extracts and cannot take the alchemist discovery talent or any investigator talent that affects the alchemy class feature.

When you mix an extract, you infuse the chemicals and biological materials in the extract with magic siphoned from your own magical aura. An extract immediately become inert if it leaves your possession and reactivates as soon as it returns to you—you cannot normally pass around your extracts for allies to use. An extract, once created, remains potent for 1 day before losing its magic, so you must prepare your extracts anew each day. Mixing an extract takes 1 minute of work.

Each extract created, no matter its type, is keyed to a single studied subject (either humanoid or monstrous humanoid). You start play having studied two humanoid subjects. You can have knowledge of a number of studied subjects equal to 1 + your class level. Adding a humanoid to your studied list requires an autopsy of a whole and relatively fresh specimen (dead no more than 1 day per investigator level). The autopsy takes 4 hours and requires a clean and quiet workplace and access to alchemical equipment (an alchemist's kit at a minimum). At 7th level, the studied subject can be an animal, fey, monstrous humanoid, or vermin; unlike with humanoids, you need match only its type, rather than its subtype, to gain the appropriate benefits. At 13th level, the studied subject can be a magical beast, ooze, or plant. At 16th level, the subject can be a dragon.

Once complete, the subject is added to your studied subject list, and you gain a permanent +2 bonus on all Heal checks, attack rolls, and damage rolls made against creatures of that subject's type and subtype.

This ability and the genetic extract abilities described below replace alchemy and swift alchemy.

Genetic Extracts (Su): You do not use the alchemist formula list. Instead, your genetic extracts can be applied to the knowledge you have of a subject's anatomy, biochemistry, and abilities, gained through autopsy.

When creating a genetic extract, you choose one of the following extracts and couple it with one of your studied subjects. The extract only affects or creates abilities connected to that subject. You can create

any of the following extracts as long as you meet the level requirement. Extracts last for 1 minute unless their description says otherwise. You can have as many non-polymorph or illusion effects from genetic extracts as you desire at one time; you can only have one polymorph effect at a time.

Essential Bane: At 1st level, you deal an additional 1d6 damage the first time each round that you deal weapon damage to a creature of the chosen type and subtype. This damage stacks with studied strike.

Surface Changes: At 1st level, you may take on the appearance of the chosen studied subject, as the spell *disguise self*. Your caster level is equal to your investigator level. This is an illusion effect.

Body Modification: At 4th level, you may become a member of the chosen subject's type and subtype, as the spell *alter self*. This lasts for a number of rounds equal to your investigator level. This is a polymorph effect.

Genetic Memory: At 5th level, you gain the primary languages of a member of the studied subject's type and subtype and are counted as that type and subtype for the purposes of spell effects, equipment, and feats. This extract lasts for 24 hours.

Monstrous Modification: At 7th level, you can use this extract to transform into a non-humanoid that is on your studied list, as the appropriate spell: *beast shape I*, *fey form I^{UW}*, *monstrous physique I^{UM}*, or *vermin shape I^{UM}*. If you are at least 10th level, this can function as *beast shape II*, *monstrous physique II^{UM}*, or *vermin shape II^{UM}*. If you are at least 13th level, this can function as *beast shape III*, *fey form II^{UW}*, *monstrous physique III^{UM}*, *ooze form I^{UW}*, or *plant form I*. If you are at least 16th level, this can function as *beast shape IV*, *fey form III^{UW}*, *form of the dragon I*, *monstrous physique IV^{UM}*, *ooze form II^{UW}*, or *plant form II*. This lasts for a number of rounds equal to your investigator level. This is a polymorph effect.

Fluid Form: At 9th level, you can use this extract to take the form of any of your humanoid studied subjects and switch form into any other of your humanoid studied subjects, as if under the effect of *adjustable polymorph^{ACG}* although you can change shape as many times as you wish as long as the extract is in effect. The

extract lasts for a number of minutes equal to your investigator level. Unlike other extracts, when you use this extract, it need not be paired with a specific studied subject. This is a polymorph effect.

Ultimate Form: At 14th level, you can use this extract to take the form of any studied subject and switch form into any other of your studied subjects as if under the effect of *adjustable polymorph* except you can change forms without reducing the duration and it can mimic any spell from the list for monstrous modification that you could choose if your class level were 3 lower. The extract lasts for a number of minutes equal to your investigator level. Unlike other extracts, when you use this extract, it need not be paired with a specific studied subject. This is a polymorph effect.

ZAPPER (GUNSLINGER)

The technological adroitness of the matabiri sometimes manifests in seemingly paradoxical ways—such as an amphibious, nearly naked matabiri wielding a gun from some technological nightmare. Zappers take the matabiri fascination with gadgets to a new, lethal, and sometimes explosive level.

Zap Gun: At 1st level, you build your very own zap gun, which is a firearm with statistics identical to a musket. This weapon does not use ammunition and deals either acid, cold, electricity, or fire damage (your choice). Once the gun's damage type is selected, it cannot be changed thereafter. The zap gun generates its own energy and does not need to be reloaded. However, this energy generation (and the improvisational nature of matabiri technology) makes the zap gun highly unstable. A zap gun does not work for anyone other than you—not even other zappers. A zap gun is constructed with similar construction time to a musket but is built with half the normal gold cost (but use the normal gold cost to determine construction time). You can only maintain a single zap gun at any time, and any other zap gun created by you functions as if it had the broken condition and cannot be repaired until you only possesses a single zap gun. You additionally gain Gunsmithing as a bonus feat. This ability replaces gunsmith.

Deeds: The following deeds are available to you.

Sense Misfire (Ex): At 1st level, you can sense when your zap gun is about to blow. As long as you still have at least 1 grit point remaining, you realize your weapon is about to misfire and may spend 1 grit point as an immediate action to cancel the attack that triggered the misfire. This negates your attack roll and the misfire. You cannot take another standard or move action in the round as you concentrate on clearing your zap gun. You may attack normally on your following initiative. This deed replaces quick clear.

Elemental Display (Ex): At 7th level, with at least 1 grit point remaining, you can use a standard action to fire your zap gun into the air and create a complex pattern of the appropriate element. Creatures within 30 feet of the display must attempt a Will save (DC 10 + 1/2 your level + your Dexterity modifier) or be dazed for 1 round by the display. This is a mind-affecting effect. This deed replaces startling shot.

Expanded Elementalism (Ex): At 7th level, you gain access to one additional elemental damage type for your zap gun to deal when fired, adding either acid, cold, electricity, or fire damage. Unlike your base damage type, you must have at least 1 grit point remaining in your pool to fire this additional selected damage type. This deed replaces dead shot.

Zap! (Ex): At 7th level, as a full-round action, you can make a single attack with your zap gun and inflict an effect in addition to the energy damage. The effect varies by the energy damage type used. This deed costs 1 grit point to perform. Creatures that are immune to sneak attacks are immune to these effects. The effects of multiple uses of this deed do not stack, but the durations of the effects stack.

- ❖ *Acid*—The target's armor or natural armor bonus to AC is lowered by 2 for 1 minute.
- ❖ *Cold*—The target is slowed (as the *slow* spell) for 1 round.
- ❖ *Electricity*—The target is knocked prone and moved 10 feet directly away from you. If this knocks the target into a wall or solid object, it takes an additional 1d6 points of bludgeoning damage.
- ❖ *Fire*—The target catches fire and begins burning.

The creature takes 1d6 fire damage at the start of its turn. A burning creature can attempt a Reflex save (DC 10 + 1/2 your level + your Dexterity modifier) as a full-round action to cease taking fire damage. Dropping and rolling on the ground grants a +4 bonus to this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

This deed replaces targeting.

Elemental Upgrade (Ex): At 11th level, you gain access to one additional elemental damage type you can choose for your zap gun to deal when fired. You may add either acid, cold, electricity, or fire damage. Unlike your base damage type, you must have at least 1 grit point remaining in your pool to fire this additional selected damage type. Additionally, as a full-round action, you can spend 1 point of grit to deal two types of energy damage with a single attack. The attack deals double the normal damage as if you had hit twice, once with each energy damage type. You may spend additional grit to use the zap! ability when making an attack of this type. This deed replaces lightning reload.

Intentional Overload: At 11th level, you may spend 1 grit point as a free action to set your zap gun to intentionally overload and explode. An exploding zap gun deals 1d8 energy damage per class level in a 30-foot-radius burst. The type of energy damage must be one of the types the zap gun is capable of dealing when fired and is chosen when it is set to overload. You can control how long it takes for the zap gun to explode when it is first set to overload, which can be at the end of your turn or up to 1 round per class level. You can disarm an overloaded zap gun before it explodes as a full-round action. While a zap gun is set to overload, it cannot otherwise be used to deal energy damage. A zap gun that explodes is destroyed. This deed replaces expert loading.

Lingering Blast (Ex): At 11th level, when you hit a living creature with a zap gun attack, you can spend 1 grit point as a free action to have that attack deal extra energy damage each round for 1d4 rounds. The amount of extra damage is equal to your Dexterity modifier,

and the damage type must be an energy type used for the attack. This ability replaces bleeding wound.

Retrofit (Ex): At 15th level, you may spend 1 grit point as a full-round action to quickly modify a regular firearm to deal energy damage as a zap gun. This does not use ammunition. Firing a regular firearm in this way automatically gives it the broken condition. This deed replaces slinger's luck.

Gun Tinkering (Ex): Starting at 5th level, you render your zap gun increasingly more deadly. You gain a bonus equal to your Dexterity modifier on damage rolls when firing your zap gun. Furthermore, when you misfire with your zap gun, its misfire value increases by 2 instead of 4. Every 4 levels thereafter (9th, 13th, and 17th), you may improve your zap gun in one of the following ways: adding +10 feet to range, decreasing weight by 2 pounds (to a minimum of 1 pound), or adding +1 to the energy damage dealt. Note that the gun tinkering applies not only to your current gun but also to any zap gun you build or acquire in the future. This ability replaces gun training.

ADDITIONAL OPTIONS

The following options are available to matabiri. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Matabiri developed the following equipment according to their specific needs and utilize them to particular effect.

Codex Ring Gadget: Matabiri build small, unique gadgets on a regular basis, creating useful and disposable devices to aid in their skills. The codex ring is one such example. It is a large, clunky ring made up of different scrap metals and has six movable bands. Each band is etched with different alphabets, grammatical placements, and obscure symbols. The codex ring functions as a masterwork tool for Linguistics skill checks to decipher text and allows the wearer to take 10 on a Linguistics check even if doing so would normally be impossible. The codex ring comes apart after being used three times.

Hobwink Powder: This sachet of crushed herbs and clay powder comes from specially harvested mud and swamp plants. When thrown, the sachet releases a cloud of earthy-smelling powder that spreads in a 15-foot radius. Living creatures inhaling the powder must attempt Will saves (DC 13) or fall prey to its hallucinogenic properties. Those who fail the saving throw enter a sleepwalking state and become compliant to nonviolent orders as though affected by *suggestion*. The effect lasts 1 minute but can be broken by another creature “waking up” an affected creature or by an affected creature taking damage, no matter the source. A creature attempting to wake up another creature affected by hobwink powder must be adjacent to that creature and spend a standard action to do so.

Matabiri Resin: This yellow substance is similar to tree sap in viscosity and bears a strong odor. It’s an alchemical combination of local saps and matabiri spittle, creating a potent acidic adhesive. Each vial of resin contains enough of the substance to cover 5 inches of material. The resin does not splash and is ineffective if thrown at a target. As an adhesive, it holds up to 250 pounds and requires a Strength check (DC 15) or a Craft (alchemy) check (DC 10) to remove anything stuck to it. Its acidic properties trigger when an attempt is made to dislodge it, whether it succeeds or fails. Substances or creatures in contact with the matabiri resin take 1 point of acid damage per inch of it applied; this damage bypasses object hardness but is still reduced by acid resistance.

Salamander Hide Armor: Named for its dark, smooth appearance, this armor is not actually the hide of salamanders but an amalgam of several swamp

creature hides, including alligator, snake, and lizard. When cured and treated and formed into masterwork armor by matabiri armor smiths, it has very little drag in water, despite its bulk.

The wearer does not suffer the normal armor check penalty for Swim checks. The hide’s slippery texture also makes the wearer difficult to grapple, granting the wearer +2 circumstance bonus to CMD against grapple attempts.

MATABIRI EQUIPMENT

Item	Cost	Weight	Craft DC
Codex Ring Gadget	+10 gp	—	20
Hobwink Powder	150 gp	—	25
Matabiri Resin	10 gp	—	16

FEATS

Matabiri have evolved a style all their own and are quite fond of the following feats.

Dream: A dream feat’s benefit can either be activated by spending dream points or otherwise affects dream points in some way.

ANCHOR FOE (COMBAT)

You have watched the swamp denizens of your homeland and adapted to their techniques.

Prerequisites: Improved Grapple, matabiri.

Benefit: Add +4 to the DC of checks made to break or escape a grapple with you whenever you and your target are touching water. When you inflict damage to a target grappled with you underwater that is holding its breath, your target also loses a number of rounds of breath equal to your Strength modifier.

MATABIRI ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight ¹
						30 ft.	20 ft.	
<i>Medium Armor</i>								
Salamander Hide	200 gp	+4	+4	-3	20%	20 ft.	15 ft.	35 lb.

¹Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

CRAFT GADGET (ITEM CREATION)

With resourcefulness and technological prowess, you create temporary items to support your skills.

Prerequisites: Craft (mechanical) 1 rank, Knowledge (engineering) 1 rank, matabiri.

Benefit: You can use your Craft skills and materials you have on hand to generate impromptu devices to aid other skills. Gadgets are unique to the crafter and bear only passing resemblance to existing items. A gadget is attuned to one skill at creation and may function as a masterwork tool for that skill. A well-crafted gadget allows you to take 10 on a skill check, even when it would not normally be allowed. Gadgets are fragile and jury-rigged, however, and break after a number of uses, determined by your Craft skill check.

To craft a gadget, choose any skill, except an Intelligence-based skill. If the skill is a trained-only skill, you must have at least 1 rank in that skill in order to create a gadget keyed to it. You can maintain no more than one gadget at a time per 2 character levels. Crafting a new one requires a DC 15 Craft check, 4 hours of work, and 20 gp in material components. Success yields a single gadget keyed to your chosen skill with one use. For every 5 points you exceed the DC, the gadget may be used one additional time. A gadget out of uses falls apart and is essentially destroyed.

DREAM COUNCILOR (DREAM)

You have deep and profound access to Hob's Dream.

Prerequisites: Greater Dream Reading, Improved Dream Reading, dream reading racial trait, character level 13th, matabiri.

Benefit: You can spend 2 dream points to cast *dream council*^{OA}, *dream scan*^{OA}, or *dream voyage*^{OA} as a spell-like ability.

DREAM TINKERER (DREAM)

You make inventions out of the stuff of dreams.

Prerequisite: Dream reading racial trait, matabiri.

Benefit: You can spend 1 dream point and 1 hour of work to improvise a piece of mundane equipment (not weapons or armor) out of any combination of matter that can hold roughly the right shape and that weighs at least as much. The item's price must be no more than

25 gp. Your infusion of dream-stuff holds it together for 24 hours.

EXTRA DREAMING (DREAM)

You're blessed with greater access Hob's Dream.

Prerequisites: Dream reading racial trait, matabiri.

Benefit: You gain 3 extra dream points.

FLUXED STABILITY

Changes in your gender trigger defenses against shapeshifting magic.

Prerequisite: Matabiri.

Benefit: Your gender changes, and you gain a +4 racial bonus on saving throws against transmutation effects.

GREATER DREAM READING (DREAM)

You have supreme access to the Dream.

Prerequisites: Improved Dream Reading, Level 9th, dream reading racial trait, matabiri.

Benefit: You can spend 1 dream point to cast *divination*, *dream*, or *nightmare* as a spell-like ability.

IMPROVED DREAM READING (DREAM)

You navigate the realms of Dream with great skill.

Prerequisites: Dream reading racial trait, matabiri.

Benefit: You can spend 1 dream point to cast *anticipate thoughts*^{OA} or *analyze aura*^{OA} as a spell-like ability.

INTERPRET DREAM MAGIC (DREAM)

Your sense for dream logic helps you glean clues from dream-like magic.

Prerequisite: Dream reading racial trait, matabiri.

Benefit: You gain a +2 bonus on Will saves against mind-affecting and psychic spells and effects as well as illusions. You can spend 1 dream point to cast *detect charm*^{AG} or to read an illusion you have disbelieved or identified or any mind-affecting or psychic effect you have succeeded on a saving throw against or identified. You know exactly how the spell or effect works and how long ago it was created. You also learn information about the creator of the spell or effect as if you had targeted its source with *analyze aura*^{OA}.

Norn

You float on the river of time, and death awaits you. Fail to fight and be dashed upon rocks by rapids. Fight the flow and stay still for a time. Flow with grace and at least choose the rapid and the rock.

—Whisper



The norns (or nornir) are curious fey. They have no known origins or society of their own, instead springing from the ranks of other fey and mortals, especially those who have tampered with destiny. They often lead solitary, transient lives, blind to the sights of the world around them but all too aware of the precise workings of the hands of Fate.

Norns are driven by impulses and visions even they themselves don't comprehend, but like experienced sailors learn to read the mood of the changeable sea, norns become accustomed to living in tune with the demands of destiny.

Physical Description: Norns can look like anyone, but their base form is as the race for which they were born into. The only thing markedly different about them is their eyes—clouded, milky white, or absent entirely. They are blind no matter the form they take, so unless attempting a disguise, few norns without them would ever bother creating eyes for themselves, just leaving skin in place in the impression of where eyes should be.

Norns have fluid shapeshifting abilities and can even shift back and forth between genders. They tend to have a preferred form, at least for a while, but will use whatever shape they feel best serves their current purpose.

A worthy question is how norns can be such accomplished shapeshifters when they cannot see. The answer has the same root as so many other things about them: they are guided by an intuition that knows exactly what it needs to know and is not beholden to the rules governing mere mortals.

Society: When a norn appears, something momentous is in the offing.

Fey scholars sometimes wryly call the birth of a norn a “twist of fate” because it is an assurance that the local status quo is about to be upended somehow. Norns are not the cause of such events—if anything, their purpose appears to be aiding those involved in navigating the looming chaos—but such distinctions are lost on most. Norns lead lonely lives and rarely find a home. They tend to be stoic in the face of prejudice; norns sense their greater purpose is more important than temporary discomfort.

All norns tend to be cryptic and have trouble giving straight answers. They don’t do this to be frustrating. Norns are just so in tune with Fate’s movements and the ripples caused by every decision that it is impossible for them to even perceive a clear and definite future, let alone attempt to explain one. Additionally, many norns have a—possibly rational—fear that any decision they make might affect the future unduly. This makes them wise counselors in times of trouble but infuriating breakfast companions.

Norns sometimes congregate in small covens of two or three, but they very rarely ever assemble in larger groups.



politics and strife have far less bearing on Fate's ultimate outcomes than they might think, or perhaps the norns are simply unable to intrude on other fey races' complicated ties to Fate. Even norns themselves aren't sure: they simply know that, with rare exceptions, they are mostly called to witness and guide in events among mortals.

Not all mortals are welcoming of such aid, however. A norn's cryptic nature can be tiresome, and being confronted with warnings and visions can be frightening. Long-lived races, such as elves and gnomes, are more prone to tolerating or accepting a norn's unusual view of the world, but younger or distrustful races, such as dwarves, half-orcs, and humans, may view them with fear or scorn. The norns' shapeshifting abilities are never so useful as when they are being run out of town.

Alignment and Religion: Norns are predominantly motivated by good as they, perhaps better than anyone, know that evil behavior does not lead to a future anyone wants to live in. The distinction between lawful and chaotic behavior is one they find less useful, however, and norns tend to follow the rules when it's convenient for their purpose in a given place and time and to break them whenever necessary.

The norns know the gods can sway Fate one way or the other, but they are—themselves—also beholden to it. Few norns risk affecting ultimate outcomes by professing loyalty to one god or another, but those with a stronger philosophical bent will gladly embrace concepts of time, fate, and self-determination . . . and argue about them whenever they can.

Adventurers: Norns love to travel and are intuitively guided to people and events of future importance, so it's of little surprise how often they are swept into adventuring parties. Norns are often fascinated with new places and people but tend to take advising roles to encourage their party to consider the ramifications of rash action.

Norns are frequently oracles, shamans, and witches as these classes work well with their inherent gifts. Many are also drawn to the occult as occultists and psychics, taking strength from the emotions and fate-weaving around people and items. More disciplined

norns may become investigators, wizards, or monks.

Names: Norns have a birth name that is standard for their race, and some even keep it. For norns who shift often, they may find their birth name is not utilitarian. Some generate aliases out of thin air, but most develop a nickname or handle of sorts, often related to how the individual norn perceives a relationship with Fate.

Norn Names: Aquarian, Celestine, Echo, Fathom, Gemini, Journey, Mutter, Orion, Reckon, Stranger, Tarot, Vagabond, Zodiac.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Death Sense: You feel the weight of doom and death upon creatures around you. Instead of spending fate points to use *see invisibility*, as long as you have at least 1 fate point in your fate pool, you gain the ability to use *deathwatch* as a constant spell-like ability to the range of your fate sense. At 10th level, you automatically know if any creature you can sense is suffering from any of the following conditions, using your death sense: bleed, blinded, cursed, dazed, deafened, disabled, dying, energy drain, exhaustion, fatigue, nauseated, paralyzed, petrified, staggered, stunned, and unconscious as well as any condition resulting from a fear effect. This racial trait alters fate magic.

Fate's Pawn (Su): Adept at sensing the flow of fate, you surrender yourself to these forces and move in concert with your destiny. Instead of spending fate points to use *see invisibility*, you gain the ability to spend 1 fate point and begin traveling to an unknown final destination within 1 hour of walking distance (usually 2–3 miles). This final destination is determined by the GM and is subject to the whims of fate. You automatically sense the shortest, most direct physical route to the destination and the exact path to follow or physical actions to take in order to reach it. If no such destination exists or the location is protected by any magic to prevent divination spells or effects, then this effect fails. The fate point is still spent, and you

sense that fate either has no plans for you or is blocked (depending on the circumstances). This racial trait alters fate magic.

Magic Sense (Su): Your ties to fate are inextricable from the weave of magic. Instead of spending fate points to use *see invisibility*, as long as you have at least 1 fate point in your fate pool, you gain the ability to use *detect magic* at-will as a spell-like ability to the range of your fate sense. At 10th level, you can spend 1 fate point to use *arcane sight* as a spell-like ability to the range of your fate sense. At 15th level, you can spend 2 fate points to use *greater arcane sight* as spell-like ability to the range of your fate sense. This racial trait alters fate magic.

Soul Sense (Su): Your gaze penetrates to the very souls of others. Instead of spending fate points to use *see invisibility*, as long as you have at least 1 fate point in your fate pool, you gain the ability to use *detect chaos*, *detect evil*, *detect good*, or *detect law* at will. This racial trait alters fate magic.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +1/2 to your Bluff checks made to lie or deceive, +1/2 on your Sense Motive checks made to see through lies or deceit, and +1/2 on your Disguise checks made to appear as a different gender or race.

Investigator: Add +1/4 to your inspiration pool.

Monk: Add +1/4 to your Dexterity modifier when calculating initiative.

Oracle: Add +1/2 to your level for the purpose of determining the effects of your curse ability.

Shaman: You gain 1/6 of a new shaman hex.

Witch: Add +1/4 to your fate magic pool.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters.

Consult your GM before applying these archetypes to other races.

FATE COLLECTOR (ROGUE)

Norns prefer to let fate take its natural course, no matter the wait, but a few prefer to take the restoration of the threads of fate into their own hands. Called fate collectors, these norns are assassins specializing in reaping the fates that creatures attempt to delay or circumvent.

Fate Collection (Su): At 1st level, you are always considered to be flanking those opponents who have ever evaded death via magical or supernatural means, including becoming undead, attaining unnatural immortality, or having been returned to life through spell effects, such as *raise dead*, *reincarnation*, *resurrection*, or similar spells, including *miracle* or *wish*.

Additionally, as long as you have at least 1 point remaining in your fate pool, you treat any opponent you threaten, who also succeeds at a Fortitude or Reflex saving throw, as having provoked an attack of opportunity from you. This counts toward the maximum number of attacks of opportunity allowed per round. This ability replaces trapfinding.

Restore the Web (Su): Beginning at 3rd level, you become deadly to creatures who have evaded the natural course of destiny: those that have evaded death. Such creatures include those with the undead type and immortal creatures who gained immortality by means other than their race or class. At the GM's discretion, such creatures can also include those who have, through magic, trickery, or negotiation with powerful beings, altered their destiny to avoid death.

You spend 1 fate point as part of making an attack against such a creature. This attack deals +1d8 points of damage of the weapon's damage type at 3rd level. At 6th level and every third level beyond, this damage increases by an additional +1d8 to a maximum of 6d8 at 18th level. By spending an additional fate point, the attack may be considered chaotic, evil, good, or lawful for the purpose of overcoming damage reduction. This ability replaces all instances of trap sense.

Rogue Talents: The following rogue talents are especially appropriate for you: canny observer^{APG}, combat trick, major magic, minor magic, surprise attack.

Advanced Rogue Talents: The following advanced rogue talents are especially appropriate for you: another day^{APG}, dispelling attack, opportunist, slippery mind, thoughtful reexamination^{APG}.

PRESCIENT (INVESTIGATOR)

Most investigators hone knowledge and skill to a keen edge, but a norn prescient cheats. By combining a natural perception of destiny with deduction, they are capable of making correct leaps of logic . . . without nearly enough evidence.

Prescient Wisdom: You use your Wisdom ability score and modifier in place of your Intelligence ability score and modifier for the purposes of alchemy extracts and investigator class features.

Prescient Preparation (Ex): At 2nd level, you can peer into the future to create an extract you know to be useful, even if it doesn't make sense at the time. You expend one use of inspiration per extract you would like to mix in this manner while you are mixing your extracts each day. While this extract is technically "mixed," you do not need to declare what formulae was selected until it is used. The formulae selected must still be one of your formulae known when you were preparing his extracts. If at any point you declare what formulae was used (unless you are intentionally lying), then that becomes the type of extract that was prepared. This replaces poison lore.

Logical Leap (Su): At 2nd level, you can make a correct conclusion with no effort, by peering into your own possible futures. (Many prescient investigators attempt to cover this cheating with ad hoc reasoning or circuitous bluster.) Once per day, you may ask a question that can be answered by a simple yes or no. You are given a correct answer if it is within your ability to determine the answer at some point in the future. If the GM deems it's impossible for you to determine the answer through any amount of research and investigation, then the answer is "unclear." In cases

where a yes or no answer would be misleading, a short phrase (five words or less) may be given by the GM instead. This replaces poison resistance.

TRUTHSPEAKER (ORACLE)

Truthspeakers swear magical oaths to never speak falsehood, granting them power over divinations and fate. Many learn to wield truth like a weapon, speaking with careful calculation to avoid complete lies.

Mysteries: The following mysteries are especially appropriate for you: ancestor, heavens, lore, time.

Class Skills: You add Bluff, Intimidate, Linguistics, and Perform to your list of class skills. These replace the additional class skills from your mystery.

Bonus Spells: These spells replace your mystery bonus spells at the listed levels: *comprehend languages* (2nd), *owl's wisdom* (4th), *tongues* (6th), *discern lies* (8th), *true seeing* (10th), *legend lore* (12th), *vision* (14th), *moment of prescience* (16th), *foresight* (18th).

Truthspeaker's Curse (Ex): You must succeed on a Will save (DC 10 + 1/2 your oracle level + your Wisdom modifier) to attempt to say anything you know to be a lie. You do not have to attempt a save when speaking words that are true but intentionally cryptic or when saying something you believe to be true when it isn't. On a failed save, you are not compelled to tell the truth and may choose to remain silent, and if you do speak, you speak gibberish.

You can use Linguistics skill checks in place of Bluff skill checks to deceive while speaking the technical truth and to send secret messages. This Linguistics skill check is modified by the same circumstances as a Bluff check to convince an opponent that you are speaking the truth. At 5th level, you gain a bonus on Linguistics checks to be misleading or send secret messages equal to 1/2 your oracle level. At 10th level, you are immune to any divination spell or effect that discerns lies, determines your alignment, or reads your thoughts. At 15th level, you are protected from all devices and spells that gather information about you through divination magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). This effect even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to

gain information about you. In the case of scrying that scans an area you are in, such as *arcane eye*, the spell works, but you simply aren't detected. Scrying attempts that are targeted specifically at you do not work at all.

Revelations: You can choose from any of the following revelations in addition to the revelations allowable by your mystery.

Cutting Words (Su): As a standard action, you can attempt to speak a single creature's fears, eroding your target's confidence. To do so, you must succeed on a Sense Motive check (DC 10 + the target's Hit Dice + the target's Wisdom modifier) against a single creature within 60 feet. On a successful check, you utter the target's greatest shame or fear. If the target hears your words, it takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute. You can use this ability once per day, plus one additional time per day at 5th level and for every 5 levels thereafter. This is a mind-affecting language-dependent effect.

Self-Fulfilling Prophecy (Su): Once per day, you can choose a creature, speak a simple prophecy, and that creature must succeed a Will saving throw or attempt to obey that prophecy. This functions as the *suggestion* spell cast as a spell-like ability, using your oracle level as your caster level. You can use this ability once per day at 7th level and one additional time per day for every 4 levels beyond 7th (to a maximum of four times per day at 19th level). You must be at least 7th level to select this revelation.

Truth's Compact (Su): You may swear an oath, altering your future to bring the promise to fruition. The oath must include a promise to carry out some discrete service or task and cannot be open-ended. If you act upon the oath for at least 24 hours, you gain a +2 enhancement bonus to one of your ability scores. The ability score improved is chosen when the oath is made. You lose this bonus if you are prevented from acting upon the oath for 24 hours. You may only have one oath active at a time, and a new oath cannot be sworn until the service or task is completed. If for any reason you are rendered permanently incapable of completing your oath, you take a -2 penalty to each of your ability scores for 24 hours but may then swear a

new oath. Note that for an impossible oath, this penalty occurs immediately. At 7th level, you gain the bonus to another ability score of your choice after following the oath for 48 hours. At 11th level, you can gain the bonus to a third ability score after following the oath for 72 hours.

Final Revelation: Upon reaching 20th level, you become capable of shaping destiny and forcing fates upon other creatures. This acts as the *geas/quest* spell cast as a spell-like ability. However, a creature obeying the magical command to carry out some service or refrain from some action for at least 24 hours gains a +2 enhancement bonus to an ability score of your choice. Each day they continue to obey, another +2 bonus accumulates, up to a total of +8. The ability score bonuses are removed and replaced with the *geas/quest* ability score penalties if the subject is prevented from obeying for 24 hours. You may only have this ability active on one creature at any given time, may end it as a free action, and cannot target yourself. If you target a creature with a *geas/quest* while the effect is active on a different creature, the *geas/quest* on the previous creature is immediately ended.

WATERBEARER (KINETICIST)

Magical pools and fountains frequently get tangled up in the weave of divination and fate, and norns often find themselves inextricably linked with these mystical waters, such as the Well of Fate. A waterbearer can spontaneously generate waters infused with destiny to aid or hinder.

Water Focus (Ex): You must choose water as your primary element and must choose water blast as your first simple blast. All of your infusions granted by this archetype work only on targets with Intelligence scores greater than 3, are treated as mind-affecting effects, and automatically fail if the target is immune to mind-affecting effects.

Glimpse of Hope (Su): At 2nd level, you may summon water into your cupped hands with brief, inspiring visions of an ally's success visible on the surface. Summoning the water is a free action, but it takes a full round action to reveal the visions to an

adjacent ally. Once complete, the target gains a +1 luck bonus on their next saving throw, skill check, or attack roll. This bonus increases by 1 for every 3 kineticist levels you possess beyond 2nd. These bonuses fade after 1 hour if not used or once the target succeeds at a saving throw, skill check, or attack roll; failure does not end the effect. This is treated as a 1st-level utility wild talent that costs 0 points of burn. You can accept 1 point of burn to reduce the casting time from a full round to a standard action by manifesting the vision directly before the target's eyes. This ability replaces the 2nd-level utility wild talent.

Glimpse of Doom (Su): At 3rd level, you may infuse your water blasts with the dread of horrible fates unrealized. Opponents struck by these blasts are tortured with brief, bewildering visions of their worst possible outcomes. The target is slowed for 1 round per kineticist level you possess unless it succeeds at a Will saving throw. On a successful saving throw, the target is instead dazzled for 1 round. This is a 3rd-level substance infusion that costs 1 point of burn and can be used with water blast. This ability replaces the 3rd-level infusion.

Ripple Trace (Sp): At 4th level, you can summon tendrils of water around you that shift and move with the thoughts and intentions of the creatures nearby. By minding the way the water moves, you can predict one opponent's actions and reactions within 30 feet as *anticipate thoughts*. This is a 2nd-level utility wild talent that costs 0 points of burn. You can accept 1 point of burn for each additional creature you wish to anticipate. This ability replaces the 4th-level utility wild talent.

Shroud of Fate (Su): At 9th level, you may use your shroud of water to project images of fate at work. You may choose to display images of grim, tragic futures yet to come or inspirational visions of future triumphs. A grim display causes all opponents within 30 feet who can see you to become panicked for 1 round, plus an additional round for each level of kineticist you possess unless they succeed at a Will save; if successful, they are shaken for 1 round instead. An inspirational display affects allies within 30 feet able to see you, bolstering them and granting them a +3 morale bonus

on their attack rolls and saving throws against fear-based spells and effects. This bonus increases by 1 for every 3 kineticist levels you possess beyond 9th. This is a 4th-level substance infusion that can be used with shroud of water and costs 1 point of burn. This ability replaces the infusion gained at 9th level.

Drop of Prescience (Su): At 17th level, you may materialize a drop of water from the Well of Fate between your eyes. This drop persists for 1 hour per kineticist level and may be used at any time within the duration, even during another creature's initiative. When used, the drop of prescience grants a bonus equal to your kineticist level (maximum +20) on a single die roll. The drop must be used before the roll is made. After using the drop, you may flick the drop of water to an ally within 15 feet; it will magically attach itself to the center of the ally's forehead and can be used in the same manner to grant a bonus to that character and be passed again to another ally within 15 feet. A creature may only benefit from drop of prescience once every 24 hours. The drop persists until its duration expires or until there is not a valid ally within range to receive it. This is a 8th-level utility wild talent that costs 0 burn. This ability replaces the 18th-level utility wild talent.

WYRD (WITCH)

Most norn witches take on the title of "wyrd," developing inborn talents for fate magic by forming a bond with a familiar and patron.

Wyrd's Wisdom: You use your Wisdom ability score and modifier in place of your Intelligence ability score and modifier for the purposes of spells and hexes.

Fate Magic: You may select any fate feat as a bonus feat in place of selecting a hex. You must meet all prerequisites for the feat.

Hex: You may select the following hexes.

Crone (Su): You embody the essence of the crone, who chooses when the thread of life is cut. Whenever you kill a creature by any means, the creature is treated as having died from a death attack and cannot be resurrected by the *raise dead* spell or similar effects.

Wyrd Coven (Ex): As the coven hex, except you may expend 1 fate point to contribute to the coven's

cooperative magic as a move action instead of a full-round action.

Major Hex: You may select from the following major hexes.

Coven Link (Su): When you are part of a coven, the members can use their cooperative magic as long as they are within 30 feet of each other.

Hagless Coven (Su): You count as being a hag for the purposes of a hag coven. A coven you belong to may employ cooperative magic even if it has no hags as members.

Improved Wyrd Coven (Su): You may expend two fate points to contribute to the coven's cooperative magic as a swift action. You must have the wyrd coven hex to select this hex.

Mother (Su): You embody the essence of the mother, who measures the thread of life. By tweaking destiny, you can attempt to set a creature on a path you select. This functions as the *suggestion* spell, except it is not a language-dependent effect, and you must be within 60 feet of the target. Additionally, you can set a specific condition that triggers the special activity, and the subject has no memory of you making the suggestion. A successful Will save negates this effect. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

Grand Hex: You may select the following grand hexes.



Coven Conduit (Sp): As long as you belong to a coven, you can contribute to the coven while being up to 60 feet away from the other members. The other members must still be within 30 feet of each other. You must have the coven link major hex in order to take this grand hex.

Greater Wyrd Coven (Su): You may expend fate points as a standard action to allow other members of your coven to require less concentration when contributing to cooperative magic. You may expend 1 fate point per contributing coven member to reduce their required action to a standard action or two fate points per coven member to reduce their required action to a move action. You must have the improved wyrd coven major hex to select this grand hex.

Maiden (Su): You embody the essence of the maiden, who sets all life in motion. You can create a creature from nothing to serve you. This functions as either the *summon nature's ally IX* or *summon monster IX* spells (or any lower-level version of *summon nature's ally* or *summon monster*), except you can only ever summon a single creature and the duration is permanent until dismissed. You may only ever have a single such summoned creature active at any one time. If the creature is killed, you cannot summon a new creature for 24 hours.

ADDITIONAL OPTIONS

The following options are available to norns. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Norns developed the following equipment according to their specific needs and utilize them to particular effect.

Destined Arms and Armor: Norns can create armor and weapons attuned to a specific creature's doom by mixing a piece of the target's body (such as hair, nails, or blood) into the metal as it is forged. A destined armor or weapon must be at least masterwork in quality. While the item itself is not magical, the tides of fate push it toward the creature's doom.

A destined weapon deals +2 points of damage

when used against the specific creature. This bonus to damage stacks with any magical enhancements to damage. However, against any other creature, it deals -1 points of damage.

Destined armor grants +1 to AC against attacks made by that specific creature. This bonus to AC stacks with any magical enhancements to AC. However, against any other creature, its AC is treated as 1 lower.

Destined armor adds +100 gp to the cost, and a destined weapon adds +200 gp to the cost. Destined weapons and armor are considered to be masterwork, and they can be used to create magic arms and armor.

Norn Dice: Cunning norns sometimes craft dice from the bones of dead creatures attuned to the movements of destiny (such as norn, fey, or dragons). While these dice seem unassuming and completely mundane to careful or magical inspection, their immediate future stands out to a norn's senses. A norn can always predict the next result of the dice before they are thrown. In addition to making for an entertaining parlor trick, this also gives the norn a distinct advantage whenever using the dice in any game of chance. This grants a norn with the dice a +5 circumstance bonus on Profession (gambler) checks.

Norn War Spindle: This sharpened, spindle-shaped weight is attached to a 10-foot rope. If you succeed at a trip attempt with a norn war spindle, you can drag your target 5 feet closer to you rather than knocking it prone. Unlike most weapons with reach, you can use a norn war spindle to threaten and attack any target within your reach.

NORN EQUIPMENT

Item	Cost	Weight	Craft DC
Destined Armor	+100 gp	see text	—
Destined Arms	+200 gp	see text	—
Norn Dice	5 gp	—	25

FEATS

Norns have evolved a style all their own and are quite fond of the following feats.

Fate: Fate feats expand or enhance the fate magic racial trait. Use your character level as your caster level for any spell-like ability granted by them.

CLAIRVOYANT (FATE)

You can cast your senses out from the chains of your physical body.

Prerequisites: Expand Sense, Perception 5 ranks, fate magic and fate sense racial traits, norn.

Benefit: You can spend 2 fate points to use clairvoyance (as the *clairaudience/clairvoyance* spell but only for sight) as a spell-like ability. You perceive as though the magic sensor is the center of your fate sense racial trait. While the effect is active, you cannot sense your surroundings by way of fate sense.

When you join a hag coven, the caster level of any *clairvoyance/clairvoyance* spell-like ability used by the coven as part of their coven cooperative magic is increased by 2 to a maximum of 20th.

EXPAND SENSE (FATE)

You use inborn magic to reach out farther with your senses for a brief time.

Prerequisites: Perception 1 rank, fate magic and fate sense racial traits, norn.

Benefit: You can expend 1 fate point as a swift action to increase the range of your fate sense by +30 feet for 1 minute.

FAST SHIFT (FATE)

You can rapidly shift your appearance, even in the midst of a conversation.

Prerequisites: Disguise 3 ranks, shift shape racial trait, norn.

Benefit: You can use shift shape as a standard action. If you have the fate magic racial trait, you can expend 1 fate point to shift shape as a move action or 2 points of fate magic to shift shape as a swift action.

Normal: Using shift shape is a full-round action.

FATED ATTACK (COMBAT, FATE)

You glimpse potential futures to assist in aiming your attacks.

Prerequisite: Fate magic racial trait, norn.

Benefit: Before you make an attack roll, you can spend 4 or fewer fate points. You gain an insight bonus on your attack roll equal to the number of points you spent.

INNER EYE (FATE)

You allow your senses to wander away from your physical form.

Prerequisites: Clairvoyant, Expand Sense, Perception 7 ranks, fate magic and fate sense racial traits, norn.

Benefit: You can spend 3 fate points to cast *arcane eye* as a spell-like ability. However, you perceive through the sensor with your fate sense. While the effect is active, you cannot sense your surroundings with the fate sense racial trait.

If you are part of a coven, the coven gains the use of *arcane eye* as part of its cooperative spellcasting.

PROPHETIC DREAM (FATE)

You surrender yourself to the ebb and flow of fate to receive a cryptic dream.

Prerequisites: Knowledge (Arcana or Religion) 4 ranks, fate magic racial trait, norn.

Benefit: You can spend 3 fate points to treat your dreams as an effect similar to the *divination* spell. Before falling asleep, you can choose to use this ability. It does not require the 25 gp worth of incense or other appropriate offering, but it only has the chance of being successful if you complete 8 hours of uninterrupted and restful sleep. The advice provided by Prophetic

NORN WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>Two-Handed Melee Weapon</i>								
War Spindle	10 gp	1d6	1d8	x2	—	7 lb.	P	reach, trip

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

Dream always takes the form of a cryptic or omen-filled dream and is never as simple as a short phrase. The base chance of a successful divination with this feat uses your character level as your caster level. The GM makes the roll in secret. If the roll fails, the GM may provide a false vision as the Prophetic Dream.

If you are part of a coven, the coven gains the use of divination as part of its cooperative spellcasting.

PROPHETIC TONGUE (FATE)

You have become one with fate and are prone to spouting cryptic prophecy.

Prerequisites: Prophetic Dream, Knowledge (Arcana or Religion) 3 ranks, norn.

Benefit: You can expend 4 fate points to cast *divination* as a spell-like ability. It does not require the 25 gp worth of incense or other appropriate offering, but it takes the form of a cryptic rhyme or omen-filled riddle spoken aloud by you in the round this ability is used. You must speak the results of the divination aloud, and it takes 1 minute to do so. If you are interrupted, the spell fails, and the fate points are spent. You are not aware of the information until it is spoken. The base chance of a successful divination with this feat uses your character level as your caster level. The GM makes the roll in secret. If the roll fails, the GM may provide false or misleading words within your riddle.

If you are part of a coven, any divination used as part of its cooperative spellcasting increases its caster level by 2, up to a maximum of 20th.

SENSE LIES (FATE)

Lying to you requires more than convincing words when you attune yourself to the threads of destiny.

Prerequisites: Sixth Sense, Sense Motive 3 ranks, fate magic and fate sense racial traits, norn.

Benefit: Target one creature you can see with your fate sense. You can spend 1 fate point as a standard action to tell that creature's truth from lies for 1 minute per character level as long as the character is within your fate sense range. Each time the target creature attempts to tell you any deliberate or intentional lie, they must succeed on a Will save (DC 10 + 1/2 your character level + your Wisdom modifier) or you

automatically know if the creature is lying.

If you are part of a coven, the coven gains the use of *discern lies* as part of its cooperative spellcasting.

SIXTH SENSE (FATE)

You instinctually sense when situations aren't what they appear to be.

Prerequisites: Sense Motive 3 ranks, norn.

Benefit: You can expend 1 fate point as a swift action to gain a feeling from another creature's behavior that something is wrong or that someone is trustworthy. This functions as the hunch task of the Sense Motive skill.

If you are part of a coven, you grant this ability to all other coven members who are within 10 feet of you.

Normal: Typically using Sense Motive takes 1 minute or more.

TRUE SIGHT (FATE)

You see through the lens of fate, which is not so easily befuddled by magical trickery.

Prerequisites: Sense Lies, Sixth Sense, Sense Motive 9 ranks, norn.

Benefit: You can spend 5 fate points as a standard action to cast *true seeing* as a spell-like ability (self only). However, the sensory range of the *true seeing* is equal to your fate sense.

If you are part of a coven, the coven gains the use of *true seeing* as part of its cooperative spellcasting.

TWIST OF FATE (FATE)

You can grab the strands of fate and twist them to escape hardships.

Prerequisite: Fate magic racial trait, norn.

Benefit: Just before you attempt a saving throw you can spend 4 or fewer fate points. You gain an insight bonus to that saving throw equal to the number of fate points you spent.

WISE FATE (FATE)

Your great wisdom increases your fate pool.

Prerequisites: Wis 12, fate magic racial trait, norn.

Benefit: Your fate magic pool increases by an amount equal to your Wisdom bonus.

Putti

You are so pretty! Your bark is white as birch but soft like a petal. Your juices are red as roses but warm like the sun. What a precious thing you are! I surely hope Korapira doesn't kill you.

—Lotus (upon meeting her first human)



The putti are more than the curious little plant creatures they seem. Korapira created them to someday be the tools of her annihilation of all animal life. The putti themselves are born from the agonizing pain and death of sentient creatures, and this horrific provenance belies their innocent, child-like appearance and shy behavior. In truth, despite their origins, the putti lack Korapira's blood thirst—but that should not be confused with any kind of regard for other life. Besides other putti and plants, the putti simply don't comprehend other living things much at all.

These whimsical and distracted fey are interested in how anything and everything works, but their social interactions are difficult. As they mature as a race, some are outgrowing Korapira's simplistic agenda of destruction. These restless putti philosophize and wonder: is this all there is, and what is our place in the world.

If Korapira cannot satisfy these questions for them, she may find herself at odds with her own children.

Physical Description: All putti emerge fully grown from the bloom of a flower of sheol. Their creation involves the painful death of a sentient creature inside the tree, breaking it down and transmitting its component parts into the creation of the putti. The putti emerge with will and imagination but no other

apparent remnants of the creatures used to create them.

Putti are androgynous. They have no gender distinctions, though once out in the societies of other cultures some may adopt a preferred gender to ease integration. They are all small, purple-skinned, and resemble nothing so much as slightly bloated, oversized, floating infants with shimmering, entirely green eyes. Clothing, when putti bother to wear any, is usually cobbled together from plant material.

Society: Putti society is still emerging. They have no childhoods or formative years, no need for self-reproduction, and no towns or cities. There are no individual family units; all putti are, together, a family, and the only creatures the putti truly bond with are other putti.



Putti share psychic bonds with one another and show other putti respect and even affection. Such warmth may surprise other creatures who are almost never subject to this side of them.

Relations: The putti understand they are off-putting to most other sentient creatures, so they are shy and cautious in initial meetings with non-putti. Their curiosity ultimately overpowers their concern, however, and they can be found interacting with virtually any society that accepts them, even grudgingly. New experiences are what they are after, and they flit from interest to interest, asking questions all the while: “what is this?” and “how does this work?” Once they’ve absorbed a great deal of knowledge, they may grow meditative for some time as they reconcile what they’ve learned with what they know and attempt to connect to their own existence.

The putti are not malicious by nature, but their insatiable curiosity and curious philosophizing can go from endearing to terrifying when they determine they need to examine a living creature’s response to a stimulus to better learn—especially when that stimulus is deadly. All moral considerations bow before a putti’s quest for knowledge, assuming the putti has even learned enough of other societies to comprehend morality in the first place.

Alignment and Religion: The putti begin their lives as absolutely true neutral. Morality, if they learn it at all, is a concept taught to them by other societies. Most putti, as they mature, find even Korapira’s morality puzzling and self-limiting. Extraordinary events may sway a putti one way or the other, but ultimately, a putti must see the benefit of accepting a limiting morality—usually it happens because one morality seems to hold the key to understanding their existence.

Curious putti may play at faiths and worship, but they are unable to truly synthesize religion without having some form of moral breakthrough. There are exceptions; putti certainly understand the importance of nature and death, for example, and follow these portfolios more than any other.

Adventurers: Putti have always trickled away in small numbers to seek greater purpose, but over time, these numbers have become larger and larger as their

questions get bigger and go unanswered. Given their unmistakably fey appearance and difficulties with social integration, many become adventurers to pursue their vision.

Innately psychic, putti are strong in the occult classes that depend on strength of mind more than body. Their ties to nature make them potent druids as well.

Names: Korapira used to name every new putti herself, but as time has gone on and their numbers have grown, the putti have taken over naming the fledglings. Using Korapira’s words and the first psychic impressions each new putti broadcasts, other putti now bestow names upon the fledglings.

Putti First Names: Anakoni, Elipeka, Haunani, Iokua, Kale, Leiomi, Mele, Nanani, Pua, Uilani, Wilolia

Putti Second Names: Ai, Ea, He, Ia, Kee, Loa, Mei, No, Puk, Ui, Waka

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Air Toddler: You are somewhat heavier and much sturdier than most of your kind. You normally walk on your own two feet, but you can float softly to the ground from a fall of any height. You have a base land speed of 20 feet and are under a constant *feather fall* effect, though the effect is extraordinary rather than magical. Your base speed is never reduced by wearing armor or by carrying a medium or heavy load. This ability replaces float and alters your speed.

Decaying Spores: You possess dangerous spores, which can affect non-plant creatures. This acts as an aura that you can activate as a standard action. Each living, non-plant creature within 15 feet must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or suffer 1d6 points of piercing damage. This damage increases by 1d6 at 4th level and every 3 levels thereafter. This aura lasts for 1 round. You can use this ability a number of rounds per day equal to 1/2 your character level, and the rounds need not be consecutive. Ending this ability is a free action.

This ability replaces limited telepathy and treespeech.

Improved Plant Traits: You display more plantlike traits than your kin. You are immune to mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. This ability replaces treespeech and alters your type.

Sympathetic Aura: As a standard action, you can create a 30-foot-radius aura of spores to make living creatures more susceptible to your words and actions. Affected creatures within the aura take a –2 penalty on all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against you. This aura lasts for 1 minute or until you end it with a free action. You can use this ability a number of minutes per day equal to 1/2 your character level. This ability replaces limited telepathy.

Telepathy: You can mentally communicate with any other creature within 60 feet as long as that creature can speak a language. You can only maintain telepathic contact with one creature at a time. This ability replaces limited telepathy and treespeech.

Wrath of Nature: You stand for the rights of plants against the rest of nature and gain a +1 racial bonus to attack and damage rolls against creatures of the animal type. This bonus increases by +1 at 4th level and every 4 levels thereafter to a maximum of +6 at level 20. This ability replaces treespeech and limited telepathy.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/6 to the number of points you gain in your arcane reservoir each day.

Kineticist: Add a +1/4 bonus to DCs for your kinetic blasts of the elements of either air or earth. (You can select a different element each level.)

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time you select this, increase your resistance to one of these energy types by +1 (maximum 10 for any one type).

Hunter: Your companion gains +1 hp or skill point.

Mesmerist: Add +1/2 your level as a circumstance

bonus to Bluff and Sense Motive checks against animals, humanoids, monstrous humanoids, and plants.

Psychic: Increase the total number of points in your phrenic pool by +1/3 point.

Ranger: Your companion gains +1 hp or skill point.

Sorcerer: Gain a +1/4 bonus to DCs for spells from the enchantment (charm) or enchantment (compulsion) subschool. (You can select a different subschool each level.)

Spiritualist: Add +1 to your phantom's base speed. In combat, this has no effect unless you have selected this reward five times (or another increment of five).

Wizard: Your familiar gains DR 1/magic. Each time you gain another level, the DR increases by +1/2 (maximum DR 10/magic). If you replace your familiar, the new familiar gains this damage reduction.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

ASCETIC GARDENER (DRUID)

Ascetic gardeners are masters of all plant life, able to control everything from the tiniest blade of grass to massive oaks. Their ties to the plant world give them unmatched abilities when dealing with such flora at the expense of some of their other druidic powers.

Spells: You use the spells known and spells per day table of the sorcerer rather than the druid's spells per day. You still use the druid spell list. In addition, you automatically add *summon nature's ally I* to your spells known as a bonus spell. At 5th level, you add *summon nature's ally II* to your spells known as a bonus spell. Every 2 levels thereafter, you add the *summon nature's ally* spell of the highest spell level you can cast to your spells known as a bonus spell until adding *summon nature's ally IX* at 17th level.

To prepare or cast a spell, you must have a Charisma score equal to at least 10 + the spell level. The DC for a

saving throw against your spell is 10 + the spell level + your Charisma modifier.

This ability alters spells and replaces spontaneous casting.

Plant Bond (Su): At 1st level, you form a mystic bond with plant life. This bond can take one of two forms.

The first grants you the Plant domain. When determining the powers and bonus spells granted by this domain, your effective cleric level is equal to your druid level. If you select this option, you also gain the spells granted by the Plant domain to your spells known.

The second option is to form a close bond with a plant companion. You may begin play with the plant companion listed below. This plant is a loyal companion that accompanies you on your adventures. Except for the companion being a creature of the plant type, this ability otherwise works like the standard druid's animal companion ability, and Handle Animal applies to the plant as though it was an animal.

PLANT COMPANION

Starting Statistics: Size Medium; Speed 30 ft.; AC +1 natural armor; Attack slam (1d6)

Ability Scores: Str 15, Dex 10, Con 12, Int 2, Wis 12, Cha 7

Special Qualities: low-light vision.

4th-Level Advancement: Size Large; AC +2 natural armor; Attack slam (1d8); Ability Scores Str +8, Dex -2, Con +4.

The plant companion can choose one of the following options: burrow speed 20 feet, climb speed 30 feet, fly speed 20 feet, 1 additional slam attack, or electricity resistance 20. At 4th level, it can choose an additional ability from this list, though it cannot choose the same ability twice.

Plant bond replaces the druid's nature bond ability.

Speak with Plants (Sp): You can use *speak with plants* as a spell-like ability once per day. If you have the treespeech racial trait, you gain a +2 bonus to Diplomacy checks made against plants instead. At 8th level, your *speak with plants* becomes constant, or if you have the treespeech racial trait, your bonus on

Diplomacy checks made against plants increases to +4. This ability replaces wild empathy.

Clear Path (Su): At 3rd level, when you move through areas of dense terrain, the plants around you bend out of your way. This creates a 5-foot aura around you that negates any negative effects created by non-magical difficult or hazardous terrain created by plants or plant creatures. At 11th level, this area increases to 10 feet. This ability replaces woodland stride and trackless step.

Wild Shape (Su): You cannot use wild shape to adopt an animal or elemental form. Instead, you can assume the form of a Small or Medium plant. This functions as *plant shape I*, except you do not yet gain access to either the constrict or poison abilities possessed by the plant form assumed.

At 8th level, your wild shape gains the full range of abilities available from *plant shape I*. At 10th level, you can assume the form of a Large or Tiny plant. Your wild shape ability now functions like *plant shape II*.

At 12th level, you can assume the form of a Huge plant. Your wild shape ability now functions like *plant shape III*.

This ability alters the normal druid wild shape ability.

CODKIN (MESMERIST)

Some putti embrace the full responsibilities of being a favored child of Korapira. These individuals lead a cult of followers to help ensure the destruction of the known world and its rebirth of wood and sap to carry through the will of their demented sovereign.

Object of Worship (Su): You inspire your allies to resist the influence of outside forces. As a swift action, any one ally that can see you is empowered to resist others through the sheer force of their will. If that ally is within 30 feet and can see you, they gain a +2 morale bonus on Will saves. At 8th level, this bonus increases to +3. You can maintain this bonus on only one ally at a time; it remains in effect until you choose a new ally, the ally dies, the ally moves farther than 30 feet away, or you fall unconscious or die. This ability is a psychic effect and relies more on your focus than the target's perception. You can attempt to use this ability

even while your ally is blinded but must succeed at a DC 20 concentration check to do so. This is a mind-affecting effect.

This ability replaces hypnotic stare.

Voice of God (Su): As a standard action, you can utter a word in a secret dialect handed down from Korapira herself. This creates a burst that deals 1d6 points of sonic damage to every living, non-plant creature within 30 feet. This damage increases by 1d6 at 4th level and every 3 levels thereafter (to a maximum 7d6 at 19th level). Creatures that take damage from voice of god receive



a Will save for half damage (DC 10 + 1/2 your level + your Charisma modifier). You can use this ability a number of times per day equal to 1/2 your mesmerist level + your Charisma modifier. This ability replaces painful stare.

Stimulation (Su): As you increase in power, your object of worship ability grants primal psychic stimulations upon the target. You choose one stimulation at 3rd level and every 4 levels thereafter. The choice can't be changed later. You can't choose the same stimulation more than once unless otherwise noted. All of your stimulations affect the target as long as it is affected by your object of worship.

Accuracy: The object of worship bonus also applies on attack rolls made by the target.

Alacrity: The target of object of worship has all of its speeds increased by 5 feet, and the object of worship bonus also applies to the target's Reflex saving throws.

Attentiveness: The object of worship bonus also applies on initiative checks and Perception checks.

Augmented Magic: The object of worship bonus also applies to the DCs of mind-affecting spells and spell-like abilities used by the target and to the target's spell resistance (if any).

Clear Mind: The object of worship bonus also applies to the target's Sense Motive checks to oppose Bluff checks and to Diplomacy and Intimidate checks made by the target.

Expanded Target: Object of worship and its bonus can affect creatures that are mindless or immune to mind-affecting effects (such as an undead or vermin). You can also partially affect such a creature with your mind-affecting spells and abilities if it's under the effect of your object of worship; it gains a +2 insight bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect but does allow the creature to act normally for that round.

Vicious: The object of worship bonus also applies to damage rolls.

This ability replaces bold stare.

Mesmerist Tricks: You add the following to your list of mesmerist trick choices.

Cover Me: You grant the ally the ability to intercept

an attack aimed at you. As an immediate action, when you are declared as the target of an attack but before any attack rolls are made, the ally may take a 5-foot step. If the ally ends this move or is already adjacent to you, the attack must be resolved against the ally instead of you, even if the attacking creature couldn't normally reach the affected ally.

Everybody Bow: You can make all allies implanted with this trick react in unison, allowing them to reroll Reflex saving throws as an immediate action. You can wait to determine the success and failure of the saving throws before triggering this trick but cannot trigger it after the effects are rolled or resolved.

Master Tricks: The following new master tricks can be selected by you at 12th level or higher.

Avenge Me: You create a compulsion for one of your allies to avenge you. Whenever you take hit point damage from an attack, you can trigger this trick as long as you are within 60 feet of the subject. The subject is immediately affected as if by the *rage* spell for 1 round per mesmerist level.

Die for Me: You instill one of your allies with the desire to give their life for you. You can trigger this trick whenever you would take hit point damage, from an attack, spell, or effect, and the subject is within 60 feet of you. Half the damage is psychically transferred to the subject. This is an enchantment (compulsion) effect.

PERFUMER (ALCHEMIST)

Putti realize early on that their spores and scents have an effect on others. Perfumers are putti alchemists experimenting with isolating and amplifying these features into extractions and perfumes.

Skills: You gain Diplomacy as a class skill.

Scent Bombs (Ex): This functions as the alchemist bomb ability except as follows. Your scent bombs do not deal damage and instead create a 5-foot-radius burst of vapor centered on the square it lands in. These vapors consist of an overwhelming mix of spores and scent too powerful for non-plant creatures to breathe. Targets in the affected squares must succeed Fortitude saves (DC 10 + 1/2 your level + your Intelligence

modifier) or become sickened for 3 rounds, plus your Intelligence modifier.

You can strengthen your scent bombs and learn new types of bombs as discoveries (see below). Your scent bombs, like extracts, becomes inert if used or carried by anyone else. This ability modifies the bomb ability of the alchemist.

Cognatogen (Ex): You can use empowered extracts of your own flora to heighten your charm and mental acuity. At 1st level, you learn how to create a cognatogen (see *Pathfinder Roleplaying Game: Ultimate Magic*). This ability replaces the mutagen class ability.

Discovery: You cannot select discoveries that deal damage or modify the damage of bombs. This modifies the discovery class ability. You may add the following discoveries to the list of discoveries you may choose from.

Craft Perfume (Ex): You may craft an exotic perfume using Craft (alchemy) that endows the user with one of the following spell effects (your choice): *eagle's splendor*, *heightened awareness*^{ACG}, or *youthful appearance*^{UM} with a caster level equal to your class level. A perfume has 3 doses, before being consumed, with a duration of 8 hours. These perfumes do not require Brew Potion to create and are not considered magical for purposes of *detect magic*, *dispel magic*, or similar effects. The cost and time to create these perfumes is considered the same as an antitoxin, but they can be sold with a starting price similar to what the magical potion equivalent would be (using your class level as caster level). You must be 5th level to select this discovery.

Nauseating Stench (Ex): Your scent bomb renders targets who fail their save nauseated instead of staggered. You must be 16th level and have the staggering stench discovery before choosing this discovery.

Staggering Stench (Ex): Your scent bomb renders targets who fail their save staggered instead of sickened. You must be 8th level before selecting this discovery.

Sweet Cognatogen (Ex): You imbibe a concoction that includes your own natural scent and pheromones. While under the effects of his cognatogen, you may issue a *suggestion* (as the spell) to a living, non-plant creature you have spoken to for at least 1 minute who

is no more than 15 feet away. You may make one *suggestion* per use of your cognatogen. This is a mind-affecting effect. You must be 7th level to select this discovery.

Grand Discovery: You cannot select grand discoveries that deal or modify the damage of bombs. You add the following grand discovery to your list of available grand discoveries.

Scent of Fatal Love (Ex): You enhance your cognatogen to empower your natural pollen and scents, stimulating pheromones in living, non-plant creatures to a maddening degree. While using this grand discovery with your cognatogen, you become a walking love magnet. Any living, non-plant creature that comes within 60 feet of you must attempt a Will save (DC 10 + 1/2 your level + your Intelligence modifier) or become dangerously infatuated with you. Affected targets attempt to move as close to you as possible, awed by your presence. If the path leads them into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril.

You cannot take any hostile actions against affected creatures, or else the effect is automatically broken. If an affected creature takes damage from an attack from one of your allies, it may make another Will save immediately with a +5 circumstance bonus. Affected creatures do not directly block your path but otherwise get as close as possible.

This effect ends immediately if your cognatogen wears off, if you are fully emerged in water, or if you are affected by *neutralize odor* or other spell effect erasing scent. Spells such as *stinking cloud* are still effective if cast in the same area as the perfumer but are not sufficient to overpower the scent of fatal love. You must be 17th level to select this grand discovery.

SOURCE OF LIGHT (CLERIC)

Some putti have a nearly divine tie to the life-giving energy of the sun. These putti can share the nourishment of daylight with their allies, making them invaluable resources until the sun sets.

Domains: You are allowed to and must choose the

Sun domain as one of your cleric domains, regardless of deity. This ability alters domains.

Photosynthetic Survival (Su): You can expend one use of your channel energy ability to sustain all allies within 30 feet with sunlight instead of food and water. Everyone affected by photosynthetic survival must be exposed to at least 2 hours of sunlight over the course of the day to benefit from this ability.

When exposed to direct natural sunlight, you replace every 1d6 of your channel energy with 1d8. When in areas of darkness, your channel energy only heals half hit points or deals half damage. Note that the sunlight must be natural, and even magical darkness affects your channel energy ability. This ability modifies channel energy.

Aura of Light (Su): You can cause your body to glow as if lit with the *light* spell. At 8th level, you can instead glow as if under the *daylight* spell. You can use this ability a number of times per day equal to 3 + your cleric level. This ability replaces sun's blessing, the 1st-level granted power of the Sun domain.

WINDSTORMER (KINETICIST)

Skilled putti are able to leverage their natural bond with nature and their lighter-than-air composition to bend the reality of the winds around them. These windstormers are focused on using the very air of the material world to aid them in their travels and grant them deadly offensive powers.

Windstorm Focus (Ex): You must select air as your primary element and must choose air blast as your first simple blast. When you gain an expanded element, this must be chosen from air or earth. This ability alters elemental focus and expanded element.

Aura of Debris (Su): At 2nd level, you are constantly surrounded by a swirling maelstrom of leaves, branches, and other debris, granting you a measure of protection. You gain a deflection bonus to AC equal to your Constitution bonus. You can suppress or reactivate this ability as a free action. This ability replaces the defense wild talent.

Kineticist Talents: You add the following new talents to your list of available talents.

GUSTING AURA

Element air; **Type** utility (Su); **Level** 5; **Burn** 1

You grant your float ability to any of your allies within 5 feet (up to a maximum of 1 ally per kineticist level). This effect lasts for 1 round. At 8th level, you can increase this aura to 10 feet, and at 16th level, you can increase this aura to 15 feet.

LEAF ON THE WIND

Element air; **Type** utility (Su); **Level** 3; **Burn** 0

You ebb and flow with the currents of the wind. You can spend a swift action to gain a bonus to your CMD against bull rush, drag, and reposition combat maneuver checks equal to 1/2 of your kineticist level.

SHIFTING WINDS

Element air; **Type** utility (Sp); **Level** 1; **Burn** 0

You alter the prevailing winds as if using *alter winds*^{APG}.

SHIFTING WINDS, GREATER

Element air; **Type** utility (Sp); **Level** 11; **Burn** 1

Prerequisite Shifting Winds

You change the prevailing winds in the area as if using *control winds*.

TRAVELLING GUST

Element air; **Type** utility (Su); **Level** 3; **Burn** 0

You use the surrounding wind to move at an exceptional rate. When you run, you move at 10 times your base speed rather than the normal 4 times. If you possess the Run feat, you instead move at 12 times your base speed.

Recommended Wild Talents: The following wild talents are especially appropriate for you: *aerial evasion*, *air shroud*, *engulfing winds*, and *wind sight*. (All of these talents are found in the *Pathfinder Roleplaying Game Occult Adventures*.)

ADDITIONAL OPTIONS

The following options are available to putti. At the

GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Putti developed the following equipment according to their specific needs and utilize them to particular effect.

Bottled Sunlight: This alchemical gel absorbs sunlight and then releases it when the bottle is broken, shining brightly for 2 hours in a manner similar to a *daylight* spell. However, the effect is not magical and does not interfere with darkness spells and effects.

Forest's Embrace: This alchemical perfume attracts plants to it with alarming speed. Applying the perfume is a standard action. A fresh bottle contains 5 doses. The wearer gets a +2 circumstance bonus on Diplomacy checks to influence plants. In addition, any round that the wearer spends within 5 feet of plants, they must succeed at a DC 15 Reflex saving throw or be entangled until it moves. The wearer treats all areas within 5 feet of plants as difficult terrain. Forest's embrace can be thrown as a splash weapon, automatically exposing a creature struck. If the bottle is full, any creature within 5 feet that is not hit directly must succeed at a DC 15 Reflex save or be exposed as well. Touching the surface where the perfume bottle broke automatically exposes a creature to it. The perfume lasts for 1 hour.

PUTTI EQUIPMENT

Item	Cost	Weight	Craft DC
Bottled Sunlight	600 gp	—	25
Forest's Embrace	50 gp	—	20

FEATS

Putti have evolved a style all their own and are quite fond of the following feats.

DIVINE MIEN

You appear to others as a creature infused with holy or unholy power.

Prerequisites: Either the telepathy or limited telepathy racial trait, putti.

Benefit: When you activate this ability, creatures (those with an Intelligence score of 3 or more) within range of your telepathy must succeed at a Will saving

throw (DC 10 + 1/2 your level + your Intelligence modifier) or perceive you as an agent of their god (or philosophy). Against affected creatures, add your Intelligence modifier on Bluff and Diplomacy checks made against those creatures (minimum 1). This ability is a mind-affecting, illusion (phantasm) effect. A creature that successfully saves cannot be affected by this ability for 24 hours.

You can activate this ability as a standard action and end it as a free action. You cannot have more than one mien active at a time.

GREATER PLANT TRAITS

You have found your truth in the plant kingdom and are even more plant-like.

Prerequisites: Improved Plant Traits, character level 9th, putti.

Benefit: Choose two of the following for which you have already selected the Improved Plant Traits feat: mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. You become immune to the chosen effects.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new effects.

GREATER TELEKINETIC

You hurl objects with abandon, using only your thoughts.

Prerequisites: Improved Telekinetic, Telekinetic, character level 11th, putti.

Benefit: When you use the Telekinetic feat, you can also make a violent thrust with *telekinesis*. You can make a violent thrust a number of times per day equal to your Intelligence bonus (minimum 1/day). This ability otherwise follows the restrictions of the Telekinetic feat.

IMPROVED DIVINE MIEN

You enlist the aid of those who believe you are a divine messenger.

Prerequisites: Divine Mien, character level 7th, putti.

Benefit: While you have Divine Mien activated, as a standard action, you can attempt to charm a single

creature affected by your Divine Mien. This ability acts as the spell *charm monster*, except the range is equal to your telepathy and the duration is 1 day. The save DC is the same as for your Divine Mien. Regardless of whether the save is successful or not, the creature cannot be affected by this ability again for 24 hours. You can use this ability a number of times per day equal to your Intelligence bonus (minimum 1/day).

IMPROVED PLANT TRAITS

You seek unity with the flora all around you, embracing your heritage.

Prerequisites: Character level 3rd, putti.

Benefit: Choose two of the following: mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. Your racial bonus to saving throws against the chosen effects increases to +4.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new effects.

IMPROVED TELEKINETIC

You wield your potent telekinetic ability against other creatures.

Prerequisites: Telekinetic, character level 7th, putti.

Benefit: When you use the Telekinetic feat, you can also perform combat maneuvers with *telekinesis*. This ability otherwise follows the restrictions of the Telekinetic feat.

IMPROVED TELEPATHY

You communicate telepathically at greater range.

Prerequisites: Either the telepathy or limited telepathy racial trait, putti.

Benefit: The range of your telepathy increases by 30 feet.

MIND MANIPULATOR

You can alter the memories of those whose thoughts you read.

Prerequisites: Mind Reader, character level 11th, either the telepathy or limited telepathy racial trait, putti.

Benefit: After you read a creature's thoughts for at

least 1 round using the Mind Reader feat, you can attempt to affect that creature's memories as the spell *modify memories*. The DC to do so is the same as if you were using Mind Reader. Whether the creature succeeds or fails its saving throw, it cannot be affected by this ability for 24 hours. Using this ability takes a standard action but reduces the time you can use Mind Reader by 1 minute.

MIND READER

You can detect the thoughts of others.

Prerequisites: Character level 5th, either the telepathy or limited telepathy racial trait, putti.

Benefit: You can *detect thoughts* as the spell, except the range is equal to your telepathy. You can use this ability a number of minutes per day equal to your character level. A creature can resist having its surface thoughts read with a Will saving throw (DC 10 + 1/2 your level + your Intelligence modifier). A creature that successfully saves cannot be affected by this ability for 24 hours.

TELEKINETIC

You can move objects solely with the power of your mind.

Prerequisites: Character level 3rd, putti.

Benefit: You can use *telekinesis* (as the spell) at will, except that you can only create a sustained force and the range is equal to your telepathy. Your caster level is equal to half your character level (minimum 1).

TODDLER

Your legs are more developed than other putti.

Prerequisite: Putti without the air toddler racial trait.

Benefit: You have a speed of 30 feet, but you can be tripped.

Normal: You can only crawl at a speed of 5 feet.

UNTETHERED

You float unhindered through the sky.

Prerequisite: Putti without the air toddler racial trait.

Benefit: There is no limit to how high you can float.

Normal: You cannot float higher than 5 feet above a solid or liquid surface.



Teras

Would you prefer I call you Mommy, Daddy, something else? Hey look, this is as disorienting for me as it is for you. I know you carried me for three months, but you can't hold that over me forever.

—Ogremaw the Dread, Junior



The fey are alien to most other creatures; the teras, on the other hand, are alien even among fey. Born as spores seeking a host, the teras duplicate what they can of their host bodies and then improve upon it. Other species viewing the results, however, may not agree on the word *improve*.

Teras can be difficult to identify, let alone define. By nature, they defy definition; they are fey of change, of mutability, of a world unto themselves in complete flux. They sometimes seem beset by curses such as tumors, growths, or warped biology, but the teras take such deformities and transform them into gifts. These fey believe all change is to be embraced, even if that change may initially seem undesirable.

Physical Description: Teras description is complicated. Pureblooded teras—that is, those who use another teras as a host—are easiest to identify by their willowy, fragile-appearing stature, luminescent, hairless skin, and elaborate bone growths. Pureblooded teras tend to have an unearthly, alien beauty about them that mortals may find fascinating.

Those teras born from a different host race, though, mostly resemble a member of that host's species but with some form of mutation. The exact form of mutation varies widely, but tumors, bone growths, withered limbs, conjoined twins, and so on are only

some of the possibilities. Mutations need not be visible; some teras have rearranged bodily organs—or extra ones—or hollowed spaces within their bodies. Some bleed honey or require a diet of only raw meat. The point is that the teras cannot resist coming into contact with a species without tweaking it in some way. Making it different. In their eyes, making it better.

Teras are androgynous, though non-purebloods possess an appearance on the gender spectrum of their host race.

Society: A teras begins existence as a parasite bursting from the flesh of a host creature whose genetic material it borrows to make its body. Luckily for the host, the magic of a teras prevents this traumatic experience from killing the host or inflicting much permanent damage. (Usually.) Once emerged, the teras is full-grown, resembling either its “parent” species or a pureblooded teras—but always “improved.”

In New Pelora, Oleron’s domain, the pureblooded teras rule and dictate the day-to-day, ever changing the laws of the realm and jockeying with one another for Oleron’s favor. The echelons of power are filled with debauched, psychic fey willing to break any taboo or commit an atrocity just for the fleeting feeling of not being bored. Teras tire of anything quickly once they experience it and must push further and further to feel interest. Boredom is like a death of the mind to a teras.

Teras of other lineages—often with “births” arranged by purebloods to test out new mutations—fare less well in New Pelora, often relegated to the menial tasks no pureblood would inflict upon themselves. The most



common job for non-purebloods is to go to the planes and bring back living creatures as amusements. Some teras choose not to return from these jaunts, desiring to feed their own experiences instead of catering to another's.

Teras born outside of New Pelora attempt to integrate with their host's society as well as they can. They are no less driven by a need for new experiences—nor any less prone to growing jaded—than purebloods, but they instinctively work to keep their natures hidden.

Besides appeasing their cravings for novel stimulation, teras work to affect change and upset the status quo in their surroundings—sometimes to

good ends. For every teras openly leading charges against tyrannies and stagnant kingdoms, though, there is another in the shadows killing innocents to study death or whispering in the ear of a high priest to change the church's dogma to exterminate rather than tolerate the unworthy—just to see what the faithful will do and what will happen.

Relations: The teras have no true prejudices or biases against others, though they do feel a certain amount of pity for species locked into static forms. Luckily, anyone can change with will and a little magic, and teras are glad to work with other races in “improving” their minds and bodies if they wish. With some exceptions,

TERAS RACIAL TRAITS

- ❖ **+2 Dexterity, –2 Constitution, +2 Charisma:** You are physically fragile, but your beauty and grace is otherworldly.
- ❖ **Languages:** You begin play speaking Common. If you have a high Intelligence score, you can choose from the following as bonus languages: Elven, Gnome, and Sylvan.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** You are a Medium creature and have no bonuses or penalties due to your size.
- ❖ **Speed:** You have a base speed of 30 feet.
- ❖ **Type:** You possess the fey type. You also gain the morph subtype, including the change shape, relation, and spore traits (see *The Faerie Ring: Campaign Guide*).

- ❖ **Blood of Oleron (Ex):** Through your veins flows the wildly mutable blood of Oleron himself, making your body both remarkably resilient and adaptable to your surroundings. You gain Blood of Oleron as a bonus feat. You can acquire other mutation feats through normal character advancement.
- ❖ **Entrancing Form (Su):** Your physical presence can be hauntingly gripping to non-teras. Three times per day, as a standard action that provokes attacks of opportunity, you can speak beguiling words and use undulating gestures to fascinate a target creature within 30 feet for 1 round. A successful Will saving throw (DC 10 + 1/2 your character level + your Charisma modifier) negates this effect. This is a mind-affecting effect. A creature that makes a successful saving throw against your entrancing form is immune to it for 24 hours. You are immune to other teras's entrancing forms.
- ❖ **Transmutable (Ex):** As a child of Oleron, fey sovereign of unchecked growth, your body is particularly susceptible to magic that can unnaturally alter its composition. You take a –2 penalty to saving throws against spells from the transmutation school. Additionally, non-instantaneous, non-permanent transmutation spells and effects affect you as though they were cast at +2 caster levels.
- ❖ **Unnerving Presence (Ex):** You receive a +2 racial bonus on Sense Motive checks to get a hunch and a +2 racial bonus on Intimidate checks to influence an opponent's attitude.

teras prefer to have permission before working changes on sentient creatures, but if it is obvious—to the teras—that a change is direly needed, it might not bother.

There is some tension among the teras themselves with pureblooded teras considering their form to be the true shape of evolution and other teras to be useful tools in manifesting new, never-before-seen mutations. Of additional consideration are the caterpillar-like membras and the powerfully psychic yet frail terani; while teras are accepting of their many evolutionary branches, their lineage can prove perplexing even to other fey and provide a mistaken view of the teras as a whole.

This is the secret other species must know to understand the teras condition: there is no teras “as a whole.”

Alignment and Religion: Chaos is the lifeblood of the teras. Laws are interesting only for about as long as it takes to devise them. Teras build things only to tear them down and try something else. They are intelligent and do not literally go about transforming things on a whim—like their progenitor, Oleron, they understand that while they may want to change everything, constant chaos will eventually leave the ultimate stagnation of nothingness in its wake—but they are ever mindful for opportunities where instigating change will have the broadest, most interesting effect.

As for religion, some teras, particularly purebloods, worship Oleron with zealot-like fervor. Teras mostly do not find gods and religions as supportive enough of personal evolution, but those deities closest to chaos with constantly changing forms and dogma may find teras faithful away from New Pelora.

Adventurers: Teras make natural adventurers with their adaptability and devotion to leaving things much different to how they found it. Alchemists, investigators, kineticists, sorcerers, and wizards—particularly with a transmutation focus—account for a large number of teras adventurers, but the innate variance within teras means they can be found in any class—even monks and paladins, though very few teras have the willingness to remain in such disciplined vocations for long.

Names: A standard name scheme does not exist for

the teras. Non-pureblooded teras may have any sort of name, usually taken from the culture of their host. Purebloods tend to borrow words from Aklo or Sylvan or other language Oleron currently favors and use them as names until they decide to change them.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Child of Air (Sp): Your bloodline includes a fey ancestor who felt more at home in the air than on the ground, such as a goodfellow. Three times per day, as an immediate action, you can cast *feather fall* as a spell-like ability with a caster level equal to your character level. This replaces entrancing form.

Child of Shadow (Sp): Your bloodline includes a fey ancestor who felt more at home in the cloying shadows than in the light, such as a darkling. Once per day as a standard action, you can cast *shadow step*^{UM} as a spell-like ability with a caster level equal to your character level, except the range is always 30 feet. This replaces entrancing form.

Child of Water (Su): Your bloodline includes a fey ancestor who felt more at home under the waves than on dry land, such as a matabiri. Once per day as a standard action, you can cast *water breathing* with a range of personal and a duration of a number of hours equal to half your Hit Dice. However, during this time, you lose the ability to breathe air. You must use this ability’s duration consecutively but can dismiss it as a free action. This replaces entrancing form.

Soothing Words (Ex): You can draw upon considerable oratory skill to befriend those who might normally find you suspicious. You receive a +2 racial bonus on Diplomacy checks made to influence a creature’s attitude. This replaces unnerving presence.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated,

the bonus applies each time you select the favored class reward.

Bard: Add +1/4 to the DC of your fascinate bardic performance.

Paladin: When using smite evil, add an additional +1/4 deflection bonus to your AC against attacks made by the target of your smite.

Sorcerer: Add +1/4 to the DC of your bloodline spells.

Inquisitor: Add +1/2 on Bluff checks and on Stealth checks made while motionless.

Oracle: Add +1/2 to your level for purposes of determining the effects of one revelation.

Summoner: Add +1 hit point to your eidolon.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

ARCANE SAVANT (BARD)

An arcane savant is deeply attuned to the magic that flows within and can harness it to unsettle their foes and bolster themselves and their allies.

Bardic Performance (Su): You gain the following types of bardic performance.

Inspire Distress (Su): At 3rd level, you can use this ability to cause creatures within 90 feet to doubt themselves and their skills. Affected enemies suffer a –1 penalty on all saving throws made against spells, spell effects, and spell-like abilities cast by you and your allies. The penalty increases by 1 for every 4 levels you have attained beyond 3rd (–3 at 7th, –4 at 11th, –5 at 15th, and –6 at 19th).

Each creature to be affected by inspire distress must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must have line of effect to the creatures affected. You can affect one creature with this ability at 3rd level and an additional creature every 3 levels thereafter (to a maximum of 6 creatures at 18th level). Inspire distress relies on

audible components.

This ability replaces inspire competence.

Arcane Inspiration (Su): At 9th level, you can use your performance to empower the eldritch energy that flows within you or a single willing ally within 30 feet. For every 3 levels you attain beyond 9th, you can target one additional ally while using this performance (to a maximum of four at 18th level). To grant arcane inspiration, all targets must be able to see and hear you.

A creature granted arcane inspiration treats its caster level as 2 higher for purposes of all parameters of its spells and spell-like abilities. This ability cannot be used in conjunction with magic item creation.

This ability replaces inspire greatness.

Eldritch Knowledge (Ex): Beginning at 1st level, you can make all Knowledge skill checks untrained, but you do not add half your class level to Knowledge skill checks. You instead add half your class level to Spellcraft and Use Magic Device checks. This ability alters bardic knowledge.

Spell Shaper (Su): At 2nd level, you gain any one metamagic feat for which you qualify, as a bonus feat. At 6th level and every 4 levels thereafter, you gain an additional bonus metamagic feat. You must fulfill any prerequisites for feats you select. Whenever you gain a new bonus metamagic feat, you can replace a previously chosen metamagic feat you learned with a new one, though you still must qualify for any metamagic feats swapped out in this way. This ability replaces versatile performance.

Magic Master (Ex): At 5th level, you can take 10 on a Use Magic Device check once per day, even though the skill normally does not allow doing so. You may use this an additional time per day for every 6 levels after 5th (to a maximum of three times per day at 17th level). This ability alters lore master.

Arcane Ascendant (Ex): This ability functions as a bard's jack of all trades, except for the following. At 19th level, when you make a successful Use Magic Device check to activate a wand or a scroll, you may make another Use Magic Device check with the same DC. If that check is successful, the wand or scroll acts as if its caster level were 2 levels higher for purposes of the items' durations and effects.

CHAOS SCIENTIST (ALCHEMIST)

Within each teras rests the highly mutable power of the blood of Oleron—ichors so potent, they can unleash raw power when distilled and consumed by the proper means. Some teras have found a way to blend the volatile nature of their blood with an intrinsic, savant-like intuition. The result is pure, destructive havoc.

Teras Alchemy (Su): You have learned that the mutable blood of Oleron can act as a universal catalyst, achieving results that take others years of study. You create potion-like extracts, laced with your own blood, which has an inherent magical potential that can generate spell effects. You prepare your extracts by mixing them with your blood, and you “cast” your spells by drinking the extract, your will and blood activating the latent magic. This means you must prepare extracts in advance, but you do not have to choose the exact nature of the extract: your blood will act as a universal catalyst, allowing you to decide what the extract is spontaneously upon drinking it. You can activate any extract you know at that time, assuming you have not yet used up your allotment of extracts per day for the level. This mystic blood bond binds the effects of your bombs and extracts to you, the creator.

To learn or use an extract, you must have a Charisma score equal to at least 10 + the extract’s level. The DC for a saving throw against your extract is 10 + the extract level + your Intelligence modifier.

You can only generate the mystic resonance required to activate your extracts a certain number of times per day. Your base extract allotment is given below (see **Chaos Scientist Extracts Known** table below). In addition, you gain bonus extracts per day if you have a high Charisma score (see *Pathfinder Roleplaying Game: Core Rulebook*).

Your selection of extract formulae and the knowledge to spontaneously generate them is limited. You begin play knowing two 1st-level extracts of your choice. At each new chaos scientist level, you gain new extracts as indicated. (Unlike extracts per day, the number of extracts you know is not affected by your Charisma score. The numbers are fixed.) At 3rd level and every level thereafter, you can choose to learn a new extract

in place of one you already know. In effect, you “lose” the old extract in exchange for the new one. The extract’s level must be the same as that of the extract being exchanged. You can swap out only a single extract at any given level and must choose whether or not to swap the extract at the same time that you gain new extracts known.

This modifies alchemy and extracts.

CHAOS SCIENTIST EXTRACTS KNOWN

Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	3	—	—	—	—	—
3rd	4	—	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	4	4	—	—	—	—
7th	5	4	2	—	—	—
8th	5	4	3	—	—	—
9th	5	4	4	—	—	—
10th	5	5	4	2	—	—
11th	6	5	4	3	—	—
12th	6	5	4	4	—	—
13th	6	5	5	4	2	—
14th	6	6	5	4	3	—
15th	6	6	5	4	4	—
16th	6	6	5	5	4	2
17th	6	6	6	5	4	3
18th	6	6	6	5	4	4
19th	6	6	6	5	5	4
20th	6	6	6	6	5	5

Chaos Control (Ex): You use your Charisma modifier instead of your Constitution modifier to determine your damage with wild talents, the DCs of Constitution-based wild talents, the duration of wild talents with a Constitution-based duration, your bonus on concentration checks for wild talents, and the other Constitution-based effects of all your wild talents as well as the amount of burn you may accept. This ability replaces Brew Potion.

Oleron’s Toll (Ex): At 1st level, the blood of Oleron offers you great power, but the strain of its use is serious. Unlike a regular kineticist, when you receive burn

(without mitigating it via one of your class features, see below), you experience a painful and distracting reaction as your body rebels. You are subject to progressively more debilitating effects:

OLERON'S TOLL

Total Amount of Burn Accepted	Effect
1	Dazzled
2–3	Sickened
4–6	Fatigued
7–8	Exhausted
9+	Nauseated

These conditions are cumulative for each point of burn you accept without mitigating it, and they persist until you recover burn. You cannot accept burn if you are immune to any of these conditions. For each point of burn you accept, you take 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. Nonlethal damage from burn can't be reduced or redirected, and if you are incapable of taking nonlethal damage, you can't accept burn. You may only accept 1 point of burn per round. This limit increases to 2 at 7th level and increases by another 1 every 3 levels thereafter. If you have accepted burn, you can't benefit from abilities that allow you to ignore or alter the effects you receive from nonlethal damage.

Kinetic Mutagen (Su): At 1st level, you discover how to create a special mutagen infused with the mutable blood of Oleron coursing through your veins, tapping into fearsome kinetic powers. You choose an element and get a simple blast and basic utility wild talent as if gaining the kineticist's elemental focus class feature. However, abilities accessed through your elemental powers are only available and active for you while under the effects of a kinetic mutagen. Utility wild talents with a constant effect or that last until you would recover burn only affect you while under the effects of a kinetic mutagen and immediately end when the duration of the kinetic mutagen elapses.

You also receive your choice of either extended range or kinetic blade as a bonus wild talent and reduce its

burn cost to 0 (whichever is not chosen can be learned later with its regular burn cost intact). Your kinetic blasts increase in damage at 4th level and every 3 levels thereafter. If you take levels as a kineticist or another class that grants an elemental focus, you must choose the same element for this purpose.

The power of the concentrated draught of teras blood provides a degree of protection when channeling kineticist powers. The raw power of teras blood does have its benefits: while under the effects of a kinetic mutagen, the first 2 points of burn you accept on that day are harmlessly absorbed. This increases by +1 at 5th level and every 5 levels thereafter. Whenever you accept burn thereafter while under the effect of your kinetic mutagen, you may choose instead to decrease the total duration of your kinetic mutagen by 5 minutes per point of burn accepted. You cannot convert burn thus if you do not have sufficient kinetic mutagen duration left.

A kinetic mutagen is radically different from a regular mutagen and thus does not convey the usual benefits of a mutagen, nor can it be modified with discoveries or abilities affecting mutagens. It is treated as the mutagen class feature for the purpose of prerequisites, though, and otherwise behaves as a mutagen. This alters and replaces mutagen.

Mutagenic Defense (Su): At 2nd level, you receive your elemental defense's wild talent, but it may only be active while under the effects of a kinetic mutagen. You may not increase its effects by accepting burn. Instead, the elemental defense is treated as if you had accepted 1 point of burn for every 3 chaos scientist levels you possess. You cannot have more than one elemental defense active at any given time and do not qualify for the expanded defense utility wild talent. This replaces poison resistance +2 and poison use.

Compartmentalized Kinetic Mutagen (Ex): Starting at 3rd level, you may compartmentalize your kinetic mutagen in smaller doses when preparing it and freely distribute the total duration of your kinetic mutagen in 10-minute increments. You may have a total of up to your Charisma modifier of compartmentalized mutagen at any given time. Compartmentalizing kinetic mutagen does not influence the total number of

accepted burn points the kinetic mutagen may absorb each day. This replaces swift alchemy.

Blasts or Bombs (Su): At 3rd level and every odd level thereafter, you may choose to gain a utility wild talent instead of increasing your bomb damage by +1d6, treating your chaos scientist level as kineticist level for this purpose, and must still meet any other prerequisites for wild talents, range, powers, or feats. This alters bombs.

Chaos Discovery (Su): At 4th level and every 4 levels thereafter, you may choose to gain an infusion wild talent instead of a discovery, treating your chaos scientist level as kineticist level for this purpose, and must still meet any other prerequisites for wild talents, range, powers, or feats. This modifies discovery.

Infused Bombs (Su): Starting at 5th level, you may choose to spontaneously add a substance infusion to one of your bombs, treating the bomb as a qualifying associated blast, provided it corresponds to your elemental focus. Instead of accepting the burn of a substance infusion added to a bomb, you may choose to expend a number of daily uses of the bomb class feature. If you are currently under the effects of your kinetic mutagen, you may alternatively mitigate the burn cost of the substance infusion as usual by decreasing the total duration of your kinetic mutagen. You must choose one way of mitigating burn, though—they cannot be combined. The normal limits for accepting burn still apply and bombs are treated as though they had a burn cost of 1 for the purpose of determining maximum burn. This replaces poison resistance +4.

Extended Kinetic Mutagen (Su): Starting at 5th level, the total duration of your kinetic mutagen is increased by 10 minutes, plus another 10 minutes every 5 levels thereafter. This increase is in addition to the increase provided by the regular kinetic mutagen duration increase gained each level.

Oleron's Gift (Su): Beginning at 6th level, you can use basic utility wild talents even when not under the effects of a kinetic mutagen. Additionally, you gain access to the kineticist's gather power class feature while under the effects of a kinetic mutagen. Decreases of the total burn cost via gather power are

applied before applying reductions in burn cost due to the effects of kinetic mutagen or infused bombs. This replaces swift poisoning.

Infusion Specialization (Su): At 8th level, whenever you use one or more infusions with a kinetic blast, you reduce the combined burn cost of the infusion by 1. This cannot reduce the total cost of the infusions below 0. You reduce the burn cost by an additional 1 at 10th level and 18th level. This replaces poison resistance +6 and instant alchemy.

Greater Kinetic Mutagen (Su): Upon reaching 10th level and 20th level, you gain the kineticist's expanded element class feature as well as any additional simple or composite kinetic blasts and bonus wild talents that could be gained this way. However, you must choose the same element as your elemental focus for this purpose. This replaces poison immunity and grand discovery.

Supercharge (Su): At 14th level, when using gather power as a move action, you can reduce the total burn cost of a single wild talent by 2 points instead of 1. When using gather power for 1 full round, you can reduce the burn cost of a single wild talent by 3 points instead of 2. This replaces persistent mutagen.

CRUSADING THEURGE (ANTIPALADIN/PALADIN)

For some teras, the mutability of their bodies extends to their very psyches, allowing them to act as both beneficent protectors and wrathful engines of destruction in the name of their deity.

Alignment: You must be lawful neutral, neutral, or chaotic neutral.

Left-Hand and Right-hand Path (Su): Beginning at 1st level, you embrace the duality between male and female principles, between destruction and creation, between light and darkness, between good and evil. You perceive the necessity of both aspects of the duality, and your unique psychology allows you to embody both. After completing a rest, you determine the path you are following that day and take on the characteristics of this path.

❖ If you are currently following the right-hand path, you are treated as a paladin of your

crusading theurge level. You receive the paladin's aura of good, regardless of your actual alignment and are treated as Lawful Good for the purpose of prerequisites, magic items, spells, and other effects. You gain the paladin's smite evil class feature.

- ❖ If you are currently following the left-hand path, you are treated as an antipaladin of your crusading theurge level. You receive the antipaladin's aura of evil, regardless of your actual alignment and are treated as Chaotic Evil for the purpose of prerequisites, magic items, spells, and other effects. You gain the antipaladin's smite good class feature.

This replaces aura of good or aura of evil as well as channel energy and modifies smite good or smite evil.

Gender Fluidity (Ex): At 1st level, you assign a gender to the left-hand path and one to the right-hand path whenever determining what path to follow on a given day. When you follow the respective path, you become the gender assigned to the path.

Genderless Grace (Ex): At 2nd level, you are treated as you wish when encountering any effect that has different effects based on gender. You do not detect as either male or female for the purpose of spells or effects. You also add your Charisma modifier (minimum 1) to all Saving Throws. This modifies divine grace or unholy resilience.

Touch of the Paths (Su): At 2nd level, you may use your touch for weal or woe, depending on the path you are currently following. You can heal or cause terrible wounds by touch; this is usable a total number of times per day equal to 1/2 your crusading theurge level + your Charisma modifier.

- ❖ If you are currently following the right-hand path, you can use this ability as the paladin's lay on hands ability.
- ❖ If you are currently following the left-hand path, you can use this ability as the antipaladin's touch of corruption.

This replaces and modifies lay on hands or touch of corruption.

Fluid Duality (Ex): Starting at 3rd level, you learn to quickly shift between the left-hand and right-hand

paths as necessity dictates, embodying the fickle and mutable nature of existence. Once per day, you may, as a swift or immediate action, change the path you are following. You may do so an additional time per day at 8th level and every 3 levels thereafter. This replaces aura of courage, aura of resolve, aura of justice, aura of faith, and aura of righteousness. Alternatively, this replaces aura of cowardice, aura of despair, aura of vengeance, aura of sin, and aura of depravity.

Tempered Ideology (Ex): Starting at 3rd level, you are treated as having your original alignment, whether you're following the left-hand or right-hand path, for the purpose of spells or effects if you so choose. This replaces divine health or plague bringer.

Cruel Mercy, Merciful Cruelty (Su): At 3rd level and every 3 levels thereafter, you choose both a mercy and a cruelty. Mercies can only be applied to the touch of the paths ability while following the right-hand path while cruelties can only be applied while following the left-hand path. This modifies mercy or cruelty.

Spells: Beginning at 4th level, you gain the ability to cast a small number of spells drawn from both the paladin and antipaladin spell list. You must prepare your spells in advance, and when doing so, you assign a spell drawn from the paladin spell list and a spell drawn from the antipaladin spell list to the same spell slot. When casting one of the spells assigned to the respective spell slot, that slot is expended. (The slot has two potential spells allotted to it, and you choose which it uses when you cast it.) You may cast only paladin spells when following the right-hand path and only antipaladin spells when following the left-hand path. This versatility causes you to be able to cast one less spell at each level than normal. If this reduces the number to 0, you may cast spells of that level only if your Charisma allows bonus spells of that level. This modifies spellcasting and otherwise works as the paladin or antipaladin's spellcasting.

Twisting Paths (Ex): At 5th level and every 6 levels thereafter, you receive two mutation bonus feats, one of which is then assigned to each path. You only receive the benefits of the feat when currently following that path. This replaces divine bond or fiendish boon.

Merged Paths (Su): At 20th level, you become

all-encompassing in your gender and ideology, transcending any notion of duality or monolithic identity. You are treated as following both the left-hand and right-hand paths at any given time and are treated as whatever alignment and gender you choose. Additionally, any application of the touch of paths ability heals or inflicts the maximum possible amount. Finally, you have become so all-encompassing that you are more than one for the intents of the cosmos, and as such, any magic that only targets a single creature automatically fails when directed at you. This does not negate rays or touch attacks, only spells that target single creatures. This replaces holy champion or unholy champion.

MUTABLE MAGE (ARCANIST)

For some teras, their bizarre internal chemistry emerges through their magic rather than their bodies. A mutable mage takes the spell-morphing capabilities of the arcanist a step further by altering their magic's intrinsic composition with the power of change.

Consume Spells (Su): When you use the ability consume spells to add to your arcane reservoir, you gain an extra arcane point if the spell is of the transmutation school. This ability modifies consume spells.

Mutable Magic (Su): By expending points from your arcane reservoir, you may alter aspects of your spells, gaining the ability to make more drastic changes as you gain power. Identifying spells affected by mutable magic is difficult; checks to do so have their DC increased by +1/2 your class level (minimum 1).

At 3rd level, you can expend 1 point from your arcane reservoir to alter one aspect of a spell's visible effect, such as making a lightning bolt resemble an electric flying snake or a grasping hand to appear as a dragon claw. This does not change any numerical value of the spell nor can it render a spell effect invisible. Uses of mutable magic unlocked at higher levels automatically convey the benefits of this ability without requiring additional arcane reservoir point expenditure.

At 7th level, you can expend 1 point from your arcane reservoir to alter a spell with touch range to close range

(25 ft. + 5 ft./arcanist level).

At 9th level, you can expend 1 point from your arcane reservoir to alter the area-of-effect category of a spell to another, so long as the spell affects the same number of squares or fewer than the original. For example, a spell with a 30-foot-line effect could be mutated into a 15-foot cone, and a 30-foot cone could mutate into a 15-foot-radius burst. This ability has no effect on spells without a defined area-of-effect and cannot be used to change a spell that emanates from you into an area-of-effect category that does not.

At 13th level, you can expend 2 points from your arcane reservoir to alter the energy type of a spell into one of the following: acid, cold, electricity, or fire. This ability has no effect on spells without an energy type associated. In spells with multiple energy types, you may use this ability multiple times to alter them all as part of one activation or choose to change only one.

At 17th level, you can expend 2 points from your arcane reservoir to alter the energy type of a spell into one of the following: force or sonic. This ability is otherwise identical to the 13th-level version.

This ability replaces arcane exploits gained at 3rd, 7th, 9th, 13th, and 17th level.

MUTATION BLOODLINE (SORCERER)

The eldritch potential of teras blood is wild, changeable, and infinitely adaptable. For those with a powerful teras ancestor—or even Oleron himself—the magic of such a powerful creature can forever infiltrate a lineage.

Class Skill: Diplomacy.

Bonus Spells: *bungle*^{UM} (3rd), *adhesive blood*^{ACG} (5th), *arcane sight* (7th), *adjustable polymorph*^{ACG} (9th), *acidic spray*^{UM} (11th), *polymorph* (13th), *sonic form*^{ACG} (15th), *frightful aspect*^{UC} (17th), *shapechange* (19th).

Bonus Feats: Combat Casting, Diehard, Great Fortitude, Improved Initiative, Loathing Spell*, Neurotic Spell*, Spell Focus, Toughness.

(*) Included in this book.

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool or with the mind-affecting descriptor, treat your caster level as +1 for purposes of determining the spell's duration.

Bloodline Powers: You can control and harness the perpetually mutating magic within you and even project it onto others.

Bewildering Touch (Su): At first level, you can focus the bizarre mutations inside you into a series of impossibly alien mental images and impart them to a touched creature, potentially overwhelming it. As a melee touch attack, you can make a target fascinated for a number of rounds equal to half your sorcerer level (minimum 1). Once a creature has been affected by your bewildering touch, it is immune to it for 24 hours. You can use this ability a number of times equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Mental Elasticity (Su): At 3rd level, you gain a +4 bonus to saving throws against spells with the mind-affecting descriptor. At 9th level, the bonus applies to all saving throws you make against spells in the illusion school. At 15th level, the bonus applies to all Will saving throws you make against psychic spells.

Reactive Flesh (Ex): At 9th level, you gain a +4 bonus to AC against attack rolls that would deal precision damage to you or confirm critical hits. At 15th level, when a creature successfully inflicts precision damage on you or confirms a critical hit against you, there is a 25% chance that you ignore the additional critical hit or sneak attack damage. (This applies to an



assassin's death attack as well; if you ignore the critical hit damage from a death attack, you are not paralyzed or killed by the ability.) At 20th level, that chance increases to 50%. This stacks with fortification.

Overcharged Mutation (Ex): At 15th level, you can briefly accelerate your mutating blood, generating discharge that is harmless to you but acidic when it bursts from the pustules on your skin. As a standard action, you can target any foe within 10 feet as a ranged touch attack. The acid you release deals 10d6 points of acid damage. A successful Reflex saving throw halves this damage (DC 10 + 1/2 your sorcerer level + your Charisma modifier). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Forms of Perfection (Su/Sp): At 20th level, you have coaxed your body into a higher state. Spells of the polymorph subschool that you cast on yourself last for twice as long as normal. Once per day, you can use *beast shape IV*, *elemental body III*, or *monstrous physique IV^{UM}* as a spell-like ability. You can always choose which spell-like ability to use each day, but you can only use one per day.

MUTATOR (BLOODRAGER)

When the wildly changeable and adaptable blood of a teras traces to a powerful teras elder or to Oleron himself, a bloodrage can manifest itself in strange ways.

Bonus Feats: Combat Casting, Diehard, Great Fortitude, Improved Vital Strike, Power Attack, Toughness, Vital Strike.

Bonus Spells: *long arm^{ACG}* (7th), *adhesive blood* (10th), *eruptive pustules^{UM}* (13th), *monstrous physique II^{UM}* (16th).

Bloodline Powers: While bloodraging, you gain abilities and immunities that likely seem alien to others but that come naturally to you.

Advantageous Alien Visage (Ex): At 1st level, you and your allies deal an extra +1d6 points of damage with melee attacks to targets that you or your allies have successfully demoralized using the Intimidate skill. At 4th level, add your Charisma bonus to this extra damage. At 8th level, the additional damage increases to an amount equal to +2d6 plus your Charisma

modifier.

Mental Elasticity (Su): At 4th level, you gain a +2 bonus to saving throws against spells with the mind-affecting descriptor. At 8th level, this bonus increases to +4.

Reactive Flesh (Ex): At 8th level, you gain a +2 bonus to AC against attack rolls that would deal precision damage or confirm critical hits against you. At 12th level, this bonus increases to +4.

Corrosive Mutation (Ex): At 12th level, you can spend a swift action to cover your melee weapons with acidic discharge, which deals +5d6 points of acid damage on a successful hit. You can only deal this damage once before the acid is consumed, but the acid can persist on your weapons for a number of rounds equal to your Charisma modifier. You can use this ability once per day, plus an additional time per day at 16th and 20th levels.

Resilient Flesh (Ex): At 16th level, when a creature successfully deals precision damage to you or confirms a critical hit against you, there is a 25% chance that you ignore the additional critical hit or precision damage. (This applies to an assassin's death attack; if you ignore the critical hit damage from a death attack, you are not paralyzed or killed by the ability.) This stacks with fortification.

Forms of Perfection (Sp): At 20th level, once per day, you can use *beast shape IV*, *elemental body III*, or *monstrous physique IV^{UM}* as a spell-like ability. You can always choose which spell-like ability to use each day, but you can only use one per day.

ONCOMANCER (ALCHEMIST)

It's not unusual for a teras to form semi-intelligent tumors in their unpredictably mutable bodies, but through some combination of science and magic, some of these tumors develop enough awareness to communicate in limited fashion. These alchemists, called oncomancers, can manipulate their tumors and change their bodily make-up to be more resistant to status effects and even to death and disease—but at a physical cost.

Sentient Tumor (Su): Somewhere on your body is

a pronounced tumor, an unwholesome mass bulging from somewhere, that is always immediately visible unless concealed by a DC 15 Disguise check. This tumor cannot be removed or healed by any means short of divine intervention or a *miracle* or *wish*. You immediately lose all of your oncomancer abilities if deprived of your tumor.

The tumor is somewhat sentient and shares a telepathic link with you. At 1st level, you receive a regular update of the condition of your own body as though you cast *status* on yourself. This occurs hourly unless you gain a status condition, in which case it triggers automatically.

You store information on your formulae in your tumor and do not require a formula book. The tumor communicates what you need to know to prepare your extracts for the day.

This ability modifies alchemy and replaces Throw Anything.

Mutagenic Tumor (Su): At 1st level, you experience unpredictable effects applying your mutagen to your changeable and tumor-ridden body. Before applying the effects of a mutagen, roll a 1d6.

- ❖ On a 1, the tumor overreacts to the mutagen and weakens your body, giving you a –2 penalty to your AC and to your Strength, Dexterity, and Constitution scores, but you do not take the usual penalty to mental ability scores.
- ❖ On a 2–4, the mutagen's effects are unchanged.
- ❖ On a 5 or 6, your tumor bolsters the mutagen, increasing your natural armor bonus by an additional +2 and boosting one of the physical ability score bonuses granted by the mutagen by an additional +2.

This ability modifies mutagen.

Transforming Tumor (Su): You can temporarily sacrifice your physical well-being to become resistant to specific threats by coercing your tumor to reposition itself in your body. It takes a standard action to reposition the tumor and deals 1 point of Constitution damage to you that cannot be reduced. (Undead oncomancers instead take Charisma damage.)

At 2nd level, you gain immunity to any one of the following conditions for 10 minutes per alchemist level:

bleed, blinded, dazed, deafened, fatigued, nauseated, paralyzed, sickened, or stunned.

At 6th level, you add disease and poison to the list of possible immunities the tumor can provide and gain two immunities or gain one immunity and damage reduction 5/magic for the duration instead.

At 8th level, you gain an additional immunity, damage reduction 5/magic, and may, as one such choice, treat your tumor as armor that gives you no AC bonuses but is treated as having the light fortification property for 10 minutes per alchemist level.

This ability replaces the poison resistance ability gained at 2nd, 6th, and 8th level.

Symbiosis (Su): At 10th level, you gain immunity to disease and the Diehard feat, even if you do not meet the prerequisites. This replaces the alchemist's 10th level discovery.

Discoveries: The following discoveries are especially appropriate for you: elixir of life, feral mutagen, grand mutagen, greater mutagen, and infuse mutagen.

ADDITIONAL OPTIONS

The following options are available to bitterclaws. At the GM's discretion, other appropriate races may have access to some of these new rules.

MUTATION FEATS

The following mutation feats are available only to teras and are accessible through their Blood of Oleron racial trait. Prerequisites with asterisks beside them refer to feats in this section.

BLOOD OF OLERON (MUTATION)

Your flesh is deceptively malleable, foiling attackers who might normally take advantage of a dropped guard.

Prerequisite: Teras.

Benefit: You gain a +1 racial bonus to AC against attacks that would deal precision damage to you (such as sneak attacks) and against critical hit confirmation rolls. At 5th level and every 5 levels thereafter, this bonus increases by +1 (to a maximum of +5 at 20th level).

CLEANSING GROWTH (MUTATION)

Your sentient growth can filter and store impurities or mitigate injuries that could normally cripple your body or mind.

Prerequisites: Blood of Oleron*, Sentient Growth, Resilient Growth*, Con 15, teras.

Benefit: Your sentient growth can absorb ability score drain in the same way that it can absorb ability score damage. Ability score drain absorbed in this way counts toward the limit of ability score damage your growth can absorb.

DEXTEROUS APPENDAGE (MUTATION)

You have learned a measure of control over your vestigial appendage and can use it to your advantage when the situation calls for it.

Prerequisites: Blood of Oleron*, Vestigial Appendage*, teras.

Benefit: Three times per day, you can retrieve a stored item on your person as a swift action. If you have 13 HD or more, you can always use your vestigial appendage to retrieve a stored item as a swift action. Using this ability does not provoke attacks of opportunity.

Normal: Retrieving a stored item requires a move action and provokes attacks of opportunities.

INURED VISCERA (MUTATION)

Your internal organs are less vulnerable against effects that might debilitate a creature of lesser resiliency.

Prerequisites: Blood of Oleron*, Con 13, teras.

Benefit: You gain a +2 bonus on Fortitude saving throws against effects that would make you sickened or nauseated and against ingested poisons and ingested diseases. Additionally, once per day when you fail a saving throw against an effect that would make you nauseated or against an ingested poison or ingested disease, you can negate up to 1 round of its effects. If the effect, poison, or disease would only last for 1 round, it does not affect you.

IRON VISCERA (MUTATION)

Most common ailments are no match for your internal organs.

Prerequisites: Blood of Oleron*, Inured Viscera*, Con 13, teras.

Benefit: You are immune to the sickened condition. Once per day, you can reroll a Fortitude saving throw against an effect that would make you nauseated or against an ingested poison or ingested disease and take the better result. Additionally, when you fail a saving throw against an effect that would make you nauseated or against an ingested poison or ingested disease, you can always negate up to 1 round of its effects. If the effect, poison, or disease would only last for 1 round, it does not affect you.

RESILIENT GROWTH (MUTATION)

Your sentient growth can filter and store impurities or mitigate injuries that would normally have drastically negative effects on you.

Prerequisites: Blood of Oleron*, Sentient Growth*, Con 15, teras.

Benefit: Your sentient growth can temporarily absorb a number of points of ability score damage equal to your Constitution modifier. If the growth absorbs this number of points of ability score damage or fewer and 1 hour passes without your suffering additional points of ability score damage, the ability score damage is permanently absorbed and does not affect you. However, the first time you suffer additional ability score damage beyond this limit during this 1-hour period, you also suffer the absorbed ability score damage (and any absorbed hit point damage). Any ability score damage absorbed counts against the growth's limit of hit point damage that it can absorb in a 1-hour period. Your sentient growth can permanently absorb ability score damage multiple times per day, but it can never absorb more than a total of twice your Constitution modifier in any 24-hour period.

SENTIENT GROWTH (MUTATION)

Your volatile cells have formed a pulsing, semi-intelligent tumor that can sense when danger threatens and activate your body's natural defenses in response.

Prerequisites: Blood of Oleron*, teras.

Benefit: Your sentient growth can temporarily absorb a total number of hit points of damage equal

to your Constitution modifier + twice your Hit Dice. If the growth absorbs this number of hit points of damage or fewer and 1 hour passes without your suffering additional hit points of damage, the damage is permanently absorbed and does not affect you. However, the first time you suffer additional hit point damage beyond this limit during this 1-hour period, you also immediately take the temporarily absorbed damage. Your sentient growth can permanently absorb hit point damage multiple times per day, but it can never absorb more than a total of three times its absorption limit in any 24-hour period.

STABILIZING APPENDAGE (MUTATION)

Your vestigial appendage has coaxed other, smaller growths to sprout from your flesh, and you have gained a measure of control over them, making it easier to distribute your weight and keep your balance.

Prerequisites: Blood of Oleron*, Vestigial Appendage*, teras.

Benefit: You gain a +4 bonus to CMD against bull rush and trip attempts. If you have at least 10 HD, successful bull rush attempts only ever push you back by 5 feet, regardless of by how much your opponent's attack exceeds your CMD.

VESTIGIAL APPENDAGE (MUTATION)

A strange, underdeveloped, alien-looking appendage sprouts from your shoulders or chest, aiding you in certain dexterous tasks.

Prerequisites: Blood of Oleron*, teras.

Benefit: You gain Still Spell as a bonus feat. In addition, you gain a +1 insight bonus on Disable Device and Stealth checks. If you have 5 or more ranks in one of those skills, the bonus increases to +2 for that skill.

OTHER FEATS

Teras have evolved a style all their own and are quite fond of the following feats

BIFID TONGUE

By chance of birth or injury, your tongue is split, allowing you to communicate with serpents.

Prerequisite: Con 13, teras.

Benefit: You can speak with serpents and serpentine monsters as though you were under the effects of *Speak with animals*. Such creatures increase their starting attitude toward you by one step, up to indifferent.

HETEROCHROMIC BEAUTY

One of your irises is a different color than the other, or your irises are swirled with multiple colors. There lies mystic power in your the beauty of your eyes.

Prerequisite: Con 13, teras.

Benefit: When you are affected by a gaze attack that allows for a saving throw to negate or reduce its effects, you may, as an immediate action, choose to reroll the saving throw and take the better result. You can do this a number of times per day equal to your Charisma modifier.

HETEROCHROMIC STARE (STARE)

One of your irises is a different color than the other, or your irises are swirled with multiple colors, and you've learned how to use this to throw others off balance. Your powerful gaze is more versatile.

Prerequisites: Heterochromatic Beauty, Hypnotic stare class ability (mesmerist), teras.

Benefit: You may choose to focus your hypnotic stare on two individuals within range rather than one. If you do, however, you reduce the penalty your stare imposes by 1 for both targets. Alternatively, you can focus both of your eyes on one target, increasing the penalty to Will saves your hypnotic stare causes by 2. Additionally, you may have up to two mesmerist tricks implanted at any given time—one for each of your eyes. One of these tricks is active, one is passive. You can only activate the active mesmerist trick. Switching active and passive mesmerist tricks is a full-round action that provokes attacks of opportunity

Normal: A mesmerist can only have one mesmerist trick implanted at any given time.

LOATHING SPELL (METAMAGIC)

Your spells worm their way into the target's mind, inciting immense resentment and anger, stoking the fires of self-loathing in your targets.

Prerequisites: Teras.

Benefit: You can modify a spell to wear at the target's psyche until they blame themselves or their allies for their predicament. When a creature is affected by the spell, for 1 round, there is a 50% chance each round (00–49 on d%) that they deal 1d8 points of damage + their Strength modifier to themselves and a 50% chance (50–100 on d%) that they do nothing that round but babble incoherently and angrily at themselves. If the spell allows a saving throw, a successful saving throw negates this effect. If the spell does not allow a saving throw, the target can make a Will saving throw (DC equal to the spell's DC) to negate this effect. If the spell effect causes the creature to become confused, the duration of this metamagic effect happens after the spell's effects have elapsed. You can dismiss this effect at any time as a free action without also dismissing the spell's other effects. A loathing spell only affects spells with the mind-affecting descriptor.

Level Increase: +3 (a loathing spell uses up a spell slot 2 levels higher than the spell's actual level).

NEUROTIC SPELL (METAMAGIC)

Your spells seed paranoia, whispering poison in foes' ears and crippling their effectiveness on the battlefield for a time.

Prerequisites: Teras.

Benefit: You can modify a spell to cause it to also seed doubts in the target's mind about their own skills and sanity. When a creature is affected by the spell, they become staggered for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful saving throw negates the staggered effect. If the spell does not allow a saving throw, the target can make a Will saving throw (DC equal to the spell's DC) to negate the staggered effect. If the spell effect also causes the creature to become staggered, the duration of this metamagic effect is added to the duration of the spell. You can dismiss this staggered effect at any time as a free action without also dismissing the spell's other effects. A neurotic spell only affects spells with the mind-affecting descriptor.

Level Increase: +2 (a neurotic spell uses up a spell slot 2 levels higher than the spell's actual level).

OPTIC POLYPS

Your optic nerves are peppered with strange growths, allowing you to glimpse the ethereal.

Prerequisite: Perception 1 rank, teras.

Benefit: You can see incorporeal creatures even if they're hiding in walls or the ethereal plane, up to a distance of 10 feet per Hit Dice.

POLYDACTYL

You have extra fingers and toes, giving you a better grip but making suspicious people slightly uncomfortable in your presence.

Prerequisites: Con 13, teras.

Benefit: You gain a +4 bonus to CMD against attempts to disarm you. Additionally, once per day when you are stunned, you can choose not to drop your held items. The other effects of the stunned condition still apply. If you have 6 HD or more, three times per day when you are stunned you can choose not to drop your held items.

Additionally, if you use a hex that can only affect a given target once in 24 hours and the target succeeds its saving throw, you can expend one of your daily uses of holding on to an item granted by this feat to make the multi-digit sign of the polydactyl, allowing you to affect the target again with a subsequent use of the hex. However, you also suffer a –2 penalty on social skill checks when interacting with superstitious characters or creatures ill disposed toward witches and their ilk (subject to GM's discretion).

SEARING SKIN

Your skin warms to the boiling blood beneath, and as your heart rate increases, your flesh becomes a deadly weapon all its own.

Prerequisite: Con 13, teras.

Benefit: Whenever you are hit with a natural weapon or an unarmed strike, you deal an amount of fire damage to your attacker equal to your Constitution modifier + half your HD (minimum 1). Once per day, when you have been hit by such an attack but before the damage is rolled, you can choose to double this damage. If you do, your searing skin ceases to deal fire damage for the next 24 hours.



Twilight Children

Are you cold, child? Hungry? Alone? These are funny nonsense words where I'm from. Like stories told before a fire with a full belly and dear friends. Take my hand, dear heart, and never feel need again.

—Avasule,
Duchess of Waking Nightmare



These fey are changelings, the offspring of fey dalliances, the lost children in the wilds, and babes stolen from cradles and raised in magical demesnes with fey creatures as their family, friends, and masters. The lives of twilight children may be enchanted or nightmarish, depending on the fey who finds or steals them. Some are treated as guests or fey children, others as slaves or playthings. No matter their upbringing, however, the twilight children never quite belong with the fey, but neither can they ever go home again.

Physical Description: Twilight children are irrevocably changed by their lives immersed in fey magic. They retain much of the general look of their original race but change according to the sorts of fey they primarily associate with—so they may develop the horns and hairiness of a faun or the razor teeth and bat ears of a gremlin or the dusky skin and tail of a darkling, for a mere few examples.

Regardless of parentage and environment, there is always something a little ephemeral and frail about the twilight children. They all bear the look of someone caught between the real world and a dream.

Society: There is no unified society of twilight children. Given that one twilight child can be completely opposite from another, there are no guarantees that their own kind will be any more

familiar than other fey.

Most have only dim memories of their lives before they lived in the fey realms, if they were even old enough to form memories. Those kidnapped from loving homes may still remember the feeling of a safe, warm family that even well-intentioned fey can't replace. By contrast, some twilight children came to the fey by becoming lost while running away from abusive homes or after being orphaned, so becoming a changeling was perhaps for the better.

Not all fey bear benevolence for their little captives though. Some are experimented on, transformed, and tortured; some are raised as servants, slaves, or consorts; some are abandoned in a wild demesne and left to their own bid for survival. It is these cases most likely to produce a twilight child who has lost all life meaning but to hunt and kill fey.



Twilight children raised among fey in happier circumstances are still seldom totally accepted; they are still too different, too limited by their form. The changelings may be friends, sidekicks, or treated as favored pets but never as equals, and it is a rare and cunning twilight child that achieves any power in fey courts. This can be particularly galling for twilight children who are born of a union between fey and mortal, sometimes even of a sovereign like Manitou. They find their blood accounts for nothing, and some

develop an obsession with their fey parent—either wishing to know the parent and plead their worthiness to best their lot or for vengeance at being created and abandoned.

Returning to their home planes has little more to offer. They are strangers to their own former kin and viewed with the same distrust and awe the mortal races have for fey yet do not possess the powers or agendas as other fey do. Thus, they are locked out of thriving in mortal communities as well.

TWILIGHT CHILD RACIAL TRAITS

- ❖ **Parent Race:** Choose one race as your parent race. This is the race from which you originally hailed. While you gain no racial traits from the parent race other than size, it does affect other traits and, potentially, feats you gain as you progress in level.
- ❖ **+2 Dexterity or Strength, –2 Constitution, +2 Intelligence or Charisma:** You carry some attributes from your original humanoid race, which increases one physical and one mental attribute, but you are generally sickly.
- ❖ **Languages:** You begin play speaking Common and Sylvan. If you have a high Intelligence score, you can choose from the following as bonus languages: Dwarven, Elven, Gnome, Halfling, and Orc.
- ❖ **Senses:** You have low-light vision.
- ❖ **Size:** If your parent race is Medium, you are Medium and receive no bonuses or penalties due to your size. If your parent race is Small, you are Small and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.
- ❖ **Speed:** You have a base speed of 30 feet, regardless of parent race.
- ❖ **Type:** You possess the fey type. You also gain the changeling subtype, including its additional choice of a kith subtype, but you do not gain any of that subtype's traits (see *The Faerie Ring: Campaign Guide*).

- ❖ **Shadow Caster:** Intimate familiarity with shadows grants you a +1 racial bonus to the saving throw DCs for spells and spell-like abilities of the illusion (shadow) subschool.
- ❖ **Shadow's Caress (Su):** You are guarded by the shadows themselves. As a swift action on your turn or an immediate action otherwise, when you are within an area of dim light or darker illumination, you may call forth the shadows to protect and guide you, gaining a racial bonus of +1d4 to a single attack roll or to AC for the purpose of a single attack. This decision must be made before damage is rolled. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1).
- ❖ **Shadowskin:** You always treat Stealth as a class skill and gain a +2 racial bonus on Stealth checks when you are in an area of dim light or darker illumination.
- ❖ **Two Worlds:** You gain a +2 racial bonus on saving throws against spells and effects originating from fey creatures. Likewise, you gain the same bonus against spells and effects originating from creatures of your parent race's subtype.

Relations: Most twilight children are hungry for friends or at least allies. Other half-species, such as aasimars, half-elves, half-orcs, and tieflings, understand better than most the frustrations of being born between two worlds and never really belonging in either. Gnomes can be comforting influences to a twilight child as these little fey tend to be happy to treat twilight children as equals and take them along on their (often bizarre) adventures.

Other fey races may be viewed warmly or as enemies, depending on the nature of their foster fey. Twilight children have little power, for the most part, in the fey courts, but they tend to be the best informed—raised among fey yet not viewed as a rival, twilight children hear more secrets and gossip than their unassuming origins suggest. Clever twilight children stay behind the curtain of fey court intrigues but pull more strings than the proud fey would ever believe.

Alignment and Religion: Much like the diversity in their originating races, the alignment and religion of the twilight children varies widely. For every twilight child embracing fey customs and beliefs, another shuns them entirely. Twilight children can be vulnerable to suggestion at times in their desire to fit in and may adopt the ethos and faith of a companion who treats the twilight child respectfully. When that respect is given out of manipulation and not sincere appreciation, however, the twilight child can become a duped cultist or patsy.

Adventurers: On the edge of two worlds, the twilight children often turn to adventuring in the hopes it will help them discover something they are missing. In the process, some twilight children are lucky enough to find belonging as a valuable, respected member of a group of companions. Others seem doomed to wander the Material Plane or the fey lands, never attaining a true sense of belonging anywhere.

Any adventuring class may appeal to at least some twilight children. Their fey aspects make them particularly well-suited as bards and sorcerers, and some “foster families” of fey may orient them more to certain classes, but they can be found in all vocations.

A specialized sort of twilight child adventurer is the fey hunter. Often rangers, inquisitors, or slayers, these

changelings are devoted to slaying either any fey they can find or a particular kind of fey that has particularly earned their enmity. The most ambitious fey hunters are after a sovereign’s head.

Names: Due to their various origins, names amongst the twilight children vary substantially. Some have been given or have adopted fey names while a select few have retained their birth name from their originating culture. Once achieving adulthood, some twilight children forego all prior names and choose one of their own; having usually had so little control over their lives before, some decide they can at least exert their will on what they should be called.

ALTERNATE TRAITS

There is great variety throughout Faerie, and the following racial traits may be selected instead of the typical racial traits. Consult your GM before selecting any of these new options.

Light’s Caress: You are guarded by the light, not the dark. As a swift action on your turn or an immediate action otherwise, when within an area of dim light or brighter illumination, you may call forth blazing light to protect and guide you, gaining a bonus of +1d4 to a single attack roll or to AC for the purpose of a single attack. This decision must be made before damage is rolled. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). This replaces shadow’s caress.

Light Caster: Intimate familiarity with light grants you a +1 racial bonus to the saving throw DCs for spells and spell-like abilities with the light descriptor. This replaces shadow caster.

Shadowsight: Knowing what lies in the shadows can be terrifying. You know the shadows are never a safe place. Ever vigilant of the darkness, you gain a +4 racial bonus to Perception checks within areas of dim light or darker illumination. This racial trait replaces shadowskin.

Safe from Shadows: Familiarity with shadows sometimes allows greater resistance to their effects and wards against their incursion. You gain a +2 racial bonus on saving throws against spells and

spell-like abilities of the shadow subschool of illusion. Additionally, once per day you can use *faerie fire* as a spell-like ability with a caster level equal to your character level. This racial trait replaces shadow caster.

SUBRACES

You can combine the alternate racial traits to create the dawnchild subrace.

Dawnchild: While those who think of twilight generally imagine dusk, some twilight children prefer the time between daybreak and morning. These twilight children, sometimes referred to as dawn children, shy from the shadows, preferring to illuminate the monsters and other dangers lurking in the dark corners. Replace the shadowskin racial trait with shadowsight, the shadow caster racial trait with safe from shadows or light caster and replace shadow's caress with light's caress.

FAVORED CLASS

The following options are available to those who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add one spell known from your spell list. This spell must be at least 1 level below the highest spell level you can cast and be of the illusion school.

Bloodrager: Increase your existing deflection bonus to AC by +1/6. If you have no deflection bonus to AC, your deflection bonus is 0 before adding this benefit.

Inquisitor: Add +1/2 to your Sense Motive and Knowledge (planes) checks.

Investigator: Add +1/2 to your number of uses per day of inspiration.

Mesmerist: Increase your bonus on Bluff checks from consummate liar by +1/4.

Occultist: Increase your number of daily uses of shadow's caress or light's caress by +1/2

Ranger: Add +1/3 to your Survival checks to track in moonlit, overcast, or moonless night conditions.

Rogue: Add +1/2 to your Perception and Stealth checks in dim light.

Spiritualist: Add +1 hit point or skill rank to your phantom.

Witch: Add +1/6 to the save DC of one of your hexes.

ARCHETYPES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these archetypes to other races.

COURT HUNTER (INQUISITOR)

It is common knowledge that many twilight children walk the edge of two worlds, but there are some who commit themselves entirely to one. The court hunter's dedication manifests in one of two ways: either they grow to embrace their new family and realm or they vow to oppose fey until their last breath. The court hunter that dedicates their life to the fey often works for the lords and ladies of the fey realms, hunting those who have committed crimes against their kin. The rest combat the meddling of fey politics and pranks.

Detect Fey (Sp): You can detect fey at will. This functions as *detect evil* except that it allows you to sense the presence of fey. This ability replaces detect alignment.

Dual Identity (Ex): You have to navigate the byzantine machinations of the fey courts to remain alive. As such, you gain the vigilante's dual identity class feature. This replaces monster lore.

Social Talent: Most powerful fey are inscrutable and react poorly to intimidation—hence, you have developed alternate means of dealing with them. You receive a social talent at 1st level and may choose social talents instead of teamwork feats. You still have to meet any prerequisites, and you treat your court hunter level as your vigilante level for the purpose of prerequisites. You treat the latest social talent gained as a teamwork feat for the purpose of whether you can replace it. This replaces stern gaze and modifies teamwork feat.

Vigilante Talent: Starting at 4th level, whenever you would receive an additional daily use of your judgment ability, you may choose to instead gain a

vigilante talent for which you meet the prerequisites. You still have to meet any prerequisites, and you treat your court hunter level as your vigilante level for the purpose of prerequisites. This modifies judgment.

Court Hunter's Cowl (Su): At 5th level, you manifest a darkened cowl (or blazing, if you have the light's caress alternate racial trait) while in your vigilante identity. This cowl lowers (or increases, if you have the light's caress racial trait) the light level within 10 feet of you by one step. As a standard action, you may teleport yourself and up to a heavy load to any location of dim light or darker illumination (dim light or brighter illumination for twilight children with light's caress) within close range (25 ft. + 5 ft. per class level) to which you have line of effect. You may use this ability on another creature, but the target receives a Will save (DC 10 + 1/2 your class level + your Charisma modifier) to resist the effect. This is a conjuration [teleportation] effect with the darkness or light descriptor, depending on which caress racial trait you have. You also increase your daily uses of shadow's caress or light's caress by +3, plus an additional use every odd level thereafter. Using court hunter's cowl to teleport expends a use of shadow's caress or light's caress. This ability replaces bane.

Court Hunter's Drain (Su): At 12th level, whenever you use your cowl to successfully transport another creature, you may choose to have that creature take damage equal to your class level, healing you for the same amount. Any excess healing gained by this ability is converted into temporary hit points that last for 1 minute per class level. This ability alters greater bane.

LOST CHILD (WITCH)

The lost child is obsessed with the childhood they never had, granting youth to allies and the burden of age to enemies. Some lost children seek out and protect children who fall prey to the fey folk while others, who have connected more with Faerie than their former families, lure them to suffer the same fate the lost child suffered themselves. Others merely prefer to be in the presence of youth, sometimes joining them in games of hide and seek, often being dismissed as imaginary

friends by the parents of children claiming to see them.

Patron Spells: You replace some of your patron spells with the following: *threefold aspect*^{APG} (5th), *blessing of fervor*^{APG} (7th), *joyful rapture*^{UM} (11th), *refuge* (15th).

First Friend (Su): You carry a loved treasure—this was your first friend and a small token of a lost childhood. This may take the form of a small tattered blanket or a stuffed animal. This first friend holds as much meaning and power for you as such an item does for a fussy toddler, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by their familiar. You must commune with your first friend each day to prepare spells, and you cannot prepare spells that are not stored in the first friend.

Instead of the deliver touch spells familiar ability, the first friend has the following ability.

Spell Conduit (Su): At 3rd level, you can use your first friend to deliver touch spells. If you and your first friend are in contact when you cast a spell or a hex that requires you to touch a subject, you can designate your first friend to hold the charge. You can leave your first friend in an adjacent square and move away. When a creature touches the first friend, you can choose whether to trigger the spell or hex effect. If you cast another spell or hex before the touch is delivered, the first friend loses the charge. You maintain your connection to your first friend for up to 1 mile and know when the first friend is touched, but you can only know the subject's identity through scrying or similar magic. This ability replaces familiar.

Compelling Aura (Su): You project a 20-foot-radius aura compelling those within to trust younger creatures. Those within the aura suffer a –2 penalty to saving throws cast by fey, humanoids, and monstrous humanoids who are younger than they are. This ability replaces your 1st-level hex.

Youthful Vigor (Su): At 2nd level, as a standard action, you can grant a willing humanoid creature the vigor of youth, giving them a +2 enhancement bonus to Dexterity and increasing that creature's land speed by 10 feet. This effect lasts for 1 round per witch level you possess. A creature cannot benefit from this hex more than once in a 24-hour period. If you use this

ability on another target while the first is still in effect, the youthful vigor on the first target ends immediately. This ability replaces your 2nd-level hex.

Frail Form (Su): At 6th level, as a standard action, you can curse a humanoid creature with the burden of old age, giving it a temporary negative level that lasts for 1 minute per witch level you possess. A Fortitude save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This hex does not alter the size or appearance of the target. At 10th level, an affected creature gains 2 temporary negative levels instead. This ability replaces your 6th-level hex.

Imaginary Companion (Su): At 12th level, you can hide in plain sight from humanoid adults as if using *invisibility*. You remain visible to young or younger fey, humanoids, and monstrous humanoids. This ability replaces your 12th-level hex.

Children's Crusade (Su): At 18th level, once per day as a standard action, you can create a haunting tune audible only to young fey, humanoids, and monstrous humanoids within a 1-mile radius. The tune can last up to 1 hour, though it can be disrupted as if it were a spell relying on audible components. The targets are drawn to you as if under the effects of the *enthrall* spell, though a successful Will saving throw can be made once the music is heard to negate the effect. Once, while this ability is in effect, you can make a *suggestion* (as the spell) to all creatures affected by the song within 30 feet. A successful Will saving throw negates the suggestion effect. This ability replaces your 18th-level hex.

Hexes: The following hexes are especially appropriate for you: charm, child-scent^{UM}, flight, fortune, misfortune, and ward.

MERCURIAL MASTER (SPIRITUALIST)

Some creatures die still eager to explore the world and what it has to offer. Some might be mischievous animals awakened only shortly before their demise or a fey with a lingering capricious spirit. Regardless of origin, such phantoms are fickle, inconstant, and changeable. Twilight children who cajole these

phantoms into service wield their unpredictable power against abuse and banality.

Skills: You add Survival to your class skills. This replaces Linguistics as a class skill.

Capricious: Your phantom uses the capricious emotional focus (see sidebar). You cannot choose a different emotional focus.

Sylvan Manifestation (Su): At 3rd level, as a swift action, you can pull on the consciousness of your phantom and the substance of the Ethereal Plane to partially manifest aspects of both in your own body. For you to use this ability, the phantom must be confined to your consciousness. When you do, you gain a +4 competence bonus on saves against mind-affecting effects, cold resistance 5, and electricity resistance 5. In addition, you can use *dancing lights* and *faerie fire* as spell-like abilities each once per day. At 8th level, you also gain DR 5/cold iron. You add *entangle* and *glitterdust* to your list of spell-like abilities. At 13th level, you increase your cold and electricity resistance to 10 and your DR to 10/cold iron. You add *confusion* and *feblemind* to your list of spell-like abilities. At 18th level, you gain spell resistance equal to 6 + your class level. You add *mislead*, *project image*, and *irresistible dance* to your list of spell-like abilities. The caster level for these abilities equals your spiritualist class level.

During a sylvan manifestation, the phantom can't be damaged, dismissed, or banished. You can use sylvan manifestation a number of rounds per day equal to 3 plus your class level. These rounds need not be consecutive. You can dismiss the effects of a sylvan manifestation as a free action, but even if you dismiss a sylvan manifestation on the same round that you used it, it counts as 1 round of use.

This replaces bonded manifestation.

Curiosity (Su): Both you and phantom alike display childlike curiosity regarding magic and spells, picking up knowledge of some spells and imagining others. Once per day, you can use a spell slot to cast any spell from the spiritualist spell list, even if that spell is not on your list of spells known. The spell you cast must be at least 2 levels lower than the highest level spell you can cast. This ability can only use spell slots and cast spells from your spiritualist levels. This replaces call

CAPRICIOUS

Phantoms with this focus are unlike other phantoms in that they are not restricted to a humanoid form: horns, hooves, tails, long snouts, or even four legs are not uncommon. Many vaguely resemble a monkey, cat, or fox. Others have a more humanoid form save for horns or hooves. The aura surrounding these phantoms is as mercurial as their mood, shifting from color to color on a whim.

Skills: The phantom gains a number of ranks in Bluff and Disguise equal to its number of Hit Dice. While confined in your consciousness, the phantom grants you Skill Focus in each of these skills.

Good Saves: Fortitude and Reflex.

Speak with Animals: The phantom can use *speak with animals* once per day as a spell-like ability. The caster level for this ability equals your class level.

Maddening Strike (Su): If the phantom hits a creature with a slam attack, that creature must succeed at a Will saving throw (DC 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) or gain the confused condition for 1 round. This is a mind-affecting compulsion effect. Penalties from multiple hits don't stack with themselves.

Prattling Aura (Su): When you reach 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that compels the use of gibberish and half-sentences. When entering the aura or starting their turn in the aura, non-psychic spellcasters must succeed at a Will save (DC 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) or be treated as though they have the confounded casting^{UM} spellblight while in the aura for as long as the aura lasts or until they leave the aura, whichever happens first. The phantom can end this ability as a free action. The phantom can use this ability in either ectoplasmic or incorporeal form.

Reversion (Su): When you reach 12th level, once per day, the phantom can emit a swirling rainbow of energy as a standard action, affecting all creatures within a 30-foot cone that do not succeed a Will save (DC 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) as the *true form* spell. The phantom uses its Hit Dice as its caster level for the effect. The phantom can use this ability in either ectoplasmic or incorporeal form.

Inescapable Confusion (Su): When you reach 17th level, if the phantom hits with its slam attack, its opponent doesn't get a save to resist the confusion effects of the phantom's maddening strike.

spirit.

Greater Manifestation (Su): At 17th level, you can use your sylvan manifestation ability a number of rounds per day equal to 3 + twice your spiritualist level. This ability replaces duel bond.

SEELIE/UNSEELIE DETECTIVE (INVESTIGATOR)

Always observing the world around them, the Seelie detective (or Unseelie detective, depending upon their benefactor) eagerly reports to their fey lord or lady with news of coming plots, potential threats, and worthwhile allies. Some use their skills for more personal reasons, waiting for the moment to strike back at those who

stole them from their home. Regardless of allegiance, the Seelie/Unseelie detective is cunning, adaptable, and has long been exposed to the whimsy and magic of the fey.

Spell Casting: You cast arcane spells drawn from the bard spell list. You can cast any spell you know without preparing it ahead of time. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against your spell is 10 + the spell's level + your Charisma modifier. You can cast only a certain number of spells of each spell level per day. Your base daily spell allotment is the same as a bard of the same level. In addition, you receive bonus spells per day if you have a high

Charisma score.

Your selection of spells is limited. You have the same number of spells known as a bard of the same level and can choose new spells to replace old ones at 5th level and every 3 levels after that, just as a bard does. See the bard for more information on swapping spells known.

This replaces alchemy.

Cantrips: You learn a number of cantrips, or 0-level spells, as a bard. These spells are cast like



any other spell, but they do not consume any slots and may be used again. This replaces trapfinding.

Disguise Self (Sp): You can hide in plain sight by blending in with those around you. At 2nd level, you can cast *disguise self* once per day as a spell-like ability, using your Seelie/Unseelie detective level as your caster level. At 5th level, you can use this ability twice per day. At 8th level, you can use it three times per day. At 11th level, you can use *disguise self* at will. This replaces poison lore and poison resistance.

Can't Fool Me (Ex): At 3rd level, you develop resistance to mind-affecting powers. You gain a +1 competence bonus on Will saving throws against mind-affecting effects. At 6th level and every 3 levels thereafter, these bonuses increase by 1 (to a maximum of +6 at 18th level). This ability replaces trap sense.

Quicken Spell: You can adapt your magic quickly. At 4th level, you gain the Quicken Spell feat as a bonus feat. This replaces swift alchemy.

TITAN'S FOE (FIGHTER)

To a titan's foe, being smaller is not a weakness but an opportunity to excel. Often underestimated by larger foes, these resourceful combatants use their size to their advantage, often taking on larger foes for the thrill, the glory, or just out of sheer necessity.

Size: You must be a Medium, Small, or Tiny creature.

Skills: You gain Escape Artist as a class skill. This alters the fighter's class skills.

The Harder They Fall (Ex): You add your Dexterity modifier (minimum +1) to all damage rolls against any creature of larger size than you. This replaces the fighter's 1st-level bonus feat.

Size Means Nothing (Ex): Starting at 2nd level, you gain a +1 competence bonus to combat maneuver checks and to CMD when used against larger creatures. This bonus increases by +1 for every 4 levels beyond 2nd. This ability replaces bravery.

Less Is More (Ex): At 6th level, your size becomes an asset when others might perceive it to be a weakness. You add a +1 insight bonus to Acrobatics, Climb, Escape Artist, and Intimidate checks. This bonus increases by +1 at 9th level and again every 3 levels

thereafter (to a maximum of +5 at 18th level). This replaces the fighter's 6th-level bonus feat.

Giant Slayer (Ex): At 20th level, your weapons gain the appropriate *bane* weapon property against all foes who are at least one size category larger. Any critical threats against a creature at least one size category larger are automatically confirmed and have their damage multiplier increased by 1 (×2 becomes ×3, for example). This ability replaces weapon mastery.

ADDITIONAL OPTIONS

The following options are available to twilight children. At the GM's discretion, other appropriate races may have access to some of these new rules.

EQUIPMENT

Twilight children developed the following equipment according to their specific needs and utilize them to particular effect.

Fey Claw: This claw dagger acts as an extension of the wielder's body, like bear or cat claws. Three muted grey blades, 4 inches in length, protrude from the fey claw's horizontal handle. The lowest inch of each blade is dull, ensuring the wielder does not cut themselves. When the handle is held in the fist, the blades extend out to resemble claws. The wielder gains a +2 competence bonus to CMD against disarm attempts. Fey claws are often wielded in pairs.

Ironblood Poison: This dull-gray powder is a blend of cold iron dust with minerals and herbs to conceal its presence within food or drink. Once ingested, ironblood poison causes fey creatures to be nauseated within an hour and renders them unable to use any spell-like or supernatural abilities. If not cured, after 24 hours, the ironblood poison deals 1d4 points of Constitution damage each day.

The iron-tainted blood of a fey slain by ironblood poison can be used to coat a weapon to give it the *fey bane* property for 1 hour. This poison has no effect on non-fey. Creatures who are only part-fey suffer the nauseated effect for 24 hours, after which the poison leaves their systems.

Ironblood—ingested; *save* Fortitude (DC 19); *onset* 1

hour; *frequency* 1/day until death; *effect* nauseated and 1d4 Con damage, see text; *cure* 2 consecutive saves.

Twilight Charm: This simple wooden charm resembles a circle broken into two pieces. On both sides of the charm, half of the circle is painted while the other remains a natural wood. The charm symbolizes the dual heritage of the twilight children and is instantly recognizable by other twilight children. A twilight child who shows this charm gains a +2 alchemical bonus on Diplomacy checks made to influence the attitude of or to request favors from other twilight children for the next hour.

Twilight Shield: A twilight shield can be either a light or heavy steel shield. These shields are made from metal that has been subjected to similar environmental extremes—transitioning between the fey realms and the Material Plane—as the twilight children. As a result, they have a silvery sheen to them, mottled with black swirls. These shields do not impose an armor check penalty to Stealth. In addition, whenever the wielder of a twilight shield has a miss chance due to concealment, the twilight shield increases this miss chance by 5%.

TWILIGHT CHILD EQUIPMENT

Item	Cost	Weight	Craft DC
Ironblood Poison	250 gp	—	19
Twilight Charm	10 gp	—	10
Twilight Shield (Light)	84 gp	6 lb.	13
Twilight Shield (Heavy)	95 gp	15 lb.	14

FEATS

Twilight children have evolved a style all their own and are quite fond of the following feats.

ANKOU'S CLAWS (COMBAT)

You have embraced the cold malice of your ankou progenitors.

Prerequisites: Fey Heritage, Improved Unarmed Strike or natural attack, base attack bonus +6, twilight child.

Benefit: Your primary natural attacks and unarmed strikes are treated as cold iron for the purpose of bypassing damage reduction.

ANKOU'S TWIN (COMBAT)

Your acceptance of your bleak, malicious ankou heritage enables you to create a shadow emulation of yourself.

Prerequisites: Ankou's Claws, Fey Heritage, Improved Unarmed Strike or natural attacks, base attack bonus +12, twilight child.

Benefit: Once per day, as a swift action, you can conjure a shadowy duplicate that appears within 20 feet of you and lasts for 1 round per character level. Upon calling forth this twin, you immediately lose a number of hit points (your choice, up to a maximum of your Charisma modifier; minimum 1); this times your character level is your twin's hit points—your essence brings your duplicate to life. This cannot reduce you below 1 hit point, however, but an inability to pay any hit points means that the duplicate does not manifest. If you are knocked unconscious or killed, your duplicate vanishes immediately in a puff of smoke.

Your duplicate can make a single slam attack at your highest base attack bonus once per round at the end of your turn and does damage equal to your unarmed strike or a primary natural damage of your choice plus your Charisma bonus (minimum 1). These attacks gain the benefits of your Ankou's Claw feat but otherwise are not modified by your feats, class features, or special effects. When you move, run, or take a 5-foot step, your double can take the same action. Attacking and moving in this way are the only actions your double can take. It has your base movement rate, no other forms of movement, and is semi-solid. Your double cannot be magically healed. You can dismiss your double on your turn as a free action. Upon dismissing your double, you immediately regain any remaining hit points your double had left. Any excess hit points are lost.

Any creature that interacts with your duplicate can make a Will save to disbelieve it (DC 10 + your character level + your Charisma modifier). Foes that make their save and recognize the duplicate for what it is treat the duplicate as a shadow conjuration. Your shadowy duplicate takes double damage from spells with the light descriptor. If your shadow double is destroyed, you become dazed for 1 round.

BURNING LIGHT

You know how to bring the coming light to bear on your enemies.

Prerequisites: Character level 9th, Cha 16, light's caress racial trait, twilight child.

Benefit: You can use searing light twice per day as a spell-like ability. Your caster level for this effect is equal to your character level. You also may use light's caress an additional 3 times per day.

CALL FORTH THE TWILIGHT

Your closeness to shadow allows you to shape it into nearly real material or effects.

Prerequisites: Character level 11th, Cha 16, shadow's caress racial trait, twilight child.

Benefit: You may cast *shadow conjuration* twice per day and *shadow evocation* once per day as a spell-like ability. You also may use shadow's caress an additional 3 times per day.

DURABLE TWILIGHT FRIEND

Your shadowy companion can withstand more damage.

Prerequisites: Twilight Friend, twilight child.

Benefit: Your shadow companion gains hit points equal to your character level.

Special: You can select this feat multiple times, and the additional hit points stack. Upon gaining a level, the benefits of this feat increase accordingly.

EXTRA CARESS

Whether it's light or darkness, it loves you.

Prerequisite: Light's caress or shadow's caress racial trait, twilight child.

Benefit: You may use your light's caress or shadow's caress ability an additional 4 times per day.

FADE INTO THE BACKGROUND

You've perfected going unseen and being part of the scenery so that no one ever seems to notice you—and that's just how you like it.

Prerequisites: Charisma 13 or less, twilight child.

Benefit: You may activate this ability as a move action to step away from your current environment and blend into the background. As long as you do not speak or take notable action (such as attacking, drawing a weapon, casting a spell, activating an item, and so on), creatures who can see you must succeed at a Will save (DC 10 + 1/2 your character level + your Dexterity modifier) to actually notice you are there. On a failure, the creature overlooks your presence and acts as though you are not actually there or as though you have left. This is not a magical effect and cannot be dispelled. Creatures who succeed the Will save notice you and react to you as they normally would. Your allies are immune to this effect.

FEY BLESSING

Once you accepted your fey heritage, you began to exhibit magical abilities.

Prerequisites: Fey Heritage, twilight child.

Benefit: Choose one 0-level spell of the enchantment school from the sorcerer/wizard spell list. You can cast this spell 3 times per day as a spell-like ability. You can instead choose a 1st-level spell of the enchantment school from the sorcerer/wizard, but you can only cast this spell 1/day as a spell-like ability. Your caster level for the effect you choose is equal to your character level.

Special: You can choose this feat multiple times. Each time you do, you choose a different 0- or 1st-level spell with the same restrictions.



TWILIGHT CHILD WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type	Special
<i>Light Melee Weapons</i>								
Fey Claw	5 gp	1d3	1d4	x3	—	2 lb.	S	see text

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

FEY HERITAGE

You were taken in by the fey at a young age, and you managed to adopt some of their characteristics.

Prerequisite: Twilight child.

Benefit: Choose one of the races below. You gain the benefits listed with that race. In addition, you are considered to be a member of that race for purposes of determining prerequisites for feats, spells, and other abilities. You must still meet the other prerequisites for those abilities.

Bitterclaw: You can cast *break*^{APG} once per day as a spell-like ability. The save DC is 11 + your Charisma modifier.

Black Hat: Gain a +1 to the DC of any saving throw against necromancy spells you cast. If you have a Wisdom score of 11 or higher, also gain one of the following spell-like abilities of your choice when you choose this feat. When you make the choice, it cannot be changed: 1/day—*bleed*, *chill touch*, *detect poison*, or *touch of fatigue*. The caster level for these effects is equal to your level minus one (minimum 1). The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Darkling: You gain the darkling's shadow disk racial trait.

Dryad: You can cast *charm person* or *entangle* once per day as a spell-like ability (DC 11 + your Charisma modifier).

Far Darrig: Treat your caster level as 1 higher when casting illusion spells. If you have a Charisma score of 11 or higher, also gain one of the following spell-like abilities of your choice when you choose this feat. When you make the choice, it cannot be changed: 1/day—*disguise self*, *silent image*, or *ventriloquism*. The caster level for these effects is equal to your level minus one (minimum 1). The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Faun^{B2}: Three times per day, you can use any masterwork panpipes to augment a spell you cast. Doing so is a swift action that increases the DC of the next spell you cast on your turn by +1.

Fir Bolg: You gain a number of cache points equal to 1 + 1/2 your character level. This ability otherwise functions as the fir bolg's hunter's cache racial trait.

Gathlain^{UW}: You gain plant-like wings that allow you to fly at a speed of 30 feet. Unless you have 5 ranks in Fly, you must end your movement on a solid surface or fall.

Goodfellow: You are one size category smaller than your parent race.

Kitsune: You gain the kitsune's tail racial trait.

Matabiri: You gain a number of dream points equal to 1/2 your Intelligence bonus (minimum 1). This ability otherwise functions as the matabiri's dream reading racial trait.

Naiad^{B6}: You gain a swim speed of 30 feet.

Norn: You gain a number of fate points equal to 1 + 1/2 your character level. This ability otherwise functions as the norn's fate magic racial trait.

Nymph: As a standard action, you can force a creature you can see and that can see you within 30 feet to succeed on a Fortitude saving throw (DC 10 + 1/2 your character level + your Charisma modifier) or be blinded until the start of your next turn.

Putti: You gain a +2 racial bonus against mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.

Satyr: You can cast *charm person* or *sleep* as a spell-like ability once per day (DC 11 + your Charisma modifier).

Teras: You gain the teras's transmutable racial trait.

GLOOM

Your presence can dim the light around you.

Prerequisites: Character level 5th, shadow's caress racial trait, twilight child.

Benefit: For a number of minutes per day equal to your character level, which you can break up into multiple minute-long increments, you can use *darkness* as a spell-like ability centered on you. Even if you do not possess darkvision, you can see in the darkness you create. You also may use shadow's caress an additional 3 times per day.

GREATER CALL FORTH THE TWILIGHT

Your control of shadows improves.

Prerequisites: Character level 19th, Cha 19, twilight child.

Benefit: You may cast *greater shadow conjuration* twice per day and *greater shadow evocation* once per day as a spell-like ability. Additionally, 6 times per day, you can cast *shadow conjuration* or *shadow evocation* (split up among the six uses however you choose).

GREATER TWILIGHT COMBATANT

Your shadowy companion becomes a frightful opponent in combat.

Prerequisites: Improved Twilight Combatant, character level 7th, Cha 15, twilight child.

Benefit: Your caster level for the Twilight Combatant's shadow weapon increases by 2. When your caster level reaches 15th, you may increase the weapon's enhancement bonus to +3, add either the *frost* or *keen* weapon property to a +2 *weapon*, add both properties to a +1 *weapon*, or add the *icy burst* weapon property to a +1 *weapon*. Additionally, when the shadow hits a creature that disbelieves the weapon, the weapon deals 20% damage rather than 1 point (this improves to 60% when your caster level reaches 17th).

GREATER TWILIGHT RESISTANCE

Your fey resistances reach even greater heights.

Prerequisites: Improved Twilight Resistance, Twilight Resistance, character level 10th, twilight child.

Benefit: Your DR improves to 5/cold iron, and your cold resistance increases to 10 no matter the conditions.

HEAT OF A THOUSAND SUNS

Nothing can match the intensity of your hatred for the object of your rancor.

Prerequisites: Character level 9th, light's caress racial trait, twilight child.

Benefit: Upon taking this feat, choose either fey or your parent race. Once per day for every 4 character levels, you gain the benefit of an ability similar to a paladin's smite, which instead applies to the creature type chosen. If you target an ineligible creature with your smite, you lose the daily use.

IMPENETRABLE GLOOM

To match the intensity of your loneliness, you can further decrease illumination around you.

Prerequisites: Gloom, character level 9th, twilight child.

Benefit: For a number of minutes per day equal to 10 times your character level, which you can break up into multiple 5-minute increments, you can use *deeper darkness* as a spell-like effect centered on you. You can see in the *deeper darkness* you create, even if you possess no ability to do so. You also may use shadow's caress an additional 3 times per day.

IMPROVED SHADOWY FLICKER

Your opponents have incredible difficulty piercing the shadowy veil surrounding you.

Prerequisites: Shadowy Flicker, character level 11th, twilight child.

Benefit: The benefit from your Shadowy Flicker feat improves to duplicate the effects of *displacement*.

IMPROVED TWILIGHT COMBATANT

Your shadowy companion becomes a more powerful opponent in combat.

Prerequisites: Twilight Combatant, character level 5th, Cha 15, twilight child.

Benefit: Your caster level for the Twilight Combatant's shadow weapon increases by 2, and the DC to disbelieve the shadow weapon increases by 2. Additionally, the shadow attacks using a base attack bonus equal to your character level plus double your Charisma modifier for attacks and damage.

IMPROVED TWILIGHT RESISTANCE

Your fey resistances improve.

Prerequisite: Twilight Resistance, character level 6th, twilight child.

Benefit: Your damage reduction from the Twilight Resistance Feat improves to 2/cold iron. In addition, you gain cold resistance 5. These values increase to 5/cold iron and cold resistance 10 when you are in conditions of dim light.

IRONBORN

Your non-fey heritage includes parentage with strong ties to the Material Plane, inoculating you somewhat to the weaknesses of the fey.

Prerequisites: Twilight child (humanoid parent race).

Benefit: You are considered to be your parent's humanoid subtype for purposes of determining if you can be targeted or affected by spells and effects that would normally affect you due to your partial fey nature. Additionally, you gain +1 hit point per level as your strong non-fey heritage makes you slightly harder.

LIMINAL STEPS

You travel easily in the places between places.

Prerequisite: Twilight child.

Benefit: You can move through difficult terrain as if it were normal terrain if it is within 5 feet of normal terrain.

PENUMBRAL STRIDE

You slip easily between light and darkness.

Prerequisite: Liminal Steps, character level 7th, light's caress or shadow's caress racial trait, twilight child.

Benefit: You can move through difficult terrain in dim illumination as if it were normal terrain. You can expend four uses of shadow's caress or light's caress to cast *shadow step*^{UM} as a spell-like ability.

QUICKLING JAUNT

You have embraced the speed and grace of your quickling progenitors.

Prerequisites: Dodge, Mobility, Stealth 4 ranks, Dex 15+, twilight child.

Benefit: You gain concealment whenever you move at least 20 feet in a round. This concealment lasts until the start of your next turn. This does not allow you to hide while observed.

QUICKLING RAZOR (COMBAT)

Even in retreat, you may harry your foes.

Prerequisites: Quickling Jaunt, Spring Attack, Stealth 8 ranks, Dex 19+, twilight child.

Benefit: When you use a withdraw action and move at least 20 feet, you may make a single melee or thrown weapon attack at your highest base attack bonus at any point during your movement. If the attack is successful,

the target takes damage normally and is dazzled for 1d4 rounds.

QUICKLING SNEAK

Your adoption of quickling style has made you a hard target to pin down.

Prerequisites: Dodge, Mobility, Quickling Jaunt, Stealth 15 ranks, Dex 17+, twilight child.

Benefit: If you move at least 10 feet during your turn, you gain full concealment in conditions of dim light until the start of your next turn.

SHADOWY FLICKER

You draw shadows around you like a cloak, making it difficult for other creatures to strike you.

Prerequisites: Character level 5th, light's caress or shadow's caress racial trait, twilight child.

Benefit: Whenever you activate light's caress or shadow's caress, you may choose to gain the benefits of a *blur* spell with a caster level equal to your character level. You may maintain *blur* for a number of minutes up to your character level on any given day. This duration need not be consecutive but must be spent in 1-minute increments. Shadowy Flicker's effects may be dismissed as a free action, but each activation consumes a minimum increment of 1-minute. You also may use either light's caress or shadow's caress an additional 1 time per day.

SHED THE LIGHT

You shy from shadows, instead choosing to illuminate the dark corners of the world.

Prerequisites: Character level 7th, Cha 14, light's caress racial trait, safe from shadows racial trait, twilight child.

Benefit: You can use *daylight* once per day and *dancing lights* twice per day as spell-like abilities. Your caster level for these effects equals your character level. You also may use light's caress an additional 1 time per day.

SIGHT OF THE NORNS

You have delved often into the realm between life and death and have drawn the attention of the fatespinners.

Prerequisites: Ability to cast two 3rd-level necromancy spells, twilight child.

Benefit: As a standard action that provokes attacks of opportunity, you can slip into a trance that allows you to determine the condition of creatures near death that you can see within 60 feet, as the *deathwatch* spell, until the end of your next round. This is a supernatural necromancy effect.

SOVEREIGN CHILD

You were born of a tryst between a fey sovereign and a mortal. Your sovereign parent may or may not have any interest in your existence, but nonetheless, you believe there is a glimmer of true power in your veins.

Prerequisites: Iron Will, twilight child.

Benefit: Once per day, as an immediate action, when you would be slain as a result of a failed saving throw or check, you may attempt a Will save with the same DC as the saving throw or check you failed. If you succeed at this Will save, you are considered to have succeeded at the initial saving throw or check as well.

SYLVANBORN

Your fey nature is compounded by your non-fey parentage hailing from sylvan origins, rendering you slightly more attuned to fey magic.

Prerequisites: Twilight child (parent race: elf, half-elf, or gnome).

Benefit: You gain a +1 racial bonus to your saving throws against charm, compulsion, and magical sleep effects, in addition to any bonuses you may already receive due to race. Additionally, you gain a +3 racial bonus on Knowledge (arcana), Knowledge (nature), and Spellcraft rolls made to identify fey creatures or the workings of fey magic.

Special: This feat must be taken at character creation.

TWILIGHT COMBATANT

Your shadowy friend can manifest a melee weapon.

Prerequisites: Twilight Friend, character level 3rd, Cha 11, twilight child.

Benefit: Your shadow companion can create a weapon per the spell *shadow weapon* for a number of minutes equal to your character level. While the

weapon's duration can be split up any number of times per day, it must be taken in 1-minute increments. The spell uses your character level as the caster level. When the shadow attacks, it uses your base attack bonus (which may grant it iterative attacks) and adds your Charisma modifier to attack and damage rolls.

TWILIGHT FRIEND

Your loneliness and fey-touched nature combine to create a shadowy companion for you.

Prerequisites: Twilight child.

Benefit: Your shadow houses a being that responds to your commands. The shadow has the same statistics as an *unseen servant* (with its range centered on you), except it moves at your movement rate and is visible. You can hide the shadow with a Disguise check with a +4 bonus. In illumination better than darkness, the shadow provides enough of a distraction in combat that it can grant you a +2 flanking bonus to attack rolls. Unlike an *unseen servant*, the shadow does not take damage from area of effect effects. It can be targeted with attacks, though, and dissipates for 8 hours upon taking more than twice your character level in hit points of damage.

TWILIGHT KILLER

Your shadowy companion can become a killing machine for a short period of time.

Prerequisites: Twilight Combatant, character level 11th, Cha 17, twilight child.

Benefit: Once per day for a number of rounds equal to your character level, your twilight friend can become a creature similar to a shadow demon. It does not have the chaotic, demon, or evil subtypes, nor does it have the ability to use *magic jar* or to summon another shadow demon. It also does not possess the shadow demon's sunlight powerlessness.

TWILIGHT RESISTANCE

You gain some common fey resistances.

Prerequisite: Fey.

Benefit: You gain DR 1/cold iron. This increases to 2/cold iron when you are above ground, outdoors, and in conditions of dim light.



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